

People persons:

Doctor:

Whether you learned healing people from the Followers of the Apocalypse or from another doctor or maybe even one or another military taught you how to patch together people – one way or another, few humans (or ghouls or super mutants) are that popular in the wasteland as an experienced doctor.

Experience level:	1
Extraordinary skills:	Internist AND Surgeon Biologist OR Chemist
Skill bonuses:	+15 to <i>Doctor, First Aid</i> +10 to <i>Empathy</i> +5 to <i>Trade/haggle, teaching/instruction</i>
Starting equipment:	Traveling clothes and white lab coat Scalpel 3 Stimpaks 1 pill capsule of antibiotics or 4 pill capsules of headache pills 1 dose of antidote 1 first aid box 1 medic's bag
Starting capital:	140 + 1D6 * 10
Fitting traits:	Nice guy (or gal) Educated Theoretical educations Healer Attentive Student

Entertainer:

Even in the post nuclear Wasteland there are humans (and ghouls and mutants) that specialize on entertaining people. In most cities this is done on the streets, in a few big cities you can actually earn good money with this, if you manage to get a gig in the right locations.

Experience level:	1
Extraordinary skills:	Motivational speaker I <3 *This City* ← free choice of city Musical instrument AND Sheet music OR Juggler
Skill bonuses:	+15 to <i>Disguising, Social adaptation, teaching/instruction, music, animation</i> +10 on <i>Carousing, Body control, throwing</i> +5 on <i>unarmed, acrobatics</i>
Starting equipment:	IF musical instrument AND sheet music were chosen: a portable musical instrument (free choice) and sheet music IF Juggler was chosen: Something cheap to juggle with (a few balls, cans, bowling pins, maybe even sickles or torches) a few inflatable balloons Fitting clothing
Starting capital:	50 + 1D100 \$
Fitting traits:	Nice guy (or gal) Sex Appeal Night Owl Theoretical education Bon vivant Poor

Medic:

Medics are not as well educated in medical matters as full fledged doctors – but still a lot better than any layman – and a lot better than the medical help most people in the Wasteland have available.

Experience level:	1
Extraordinary skills:	Field medic OR Emergency room medic Biologist
Skill bonuses:	+15 to <i>first aid</i> +10 to <i>doctor, empathy</i> +5 to <i>trade/haggle, teaching/instruction</i>
Starting equipment:	traveling clothes Scalpel 3 Stimpaks 2 pill capsules of headache pills 1 dose of antidote 1 first aid box medic's bag
Starting capital:	90 + 1D6 * 10
Fitting traits:	Nice guy (or gal) Educated Theoretical education Healer Attentive student

Preacher:

Even in the wasteland (or maybe especially there) people are looking for a cause, a why and a believe that not everything has to be bad or evil. Pretty much all religions of the pre war time still exist – and added to them, many a new cult. The wild tribes often have their own shamans and many other groups worship one or another “relic”.

Experience level:	1
Extraordinary skills:	Motivational speaker I <3 *This City* OR Home on the Road Back in the days (church history)
Skill bonuses:	+10 to <i>Empathy, History, persuade/convince, teaching/instruction, music</i>
Starting equipment:	A robe, fitting the religion (black soutane, the purple of the Children of the Cathedral, etc) One or two relics, fitting the faith (bible and crucifix for example, or Tora and Menora, Holy Diode and Holy Screwdriver, Horn that was a gift of the great Brahmin God in heaven ...)
Starting capital:	50 + 1D100 \$
Fitting traits:	Nice guy (or gal) Healer Spiritual Aura

Prostitute:

Prostitution is hardly unknown in the wasteland. You'll find people, mostly female humans, but men as well, as well as ghouls and even a few super mutants, selling their bodies on streets, in brothels or bath houses. In the NCR, prostitution is illegal, though usually the cops tend to look away as long as no pimp is involved. Some policemen abuse the whole thing and get their “bribe” as payment in kind.

Other established settlements have, of course, their own approach to the whole buisness.

Experience level:	1
Extraordinary skills:	Sexpert 1 <3 *This City*
Skill bonuses:	+5 to <i>unarmed</i> OR <i>melee weapons</i> +5 to <i>empathy, disguising, beguile/seduce, trade/haggle, carousing, acrobatics</i>
Starting equipment:	Two sets of clothing (1 set of normal every day clothes, 1 set of “work clothes”) Handbag Two pair of shoes (as with the clothing) Knife of choice, as long as it's small or very small Condoms
Starting capital:	90 + 1D6 * 5
Fitting traits:	Nice guy (or gal) Sex Appeal Night owl Bon vivant Nymphomaniac Nocturnal

Teacher:

Teachers teach in schools, often not only children but also adults. Schools won't be found everywhere, but the more successful, more affluent settlements are usually very proud of their small schools and the village teacher.

Experience level:	1
Extraordinary skills:	TWO OF THE FOLLOWING: Wǒ shuō zhōngguó Ablo Espagnol Back in the Days Biologist Chemist Physician Musical instrument
Skill bonuses:	+5 to <i>Natural sciences, History, Geography and Politics, persuade/convince</i> +10 to <i>teaching/instruction</i>
Starting equipment:	2-4 fitting books (“Basic Level Biology” for example, either printed before the war or copied afterwards) A small, pre war pocket calculator a note book or writing pad
Starting capital:	30 + 2D6 \$
Fitting traits:	Nice guy (or gal) Educated Technical Freak Theoretical Education