

The Stalker

Let them stare at you in disgust. Let them shy away from you, afraid the Rot reeking from your body will infect them. They may avoid you, but they can not help but hold you in the highest regard. Your sacrifice is unmatched. Your people need you, and they absolutely know it. Nobody knows the way through the Zone and the Borderlands the way you do. Nobody has the instinct to locate the hidden gems known as Artifacts the way you can.

Be it avoiding crippling rot zones, finding valued resources where none supposedly exist, or navigating hostile territory that would destroy others in days, there is only one master of the deadzones, and that is you. You are a Stalker!



Talents Unique to Stalker Role

Monster Hunter: You are an expert at locating beasts and monsters in the Zone.

Rot Finder: You are skilled at finding the most rot free path through any Sector of the Zone.

Treasure Hunter: The ability to change your focus from avoiding threats to finding artifacts & cyphers.

MOVE

AGILITY

FIND THE PATH

Any fool can walk into the Zone. But if you don't know what you're doing, you may soon end up a corpse. You will use this Move when you go into a New Sector of the Zone for the first time. It can protect you from dangers unseen, including heavy rot areas and creatures that would rip you apart. It may also aid your team considerably in locating valuable items or resources that would otherwise be missed.

Failure: If there are any npc's or Monsters in the sector, they spot you or your team before you see them. *If they are hostile, you may just get ambushed...* (GM)

Success: You find a safe path toward the location you are heading as well as eliminating the chance of getting spotted by potential enemies. You will see the threats before they see you! *(typically, one roll per sector)*

STUNTS

For every extra success you roll beyond the first, you may choose one stunt from below. *(No repeats)*

- You can immediately assess the general level of Rot in the sector and are never wrong.
- You find an **ARTIFACT** in the sector if it's there to be found. You need not make any roll to discover its location no matter how well hidden.
- You find 1d6 **BULLETS** that are in perfect condition.
- You find 1d6 rations of **CONTAMINATED FOOD**. Usually in the form of leftovers from an older age.
- You find 1d6 rations of quality **BOOZE**.
- Your pathfinding skills are in overdrive, allowing you to explore the sector in half the normal time.

Once a Sector has been deemed "Explored", it becomes very difficult to find any new items there.