

The Hobo Way

Challenges of Modern Survival



ADDENDUM
16 MARCH 2025

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This work is available as a PDF and has been designed for optimal printing as a booklet. Most printers have an option where you can select 'booklet printing' and then the print driver arranges the pages and then provides instructions on how to insert the paper to get the desired outcome. Many PDF readers also have this option.

Addendum

This material is either new items that have been added to the rules, or corrections for the last issued update of 16 DEC 2024. These items will be included in the next major update.

Please feel free to comment with thoughts and suggestions on how to further improve the rules.

Until then here they are:

*To be inserted before 'Advantage Disadvantage',
page 37*

Panhandling

As stated before, hobos are not bums or beggars, but from time to time they may need to panhandle or beg for some extra money to buy what they need.

The Character should explain to the GM how he or she intends to accomplish this. A basic Difficulty Check and DT should depend upon how creative the player is being. Upon success, the GM should reward the Character with a 1d6Exp+2 roll in currency.