

**NAME:**  
**PLAYER:**  
**OCCUPATION:**

**CLASS:** SCAVENGER  
**ALIGNMENT:**  
**XP:**

**LEVEL:**

	MOD	+TEMP MOD
STR		
AGI		
STA		
PER		
INT		
LUC		

**LUCKY ROLL:**  
**LUCK DIE:**  
**FAVORED WEAPONS:**

**COMBAT**  
**SPEED:**  
**ACTION DICE:**  
**INIT:**  
**CRIT DIE:**  
**CRIT TABLE: ||**  
**ATTACK BONUS:**

**HD:** d6  
**HP:**

**SAVE**  
**REFLEX:**  
**FORTITUDE:**  
**WILL:**

### SPECIAL ABILITIES:

Proficient in all one-handed melee weapons, pistols, rifles, shields, and explosives.

Scavenger skills: 1d20 + attribute bonus + skill. See USG Table C14.

Luck and Wits: Apply luck die per point of Luck spent. Regain Luck points equal to level each night.

### EQUIPMENT:

### TREASURE & WEALTH:

ARMOR			
<b>AC:</b>			
<b>CHECK PENALTY:</b>			
<b>ARMOR DIE:</b>			
<b>FUMBLE DIE:</b>			
<b>PIECES</b>	[i]	f	a
<b>BASE AC:</b>			
<b>MAX FUMBLE DIE:</b> d5			
<b>SPECIAL:</b>			

AC is usually 10 + Ref save + shields.  
 [Impervious] armor does not degrade.  
 f: Feeble pieces degrade on a 1-2.  
 a: Ablatives can be discarded to nullify a 1 on an armor die. Every two ablatives increase Fumble die +1d.

SCAVENGER SKILLS	
Bargain (PER)	
Circumvent Security (INT)	
Con Job (PER)	
Evaluate (INT)	
Hide (AGI)	
Loot & Run (INT)	
Pilfer Goods (AGI)	
Prospecting (INT)	
Safecracking (INT)	
Sneak (AGI)	
Survival (INT)	