

MEDIC

You are a Medic, skilled in first aid, and the treatment of wounds. You are smart and know how to keep someone alive in the worst of environments. You typically support from the rear, but when your team mates are down and need assistance, you are the first person to answer that call. You fearlessly enter the fray to assist those you call friend.

Medic Advancement Table

Level	XP	HD	Melee To-Hit Bonus	ST
1	0	1	+0	14
2	1,500	2	+0	13
3	3,000	3	+0	12
4	6,000	3+1	+1	11
5	12,000	4	+1	10
6	24,000	5	+2	9
7	48,000	6	+2	8
8	96,000	6+1	+3	7
9	192,000	7	+4	6
10	384,000	18	+5	5

Medic Class Abilities

Weapon/Armor Restrictions: Medics are familiar with weapons and their use, but not as skilled as Resistance Fighters. As such, they may not wear any armor heavier than Light, and may only use firearms.

Stabilizing: A Medic is skilled in treating traumatic injuries, as such they can stop the bleeding and stabilize any character who has reached 0 or less hit points (death occurs at -10). This stops the hit point loss from blood loss.

Healing: A Medic may heal 1d6 points of damage 1/day per level. So a first level medic could heal 1 person a day. At 3rd level he could heal 3 different people once per day – or could heal the same person three times in the same 24 hours. - *Note med-packs allow for extra uses of the healing ability.*

XP Bonus for Wisdom: This class bonus is due to a high wisdom attribute.

RESISTANCE FIGHTER

You are a Resistance Fighter, skilled in firearms and tactics. You are the front-line of The Resistance. Always prepared, and ready to face the enemy at a moment's notice. You lead from the front, and protect those too weak to defend themselves.

Resistance Fighter Advancement Table

Level	XP	HD	Melee To-Hit Bonus	ST
1	0	1	+0	16
2	2,000	2	+1	15
3	4,000	3	+2	14
4	8,000	4	+2	13
5	16,000	5	+3	12
6	32,000	6	+4	11
7	64,000	7	+4	10
8	128,000	8	+5	9
9	256,000	9	+6	8
10	512,000	10	+6	7

Resistance Fighter Class Abilities

Weapon/Armor Restrictions: Resistance Fighters are trained in the use of weapons, and tactics. As such, they do not have any restrictions to weapons or armor.

Double Tap: A Resistance Fighter is a skilled marksman, and receives a +1 accuracy with all firearms. Also, anytime a Resistance Fighter hits with a firearm he adds +2 to the damage.

Establish Stronghold (9th): At ninth level, a Resistance Fighter character may choose to build a stronghold, he will then attract a loyal body of resistance fighters who will swear fealty to him.

XP Bonus for Strength: This class bonus is due to a high strength attribute.

TECHNO-RAT

You are a Techno-Rat. You are a tinkerer and scavenger. You can repair equipment, design traps, and keep things running smoothly. You can even craft things if given the right materials. You are the brains of any group, they depend on you to make water potable, recharge batteries, convert engines to bio-fuels, etc. You are not a fighter and tend to stay clear of the front lines when out scavenging.

Techo-Rat Advancement Table

Level	XP	HD	Melee To-Hit Bonus	ST
1	0	1	+0	15
2	2,500	1+1	+0	14
3	5,000	2	+0	13
4	10,000	2+1	+0	12
5	20,000	3	+1	11
6	40,000	3+1	+1	10
7	80,000	4	+2	9
8	160,000	4+1	+2	8
9	320,000	5	+3	7
10	640,000	5+1	+3	6

Techo-Rat Class Abilities

Weapon/Armor Restrictions: Scholars are no fighters and are unfamiliar with melee weapons and their use. As such, they may not wear any armor heavier than Light, and may only use firearms.

Tinkerer: A Techno-Rat may build/disarm traps as well as repair items of tech (even building some items from scratch). The tinkerer table gives the chance on a d20 (roll target number or higher) to successfully complete the task.

XP Bonus for Intelligence: This class bonus is due to a high intelligence attribute.

Techo-Rat Tinkerer Table

Level	Disarm Traps	Build Traps	Repair/Disable Tech	Build Tech
1	16	15	17	19
2	15	14	16	18
3	14	13	15	17
4	13	12	14	16
5	12	11	13	15
6	11	10	12	14
7	10	9	11	13
8	9	8	10	12
9	8	7	9	11
10	7	6	8	10