

The Hobo Way

Challenges of Modern Survival



ADDENDUM
20 APRIL 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 'Crafting', page 34

Non Combat Opposed Difficulty Checks

In some confrontations or challenges, instead of there being a Difficulty Target (DT) set by the GM, the challenge will be resolved by an opposed Difficulty Check. This could involve an attempt to escape a dangerous situation without yet getting into a confrontation. It might be a competition involving a musical performance, a mental challenge, game, or puzzle, a show of strength, a game of hide-and-seek (perhaps with or without deadly consequences), etc.

*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.

Replace section 'Security Dogs' and 'Police' on page 106 – 107.

Security Dogs and Police at the Apple Orchard

- Security Dogs – Once inside the orchard you pick as many apples as you want. When you begin to leave you discover that there are dogs trained to lurk and wait for trespassers to leave and only then attack.
 - If standard domesticated dogs:
MMD 1d8, HP: 4, DM: 13, INIT: +2
Bite: +2 (1d4)
There can be more than one (1d4).
 - If upgraded to large security dogs:
MMD 1d8+4, HP: 8, DM: 14, INIT: +2
Bite: +2 (1d4+2)
There can be more than one (1d4).
 - If upgraded to large and particularly vicious security dogs:
MMD 1d8+6, HP: 10, DM: 14, INIT: +3
Bite: +3 (1d4+3)
There can be more than one (1d4). There can be more than one (1d4).
- Police – Finally, if you escape the dogs, get back over the fence, and try to escape there

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is a chance that the police will come and try to arrest you; chance of police arriving – roll 1d10 > 'DT 11 (minus) *Each Round* spent inside the orchard'.

Police; MMD 1d8+2, HP: 6, DM: 13, INIT: +1

Baton: +2 (1d4+2); Non-Lethal Stun Gun: +2 (Stun 2d8 Rounds); Pistol: +2 (2d6).

There can be more than one (1d4+1).