

Travelers:

Courier:

Couriers are the backbone of the long distance communication in the Wastes. While they are being slowly replaced by telegraph and radios in the NCR, they are irreplaceable for the rest of the wasteland. Most couriers are full ow wanderlust and have often have their very own favorite route that they know like the backside of their hands. Usually they transport letters, but also many low weight/high value items.

Experience level:	1
Extraordinary skills:	Home on the Road Wanderlust
Skill bonuses:	+5 to <i>Athletics, Survival, Handguns, Throwing, Sneaking, Geography and Politics, climbing, sensual acuity</i>
Starting equipment:	Machete OR Hatchet Handgun of choice in one of the following calibers: 9mm, 10 mm, .45 ACP, .32 Browning, .44-40 Colt or .44 Magnum Big backpack, water bottle, cheap binoculars A set of fitting clothes, boots, coat with the armor stats of heavy clothing or light leather jacket
Starting capital:	40\$ + 1D6 * 20
Fitting traits:	Survivalist Strong Willed Boy scout (or girl scout) Claustrophobia

Junkie:

Even, or maybe especially, in the post apocalyptic wasteland there are drugs. Starting with old fashioned alcohol to pre war products like Buffout and Psycho to the newly developed Jet. While there are casual users, there are many people that have become full time addicts. Those victims of their addictions use any and all methods to earn the money for their next fix, often resorting to petty crimes and even prostitution.

Experience level:	1
Extraordinary skills:	Wanderlust Bargain hunter Herbal lore Biologist OR Chemist *...*-Junkie
Skill bonuses:	+15 to: <i>Carousing, Pickpocket</i> +10 to: <i>gambling, Sneaking</i> +5 to: <i>Trade/haggle, persuade/convince, beguile/seduce, animation</i>
Starting equipment:	3 times the drug of choice 1 dose of another drug very cheap, worn clothing One cheap pocket knife
Starting capital:	1W100 * 2\$ (repeatable)
Fitting traits:	Faster Addiction Night Owl Inconspicuous Bon vivant Addicted to ... Poor Gamma-Gulp Epicure

Prize fighter:

Prize fighters are individuals, that roam the wasteland from settlement to settlement to, on the one hand, learn new fighting styles and on the other hand, to challenge the best fighters of those settlements – for money and glory. Many of them travel as caravan guards and then remain a while at that settlement, learn something, work something, beat up or someone get beaten up by someone and move on.

Experience level:	1
Extraordinary skills:	Judo OR Boxing OR Kung-Fu (Two of the three, after consulting with the master with one(!) of the special techniques) Wanderlust
Skill bonuses:	+15 to: <i>Unarmed, Body control</i> +10 to: <i>Acrobatics, Athletics</i> +5 to: <i>First Aid, Melee</i>
Starting equipment:	Any handgun for up to 600 \$ Boxing gloves (with or without lead inlays) Quartz sand gloves OR knuckle dusters Heavy Boots OR Steel capped boots Fitting travel clothes and fitting sports clothes
Starting capital:	90 + 1D100 * 2 \$
Fitting traits:	Brawler Heavy Weight Athlete Bon Vivant Strong Willed

Traveling musician:

Traveling musician are entertainers that love to travel – or beggars that make a racket, depending on your perspective. Usually they play along their way on each and every way point, or they stay in one town or city for a while, before getting back on the road and finding a new town.

Experience level:	1
Extraordinary skills:	Musical instrumen (<i>twice</i>) Home on the Road AND I <3 *This City* OR <i>Twice</i> Home on the Road Sheet music Wanderlust
Skill bonuses:	+10 to <i>Empathy, Geography and Politics, beguile/seduce, music, animation, sensual acuity</i>
Starting equipment:	1 or 2 PORTABLE Musical instruments 1 set of traveling clothes 1 Handgun up to 400 \$
Starting capital:	60\$ + 1D100 \$
Fitting traits:	Nice guy (or gal) Night Owl Theoretical Education Bon Vivant Nocturnal

Traveling salesman: Free trader

Traveling free traders are merchants, that have their shops on the streets or on market places. Since they don't have a big warehouse at their disposal, their wares are usually items that weigh little (or are small) and cost much. Some of them have specialized on certain groups of wares, for example chems and medicines or weapons or tools or clothes etc., but most traveling salesmen buy and sell everything they can fit onto their carts.

Experience level:	1
Extraordinary skills:	One further language of choice (tribal language, Spanish, Chinese ...) Wanderlust Home on the Road Bargain Hunter OR Salesman of the month Stable boy (or girl)
Skill bonuses:	+15 to <i>Geography and Politics, Driving(carts), Trade/haggle</i> +10 to <i>persuade/convince, Training, Social Adaptation</i> +5 to <i>cooking, Athletics, Crafting, gun smiting, Survival</i>
Starting equipment:	A brahmin cart including brahmin, half full with wares of choice (definitely agree on that with the master!) A set of traveling clothes A handgun and rifle, each up to 600 \$
Starting capital:	300 + 2* 1D100\$
Fitting traits:	Nice guy (or gal) Sex Appeal Educated Boy scout (or girl scout) Bon Vivant Claustrophobia Rich Late to bed, early to rise

Traveling salesman: Trading outfit

Traveling free traders are merchants, that have their shops on the streets or on market places. Those of them, that work directly for one of the three great trading outfits (i.e. the Crimson Caravans, the Far Go Traders or the Slavers Guild) operate slightly different than common free traders. The exact business model varies strongly between these three outfits, which is why we suggest looking up the correct model for your character under “World – Economy and Trading – The great Trading Outfits and Centers”.

Experience level:	1
Extraordinary skills:	One further language of choice (tribal language, Spanish, Chinese ...) Wanderlust Home on the Road Bargain Hunter OR Salesman of the month Stable boy (or girl)
Skill bonuses:	+15 to <i>Geography and Politics, Driving(carts), Trade/haggle</i> +10 to <i>persuade/convince, Training, Social Adaptation</i> +5 to <i>cooking, Athletics, Crafting, gun smiting, Survival</i>
Starting equipment:	A brahmin cart including brahmin, half full with wares of choice (definitely agree on that with the master!) A set of traveling clothes A handgun and rifle, each up to 600 \$
Starting capital:	300 + 2* 1D100\$
Fitting traits:	Nice guy (or gal) Sex Appeal Educated Boy scout (or girl scout) Bon Vivant Claustrophobia Rich Late to bed, early to rise