

Tribals

The members of the mostly primitive tribes – of which some are remnants from before the Great War while most however founded themselves afterwards – are called Tribals. They distinguish themselves from the “civilized people” by being less sedentary and by killing each others with spears and arrows, rather than with pistols and rifles.

Hunter and gatherer:

Hunters and gatherers are responsible for making sure that the tribe does not suffer hunger. They – this shouldn't come as a surprise – hunt animals and gather plant foodstuff. They usually act in small teams.

Experience level:	1
Extraordinary skills:	Butchering Herbal lore Judo (with Brahmin-Tackle) With sticks and stones Other language(that of the tribe) Wanderlust Dog Handler
Skill bonuses:	+15 to: <i>Unarmed, melee and Bow and arrow</i> +10 to: <i>Sneaking, Survival, hunting traps, tracking</i> +5 to: <i>climbing, Acrobatics, Athletics</i>
Starting equipment:	A knife of choice (including Bowie) up to 50 \$ A spear OR four sharpened stick or hunting bow and twenty wooden arrows Fitting clothes
Starting capital:	40 + 1D6 * 10
Fitting traits:	Finesse Athlete Survialist Boy scout (or girl scout) Claustrophobia Illiterate Poor

Shaman:

Shamans are the spiritual leaders of the tribes. Their exact duties vary strongly from tribe to tribe, just like their regard within the tribe. Since the tribal religions differ greatly from each other, we can't say too much about this part of the shamans' work. Their other main duty however is the mixing of Broc Flower and Xander Root to create healing powders and the treatment of all wounds of the tribe.

Experience level:	1
Extraordinary skills:	Judo (with Brahmin-Tackle) Herbal lore Other language (that of the tribe) Butchering Field medic OR Emergency Room medic Gardener Biologist
Skill bonuses:	+15 to: <i>Doctor, First Aid</i> +10 to: <i>Empathy, Natural sciences, teaching/instruction</i> +5 to: <i>Survival, persuade/convince, carousing, sensual acuity</i>
Starting equipment:	A knife of choice (including Bowie) up to 50 \$ OR Machete 4 doses of healing powders Fitting clothes [Please talk to the Master about religious relics or stuff like that!]
Starting capital:	60 + 1D6 * 10
Fitting traits:	Nice guy (or gal) Educated Theoretical Education Healer Survivalist Boy Scout (or girl scout) Poor Attentive student Spiritual Aura

Warrior:

Tribal warriors defend the tribe from raids through others – or raid others to steal something from them. While their armament closely resembles that of their hunting and gathering fellows, warriors are rarely interested in butchering their “prey”.

Experience level:	1
Extraordinary skills:	Judo (with Brahmin-Tackle) With sticks and stones Other language (that of the tribe) Wanderlust Sword fighting
Skill bonuses:	+15 to <i>Unarmed, melee, Bow and arrow</i> +10 to <i>Sneaking, Tactics</i> +5 to <i>Climbing, Acrobatics, Athletics, Body control</i>
Starting equipment:	A knife of choice (including Bowie) up to 50 \$ OR Machete A Spaer OR Hunting bow and 20 wooden arrows OR Kali sticks OR two Tomahawks OR Wolf claws Fitting clothing
Starting capital:	40 + 1D6 * 10
Fitting traits:	Brawler Heavy Weight Athlete Boy scout (or girl scout) Illiterate Poor Attentive Student Strong Willed