

Scavenger

The **Scavenger** is a class available for survivors in the [Dead Zone Revive](#).

Description

How quickly you can get what you need to survive can mean the difference between life and death, Scavengers get in, grabs what's needing and get out. At close range they're equipped to defend themselves if necessary.

Overview

From weapons to cloth to water and fuel, the dead zone is rife with loot to collect. Of course, this booty doesn't collect itself. Scavengers fulfill the role of searching for whatever needs to be found, minimizing the time spent in between each container, and bringing it all back home. This single-minded approach to survival though, leaves them a bit to be desired on the combat side of things, but that's why other survivors should be around to give them support while they their do their vital jobs.

Scavengers have the unique skill of increasing the chances of finding items by up to 2%. This class bonus does not stack with other scavengers, but is applied to any survivor that scavenges during the mission.

Specializations

Scavengers specialize in [Pistols](#), [Shotguns](#), [Bows](#), and [Blunts](#).

Revision #2

Created 2025-11-29 21:58:59 UTC by ProTyle

Updated 2025-11-29 22:16:35 UTC by ProTyle