

The Scavenger

There is absolutely no such thing as ‘trash’. That word has been wiped from your personal dictionary, as it simply no longer applies to the world you live in today. Wherever you go, one can be sure you are dragging your cart or oversized backpack with you. Your collection of treasures from the lost worlds of ages past fill your packs to the brim. Let others in your settlement giggle or whisper about you behind your back – you know from experience that the day will come when they will need one of the hundreds of items you have stashed away, perhaps even a specific piece that will save their lives. When that day comes, you’ll be ready!

Like your brother-in-spirit the Gearhead, you take great pride in your ability to supply the right equipment for the job, even if your talent is more about luck than gifted crafting ability.



Talents Unique to Scavenger Role

Scrounger: You are a master organizer and employ intelligent packing methods to store your stuff.

Hideout: You have spent a considerable amount of time finding the perfect place to hide stuff.

Miser's Luck: The chances of finding a hidden gem in your stashes become a possibility.

MOVE

WITS

SCAVENGE

You are a packrat! You pick up all the stuff you can find in your location without taking the time to sift through and scrutinize it. There's simply no time. You stuff it all in your oversized pack or other mobile storage units. Use this move if you or a companion needs a particular item to perform an action that could be benefited by the appropriate gear. You search your belongings and may just find the perfect item for the task at hand.

Failure: To your dismay, you can't find the right tool for the job anywhere in your stash. *You lose Momentum.*

Success: You find the appropriate non-weapon tool for the job. The item affords a **Gear Bonus** equal to the number of successes you have rolled. The item is usually in very poor condition and is only good for one use.

You have the option of giving up one of your extra successes to make the item more durable instead. If you choose this option, the item is in much better condition than you originally thought and may instantly go into your inventory with the appropriate **Gear Bonus**. If you haven't yet, you may now "name" the item as you wish.

SPECIAL USE : FIND WEAPON!

You can use **Scavenge** to find a blunt instrument in your pack that works great as a short-term light weapon. It takes only one success to accomplish this and the instrument is usable for one turn. It does NOT suffer the same penalties as a "makeshift" weapon. You must state you are looking for a weapon-like item before you roll your dice for the check.

Stunts: Extra successes grant one of the following :

- Increase the natural Gear Bonus from 1 to 2.
- Increase the Weapon Damage (max of 3) *
- Throw weapon up to Short range with no penalty!
- Increase item's durability (won't break after one use)

Limitations: The **Scavenge** move cannot be used to find food, water, booze, or ammunition of any type.