

Ganger:

Out in the Unciv, beyond the reach of the Judiciary, the only law is that which you make yourselves. Whether roaming the landscape in junk built cars to hunt down the spoils of others' hard work, or laying ambushes on well-trodden roads, the gangers' strength is in their numbers, and their willingness to sacrifice everything for the good of the pack.

A Ganger's 8 Career skills are **Athletics, Brawl, Cool, Melee, Driving, Ranged (Light), Resilience, and Vigilance**. They automatically gains one rank in four of these skills (of their choosing) without spending experience, and he receives a discount when he spends experience to purchase ranks in any of these skills.

Ganger Specialisations

Gunny

With a modicum more of a sense of self-preservation than some their brethren, Gunnies specialise in the fine art of firing big guns. Their love for projectile weaponry and guns that would make a gunship proud make them very useful members of any self-respecting gang of Uncivs.

A Gunny adds the skills **Gunnery, Perception, Ranged (Heavy), Resilience** to their career skills, and they may choose two of these skills and gain one free rank in each, without spending starting experience.

Harbinger

All gangs have someone at their centre, the person that holds everything together. Through strength of will, an iron boot, or in rarer cases actual leadership, a Harbinger is the demagogue that holds the gang together. They lay down the laws of the gang, and guide their fanatical followers to acts of greatness.

A Harbinger adds the skills **Coercion, Deception, Knowledge (Unciv), Leadership** to their career skills, and they may choose two of these skills and gain one free rank in each, without spending starting experience.

Maniac

Every Harbinger needs their fanatical followers, those with the blind devotion to leap from one speeding vehicle to another while screaming a war cry, or charge headlong into the guns of the judiciary,

convinced their glorious demise will be remembered in legend. The Maniacs of a gang are the deluded souls who will do anything to earn their leader's approval.

A Manic adds the skills **Coordination, Melee, Resilience, Survival** to their career skills, and they may choose two of these skills and gain one free rank in each, without spending starting experience.

Wheeler

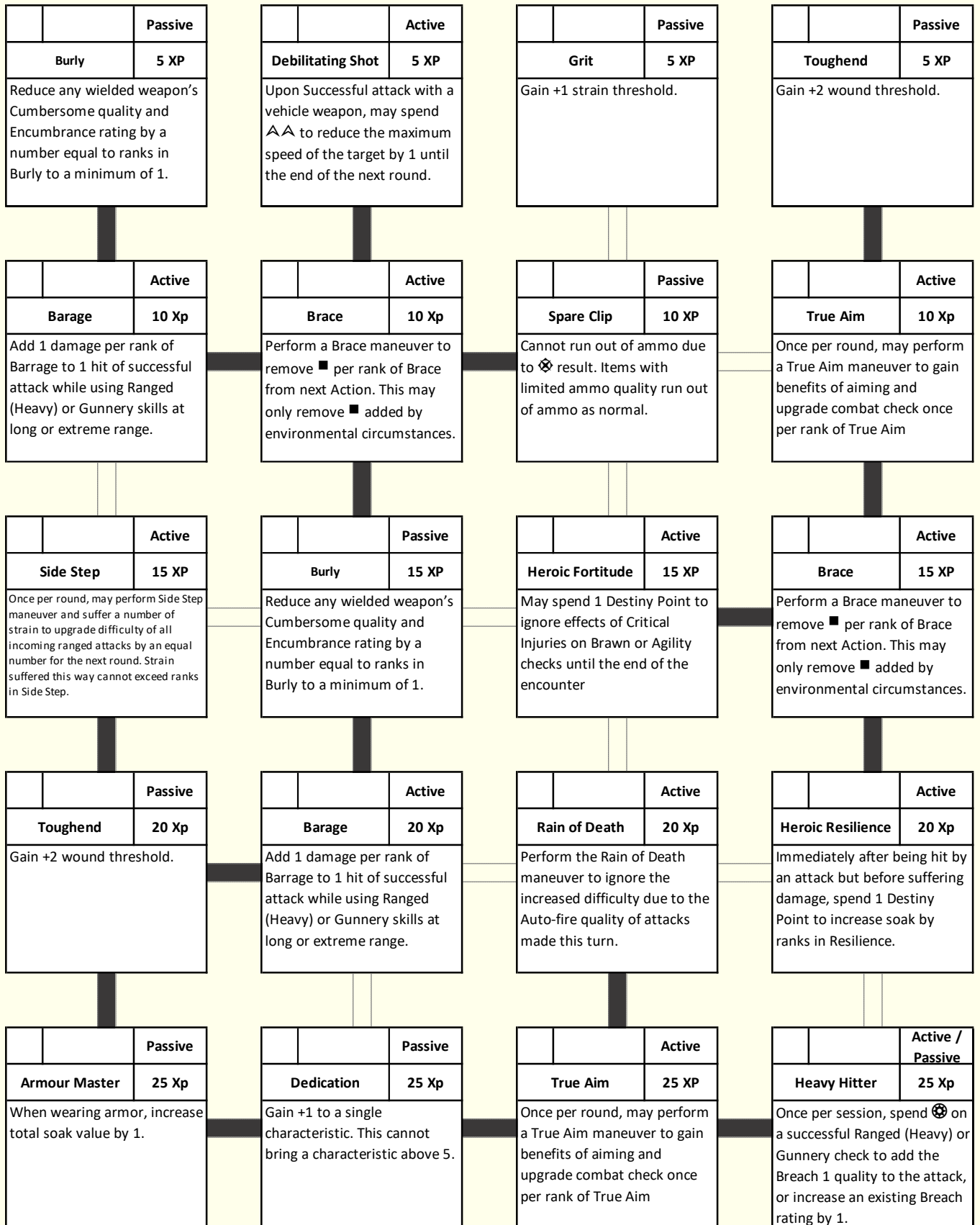
The vast majority of gangs roam the wilds in ramshackle vehicles built from the wreckage of cars, trucks, and tanks from The World before. Wheelers have the honour of building, driving, and maintaining these death traps for glory of their Harbinger. They specialise in the art of vehicular mayhem, and are revered and envied by their Ganger brethren.

A Wheeler adds the skills **Discipline, Mechanics, Driving, Streetwise** to their career skills, and they may choose two of these skills and gain one free rank in each, without spending starting experience.



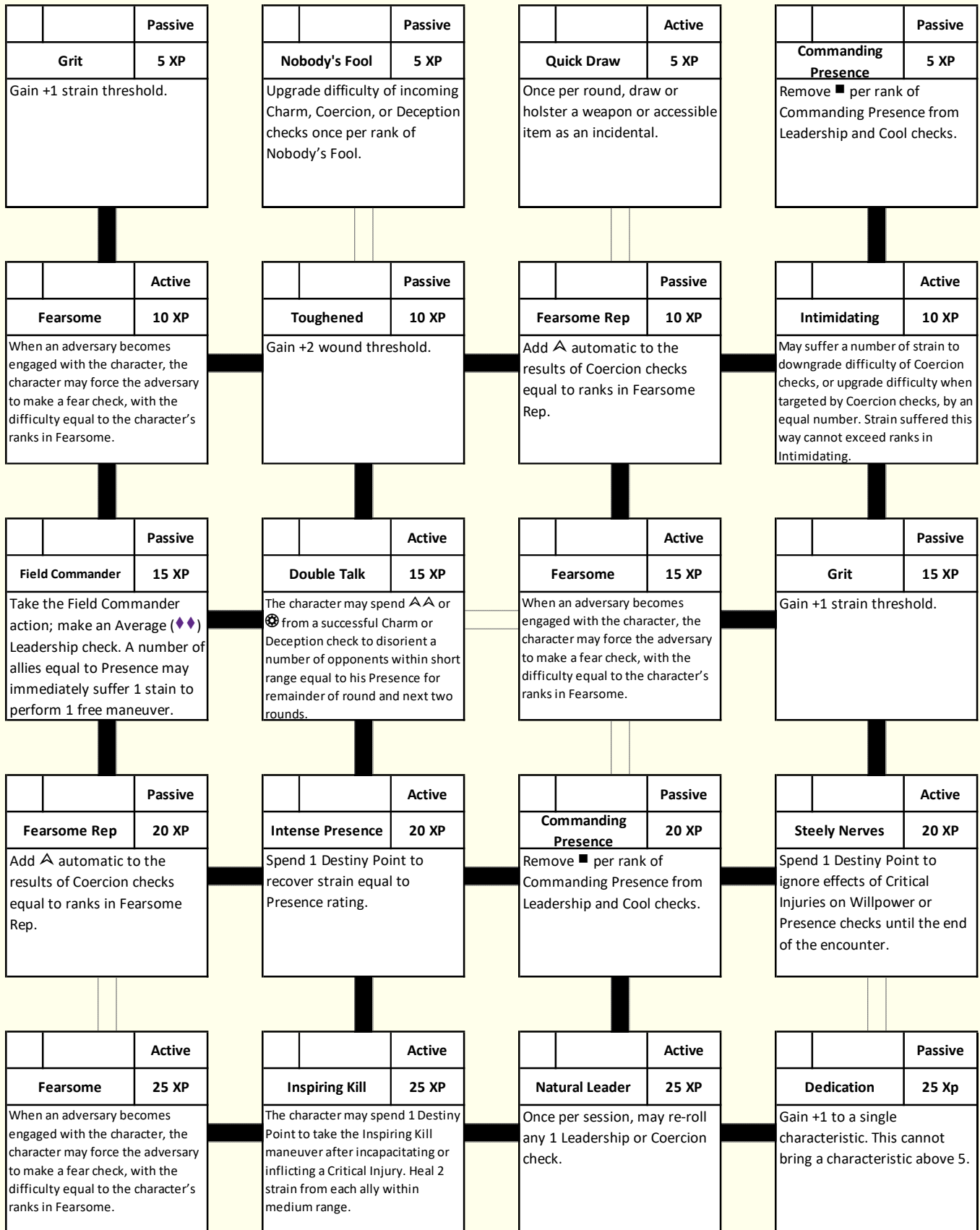
Ganger Gunny

Career Skills Gunnery, Perception, Ranged (Heavy), Resilience



Ganger Harbinger

Career Skills Coercion, Deception, Knowledge (Unciv), Leadership



Ganger Maniac

Career Skills Coordination, Melee, Resilience, Survival

		Passive
Toughend	5 XP	
Gain +2 wound threshold.		

		Active
Frenzied Attack	5 XP	
When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied		

		Active
Feral Strength	5 XP	
Add 1 damage per rank of Feral Strength to one hit of successful attacks made using Brawl or Melee skills.		

		Passive
Lethal Blows	5 XP	
Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.		

		Active
Stalker	10 XP	
Add per rank of Stalker to all Stealth and Coordination checks.		

		Passive
Toughend	10 XP	
Gain +2 wound threshold.		

		Active
Heroic Fortitude	10 XP	
May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter		

		Active
Knockdown	10 XP	
After hitting with a melee attack, may spend Ⓢ to knock the target prone.		

		Passive
Enduring	15 XP	
Gain +1 soak value.		

		Passive
Lethal Blows	15 XP	
Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.		

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Toughend	15 XP	
Gain +2 wound threshold.		

		Active
Frenzied Attack	15 XP	
When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied		

		Passive
Toughend	20 XP	
Gain +2 wound threshold.		

		Active
Feral Strength	20 XP	
Add 1 damage per rank of Feral Strength to one hit of successful attacks made using Brawl or Melee skills.		

		Active
Natural Brawler	20 XP	
Once per session, may re-roll any 1 Brawl or Melee check.		

		Passive
Stalker	20 XP	
Add per rank of Stalker to all Stealth and Coordination checks.		

		Active
Frenzied Attack	25 XP	
When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied		

		Passive
Enduring	25 XP	
Gain +1 soak value.		

		Active
Defensive Stance	25 XP	
Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive		

		Passive
Dedication	25 Xp	
Gain +1 to a single characteristic. This cannot bring a characteristic above 5.		

Ganger Wheeler

Career Skills Discipline, Mechanics, Driving, Streetwise

