

Criminals:

Burglar:

Burglars are part of the same class of run of the mill criminals as pick pockets: you'll find them pretty much everywhere. They earn their money by entering empty houses or shops, ideally without leaving a trace and looting articles of value that they sell somewhere else.

Experience level:	1
Extraordinary skills:	I <3 *This City* Salesman of the month
Skill bonuses:	+15 to <i>Lockpicking</i> +10 to <i>Sneaking, Pickpocket, Disguising, Tactics, trade/haggle</i>
Starting equipment:	Dark clothing small set of lockpicks
Starting capital:	100 + 1D10 * 10 \$
Fitting traits:	Small frame Inconspicuous

Hitman:

The criminal counterpart of the bounty hunter (in so far as you can talk of criminals in a mostly lawless world). Hitmen are paid murderers, that are engaged to selectively kill one particular person. They usually work alone or in very small numbers. Hitmen trust few people, since their own loyalty can be bought as well, after all.

Experience level:	1
Extraordinary skills:	Boxing OR Judo Cowboy OR Grunt
Skill bonuses:	+5 to <i>handguns, Rifles, melee, unarmed, tactics, lockpicking</i>
Starting equipment:	Heavy leather armor OR light leather armor and dark leather coat that reaches to the knees Two handguns up to 500\$ each Rifle up to 600 \$
Starting capital:	150 + 2D10 * 10\$
Fitting traits:	Athlete Sharp Shooter Finesse One handed inconspicuous

Pickpocket:

Pickpockets can be found, this really shouldn't be a surprise, in pretty much every bigger settlement and all cities. Full hordes of them, again not very surprising, in areas that don't offer a whole lot of other jobs. Not to loose something to a pickpocket in the Den and New Reno is a challenge most visitors don't master.

Experience level:	1
Extraordinary skills:	I <3 *This City* Salesman of the month
Skill bonuses:	+10 to <i>Pickpocket, Sneaking</i> +5 to <i>animation, tactics, Acrobatics</i>
Starting equipment:	Cheap clothing pocket knife
Starting capital:	20 * Luck \$
Fitting traits:	Small frame Inconspicuous Poor

Slave hunter:

Usually employed by the slavers guild in the Den, slave hunters are occupied with hunting the weak and defenseless and selling them for a profit in the Den or the outlying outposts of the guild. Those are usually people who don't know the words scruple or altruism.

Experience level:	1
Extraordinary skills:	Judo + Judo roll Salesman of the month Bondage artist
Skill bonuses:	+5 to <i>Handguns, Throwing, First Aid, Sneaking, Hunting traps, Knots, Trade/haggle</i> +10 to <i>Unarmed, melee</i>
Starting equipment:	1 * 10 m Rope 5 * 1 m rope One handguns in the caliber 9mm, 10 mm or .45 ACP up to 500 \$ A melee weapon of the kind "short and blunt" up to 70 \$ Light leather armor
Starting capital:	100 + 2D6 * 10 \$
Fitting traits:	Brawler Heavy weight one handed Athlete

Slave trader:

Usually employed by the slaver's guild in the Den, slave traders are the officers and officials of the guild. They decide which tribes or weak settlements will be raided and they are occupied with selling or buying human beings. Those are usually people who don't know the words scruple or altruism.

Experience level:	1
Extraordinary skills:	Judo + Judo roll Salesman of the month OR Bargain hunter I <3 The Den
Skill bonuses:	+5 to <i>handguns, first aid, trade/haggle, Riding OR Driving(cart), persuade/convince</i>
Starting equipment:	pocket calculator A handgun in the caliber 9mm, 10 mm or .45 ACP up to 500 \$ Suit with shirt and tie or similiar
Starting capital:	200 + 2D6 * 20 \$
Fitting traits:	Bon vivant Theoretical education Rich