

## Wastelander

Forged by the horror and hardship, Wastelanders are savage warriors from the most uncivilized lands of Durth. They can survive with little more than their wits and their will.

**Weapons & Armor:** All weapons. No armor but can use shields.

**Prime Attribute:** Constitution.

**Hit Die:** d8

Level	XP	Attack Bonus	AC Bonus	Scrounge x in d6
1	0	+0	-2[+2]	1
2	2,000	+0	-2[+2]	2
3	4,000	+1	-2[+2]	2
4	8,000	+2	-3[+3]	3
5	16,000	+2	-3[+3]	3
6	32,000	+3	-3[+3]	3
7	64,000	+4	-4[+4]	4
8	128,000	+4	-4[+4]	4
9	256,000	+5	-5[+5]	5
10	350,000	+6	-6[+6]	5

Level	Single Save	Paralyzation Polymorph Mutation	Death Rays Disease Poison	Breath Weapons	Wands Devices	Spells
1	14	12	10	15	13	16
2	13	12	10	15	13	16
3	12	12	10	15	13	16
4	11	10	8	13	11	14
5	10	10	8	13	11	14
6	9	10	8	13	11	14
7	8	8	6	9	9	12
8	7	8	6	9	9	12
9	6	6	6	9	9	12
10	5	6	6	7	7	10

**AC Bonus:** Wastelanders are constantly on the move. And they don't anything weighing them down so they tend to never wear armor. As a Wastelander advances in level, they acquire a sixth sense in combat allowing them to avoid some damage.

**Improvised Weapons:** Any type of finished goods are at a premium in the wastes. Wastelanders learn to construct melee weapons with whatever materials that are available. These weapons do 1d6 damage. However, they are still improvised so they will break on a roll of 1 or 2 on the character's attack roll.

**Scrounge:** Wastelanders can find acceptable food and water even in the most desolate of terrains. They can attempt to detect toxic flora and fauna, and contaminated water.

**Tough:** If the GM is using a single Saving Throw system then Wastelanders gain a+2 bonus to Save versus Poison, Disease and Mutation. *If the GM is using multiple Saving Throws then this bonus is already included in the chart.*

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