

# Fringer (Alternate)

The Fringer has been modified as described in the following table:

Level	Attack	Fort	Ref	Will	Special	Def	Rep
1	+0	+2	+1	+0	Bonus class skill, scrounge	+3	+0
2	+1	+3	+2	+0	Barter, bonus feat	+4	+0
3	+2	+3	+2	+1	Jury-rig +2	+4	+0
4	+3	+4	+2	+1	Bonus class skill	+4	+0
5	+3	+4	+3	+1	Survival +2	+5	+1
6	+4	+5	+3	+2	Jury-rig +4	+5	+1
7	+5	+5	+4	+2	Bonus feat	+6	+1
8	+6/+1	+6	+4	+2	Bonus class skill	+6	+1
9	+6/+1	+6	+4	+3	Jury-rig +6	+6	+2
10	+7/+2	+7	+5	+3	Survival +4	+7	+2
11	+8/+3	+7	+5	+3	Evasion	+7	+2
12	+9/+4	+8	+6	+4	Bonus class skill	+8	+2
13	+9/+4	+8	+6	+4	Jury-rig +8	+8	+3
14	+10/+5	+9	+6	+4	Bonus feat	+8	+3
15	+11/+6/+1	+9	+7	+5	Skill mastery	+9	+3
16	+12/+7/+2	+10	+7	+5	Bonus class skill	+9	+3
17	+12/+7/+2	+10	+8	+5	Skill emphasis	+10	+4
18	+13/+8/+3	+11	+8	+6	Survival +6	+10	+4
19	+14/+9/+5	+11	+8	+6	Skill mastery	+10	+4
20	+15/+10/+5	+12	+9	+6	Bonus feat	+11	+4

## Updated Class Abilities

Fringers gain the following class abilities in addition to those described above.

**Scrounge:** A fringer has learned to make use of what little materials he can find, and get by with just that. By spending eight hours searching through a scrap pile, garbage dump, or junk yard, a fringer can dig up cast-off material that still has some value. The fringer makes a search check, and the results determine the general worth of the items he has found:

Skill Check	Value of Scrounged Goods	Value Ranges
10-14	2d10 credits	2-20
15-19	1d10 x 10 credits	10-100
20-24	2d10 x 10 credits	20-200
25-29	2d10 x 20 credits	40-400
30+	2d10 x 50 credits	100-1000

This is not automatic profit for the fringer—he still must find someone to buy the items he's found. The GM, at his discretion, can rule that any given refuse dump can only yield so many credits worth of junk before it is tapped out. (A small dump might yield no more than 250 credits worth of material, and larger dumps no more than 1,000 credits. The largest dumps might have as much as 5,000 credits worth of salvageable junk.)

By taking a -5 penalty on his search check, the fringer can look for the parts of one specific item. He spends the same amount of time, and finds the same worth in credits of spare parts and other junk as determined by the result of his Search check. He may then lower the DC of any Craft check to reassemble or reconstruct the specific item by 5, assuming he has located enough spare parts to account for the raw materials normally required.

**Evasion:** At 12<sup>th</sup> level, a fringer gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as a grenade blast), the fringer suffers no damage with a successful saving throw. Evasion can only be used if the fringer is wearing light armor or no armor.

**Skill Mastery:** At 15<sup>th</sup> level, the fringer designates a skill. When making a check with this skill, the fringer may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so certain in the use of this skill that he can use it reliably under adverse conditions. He designates an additional skill at 19<sup>th</sup> level.

**Skill Emphasis:** At 17<sup>th</sup> level, the fringer discovers a special insight into the use of one of his skills. He may take the Skill Emphasis feat for any class skill (he must have at least 1 rank in a trained-only skill). He may only apply this class ability to a skill for which he does not already have the Skill Emphasis feat.