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2044

WASTELAND

SCRAPPER

A TECHNOLOGICALLY
INCLINED CLASS

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WASTELAND

SCRAPPER

A TECHNOLOGICALLY INCLINED CLASS

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What follows is an abbreviated version of the Scrapper class that does not require the full custom building rules for weapons included in *2099 Wasteland*, an alternate timeline of the *Hypercorps 2099 5th Edition* campaign setting and rule system. Venture into the future—though in this timeline what lay ahead for Earth isn't superheroic cyberpunk but a world scorched by nuclear fire—the Wasteland!

FUNDING ENDS ON
SUNDAY DECEMBER 18TH!

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POCKETS OF EARTH ARE DECIMATED BY NUCLEAR WAR IN 1969 AFTER THE BAY OF PIGS ESCALATES INTO WORLD WAR 3 AND ATOMIC WEAPONS ARE UNLEASHED ACROSS THE PLANET. THE *ALTER SAPIENS* OF THE WORLD PUT ASIDE THEIR DIFFERENCES AND USE THEIR ABILITIES TO CREATE SAFE HAVENS ACROSS THE GLOBE, SAVING THOSE THEY CAN FROM NUCLEAR DEVASTATION. ALMOST A CENTURY AND A HALF HAS PASSED SINCE THE ATOMIC APOCALYPSE AND THROUGH TIRELESS SCIENTIFIC EFFORT, AREAS OF THE WORLD ARE BECOMING LIVABLE ONCE MORE AND CIVILIZATION IS CREEPING OUT TO SEEK OUT LIFE UNDER THE SUN ONCE AGAIN—THOUGH DOING SO MEANS SURVIVING IN THE WASTELAND AND MANY BELIEVE THEY WERE BETTER OFF LOCKED AWAY IN THEIR SHELTERS.

THE VAST MAJORITY OF THE SURFACE'S POPULATION DIED IN THE HORRORS OF THE NUCLEAR ONSLAUGHT OR THE MADNESS THAT FOLLOWED IT WHEN IN 2076 A DIMENSIONAL FLUX RIPPLED ACROSS THE PLANET. THOSE FEW INSIDE OF THE SHELTERS AND SAFE FROM THE RADIATION SEETHING ACROSS THE WORLD FOUND THEY WERE EMPOWERED TO BE SMARTER, TOUGHER, AND STRONGER THAN THEIR ANCESTORS, GIFTED WITH ABILITIES LIKE THE *ALTER SAPIENS* THAT SAVED THE HUMAN RACE. SURVIVORS ON THE APOCALYPTIC WASTELANDS, HOWEVER, GAINED POWERS THAT CURSED THEIR ALREADY SICKLY BODIES AND TRANSFORMED THEM INTO HORRIFYING MUTANTS, PREDATORIAL MORDORS, MINDLESS WALKERS RAVENOUS FOR FLESH, OR WORSE. THE CHAMPIONING OF SCIENCE IN THE SHELTERS OVER THE LAST 140 YEARS WAS OFTEN SEEN AS THE LAST RAY OF HOPE FOR THE PLANET BUT IN ACTION THESE UNDERGROUND LABORATORIES ADD TERRORS TO THE LANDSCAPE MORE OFTEN THAN NOT, UNLEASHING SURVIVORS MADE INTO FREAKISH EXPERIMENT SUBJECTS OR RELEASING AUTOMATONS GONE MAD.

HUMANITY'S DISPARATE TRIBES ARE BRAVING THE WASTELANDS SEEKING ONE ANOTHER AND ATTEMPTING TO FORCE SOMETHING FROM THE ASHES OF CIVILIZATION, BUT EVEN SURVIVING IS PRACTICALLY IMPOSSIBLE AND LEAVES LITTLE ROOM TO BE CONCERNED WITH ANYTHING ELSE. THE MOST POWERFUL *ALTER SAPIENS* HAVE TURNED THE SANCTUARIES FROM THE IRRADIATED LANDSCAPE IN WHICH THEY WERE RAISED INTO FORTRESSES, MANNING THEM WITH ARMIES OF MEN AND WOMEN WILLING TO LIVE BY ANOTHER'S CREED. WITH THE THREAT OF THESE WARLORDS, THE UNEARTHING OF STOCKPILED NUCLEAR WEAPONS, AND THE HORRORS WROUGHT FROM THE PAST, VIOLENCE IS EVERYWHERE AS BATTLES RAGE ACROSS THE BLASTED LANDSCAPE. THOSE FEW LOOKING TOWARD THE WAR FOR THE FUTURE WONDER IF IT HOLDS ANYTHING BUT DEATH AND DESPAIR, BUT THEY ARE FOOLS.

WAR DOES NOT DETERMINE WHO IS RIGHT—ONLY WHO IS LEFT.

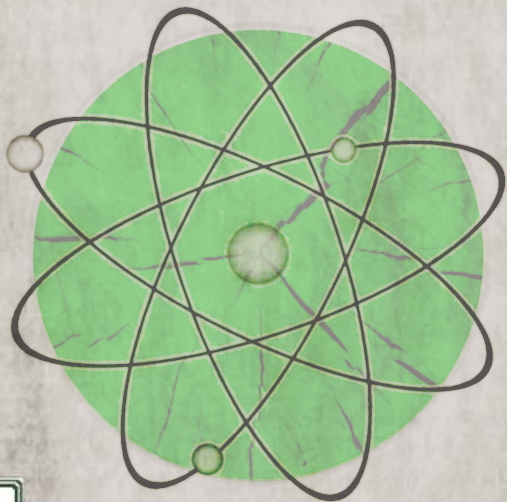
SCRAPPER CLASS

"It'll be ready when it's ready damnit!," Breakt yelled back, "don't draw that thing in here until I say so!" It was already too late though—the rad-drake swooped into the tunnel, splaying its wings wide and cooking off a ball of nuclear fire that exploded all around the passage, nearly frying his equipment. The gnome started chanting swear words like a religious mantra, hastily throwing switches and affixing anchors until his gun turret was firmly in place before activating the device. He dodged out of the way as the machine started spitting out lead at the charging radioactive lizard, its mechanical coughing matched by bullets from two more Breakt had hidden behind some bluffs in the wall (as he'd been given proper time to prepare those). Realizing it had flown into a trap the rad-drake spun quickly trying to take to the air, but Breakt grabbed his disintegrator cannon and nailed the creature in the back before it could escape, a gout of greenish energy striking the mortal blow. "If you're early like that next time," he said, breathing heavily and boring his eyes down on his elven companion-turned-bait, "I'll take you off the biometrics and let the turrets sort you out."

Gizmo wasn't sold on the whole magic thing. The fact that it didn't seem to work half the time because of radiation marked it as unreliable in her eyes and needing to get weird materials made it seem unfeasible—a toad's leg isn't exactly easy to find in the Wasteland—so despite her family's tradition for wizardry she took to firearms instead. Firearms like Devastator, her pride and joy. Nestling it against her shoulder as the raiders began scampering out of cover and into the open, she carefully aimed down its sights and flicked the firing switch from "on" to "fry" before squeezing the trigger. A gout of lightning erupted from her weapon and slammed into one of the wretches, the heads of each snapping to face her direction as she shifted her barrel leftward and unleashed another shot, striking a second assailant in the chest and sending him flying. Reaching down to her belt she snapped her luminescent wavelength augmitter and disappeared, scampering eastward to take a new position as the worst the Wasteland has to offer converged on her previous vantage point in confusion.

"What did the manual say, what did it say, oh god what did the manual say?!?" Karris whimpered quietly, pressed against the wall of an industrial kitchen as a 47-X Musashi model executioner robot stalked into the ruined cafeteria. Thinking hard about the RoboRanger Scout's Guide he'd read cover to cover a hundred times, page 47—the page opposite the advertisement for x-ray goggles that inspired his detecto lenses—was the schematic for a robot that Harvey Danger encountered on Mars that looked a lot like this one. Its power source was hidden in its chest, the only opening beneath the arms on the upper side of its torso. LIFE SIGNS DETECTED. INITIATING THERMAL SCANS its synthetic voice canted, raising Karris's blood pressure like a geiger counter at ground zero. What did he do? God what did Harvey Dan—that was it! Grabbing an aluminum tray off the counter and whipping it like a frisbee towards the entrance, the halfling darted out to slide under the distracted automaton, his electropistol firing wildly up into the thing's insides. For a brief instant its eyes turned red with recognition but then the electricity flowing through it overloaded the creature's circuits, causing the head to explode in a shower of sparks as its body dropped to the ground. "That's right," Karris added, standing up and putting one knee on the thing's smoldering chest, "you don't mess with a Robo Ranger!"

Scrapppers are scientists but only in the strictest definition of the word as it doesn't remotely assess their true nature—scientists are well-funded, formally trained, and participate in organizations and efforts with peers that have been similarly educated. Scrapppers are rarely anything but self-taught, limited by what they are able to salvage from the Wasteland, and perform feats of such astonishing brilliance that they defy conventional understandings of engineering and technology. As much as a doctor might be a savior to the Wasteland, scrapppers are the saviors of society itself; it is through their efforts at preserving the knowledge of the past, comprehending lost feats of civilization, and restoring communication between communities that the glimmer of hope for a better future shines at all.



MASTER SALVAGERS

To the untrained observer a well-canvassed scrapheap may seem like it has been picked bereft of salvage worth taking but when there's anything at all useful, scrapppers almost always find it. One can't go about building anything without components to form into a more complex system and in the Wasteland they are far and away the best at recovering valuable detritus from the ruins around them, turning veritable trash into the next piece needed for a fabulous device that defies belief. The need for discovery runs strong in these individuals, both the drive to understand the known and for the experiencing and understanding of the unknown. While their abilities are impressive, their knowledge of danger comprehensive, and their nature as rugged survivalists well-earned, no shortage of scrapppers have let their curiosity get the best of them in pursuit of a gadget in a Wasteland dungeon—a mistake that often proves to be fatal.

WONDERS OF TECHNOLOGY

Scrappers are incredibly diverse by their very nature but all share the spark of ingenuity. These ad-hoc scientists cobble together pieces from cash registers, construction equipment, terminal circuit boards, and chemistry kits to create devices with effects as remarkable as a mage's spells—and even more effective in the irradiated Wasteland. Though incredibly talented at creation and all of the sciences, scrappers tend to specialize in one of three different technological focuses: robots, traps, or more conventional weaponry.

CREATING A SCRAPPER

The first thing to decide when making a scrapper is the reason and manner of your curiosity, the force that drives your genius. At the core of your heart is a burning desire to *know* and understand—where does that come from? Was a lack of technical insight what ultimately caused the dissolution of your underground shelter? Did a failure in understanding a device cause a catastrophe to your family or friends, or are you simply obsessed with the fel power of the weapons that brought about the apocalypse?

A strong dislike or even fear of scarcity should also be reflected in your motivations as you do hoard technology (albeit in a place where it is a recommended practice). Do they collect things like RoboRanger Guides as well, or pieces of toys from the past? Are they searching for something else in their plundering of the Wasteland? When will their hunt be completed?

CLASS FEATURES

As a scrapper, you gain the following class features.

Hit Points

Hit Dice: 1d8 per scrapper level

Hit Points at 1st Level: 8 + your Constitution modifier.

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

Proficiencies

Armor: Light armor, medium armor, and shields

Weapons: Simple weapons and martial weapons

Tools: Mechanic's Kit

Saving Throws: Dexterity, Intelligence

Skills: Science, Technology, and two from Acrobatics, History, Investigation, or Nature.

Equipment

You begin play with the following equipment, in addition to any gear acquired through your background.

- (a) wrench that can also be used as a club or (b) a hammer that can also be used as a greatclub
- (a) autoslingshot and 20 bullets or (b) light crossbow and 20 bolts
- (a) studded leather or (b) chain shirt
- Mechanic's kit
- an (a) explorer's pack or (b) scavenger's pack

Mechanic's Kit (45 gold). A mechanic's kit is filled with screwdrivers, wrenches, clamps, powered tools, spare nuts and bolts, and everything you would find within smith's tools. Proficiency with a mechanic's kit grants your proficiency bonus to checks made using its equipment (usually to craft or repair constructs).

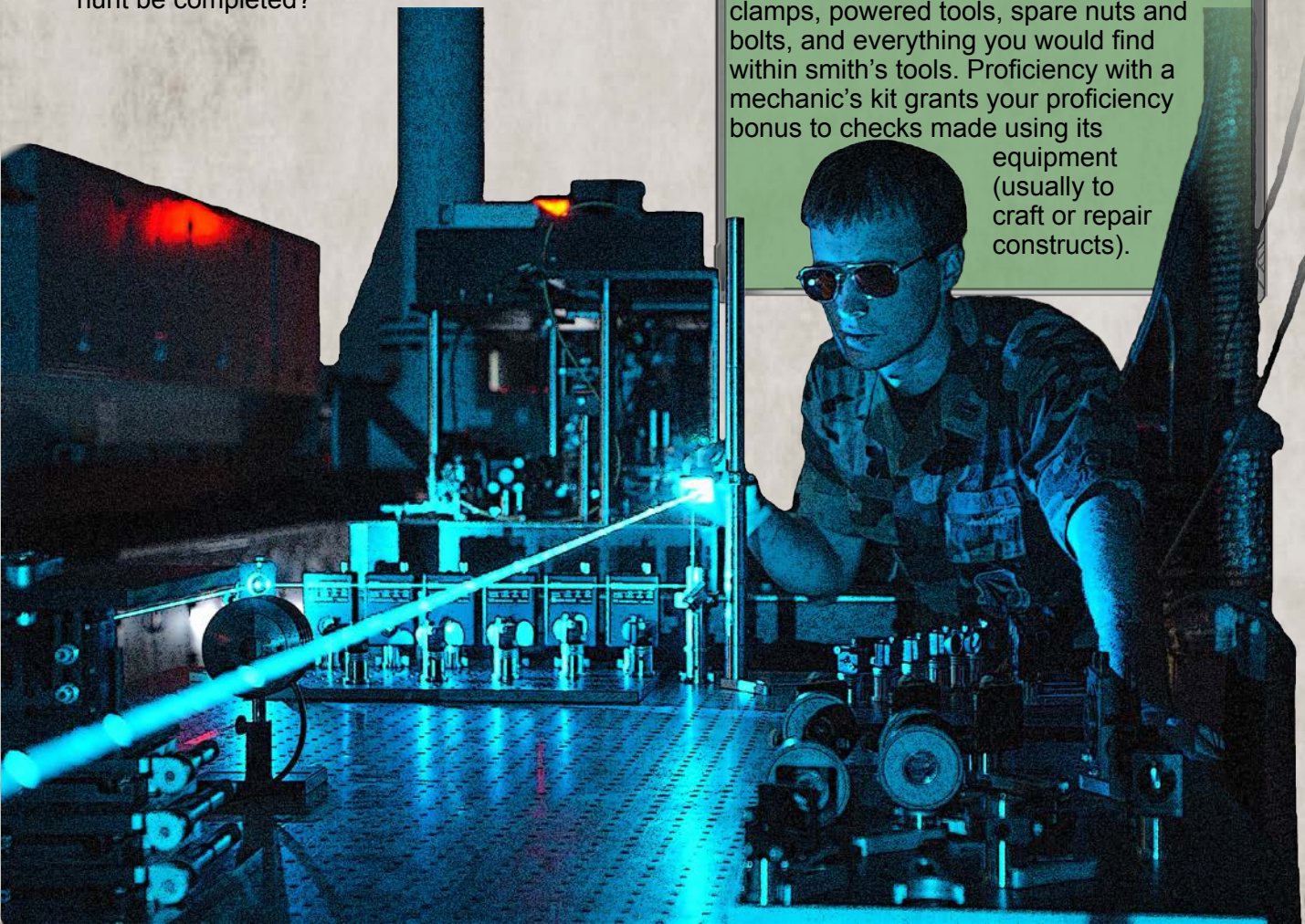


Table: Scrapper

Level	Proficiency Bonus	Features	Spells Known	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Technological Spellcasting, Technological Aptitude	1	3	1	—	—	—	—	—	—	—	—
2nd	+2	Radio Transmitter	2	3	1	—	—	—	—	—	—	—	—
3rd	+2	Technology Salvaging	3	3	2	1	—	—	—	—	—	—	—
4th	+2	Ability Score Increase	4	3	2	1	—	—	—	—	—	—	—
5th	+3	Technological Aptitude	5	3	3	2	1	—	—	—	—	—	—
6th	+3	Smart Carrying	6	4	3	2	1	—	—	—	—	—	—
7th	+3	Magitek Crafting	7	4	3	3	2	1	—	—	—	—	—
8th	+3	Ability Score Increase	8	4	3	3	2	1	—	—	—	—	—
9th	+4	Technological Spellcasting	9	4	3	3	3	2	1	—	—	—	—
10th	+4	Primitive Drones	10	4	3	3	3	2	1	—	—	—	—
11th	+4	Technological Aptitude	11	4	3	3	3	3	2	1	—	—	—
12th	+4	Ability Score Increase	12	5	3	3	3	3	2	1	—	—	—
13th	+5	Combat Tripod	13	5	3	3	3	3	3	2	1	—	—
14th	+5	Radio Beacon	14	5	3	3	3	3	3	2	1	—	—
15th	+5	Elite Crafter	15	5	3	3	3	3	3	3	2	1	—
16th	+5	Ability Score Increase	16	5	3	3	3	3	3	3	2	1	—
17th	+6	Technological Aptitude	17	5	3	3	3	3	3	3	3	2	1
18th	+6	Technological Spellcasting	18	6	3	3	3	3	3	3	3	2	1
19th	+6	Ability Score Increase	19	6	3	3	3	3	3	3	3	3	2
20th	+6	Master Technologist	20	6	3	3	3	3	3	3	3	3	2

Multiclassing Prerequisite: Intelligence 15

Scrapper Spells Known

Cantrips—*acid splash, chill touch, dancing lights, eldritch blast, fire bolt, guidance, light, mage hand, mending, message, minor illusion, poison spray, prestidigitation, produce flame, ray of frost, resistance, shocking grasp, spare the dying, true strike, vicious mockery*

1st—*alarm, bane, bless, burning hands, charm person, color spray, command, comprehend languages, cure wounds, detect magic, divine favor, expeditious retreat, faerie fire, false life, feather fall, floating disk, fog cloud, grease, guiding bolt, heroism, hideous laughter, hunter's mark, illusory script, inflict wounds, jump, longstrider, mage armor, magic missile, silent image, sleep, thunderwave, unseen servant*

2nd—*acid arrow, aid, arcane lock, augury, barkskin, blindness/deafness, blur, branding smite, calm emotions, continual flame, create or destroy water, darkness, darkvision, detect thoughts, enhance ability, enthrall, find traps, flame blade, flaming sphere, gentle repose, gust of wind, heat metal, hold person, invisibility, knock, levitate, lesser restoration, locate animals or plants, locate object, magic mouth, magic weapon, mirror image, misty step, moonbeam, pass without trace, protection from poison, ray of enfeeblement, scorching ray, see invisibility, shatter, silence, spider climb, suggestion, web, zone of truth*

3rd—*beacon of hope, bestow curse, blink, call lightning, daylight, fear, fireball, fly, glyph of warding, haste, hypnotic pattern, lightning bolt, major image, nondetection, protection from energy, purify food and drink, remove curse, sending, sleet storm, slow, stinking cloud, tiny hut, tongues, vampiric touch, water breathing, water walk, wind wall*

4th—*banishment, black tentacles, blight, compulsion, confusion, create food and water, dimension door, dominate beast, fabricate, fire shield, freedom of movement, greater invisibility, guardian of faith, hallucinatory terrain, ice storm, locate creature, phantasmal killer, resilient sphere, secret chest, stone shape, stoneskin, wall of fire*

5th—*animate objects, antilife shell, arcane hand, cloudkill, cone of cold, contact another plane, contagion, creation, dominate person, dream, flame strike, greater restoration, hold monster, legend lore, modify memory, planar binding, scrying, seeming, telekinesis, telepathic bond, teleportation circle, wall of force, wall of stone*

6th—*blade barrier, chain lightning, circle of death, contingency, disintegrate, eyebite, find the path, flesh to stone, forbid-dance, freezing sphere, globe of invulnerability, guards and wards, harm, heal, instant summons, irresistible dance, mass suggestion, programmed illusion, sunbeam, true seeing, wall of ice, wind walk, word of recall*

7th—*arcane sword, delayed blast fireball, divine word, finger of death, fire storm, forcecage, heroes' feast, mirage arcane, plane shift, prismatic spray, project image, regenerate, sequester, symbol, teleport*

8th—*antimagic field, antipathy/sympathy, clone, dominate monster, earthquake, feeblemind, glibness, holy aura, incendiary cloud, mind blank, power word stun, sunburst, telepathy*

9th—*foresight, gate, imprisonment, meteor swarm, power word kill, prismatic wall, storm of vengeance, time stop, weird*

Disguise Self, Alter Self, and Polymorph Effects

For the most part you'll note that spells from these schools of magic are absent from the scrapper's spell list. At the GM's discretion, however, a savvy enough mad-scientist PC might come up with a plan just crazy enough to make these spells work as technological devices. Even then there should be additional limitations—polymorphic fibers need time to settle for a *disguise self* spell, changing a subject's body chemistry with an *alter self* spell may have after effects, and who knows what a *polymorph* might permanently do to the mind of a creature?

Technological Spellcasting

At 1st level, you learn how to craft technological contraptions that produce scientific effects identical to spells but immune to the effects of radiation. When you cast spells, you do so by activating these small devices, making them a requirement for the casting of all spells as though they were arcane or divine focuses. For each spell you know you are able to create a new device that you empower with photonic cores only you are able to activate, items that recharge from careful chemical reactions caused by body heat and infrequent agitation. You are only able to maintain the careful balance of chemicals in a number of these photonic cores equal to your spell slots, growing in potency with spell level.

These devices weigh 2 pounds for cantrips or half a pound per spell level. The AC of these items is equal to your AC while they are on your person and they have a number of hit points equal to twice your scrapper level. While not in your possession, one of your devices has an AC equal to 10 + spell level. Other creatures are unable to understand how your devices function and only you are able to use them to cast spells.

At 9th level, the spells you cast using Technological Spellcasting and any magitek items you craft are immune to the effects of *counterspell* and *dispel magic*. At 18th level, they become entirely based on science and immune to the effects of *antimagic field*.

Cantrips

You learn three cantrips of your choice from the scrapper spell list. You learn another cantrip of your choice at 6th, 12th, and 18th level. The photonic cores from your cantrips are fixed into the devices you make for them and cannot be removed, though they provide an infinite number of uses.

Spell Slots

The Scrapper Spellcasting Table shows how many spell slots (or photonic cores) you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot (photonic core) of the spell's level or higher. You regain all expended spell slots when you finish a short rest. For example, if you know the 1st-level spell *detect magic* and have a 1st-level and a 2nd-level spell slot available, you can cast *detect magic* using either slot.

Rests in the Wasteland

Short rests in *2099 Wasteland* take 1 day and long rests take 1 week. If using this class in a setting with regular rests, the scrapper's photonic cores recharge after a long rest.

Spells Known of 1st-Level and Higher

You know one 1st-level spell of your choice. The Spells Known column of the Scrapper Table shows when you learn more spells of 1st-level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st- or 2nd-level. Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice. The new spell must be of a level for which you have spell slots.

Spellcasting Ability

Intelligence is your spellcasting ability for your spells, since you learn your spells through careful application of honed techniques derived from centuries of accumulated knowledge. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

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

**Spell attack modifier = your proficiency
bonus + your Intelligence modifier**

Technological Aptitude

At 1st level, you choose a technological aptitude: roboranger, trapper, or weaponer. Scrapers are masters of technology but tend to focus their efforts on one or another aspect. This specialization makes you peerless in your field of expertise, granting special features that reflect your superior understanding of constructs, traps, or weapons. The technological aptitude you choose grants you features at 5th level, 11th level, and 17th level.

Radio Transmitter

Beginning at 2nd level, you can craft a 1 pound handheld radio transmitter from scratch. You are capable of receiving any radio waves in your area and are able to transmit your own radio waves to a distance equal to 300 feet per scrapper level. Your radiotransmitter only works for you.

Technology Salvaging

Starting at 3rd level, whenever you make an ability check to salvage Technology Settlement Resources, you have advantage. You can transport Technology Settlement Resources as though they were half their actual weight.

Smart Carrying

At 6th level, you treat technological weapons, items, and the spellcasting devices you build as half their normal weight when calculating your carrying capacity.

Magitek Crafting

Starting at 7th level, you are able to create technological items that duplicate the effects of magical items (unhindered by the effects of radiation). You are only able to craft one technological item at a time. You are able to craft an uncommon technological item over the course of a month of tinkering.

At 14th level, you are able to craft a rare technological item over the course of 3 months of tinkering.

Primitive Drones

At 10th level, you can cast the *find familiar* spell as a ritual, summoning (i.e.: activating) a number of drones equal to your proficiency modifier. The drone familiars you create are constructs with the appearance and abilities of any of the animals listed under the spell, or drones with an appearance chosen by you. Drones that are not duplicating the appearance and abilities of an animal use the [Homunculus](#) stat block (without poison). As a construct, the drones do not need to eat, sleep, or breathe, and are immune to both poison damage and the poisoned condition.

Your drones may not be dismissed as the spell. You may share senses with the drones or communicate with them while they remain within distance of your radio transmitter.

Combat Tripod

Beginning at 11th level, you figure out how to make a harness-tripod specially fit to your stature. This combat tripod holds your devices and removes their weight from your carrying capacity. Deploying your combat tripod is a free action.

Radio Beacon

Starting at 14th level, you learn how to make a 200 pound solar-powered radio beacon from scratch. This radio beacon broadcasts to a range of 1,000 feet per scrapper level.

Elite Crafter

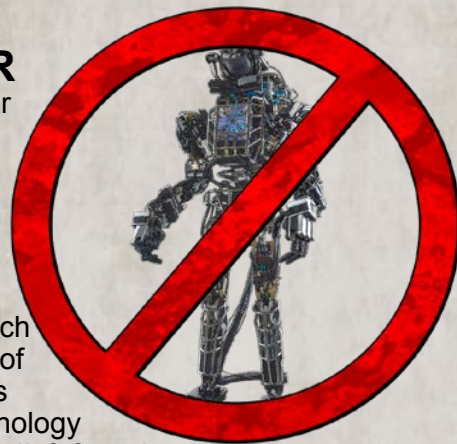
At 15th level, it takes you half the normal amount of time to create technological items using Magitek Crafting. In addition, if you spend 3 months crafting it you are able to make a technological item with a rarity of very rare.

Master Technologist

At 20th level, your mastery over technology is remarkable. Your proficiency bonus is doubled for any ability check you make that uses Technology and you have advantage on Intelligence (Technology) checks. In addition, so long as they are able to hear you, you may advise an ally on how to activate one of your spellcasting devices after you have altered it for their use. You may keep a number of these altered devices equal to your Intelligence modifier.

ROBORANGER

Once a globally popular children's science club with numerous advertisements throughout the world, in the Wasteland the Roborangers have become something much more and you are part of their movement. Man is meant to conquer technology and you embody that belief, focusing your intellect to mastering automatons and establishing your dominance over them.



Construct Enemy

At 1st level, you have significant experience studying, tracking, hunting, and even talking to constructs. You have advantage on Wisdom (Survival) checks to track constructs, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn Binary.

Once per turn, you can deal an extra 1d6 damage to one construct you hit with an attack if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases by 1d6 at 7th, 10th, and 14th level (to a maximum of 4d6).

Life Detector

Starting at 5th level, you can use your action to activate a small device on your person that scans the region around you for artificial and genuine biosignatures. For 1 minute per point of proficiency you possess, you can sense whether the following types of creatures are present within 5 miles of you and the general direction of each creature: aberrations, constructs, humanoids, and undead. This feature doesn't reveal the creatures' number.

Extra Attack

Beginning at 11th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. You are able to make this attack after casting a spell with a casting time of 1 action if the attack is made against a construct.

Construct Weaknesses

At 17th level, your innate understanding of technology reveals the weaknesses of your nemeses and you exploit those vulnerabilities. Once on each of your turns, you gain advantage on an attack roll against a construct and on a hit add your Intelligence modifier to the damage roll. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

TRAPPER

Whereas your compatriot scrappers rely on themselves, you're more trusting—at least of your devices, which you incorporate into simple cybernetic matrices that recognize targets and fire hell down upon them!

Gun Trap Builder

At 1st level, you learn how to craft gun traps, small turrets with rudimentary aspects of intelligence. Gun traps operate using your spell attack bonus, have darkvision 60 feet, and are crafted in the same manner you would use to create a custom built weapon* except that they weigh five times the normal amount and cost double (the custom built weapon rules are not included here and for the purposes of this iteration of the Scrapper class, your gun traps have the statistics of autoslingshots.) It takes 1 minute to deploy or set-up a gun trap. You may choose to use these gun traps to defend specific locations or you can place them in a settlement to increase its Security attribute.

When used to defend a specific location (like beside you or in a specific room), you may exempt yourself and a number of creatures equal to your Intelligence modifier from being targeted by a gun trap. On your initiative (or if you are not present, initiative 0), your gun trap fires once on its turn to attack the nearest creature it can see within range.

When used to defend a settlement, you may exempt yourself and 10 times as many creatures as your Intelligence modifier from being targeted by your gun trap. For every 3 gun traps you deploy around a settlement, its Security attribute increases by 5.

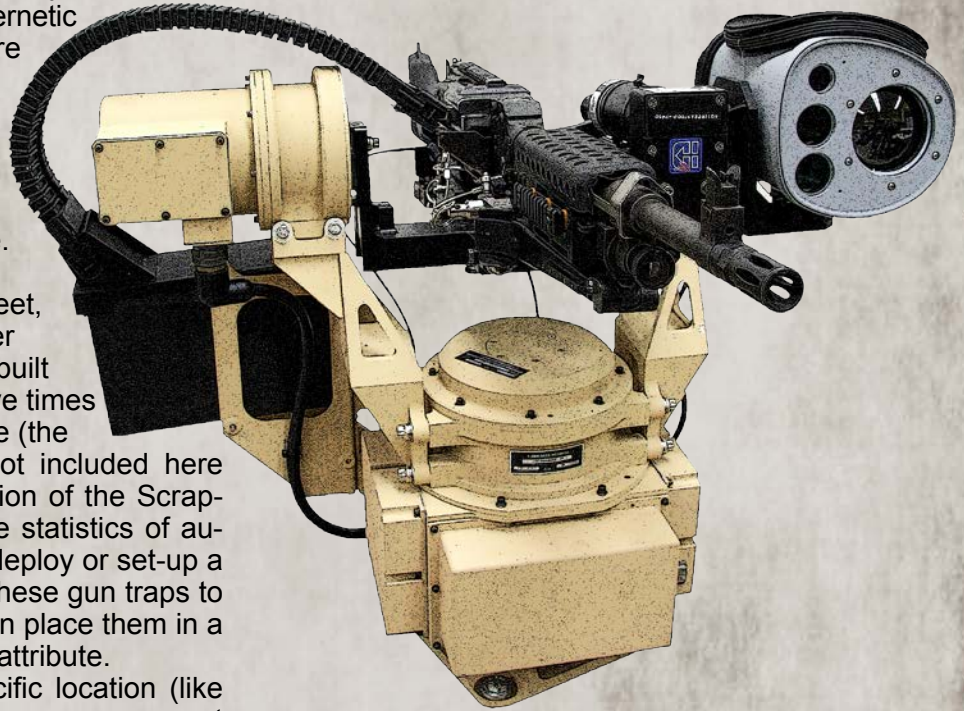
Gun traps have an AC of 11 + your Intelligence modifier and a number of hit points equal to 4 per scrapper level.

You may maintain and use a number of gun traps equal to your proficiency bonus + Intelligence modifier.

Improved Gun Traps

Starting at 5th level, the designs for your gun traps improve. When you build a gun trap, you are able to craft one weapon value (damage, qualities, range, or weight) as one model level lower or higher than normal; for this iteration of the scrapper class, your gun traps gain a +1 bonus to attack rolls and damage rolls.

When you reach 11th level and again at 17th level, you may craft improvements an additional step higher or treat requirements as an additional step lower; for the purposes of this iteration of the scrapper class, your gun trap may make one additional attack using the Attack action at 11th and 17th level, though it is at disadvantage for these additional attacks.



Remote Gun Traps

At 11th level, you install jets and thrusters that make it possible for your gun traps to travel and deploy nearby. As long as one of your gun traps is in an exposed area without obstructions above it, you may spend an action to contact it by radio wave, commanding it to fly through the air to your location.

It takes 1 round per 1,000 feet the gun trap travels for it to arrive in your location and 1 round for it to land. Roll 1d20; on a 1 the gun trap goes off course and is destroyed, and on a 2 it crash lands within 2d10 feet of you in a random square, dealing 1d8 force damage per scrapper level. A Dexterity saving throw against your spell save DC reduces this damage by half. Otherwise it lands in an unoccupied square of your choice within 20 feet, acting on your initiative and firing at the nearest creature it does not recognize.

After using this feature a number of times equal to your Intelligence modifier, you must finish a long rest before you can use this feature again.

Relic and Scientific Gun Traps

At 17th level, you can replace a gun trap that uses a custom-built weapon with a weapon from the Relic Weapons of the Wasteland Table or the Science Weapons from the Wasteland Table. For the purposes of this iteration of the scrapper class, the increase to your gun trap's bonus to attack rolls and damage rolls improves to +2.

Firearm	Cost	Damage	Weight	Properties
<i>Martial Ranged Weapon</i>				
Autoslingshot	15 gold	2d4 bludgeoning	5 lbs.	Ammunition (range 30/120), reload (4 shots)

WEAPONEEER

In the Wastelands the most trustworthy thing you can have is a reliable firearm and you know it. That's why you build your own! Even when you aren't firing something you made yourself, you like to tinker with it and make improvements—just to be safe. The full breadth of rules for relic weapons, science weapons, and the system for custom building weapons are not included in this document but the following features may be used in place of the weapon builder, antique modifications, science modifications, and meta modifications class features.

Weapon Improvements

Starting at 1st level, you may choose one weapon to craft improvements onto. These improvements grant a +1 bonus to attack rolls and damage rolls. At 10th level and again at 20th level, you may craft improvements onto an additional weapon.

Remarkable Strike

Beginning at 5th level, you may spend a bonus action to deal extra damage with a weapon modified by the weapon improvements feature until the beginning of your next turn: either 1d6 cold, 1d6 fire, 1d6 lightning, or 1d6 thunder. After using this feature a number of times equal to your proficiency bonus, you require a short rest before it can be used again.

At 12th level the extra damage die increases to 1d8 and at 16th level the extra damage die increases to 1d10.

Extra Attack

Starting at 11th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. This additional attack can only be made with a weapon modified by your weapon improvements feature.

Meta Improvements

Beginning at 17th, you may spend 1 minute tinkering with a weapon modified by the weapon improvements feature to change the type of damage it deals to one of the following: bludgeoning, cold, fire, lightning, piercing, thunder, or slashing. The weapon deals this damage until it is broken or you spend 1 minute tinkering with it to change it.



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