

# Drifter

Drifters are not uncommon in the wasteland. They're like scavengers with more class. Drifters are excellent tinkerers and they know the wasteland very well. They usually drift from city to city with nothing holding them down but the massive amounts of stuff they carry.

Proficiencies:

- Skills: Repair, Melee Weapons, +1 Choice
- Weapons: Light Melee Weapons, Pistols, Crafted Weapons
- Armor: Medium Armor

Starting HP: 10 + Endurance Modifier

HP per Level: 2d10 + Endurance Modifier

Level	Class Perk	Level 1 Perk	Level 3 Perk	Level 4 Perk	Proficiency Bonus
1	Jury Rigger	+1	+0	+0	+2
2	Junk Collector	+1	+0	+0	+2
3	Explorer	+0	+1	+0	+3
4	None	+0	+1	+0	+3
5	Custom Rounds	+0	+0	+1	+4

