

Technicians

Carpenter:

A carpenter is someone that works wood to create furniture, but also living space. From work tables to huts to a cement storage facility, a carpenter builds it all. Usually mostly out of wood. Most carpenters have their own workshop, but there are also traveling carpenters that take jobs of opportunity everywhere.

Experience level:	1
Extraordinary skills:	Carpenter Bargain Hunter OR Salesman of the month I <3 *This City* OR Wanderlust
Skill bonuses:	+15 to <i>Repairing (Mechanics), Crafting</i> +10 to <i>Trade/haggle, Athletics</i> +5 to <i>First Aid</i>
Starting equipment:	Sturdy work clothes Fitting tools out of the equipment list “tools” for up to 600\$ [A WORKSHOP must be agreed upon with the master!]
Starting capital:	200\$ + 1W100\$
Fitting traits:	Nice guy (or gal) Brawler Late to bed, early to rise Theoretical education attentive student

Electrician:

Electricians are humans (or ghouls or very rarely super mutants) that know their way around circuits and similar things. Generators, light bulbs or radios, they are all a trivial task to fix or even build for an electrician.

Experience level:	1
Extraordinary skills:	Physician Master-User Electrician Plastics Expert Chemist
Skill bonuses:	+15 to <i>Repairing(electronics)</i> +10 to <i>Computer skills, repairing (mechanics), crafting</i> +5 to <i>natural sciences</i>
Starting equipment:	Sturdy work clothes Fitting tools out of the equipment list “tools” for up to 500\$ [A WORKSHOP must be agreed upon with the master!]
Starting capital:	280\$ + 1D100\$
Fitting traits:	Night Owl Technical Freak Theoretical Education Attentive Student Nocturnal

Furrier:

Furriers are people that have specialized on working with leather. It's them, that make leather out of Brahmin and Gecko skins – and then keep working that leather to turn it, for example, into clothing or armor.

Furriers usually have their own workshop in which they work on the skins with more or less complex, chemical processes. This isn't really an occupation that lends itself to traveling much.

Experience level:	1
Extraordinary skills:	I <3 *This City* Leather tanning Bargain hunter OR Salesman of the month Herbal lore OR Chemist
Skill bonuses:	+15 to: <i>Crafting</i> +10 to: <i>Athletics</i> +5 to: <i>Natural sciences</i>
Starting equipment:	Leather apron Fitting tools out of the equipment list “tools” for up to 600\$ [A WORKSHOP must be agreed upon with the master!]
Starting capital:	270 + 1W100
Fitting traits:	Brawler Nice Guy (or Girl) Educated Theoretical Education

Hacker:

Hackers are IT specialists that know how to access Data that they really shouldn't have access to. Passwords and encryptions are obstacles that Hackers bypass routinely.

Experience level:	1
Extraordinary skills:	Physician Master-User Electrician
Skill bonuses:	+15 to <i>Computer skills</i> +10 to <i>Repairing(Electronics)</i> +5 to <i>Natural sciences, persuade/convince</i>
Starting equipment:	Influenza Computer virus on HD A screw driver A six pack Nuka Cola
Starting capital:	200\$ + 1D100\$
Fitting traits:	Night Owl Technical Freak Theoretical Education Attentive Student

Smith:

A smith is a person that works and processes metal. Usually they have their own workshop or share one with other smiths (even in the wasteland, there are still apprentices, journeymen or masters, though not quite as formal as elsewhere before the Great War). The metal that they work stems mostly from before the War, but there are also a few newly opened mines. A post apocalyptic smith often operates his own smelter and forms a workpiece from smelting to every other production step to the finished, complex tool (or whatever else he's producing).
Smiths are quite often tinkerers and innovators that try to create something new.

Experience level:	1
Extraordinary skills:	Smith Bargain Hunter OR Salesman of the month I <3 *This City*
Skill bonuses:	+15 to <i>Repairing (mechanics), crafting</i> +10 to <i>Trade/haggle, Athletics, gun smithing</i> +5 to First Aid
Starting equipment:	Leather apron Fitting tools out of the equipment list “tools” for up to 600\$ [A WORKSHOP must be agreed upon with the master!]
Starting capital:	250\$ + 1D100\$
Fitting traits:	Agoraphobia Nice guy (or girl) Brawler Late to bed, early to rise Theoretical education attentive student

Tailor:

Tailors are people that craft clothing. Usually they have a small workshop, often combined with a small sales area. The especially well off tailor has sewing machines and tools to ply his craft with leather, the poorer ones have needle and thread. Cloth comes usually from pre War rests – or is spun and weaved by the tailors themselves, usually from cotton or of the wool of mutated bighorner sheep.

Experience level:	1
Extraordinary skills:	Tailoring Bargain Hunter OR Salesman of the month
Skill bonuses:	+15 to <i>Repairing (Mechanics), Crafting</i> +10 to <i>Disguising, Knots, Trade/haggle</i> +5 to <i>First Aid</i>
Starting equipment:	Swiss Army knife Revolving punch pliers Various scissors and needles Threads and cloths
Starting capital:	100\$ + 1D100\$
Fitting traits:	Agoraphobia Nice Guy (or Gal) Late to bed, early to rise Theoretical education attentive student

Tinkerer:

Tinkerer are people that enjoy taking old junk and turning it into something useful. Whether they just repair some old device or turn one or more devices into something completely new, they usually go from project to project and spend pretty much all waking moments building something.

Experience level:	1
Extraordinary skills:	Electrician Smith Carpenter Plastics expert Bargain hunter OR Salesman of the month Chemist OR Physicist
Skill bonuses:	+15 to <i>Crafting, Repairing (mechanics), Repairing (electronics)</i> +10 to <i>Gun smithing</i> +5 to <i>First Aid, Computer skills</i>
Starting equipment:	Robust work clothes Fitting tools out of the equipment list for tools up to 550 \$ [A WORKSHOP has to be agreed to with the Master!]
Starting capital:	260\$ + 1D100\$
Fitting traits:	Technical freak Theoretical education Hobby = KABLAMM!