

Survivalist

You've always had a knack for the great outdoors. And by great outdoors I mean the dangerous irradiated wasteland you call home. You know of nearly all of the creatures in the wasteland as well as how to keep them at bay and cook them up if you're hungry. You're also the epitome of health with your extensive knowledge of the medicine of the wastes.

Proficiencies:

- Skills: Survival, Medicine, +1 Choice
- Weapons: Unarmed, Melee Weapons, Thrown/Projectile Weapons
- Armor: No Armor

Starting HP: 12 + Endurance Modifier

HP per Level: 2d12 + Endurance Modifier

Level	Class Perk	Level 1 Perk	Level 3 Perk	Level 4 Perk	Proficiency Bonus
1	Animal Handling I	+1	+0	+0	+2
2	Wasteland Sushi	+1	+0	+0	+2
3	Animal Handling II	+0	+1	+0	+3
4	None	+0	+1	+0	+3
5	One with Nature	+0	+0	+1	+4

