

## Wilderness dwellers

### Farmer:

Farmer are found often in the Wasteland. It's an arduous, often even dangerous occupation to work the contaminated earth, even in the peaceful inner parts of the NCR where raiders are no real threat. Farmers, as opposed to Ranchers, are specialists in growing fruits, vegetables and grains. While they usually keep animals around, they spend most of their time on their fields.

Experience level:	1
Extraordinary skills:	Butchering Salesman of the Month Stable boy (or girl) Gardener Biologist Herbal lore
Skill bonuses:	+15 to <i>Survival, Training</i> +5 to <i>First Aid, Repairing (Mechanics), Crafting, Natural sciences, Trade/haggle, Athletics</i>
Starting equipment:	One set of fitting clothing (flap trousers and plaid shirt, for example)  <b>Machete And Hatchet</b> <b>Widowmaker</b> OR any handgun up to 500\$  <b>[FARM and Farmequipment (Shovels, plows, Brahmin, etc. must be agreed upon with the master!]</b>
Starting capital:	80 + 1D6 * 10\$
Fitting traits:	Athlete Horse Whisperer Survivalist Boy scout (or girl scout) Attentive student

## Hunter:

There are many wild animals worth hunting in the wasteland. Geckos for example are hunted both for their skins and their meat, and several other animals as well. Hunters take down those animals with rifles and primitive traps, they then use all of the dead animal and sell those parts they don't have a use for themselves.

Experience level:	1
Extraordinary skills:	Butchering Leather tanning
Skill bonuses:	+5 to <i>Rifles, Bow and arrow, Sneaking, Survival, Tracking, Hunting traps, knots</i>
Starting equipment:	Leather clothing <b>Springfield '03 OR Widowmaker OR Hunting Rifle OR Mosin-Nagant OR K98k OR Garand OR Revolver Rifle OR Winchester 73</b>
Starting capital:	60 + 2D10 * 10 \$
Fitting traits:	Finesse Sharp Shooter Survivalist Boy scout (or girl scout) Claustrophobia Illiterate Late to bed, early to rise

## **Rancher:**

Closely related to the Farmer, the rancher is someone that has specialized himself (or herself) on the breeding and keeping of certain farm animals. As with similar occupations, the life of a rancher is an arduous one.

Experience level:	1
Extraordinary skills:	Butchering Salesman of the month OR Bargain Hunter Leather tanning Stable boy (or girl) Rancher
Skill bonuses:	+15 to <i>Training, Riding</i> +10 to <i>Survival, Trade/haggle, Athletics, Knots, Driving (carts)</i>
Starting equipment:	One set fitting clothes, including a Stetson or similar  A handgun up to 500 \$  A fitting knife of choice
Starting capital:	100 + 1D100\$
Fitting traits:	Athlete Horse Whisperer Survivalist Boy scout (or girl) attentive student

## Trapper:

There are many wild animals worth hunting in the wasteland. Geckos for example are hunted both for their skins and their meat, and several other animals as well. Trappers disdain guns but prefer to build rather complex traps to capture and kill the animals and they then use all of the dead animal and sell those parts they don't have a use for themselves.

Experience level:	1
Extraordinary skills:	Butchering Leather tanning Bondage artist Salesman of the month
Skill bonuses:	+15 to <i>Hunting traps, Knots</i> +5 to <i>Rifles, Bow an arrow, Survival, Tracking</i>
Starting equipment:	Leather clothes  A handgun up to 400 \$ for the finishing shot  Several meters good rope  Swiss Army knife  A knife of choice (including Bowie) up to 50 \$
Starting capital:	60 + 2D10 * 10 \$
Fitting traits:	Athlete Survivalist Boy Scout (or Girl) Claustrophobia Illiterate Late to bed, early to rise

## **Survivor:**

There are numerous small groups – or even single persons – that live mostly cut off from all other groups. Whether they keep hidden or just live in rather difficult to reach areas, varies from group to group. But however different two groups of survivors are, one thing they all have in common: they live of the land and that mostly rather well.

Experience level:	1
Extraordinary skills:	Butchering Leather tanning Emergency room medic Herbal lore One COMBAT extraordinary skill fitting the weapon
Skill bonuses:	+15 to <i>Survival</i> +10 to <i>Tracking, throwing</i> +5 to <i>Handguns, Rifles, Bow and arrow, unarmed, melee</i>
Starting equipment:	Leather clothes  Several meters of good ropes  Pocket knife  A weapon of choice up to 450 \$
Starting capital:	40 + 1D10 * 10 \$
Fitting traits:	Brawler Athlete Horse whisperer Survivalist Boy scout (or girl scout) Claustrophobia Illiterate Late to bed, early to rise