

Dead Reign RPG

Player: Pregenerated Player Character

Character: _____

Nickname/Alias: "Roach"

P.C.C.: Scrounger (pages 78-80)

Sex: _____ Alignment: Any, leans toward good

Occupation: "Street Runner" and "Rouge Trader"

Attributes Hand to Hand Combat

I.Q.: 11 HTH: Basic

M.E.: 13 Actions per Round: 4

M.A.: 15 Initiative:+ 3

P.S.: 12 Damage:+ -

P.P.: 22 Strike:+ 4

P.E.: 15 Parry:+ 4

P.B.: 13 Dodge:+ 4

Spd.: 23 Roll with Impact:+ 2

P.P.E. 4 Pull Punch (11+):+ 2

S.D.C.: 25 Knockout/Stun Roll: -

Hit Points: 19 Critical Strike Roll: Natural 20

Perception: +2 Death Blow Roll: -

Perception Bonuses:

Armor: Armored Leather Jacket A.R.: 11 S.D.C.: 40

Level: 1 Experience Points: N/A

Special Abilities/Skills

Built using the "Fast Reflexes and High Dexterity" Quick Roll table (see page 160)

Quick Reaction Time: +3 on all initiative rolls.

Saving Throws

	Base	Modifier	Roll Needed
Horror Factor		<u>+2</u>	
Poison: Lethal	14	<u>+0</u>	<u>14+</u>
Poison: Non-Lethal	16	<u>+0</u>	<u>16+</u>
Harmful Drugs	15	<u>+0</u>	<u>15+</u>
Insanity	12	<u>+0</u>	<u>12+</u>
Psionics	15	<u>+0</u>	<u>15+</u>
Magic Spell	12	<u>+0</u>	<u>12+</u>
Magic Ritual	16	<u>+0</u>	<u>16+</u>
Coma/Death		<u>+0%</u>	
Possession		<u>+0</u>	
Curses	15	<u>-</u>	<u>15+</u>
Disease	14	<u>+0</u>	<u>14+</u>
Pain	16	<u>+0</u>	<u>16+</u>

Skills	Base	Bonus	+%/lvl	Total%
Speak English	88	-	1	88
Read English	80	-	2	80
Basic Mathematics	72	-	1	72
Bicycling	60	-	3	60
Appraise Goods	30	20	5	50
Barter	30	16	4	46
Basic Mechanics	40	20	5	60
Basic Electronics	30	15	5	45
Camouflage	20	15	5	35
Climbing (hobbyist)	40/30	10	5	50/40
Concealment	20	20	4	40
Escape Artist	30	15	5	45
Find Contraband	26	20	4	46
General Repair / Maintenance	45	15	5	60
Jury-Rig	25	10	5	35
Land Navigation	36	12	4	48
Pick Locks	30	10	5	40
Palming	20	15	5	35
Prowl	25	10	5	35

Skills	Base	Bonus	+%/lvl	Total%
Recycle	30	20	5	50
Rope Works	30	15	5	45
Salvage	35	20	5	55
Pilot: Motorcycles/Snowmobiles	60	-	4	60
Roadwise	26	-	4	26
Gambling (Standard)	30	-	5	30
Gambling (Dirty Tricks)	20	-	4	20
Skateboard	40	-	5	40
Photography	35	-	5	35
Wardrobe & Grooming	50	-	4	50
Swimming	50	-	5	50

Weapon Proficiencies: Recognize Weapon Quality (40%)

Ancient Weapon Proficiencies	Strike	Parry	Throw
Blunt Weapons	+1	+1	-

Modern Weapon Proficiencies	Strike	Aimed	Burst
Handguns	+1	+3	-

Weapons & Hand-to-Hand Attacks

Weapons / Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Crowbar (large)	+5	+5	+4 / 15 feet	melee	-	5.5 lbs.	2D6+1
9mm Semi-Auto Pistol	+1/+3	Aimed	135 feet	single/burst	10 / 2 clips	2 lbs.	3D6, 3D6x2 for a burst of 3 rounds
Halligan Tool	+4	+4	+4 / 15 feet	melee	-	11 lbs.	1D8+1
Survival Knife	+4	+4	+4 / 15 feet	melee	-	.5 lb.	1D6+1
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						1D4 (punch) / 2D4 (kick)
Elbow / Knee strikes	Note: Called Shots & Power Strikes cost two attacks to perform						1D6 (elbow) / 1D8 (knee)

Note: Strike and Parry bonuses from both *Hand-to-Hand Combat* and *Weapon Proficiency* bonuses are combined

Equipment

Scrounging clothes (pants with big pockets, many pockets, zipper pockets, leather jacket with armor plates on the forearms, elbow and shoulders plus protective, helmet, personal clothes, rain poncho, steel-toed boots, pocket-sized lock picking kit, heavy-duty flashlight, penlight, survival knife, canteen, lighter, 2 books of matches, dried food rations (two weeks worth), 3 backpacks, duffle bag, 5 medium sacks, 4 large sacks, box of 50 gallon-size Zip Lock plastic bags, 5 plastic specimen containers of varying size, 30 pairs of plastic surgical gloves, Telephone Book (Business Directory), 4 maps of the local area, and some personal items.

Tools of the Trade

S.W.A.T. Entry Tool, portable tool kit (containing sockets, screwdrivers, hammer, wire cutter, and other hand tools), bolt cutter, 30 feet of strong rope, box of chalk, can of white or bright colored spray paint and various bags and sacks.

Vehicle: A sturdy mountain bike and a professional skateboard

Pay: None, everything is barter and trade. Pay in the new, post-apocalyptic world is typically barter; an exchange of goods and services for the goods and services your character needs. The acquisition of trade goods (food, fuel, medicine, guns, and ammo, etc.) can be the catalyst for numerous adventures.

Personal Information

Age: 13 Height: _____ Weight: _____ Hair: _____
Eyes: _____ Birth Order: _____ Value of Trade Goods: \$5,000
General Appearance: Average 13 year old who likes to scrounge and wear clothing that was trendy when the Wave occurred.

Disposition: See pages 162-163 for a list of possible dispositions to choose from.

Environment: Medium-sized city; Bellevue, Nebraska.

Survivor Family Lore: **Lost everyone.** Doesn't believe they have any family left; last in the line. Survived on their own after the Wave, quickly learning to be self reliant. Feels great loss.

Special Aptitude Bonuses: **Quick Reaction Time:** +3 on all initiative rolls.

Outlook on Earth's Future: **Fated.** Doesn't know what fate has in store, and doesn't lose a lot of sleep worrying over it. Has decided that there must be a higher purpose to their survival, and will just let fate guide their destiny and put themselves wherever it is they're supposed to be. Just hopes they'll always know what they're supposed to do, and make the right choices.

Scrounger Notes

A Scrounger is much more than a survivor who scavenges the abandoned cities and towns for supplies to live on or trade. Scroungers are skilled seekers and traders with a practiced eye for what can be used to sell and trade, but also for what can help people.

This includes combinations of scrounged items that can be made into something even more useful. To that end, a Scrounger can track down items others find difficult or impossible to find, and they see value in parts and wreckage that can be salvaged, rebuilt, reused, jury-rigged or spliced together to perform a necessary function that the average person would never imagine. Thus, the difference between a common survivor and a Scrounger is that the average Joe searches for an article that fits his needs, the Scrounger finds items he can use to make them fit or surpass his needs. Such a character is a valuable resource to any group of adventurers, survivors, and especially Safe Haven Communities.

These resourceful rogues have a keen sense of what can be cannibalized for parts, rigged and combined to work better or to make two, normally incompatible pieces work together. They also have a nose for finding the best goods. Scroungers are adept at moving through dangerous, zombie-infested areas without drawing attention to themselves, locating valuable trade goods, and retrieving them quickly and efficiently. They are also shrewd bargainers, and always seem to get top value for their goods. The least scrupulous border on being professional thieves.

A Scrounger knows that he cannot carry everything he finds, so he often "stashes" his goods. Sometimes this means simply leaving the goods where they were found, if the location is inaccessible to the average survivor. Most of the time, however, a Scrounger will transport the goods to a hidden cache or a hiding place only he knows about, committing the location of these "treasure troves" to memory. Seldom draws a map or commit a location to writing.

Miscellaneous

Leaping Distance: Up: 1.5 feet / 3 feet (power) Across: 3 feet / 6 feet (power)
Run: 15.9 mph (max) 15 melees 345 feet per round 86 feet per action
Swim: 4.9 mph (max) 15 minutes 108 feet per round 27 feet per action
Maximum Carrying Limit: 120 lbs. Maximum Lifting Limit: 240 lbs.

History Notes

"I lost my entire family in the Wave. We were all in the SUV and got stuck in the bottleneck traffic when the zombie hoards came through. I broke a window and climbed out, but my family wasn't so lucky. I remember dad screaming at me to run when the hoard started to converge. Mom pulled my little sister from her seat and held onto her, sobbing and screaming as the zombies broke in the windows. I ran through the zombies and got away somehow. I lived on my own for more than a week before zombies basically ran me up a tree. I was up there for 3 days and might have died up there but was rescued by a pack of survivors. At fate would have it, all of that pack perished over time and I was alone again until I found Arbor. I don't like talking about this, can we change the subject?"

I keep a list of things people are looking for. So, what do you need?

Shows a few pictures taken on a cellphone "I spotted this in a warehouse over in Plattsmouth. Is this what your looking for? I can get it for you, how much you offering in trade for it?"

Relationship to specific teammates / survivors in the "Arbor Community"

"Pony" Occupation: Survivor Thoughts: One of my best 'customers'! I keep Pony in building materials and in return I get things built, or carried around for me when needed.

Elliott Occupation: Survivor Thoughts: Another good customer of mine. Asks for a variety of chemicals and items all the time, and in return hooks me up with decoys and distractions.

"Lincoln" Occupation: Survivor Thoughts: I don't care that Lincoln was a car thief before the Wave. Lincoln is the best driver I've ever met and transports stuff for me all the time.

Special Equipment

Chrome plated Hooligan Tool Description: Resembles a crowbar with a pickaxe attachment
Abilities: A popular 30" firefighting multi-tool, the ends are forged in high alloy aircraft steel and are tapered to a fine point to facilitate entry. A durable and effective tool that can act like a blunt weapon if needed (1D8+11 damage).

two way handheld radio Description: black, handheld radio with added headset kit
Abilities: Has 22 selectable standard channels, plus 28 extra channels for extra privacy with 36 miles of range in open areas. It has 285 privacy codes that gives you up to 6270 channel options to help block other conversations. Offers waterproof protection against light rain and splashing.

Several Cell Phones Description: common LED screen smartphones
Abilities: While most apps and functions are useless today, they remain useful as pocket sized, portable cameras and video and sound recorders. Offers uses for clever people, like attaching to selfie stick to look around corners or using the camera light for an emergency flashlight, etc.

Description: _____
Abilities: _____

Description: _____
Abilities: _____

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Abilities: _____

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Description: _____
Abilities: _____

Description: _____
Abilities: _____

Description: _____
Abilities: _____