

DRIFTER

(Quote from a drifter)

You were a wanderer, hitchhiker, or vagrant making his way in the world.

Qualification: Automatic

Assignments:

Choose from the following.

Scavenger: You made a living collecting and selling salvage.

Wanderer: You lived hand-to-mouth on the streets of Zhdant's cities and in the wilderness.

Hunter: You lived apart from civilization, hunting and trapping the creatures of Zhdant.



CAREER PROGRESS

	Survival	Advancement
Scavenger	Dex 7+	End 7+
Wanderer	End 7+	Int 7+
Hunter	Int 7+	Dex 7+

MUSTERING-OUT BENEFITS

Roll	Cash	Other
1	-	Contact
2	-	Weapon
3	1000	Ally
4	2000	Weapon
5	3000	+1 Edu
6	4000	+1 End
7	5000	Vehicle

End of Days: Before the world fell, you wandered from city to city, catching rides when you could and living on your own or sometimes with small groups. Now, not much has changed, but you avoid cities and have to watch out for the infected.

Wasteland: Somehow you made it, one of the fortunate few to survive the plague. Now you're eking out an existence among your fellow survivors, teaming up when it suits you and trading what you hunt and find.

Rising Empires: You've seen it before, dozens of times, someone gets the idea that they can "civilize" the wasteland. They've all failed. But you've heard rumors of new powers rising, and this time it seems different. Maybe this world isn't lost after all.

TABLE OF RANKS

Rank	Scavenger Benefit	Wanderer Benefit	Hunter Benefit
0			
1	Survival	Streetwise	Animals
2	Recon	Melee	Recon
3			
4	Jack o T	Deception	Survival
5			
6			

LIFE EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but continue in this career.
3	Opportunity: A patron offers you a chance at a job. Accept and get +4 to your next Advancement, but now you owe them a favor.
4	Natural Disaster: An earthquake, hurricane, or other natural disaster strikes the place you're living in. Roll Survival 8+. Fail, and roll once on the Injury table. Succeed and learn one level of Survival, Recon or Medical.
5	Gain a Skill: You learn something new. Gain one level of Jack of all Trades, Survival, or Melee.
6	Find: You manage to scrounge something useful. Go to the Life Events table and have an Unusual Event.
7	Life Event: roll on the Zhodani Life Events table.
8	Living on the Edge: Roll Edu 8+ to gain +1 to any skill already known.
9	High Risk, High Reward: You are offered a chance to take part in a risky but rewarding adventure. If you accept, roll 1D: 1-2: You are Injured - roll once on the Injury table 3-4: You survive, but gain nothing 5-6: You succeed. Gain +4 to any one Benefit roll
10	Attacked: You are attacked by someone. Gain an Enemy if you don't have one already, and roll any combat skill 8+ to avoid injury.
11	Drafted: You are conscripted into the Army. Change careers for your next term.
12	Thriving: You thrive in adversity. Your next Advancement roll is automatically successful.

MISHAPS

d6	Mishap
1	Severely Injured: Roll twice on the Injury table and take the lower result.
2	Injury: Roll once on the Injury table.
3	Disgraced: You run afoul of a gang, tribe, or government official. Gain an Enemy.
4	Illness: You suffer a life-threatening illness. Reduce Endurance by 1.
5	Betrayal! A friend or contact betrays you, becoming a Rival or Enemy. If you have no friends or contacts, gain a Rival or Enemy. You are forced to leave your community.
6	Stranded: You are stranded and left for dead. Roll Survival 8+; on success, you make it back to your group. Fail, and roll on the Injury table.

Note: Characters with high Psi Strength (9+) may have, by accident, developed some of their talent. Roll Psi 8+ and note the **Effect** of the roll.

- On a 0 (**Marginal Success**) you learn on your own through trial and error as a **Wild Talent**; roll to acquire **one** psionic talent this way.
- On an **Average Success** (1 to 5) you discover 1D3 Talents hidden within you; these are both **Wild Talents**.
- On an **Exceptional Success** (6+) you find a mentor who trains you in multiple Talents as an **Adept**. Roll to acquire **one** Talent in this way.

Also roll for **Psychic Trauma** for each Talent you learn. You did it the hard way and paid a price for your skills. In any case you may try to learn additional talents later in life at the usual penalties.

SKILLS AND TRAINING (End of Days)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Athletics	-
2	+1 Dex	Gun Combat	-
3	+1 End	Melee	-
4	Jack of all Trades	Recon	-
5	+1 Int	Survival	-
6	+1 End	Stealth	-
SPECIALIST TRAINING (End of Days)			
Roll	Specialist: Scavenger	Specialist: Wanderer	Specialist: Hunter
1	Drive	Athletics	Survival
2	Mechanic	Deception	Animals
3	<i>Scrounge</i>	Recon	Stealth
4	Recon	Stealth	Recon
5	Survival	Streetwise	Gun Combat
6	Streetwise	Survival	Melee

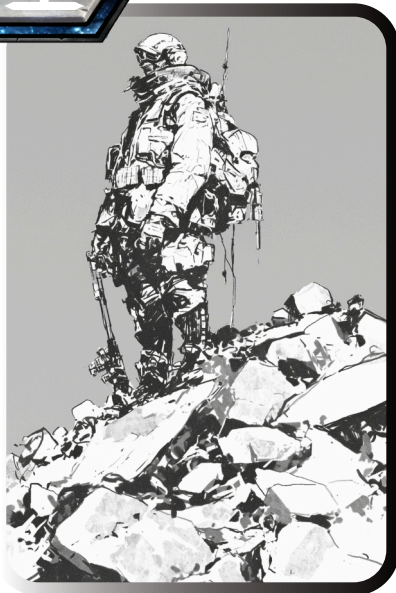
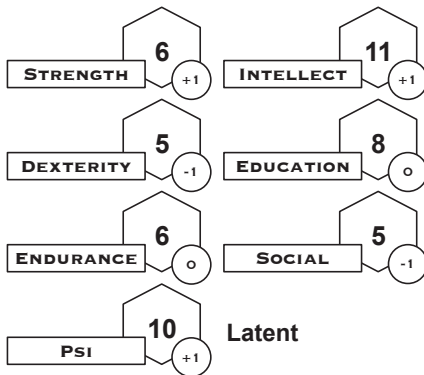
SKILLS AND TRAINING (Wasteland)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Athletics	-
2	+1 Dex	Gun or Bow Combat	-
3	+1 End	Melee	-
4	Jack of all Trades	Recon	-
5	+1 Int	Survival	-
6	+1 End	Stealth	-
SPECIALIST TRAINING (Wasteland)			
Roll	Specialist: Scavenger	Specialist: Wanderer	Specialist: Hunter
1	Drive (or Animals)	Athletics	Survival
2	Mechanic	Deception	Animals
3	<i>Scrounge</i>	Recon	Stealth
4	Recon	Stealth	Recon
5	Survival	Survival	Gun (or Bow) Combat
6	Stealth	Streetwise	Melee

SKILLS AND TRAINING (Rising Empires)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Athletics	-
2	+1 Dex	Bow Combat	-
3	+1 End	Melee	-
4	Jack of All Trades	Recon	-
5	+1 Int	Survival	-
6	+1 End	Stealth	-
SPECIALIST TRAINING (Rising Empires)			
Roll	Specialist: Scavenger	Specialist: Wanderer	Specialist: Hunter
1	Animals	Athletics	Survival
2	Mechanic	Deception	Animals
3	<i>Scrounge</i>	Recon	Stealth
4	Recon	Stealth	Recon
5	Survival	Survival	Bow Combat
6	Stealth	Streetwise	Melee

Name: Zhdiktloz

Age: 24 **Origin:**

Era: Wasteland



Career: Drifter/Scavenger **Terms:** 1

Seafarer 0
 Athletics (swimming) 0
 Bow Combat 0
 Melee (blade) 0
 Recon 0
 Survival 0
 Stealth 1

Background: Born on the High Seas

Age	Event
20	Attacked - Gains an enemy, nearly killed. -3 Str, -2 Dex/End

Cr. 0

Rank: 0

Benefits: Axe

"If it wasn't for bad luck, I'd have none at all.

"Was born in the hold of a fishing boat, spent most of my life at sea. First time we went ashore to do some trade and salvage, we get attacked by some scavs. Took everything from us - everything. Killed my family, left me for dead.

"But a sea rat is harder to kill than that. I lived, and I'm gonna track down the bastard who did it. He'll pay."