

Name: Solomon King  
Race: Native Human (at least half)

I.Q. : 19  
M.E. : 14  
M.A. : 11  
P.S. : 13  
P.P. : 22  
P.E. : 20  
P.B. : 12  
Spd. : 13

H.P. : 6  
S.D.C. : 2D6+12 (9).

**Legacy Scout O.C.C.**

Bonuses: 1D6+10 S.D.C. (6), +1D4 P.E. (4) and P.S. (3), and +1 save vs. HF at 3, 6, 10, and 15.

**O.C.C. Skills:**

Anthropology (+10%)

Archaeology (+20%)

Athletic (General) (+1 PS, +1D6 SPD (5), +1D8 SDC (2))

Carpentry (+15%)

Climbing (+10%)

Detect Concealment (+15%)

History (+20%)

Gemology (+15%)

Hunting

Language (choice of one, +15%), plus Speak Native Language (American) at 98%

Literacy: American (+20%)

Land Navigation (+15%)

Mining (+15%)

Preserve Food (+15%)

Spelunking (+15%) (+5%)

Wilderness Survival (+15%)

W.P. Handgun.

W.P. Rifle.

Hand to Hand: Basic.

**O.C.C. Related:**

1. (Technical): Excavation (+10%).
2. (Tech/Wild): Lore: Religion (+10%).
3. (Tech/Wild): Mathematics: Basic (+10%).
4. Cook (+5%). (+10% to game animals)
5. Horsemanship: General (+5%).
6. Identify Plants & Fruits (+10%).
7. Skin & Prepare Animal Hides (+10%). (+5%)

+2 at levels 2, 5, 7, 10, and 13.

**Secondary Skills:**

1. W.P. Knife.
2. Gambling (Standard).
3. Bartering.
4. Running (+1 PE, +4D4 SPD (9), +1D6 SDC (2)).
5. Demolitions.
6. Physical Labor (+2 PS, +1 PE, +2D8 SDC (8)).

**World Note:**

There are a couple farms between Laguna and North River to get fresh produce, but these are mostly for those living in Laguna and are not shipped everywhere like food from the Farm Belt. The farms between the rail and the river all tend to be small, and mostly people eking out their own existence, and occasionally are raided and killed by the Tribes. There are patrols from either Westland Fort or North Fort depending on the location of the farm, but swift guerrilla attacks in between patrols can still happen.