

## Warriors and Fighters:

### Bodyguard:

Bodyguards have a vocation similar to that of caravan guards, in so much as both defend something with violence: there of course, end the similarities. Bodyguards are usually hired by very rich persons to protect themselves or people close to themselves. Bodyguards usually work in urban environments and usually prefer pistols, since that leaves one hand free to shove the principal aside while one self faces the danger.

Experience level:	1
Extraordinary skills:	Boxing OR Kung Fu Cowboy OR Grunt I <3 *This City*
Skill bonuses:	+5 to <i>unarmed, handguns, melee, athletics and sensual acuity</i>
Starting equipment:	<b>Bowie Knife OR Ka-Bar OR NCRR Combat Knife OR Machete OR Dao ODER Wakizashi AND Club OR truncheon OR Steel pipe OR telescope-baton</b>  Any handgun in 9 mm Luger, 10 mm Smith & Wesson, .45 ACP, .44 Magnum OR .44-40 Colt  A Set of leather clothing for the streets(Boots, pants, jacket or coat; armor rating like light leather, one of them like heavy leather) OR Leather clothes (Boots and pants, armor rating like light leather armor) and <b>light metal armor</b> .
Starting capital:	70 + 1 D6 * 20
Fitting traits:	Brawler One handed Finesse Heavy Weight Fast Shooter Athlete Inconspicuous Strong Willed

## Bounty Hunter:

Bounty Hunters are mostly found outside the great, established settlements with rule of law. In the NCR their function is usually taken over by police, outside the city states the Rangers do such work. In Vault-City they are as superfluous as inside the Brotherhood of Steel, but in the rougher, more lawless areas of the wasteland they can be found in great numbers. They are hired to find fleeing delinquents, dead or alive – though most prefer to bring them back dead.

Most bounty hunters (but by far not all of them) prefer classic Wild West weapons.

Experience level:	1
Extraordinary skills:	Boxing OR Judo OR Kung Fu Cowboy OR Grunt Home on the Road ODER I <3 *This City* (NOT inside the NCR or VC)
Skill bonuses:	+5 to <i>Unarmed, handguns, rifles, Athletics, melee and sensual acuity</i>
Starting equipment:	<b>Bowie Knife OR Ka-Bar OR Machete</b>  <b>Sawn off shotgun OR Colt 1911 OR .44 Magnum Revolver OR .45 ACP Revolver OR Peacemaker</b>  <b>STEN OR „Tommy Gun“ OR Hunting rifle OR Revolver rifle OR Winchester 73 OR Hunting Shotgun OR Garand</b>  A set of leather clothes for the street (boots, pants, jacket or coat; armor rating like light leather, one of them like heavy leather) OR leather clothing (boots and pants; armor rating like <b>light leather armor</b> ) and <b>heavy leather armor</b>  Big back pack, water bottle, cheap binoculars
Starting capital:	50 + 1D6 * 20
Fitting traits:	Brawler Finesse Heavy Weight Fast Shooter Sharp Shooter Survivalist Strong willed Boy scout (or girl scout) Claustrophobia

## Caravan guard:

Caravan guards can be found pretty much everywhere in the wastes. Not only on the highways where they protect travelers and traveling salesmen, in cities and on market places too, where they protect settled merchants. Many cities and settlements even hire experienced caravan guards to protect the peace and quiet.

Experience level:	1
Extraordinary skills:	Boxing OR Judo OR Kung Fu Cowboy OR Grunt Home on the Road OR I <3 *This City*
Skill bonuses:	+5 to <i>Unarmed, Handguns, Rifles, Athletics and sensual acuity</i>
Starting equipment:	<b>Bowie Knife OR Ka-Bar OR NCRR Combat knife OR Machete OR Hatchet</b>  <b>Sawn off shotgun OR 10 mm Pistol OR Colt 1911 OR Browning High-Power OR .44 Magnum Revolver OR .45 ACP Revolver OR Peacemaker</b>  <b>American 180 OR Mx4 Storm OR STEN OR „Tommy Gun“ OR Hunting rifle OR Revolver rifle OR Winchester 73 OR Hunting shotgun OR Garand</b>  One set of leather clothes for the streets (Boots, pants, jacket or coat; armor value like light leather, one of them like heavy leather) OR leather clothing (boots and pants, armor rating <b>like light leather armor</b> ) and <b>heavy leather armor</b> OR leather clothing (boots and pants, armor rating <b>like leather armor</b> ) and <b>light metal armor</b> .  Big back pack, water bottle, cheap binoculars
Starting capital:	50 + 1D6 * 20
Fitting traits:	Brawler Finesse Heavy Weight Fast Shooter Sharp Shooter Survivalist Strong willed Boy scout (or girl scout) Claustrophobia

## Mercenary:

Mercenaries are found quite often in the Wastes. Most of them operating in small to middle sized groups. Some are barely distinguishable from Raiders, others have specialized on rescue operations; some are scum, others nearly paragons of virtue. A broad specter of possibilities for both player and master.

Experience level:	1
Extraordinary skills:	Boxing OR Judo OR Kung-Fu Cowboy OR Grunt OR SF <sup>2</sup> AND Energy weapons
Skill bonuses:	+5 to <i>handguns, Rifles, Heavy weapons, melee, unarmed, tactics, trade/haggle</i>
Starting equipment:	<b><i>If Cowboy was chosen:</i></b> Sawn off OR leftover recycler OR Peacemaker OR .44 Magnum Revolver OR Winchester Pistol AND Revolver rifle OR Winchester 73 OR Widowmaker AND 3 Sicks of Dynamite  <b><i>If Grunt was chosen:</i></b> 10 mm pistol OR Colt 1911 OR Desert Eagle OR Browning High-Power OR MAC-10 AND STEN OR Grease Gun OR Hunting Shotgun OR AR 15 OR AK-112 AND 2 Frag grenades AND 1 smoke grenade  <b><i>If SF<sup>2</sup> was chosen:</i></b> Laser pistol (civilian version) AND Laser rifle AND 1 plasma grenade  Heavy leather armor OR light metal armor AND boots
Starting capital:	80 + 1D10 * 10\$
Fitting traits:	Athlete Sharp shooter Hobby = KABLAMM!

## **Paladin of the Brotherhood of Steel:**

The Paladins of the brotherhood of steel are the fighting part of this strange, enigmatic organization.

Experience level:	1
Extraordinary skills:	Boxing Energy weapons SF <sup>2</sup> Back in the Days (Specialization as pleases) OR Biologist OR Chemist OR Physicist Master-User
Skill bonuses:	+5 to <i>Rifles, Unarmed, Heavy Weapons, First Aid, Computer skills, Natural sciences, tactics, athletics, body control</i>
Starting equipment:	Wattz 2000 <b>Laser Pistol (military version)</b>  Heckler & Koch <b>G3</b> OR <b>Ruger Mini 14</b> OR M 79 <b>Grenade launcher</b> OR Flambe 450 <b>Flamethrower</b> ; each of those tuned as the player likes  Uniform robes and boots  Dark, fittingly marked combat armor Mk. 1
Starting capital:	15 + 1D6 * 10
Fitting traits:	Brawler Fast Shooter Sharp Shooter Athlete

### People's Guardsman (San Francisco):

Since the Shi threw out the Hubologist community, and since most of the tanker vagabonds moved on, only the Shi rule San Francisco. They call their military the “People's Guard” and soldiers are fittingly called People's Guardsmen (or Guardswomen).

Experience level:	1
Extraordinary skills:	SF <sup>2</sup> Kung-Fu I <3 San Francisco Wǒ shuō zhōngguó Energy weapons
Skill bonuses:	+5 to <i>unarmed, explosives, sneaking, athletics, rifles, heavy weapons and handguns</i>
Starting equipment:	<b>Dao</b>  Wattz 1000 <b>Laser Pistol (civilian version)</b> OR Wattz 2000 <b>Laser Pistol (military version)</b>  <b>MP-5</b> OR <b>AK-112</b> OR Heckler & Koch <b>G3</b> ; each of those tuned as the player likes  Boots and uniform
Starting capital:	50 \$ + 1D6 * 10 \$
Fitting traits:	Fast shooter Sharp Shooter Athlete Boy scout (or girl scout)

A simple Guardsman, probably fresh from basic training. He (or she) has probably not seen much of the wastes and is pulling boring guard duty – as most guardsmen do.

### Ranger of the New California republic:

The military of the New California Republic is a former mercenary group, that call themselves the New California Rangers and that try hard to hold up the republican ideal of equality – and that were created as a militant opposition to the slave trade. The rangers are mainly composed of infantry and cavalry and their main duty is patrolling.

### Ranger Cavalryman:

Usually a Private First Class or corporal, fresh out of basic training and now on his first posting. Usually the Rangers choose their cavalymen out of people who are already experienced with horses – and then give them a 4 week crash course.

Experience level:	1
Extraordinary skills:	Grunt Boxing Ranger tactical sign language Sword fighting
Skill bonuses:	+5 to <i>Unarmed, Explosives, melee, Survival, Riding, Training, Tracking and Athletics</i>
Starting equipment:	<b>Field Utility &amp; Combat Knife</b>  <b>Colt 6520 10 mm Pistol OR Colt Government 1911 A1 OR M35 Browning High-Power</b>  <b>Lee-Enfield STEN MP OR M3 Grease Gun OR Garand M1 OR Mauser K98k OR Remington Hunting shotgun</b>  Saber  A big, military back pack Boots and Uniform (clothing, no armor) Steel helmet Leather coat that reaches to the knees (armor stats of light leather jacket)
Starting capital:	75 \$ + 1D6 * 10 \$
Fitting traits:	Fast Shooter Sharp Shooter Athlete Boy scout (or girl scout) Horse whisperer

## Ranger Infantryman:

Usually a Private First Class or corporal, fresh out of basic training and now on his first posting as the adventure starts.

Experience level:	1
Extraordinary skills:	Grunt Boxing Ranger tactical sign language
Skill bonuses:	+5 to <i>Unarmed, Explosives, Sneaking, Survival, Climbing, Tracking and Athletics</i>
Starting equipment:	<b>Field Utility &amp; Combat Knife</b>  <b>Colt 6520 10 mm Pistol OR Colt Government 1911 A1 OR M35 Browning High-Power</b>  <b>Lee-Enfield STEN MP OR M3 Grease Gun OR Garand M1 OR Mauser K98k OR Remington Hunting shotgun</b>  A big, military back pack Boots and Uniform (clothing, no armor) Steel helmet Leather coat that reaches to the knees (armor stats of light leather jacket)
Starting capital:	75 \$ + 1D6 * 10 \$
Fitting traits:	Fast Shooter Sharp Shooter Athlete Boy scout (or girl scout)



## Vault City Guard:

In Vault-City, where naming conventions are generally a bit... different ... they call their soldiers guards. Vault-City guards however also have policing powers and are not only there to fight. Since the city's defenses are based on computer controlled turrets, the guards' training focuses on maintaining internal security.

Experience level:	1
Extraordinary skills:	Judo (with Mutant Massacer) I <3 Vault-City Master-User Stick fighting
Skill bonuses:	+5 to <i>Handguns, Unarmed, Melee, Computer skills, Natural sciences and History</i>
Starting equipment:	<b>Truncheon</b>  <b>M35 Browning High Power</b>  <b>AK-112 OR MP5 OR Browning Auto 5</b>  Boots and uniform (clothing – no armor)
Starting capital:	300 \$ + 1D6 * 100
Fitting traits:	One handed Fast shooter Athlete Theoretical Education

A guardsman of the Vault-City guard, freshly finished with basic training and probably around 19 years old, just reporting in to his first posting. Even stepping into the courtyard is already exciting and exotic for him.