

Classes

The class is the vocation of your character, their formal education or upbringing. Each class has specific starting equipment and starting capital, one time bonuses on certain skills as well as extraordinary skills, that are often also found apart from a class or are learnable in a different way, but that each member of a class has from ground up.

If there are several options given, for example with the starting equipment or with the extraordinary skills or elsewhere, and if they are marked by an *OR* only one(!) may be chosen.

If more than one line of extraordinary skills or equipment is given, like in the example below, one from each line may be chosen:

Extraordinary skills:	Boxing OR Judo OR Kung Fu Cowboy OR Grunt Home on the Road ODER I <3 *This City* (NOT inside the NCR or VC)
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A possible result of this options is a character with: Boxing and Grunt and Home on the Road.

What is not possible is a character with, for example: Boxing and Judo and Home on the Road, since the choice is between a single one of the unarmed extraordinary skills and one has to choose one.

Furthermore you'll find with each class a column with "*fitting traits*". You can mind those, but don't have to. To use an over simplified example: a NCR Ranger infantry man with the trait *Faster Addiction* has basically only trouble with it: most drugs are illegal in the NCR, on duty he has little opportunity to get some and he'll lose his job if he gets caught with some. One could say this trait is useless to such a character. But players are welcome to try it themselves. If the character that you're planning works that way, is, as always, subject to a master's ruling.

This list is organized by theme – within the themes by alphabet.

A word to the starting capital: The starting capital is not only the amount of money that your character has at the start of his first adventure: it's also the money used to begin with, to "buy" the further equipment of your character: from special items that are needed for his vocation to lucky charms to hobby accessories like musical instruments.

Concerning an own bed, an own apartment or similar, it's encouraged to anchor that in the character's history and agree on it with the master. Furthermore, there is only the most important set of clothes of your class given. Further clothes are bought with the starting capital. And if, for example, with a uniform no socks and underwear are mentioned, well, that does not mean your character isn't issued one. Please assume that your character has at least one full set of clothes unless he is a poor beggar.