

An Unofficial Pop-Apocalyptic Toolkit For Mythras

– totally not ripping off a well-known IP –

If you're unfamiliar with the Fallout-games, you should so something about that – the original games are classics for a reason, the rebirth with FO3 was enjoyable in its own way, FO:NV had a lot of things going in a very right direction, and the franchise still has a lot to offer – despite Bethesda's best efforts to run it into the ground in later years.

This document is mostly inspired by what is probably my favourite of the franchise and the one most fresh in my mind; Fallout New Vegas. The rules are based on the Mythras core, along with its Luther Arkwright-supplement. If you don't have those books, you should get them – they're really quite good. In a pinch, Mythras Imperative is free and should cover most of what is in here.

Mythras also has two supplements dedicated to the genre in Seasons of the Dead and Rubble & Ruin.

You should also bookmark No Mutants Allowed and Nukapedia, and check out the many various fan-hacks. The J.E.Sawyer's Fallout dev-hack is also a thing. Other games like Exodus, Mutant, Other Dust, The Morrow Project, Degeneration or Twilight2K, to name a few, are worth looking at.

And I *suppose* the official Fallout RPG from Modiphius too..

Anyone disagreeing with my take here is obviously wrong. But that is, like this document, just an expression of my personal opinion and should be disregarded as such.

Nothing here is canon.

Character Backgrounds

Vault dwellers

Vault dwellers come from a vault society – either living in a vault or other secure shelter, or in a group more or less recently emerged from one and who still identifies by that background. The vaults gave their population the benefits of a relatively safe and stable, but also thoroughly controlled, environment.

A number of the official Vault-Tec vaults were timed to open only after a set time, in some cases after several generations or not at all, and most, of not all of them, were highly questionable experiments.

Dwellers gain a valuable understanding of pre-war science and technology along with a +20 bonus to one related skill, but they also tend to struggle when outside of the sheltered system they're accustomed to. Vault societies often develop rather distinct social and psychological quirks.

They get to roll on the Vault-table below.

Vault Quirks

1d20	Quirk
1	Population was exposed to subconscious propaganda, and are effectively sleeper-agents. For something..
2	The citizens of the vault were expected to die in some twisted experiment. You and your kin survived, scarred.
3	The vault exhibited a massive amount of propaganda and rhetoric of some unsavoury kind.
4	Vault encouraged creative arts. Gain Art or Musicianship(20)
5	Vault was very well versed in hydroponics and agricultural science. Gain Craft: Farming(20)
6	Vault developed a lingo peculiar enough to be near incomprehensible to an outsider.
7	Vault was ruled by authoritarian religious doctrine, which over time took a turn towards the weird.
8	Vault was breached by raiders or mutants, forcing you to flee. Gain Survival(10) and roll on Mutation-table.
9	Vault suffered several generations of limited gene pool variety. You have distinctive features and a lot of cousins.
10	Strict gender separation. Any fraternization was by committee approval only and properly monitored.
11	Vault regularly experienced citizen uprisings. Gain Oratory(20) and improvised weapons-proficiency
12	Vault suffered construction faults, supply shortages and invading pests, forcing expeditionary teams mapping much of the surroundings. Gain Locale(20).
13	Vault-life has left you with a poor immune-system. Any rolls to resist disease and infection are one step harder
14	Vault was highly authoritative and very keen on documentation in triplicate. Gain Bureaucracy(20)
15	Agoraphobia: test Willpower to avoid a Hard penalty to all INT- and CHA-based skills when outside.
16	Automated vault. You know your way around robots. Gain Engineering: Robotics(20)
17	CryoVault. You entered only to thaw out centuries later.
18	The vault turned into a cult worshipping the central computer.
19	Vault is xenophobic and either deeply suspicious of outsiders or convinced of its own superiority. Or both.
20	Vault was a psionics-experiment. Gain a Psychic talent at base percentage.

Wastelanders

Wastelanders are the people who have come to view the wasteland as their home. They may very well have come from a vault society, but have spent enough time outside to have no real connections to their origins.

The early wastelanders survived the apocalypse on their own or were some of the first vault dwellers to emerge. Their new world was a dark, chaotic and dangerous place, and today's descendants have inherited a fierce survival instinct. Wastelanders are hardy and resourceful, and many have been marked by the new world in the form of a roll on the Mutations-table below.

Wastelander settlements range from small tribes and family-clans, to towns ranging from tens of people to hundreds strong, to city-enclaves in the thousands. Technological and manufacturing ability is generally limited to the craftsmanship of the individual and what traders can bring in. Actual industries are rare outside of the developed cities.

Ghouls

Ghouls are remnants of the apocalypse. They are the unlucky ones who succumbed to heavy radiation, but didn't die. Instead their bodies mutated, leaving them in a sorry-looking state of radiation burns, skin ulcers and general unpleasantness, but this also stopped their ageing process and turned them effectively immortal.

Occasionally a ghoul will absorb so much radiation that it turns luminous, becoming a so-called Glowing One. These ghouls pose a special danger, as their bodies constantly emit radiation at an intensity equal to their CONx2.

The mutations aren't just physical; ghouls suffer a slow, but steady mental degeneration that will eventually turn them feral and reduce them to animals – dangerous ones at that. The process can be delayed by avoiding exposure to heavy radiation and exercising the mind, but eventually even the most careful and scholarly ghoul will likely lose itself.

Ghouls tend to be ostracised in human societies. Apart from the fear of a ghoul neighbour going feral, humans generally don't like their looks (or smells), and ghouls are often driven out or ghettoised. Or, in some cases, simply kill everyone and take over the place.

Ghoulification is rare as, contrary to common belief, they aren't the result of just heavy radiation. The thing that kept them from becoming irradiated corpses and instead turned them into ghouls was exposure to FEV – the Forced Evolution Virus. As there are few places nowadays combining lethal levels of radiation with active FEV-contamination, and even fewer people willing to wander into them, few new ghouls emerge.

The transformation into a ghoul is often a relatively straightforward, if painful, process as it basically involves dying from radiation. The long and traumatic process is learning to cope with your second chance.

Ghouls come with claw- and bite-attacks, benefit from an increased vitality when under the effects of radiation, are seemingly immune to its adverse effects and are, under their off-putting visage, otherwise mostly human.

Their mutated bodies offer near-immunity to disease and infection, and their metabolism make short work of most drugs and chems (requiring roughly double the amount to have an effect), but they also suffer chronic pain and discomfort from constantly inflamed tissue. As a result, ghouls tend to be testy.

Ghouls have a special Humanity-attribute, equal to INT+POW+CHA, that is vulnerable to radioactive radiation. While a ghoul can easily weather radiation that would quickly sicken a human, high intensity radiation will do bad things. See details on Radiation further on.

If a ghoul's Humanity drops below its POW, it will start to become noticeably twitchy. If it drops to 0, it will turn feral.

Additionally, ghouls do not age; instead any attribute-loss from the ageing-table is applied directly to its Humanity.

Ghouls can raise their Humanity by spending XP as if it was a skill or passion, although not beyond the starting baseline.

Ghouls have the same range of attributes as humans with the exception of STR and CON, which are rolled on 2d6+3. They use Vault Dweller or Wastelander-backgrounds, depending. They might get to roll for Vault-quirks, but not for mutations – they already got their due.

Ghouls start out with 50 additional free skill points and two additional advanced skills freely chosen.

Younger post-war ghouls do not start with any bonus skills, but receive a bonus of +20 to their Humanity.

PCs, regardless of actual age, are assumed to start as the equivalent of adults.

2d10-roll	Mutations
2	Starting ghoulicification. You're not quite as ugly (yet), but you have the traits of a post-war ghoul.
3	Wasted limb – random limb is weakened, halving its HPs and incurring a Hard difficulty to related actions
4	Count to ..er, 10? You have 1d2 extra or fewer digits on each hand
5	Dwarfism – reroll your SIZ with 1d3+4 and reduce Base Movement to 4
6	Albino. You are photosensitive and sunburn easily, as well as stand out in a crowd.
7	Atomic – gain the same radiation bonuses as a ghoul, but unfortunately none of the resistances
8	Major psychic talent – gain 1d3+1 psionic talents at base percentage +20. Usage causes 1d6 dmg to head.
9	Solar-powered – +1 HP to all locations in daylight, but the opposite in the dark
10	You are double-jointed and even have opposable big toes. Finding shoes can be tough.
11	Moderately allergic to a commonly encountered substance. Exposure causes a Hard difficulty-modifier.
12	Iron Stomach – Endurance-tests to avoid food poisoning and gag-reflexes are 2 steps easier.
13	Minor Psychic talent – gain a psionic talent at base percentage +20, usage inflicts 2d3 fatigue
14	So stubborn it hurts! – +20 toxicity- and radresistance
15	Fast Healer – you gain a +3 Healing Rate, but scar horribly
16	Animals aren't automatically afraid or hostile towards you. Dealings with humans are one step harder
17	Noticeable birthmark, skin discolouration or minor disfiguration
18-24 – No mutations	
25	Minor Psychic talent – gain a psionic talent at base percentage. Usage costs 1d3 levels of fatigue
26	Steel Mind – Any Willpower-tests are two steps easier
27	Marathon Man – you just don't tire. You have two extra levels of fresh fatigue.
28	Radresistant – +50 radresistance
29	Minor Psychic talent – gain a psionic talent at base percentage
30	Snakeblood – any Endurance-tests to resist toxin, poison or drug are one step easier.
31	Tough – add +1 HP to each location
32	Friend of the Night – penalties from lack of light are one step less, gain the Blindfighting-trait.
33	Raw charisma or mutated feromones? You gain a one step easier difficulty to social interactions
34	Psychic talent – gain a psionic talent at base percentage +20
35	Gigantism – reroll SIZ with 2d3+20 and add +1d6 to STR, but also -1d6 to CON and DEX (min 3)
36	Really Tough – Any Endurance-tests to resist damage, as well as related penalties, are one step easier.
37	You have an eidetic memory and can recall minute details with ease
38	Sharp Senses – gain a +20 bonus to Perception, and you have a slightly expanded sensory spectrum
39	Quick. Your base movement rate increases to 8 and you add +3 to Initiative
40	Major Psychic talent – gain 1d3+1 psionic talents at base percentage +20

Backgrounds, Professions & Skills

Background	Standard skills	Professional skills (suggested)
<i>Vault Dwellers</i>	<i>All: Customs (+40), Own Language (+40)</i>	
Closed Vault	Deceit, First Aid, Influence, Insight, Perception, Willpower	(4): Art, Bureaucracy, Computers, Craft, Engineering, Medicine, Science
Open Vault	Deceit, Influence, Insight, Locale, Perception, Willpower	(4): Commerce, Computers, Craft, Culture, Engineering, Mechanisms, Science, Transportation
<i>Wastelanders</i>	<i>All: Customs (+40), Own Language (+40)</i>	
Raider	Athletics, Conceal, Deceit, Endurance, Evade, Locale, Stealth	(3): Commerce, Gambling, Lockpicking, Survival, Transportation
Rural	Brawn, Conceal, Endurance, First Aid, Locale, Perception, Perform	(3): Craft, Mechanisms, Navigation, Survival, Transportation
Tribal	Athletics, Brawn, Endurance, Locale, Perception, Perform, Stealth	(3): Craft, Navigation, Survival, Track, Transportation
Urban	Deceit, Evade, Influence, Insight, Locale, Perception, Willpower	(3): Commerce, Craft, Gambling, Lockpicking, Mechanisms, Sleight, Streetwise, Transportation

Characters may also choose a basic Combat Style. Raiders and Tribals have the option to expand on it, as may other characters depending on their backgrounds' peculiarities.

Careers and professions are covered by the Mythras core.

Allocate skill points as normal. For the last stage I'd recommend removing the ceiling for free points. Including Dependencies, and potentially Tenacity, from LA would fit well with the setting.

Quick Skill Level Thresholds:

30 – Novice – you might know what to do, but lack the ability to do it efficiently and consistently

45 – Trained – you have the basics down, and do routine tasks without much effort

60 – Proficient – you know the ins and outs of your craft, and are easily recognized as a professional

75 – Expert – you've become that annoying person who makes it look easy

90 – Master – you're recognized as extraordinarily skilled

Master Skill List

Standard Skills

Athletics, Brawn, Combat Style, Conceal, Customs, Deceit, Endurance, Evade, First Aid, Influence, Insight, Locale, Own Language*, Perception, Perform*, Stealth, Swim, Willpower*

* Combat Style is addressed separately further on.

* Own Language – most of the time the language in question is English, ranging from Oxford English to wasteland pidgin. Regional and tribal dialects are often distinct and may incur a higher difficulty. The basics of reading and writing is an assumed proficiency, with certain backgrounds being better at it than others.

* Perform (Speciality) – includes various socially expressive talents; dancing, singing, storytelling etc.

Boating, Drive and Ride are moved to the professional Transportation-skill.

Professional Skills

Acrobatics, Acting, Art, Bureaucracy, Commerce, Computers, Craft, Culture, Demolitions, Disguise, Engineering*, Forgery, Gambling, Language, Lockpicking, Mechanisms*, Medicine, Musicianship, Navigation, Oratory, Psionics*, Science*, Seduction, Sleight, Streetwise, Survival, Teach, Track, Transportation**

* Craft (Speciality) covers the know-how necessary to produce or manufacture a commodity, and the ability to function in a related trade or professional setting. Specialities include Animal Husbandry, Bootlegging, Carpentry, Construction, Farming, Metalworking, Mining, Tailoring, Trapping etc. Being a practical skill, specialities may overlap.

* Engineering (Speciality) is the in-depth understanding of a technical craft and allows for the operation, maintenance, repair and manufacture of complex systems and contraptions. Specialities include Construction, Electrical, Mechanical, Nuclear, Robotics etc. The principles of engineering will often overlap across specialities.

* Mechanisms concerns jury-rigging, improvisational mechanics, gadgets and doohickeys. It gives you the ability to do basic repairs and to fashion simple devices, along with a basic understanding of tech allowing you to figure out how something works, to sabotage something so it won't be immediately useful, and to pick out the choicest pieces of salvage.

* Psionics (Speciality) See LA.

* Science (Speciality) covers in-depth understanding of often heavily academical subjects – from the book-heavy fields of history and theoretical physics to potentially practically applicable disciplines like chemistry and geology. As with engineering, academical principles often overlap between specialities.

* Transportation (Speciality) covers the use of powered transport vehicles; cars, motorcycles, motorboats, dirigibles, vertibirds, planes, train engines, ships etc., as well as riding beasts, carts and muscle-powered boats. You will typically get to pick one or two specialities, but certain backgrounds may offer more and skill can overlap. Some vehicles are arguably easier to handle than others – depending on background, everyday routine use of certain types of vehicles without possessing this skill would be permissible.

Extending the concept of combat style traits – aka Perks – to other skills beyond combat styles would make sense: A character may pick one cultural and one professional skill (or combat style) to perk up. A Perk will typically give you a situational advantage or specific benefit not normally permissible under a skill's description.

Acquiring new Perks can be achieved during play with the expenditure of 1XP/month over a period of 3 months of dedicated training with a teacher.

Combat Styles

Weapon proficiency is categorized into the following broad categories and specific weapon types:

- Close Combat: unarmed combat, various types of melee weapons
- Primitive Weapons: various muscle-powered missiles: bows, slings, crossbows, spears, hatchets etc
- Small Guns: pistols, longarms (firearms/laser/plasma)
- Big Guns: machineguns, gatling lasers, missile launchers, flamers etc

Characters will start out with one singular Combat Style reflective of their background.

A Combat Style will typically include full proficiency with two specific types of weapon and familiarity with their associated broad categorie(s) – for example, *Combat Style: Wasteland Scav* might include Knives and Rifles, and would additionally include basic familiarity with unarmed combat, various other melee weapons, pistols and light energy weapons.

Certain backgrounds will allow characters to expand upon their combat style and include proficiency with additional weapons, as will professions which would normally give access to an additional Combat Style.

Familiar weapons from a broader category are used at a one-step penalty, and unfamiliar weapons at a two-step penalty. Familiar weapons can be developed to full proficiency, or an unfamiliar weapon type shifted to familiar, after one week of tutelage or three weeks on your own at the cost of 1 XP/week.

Any Perks can be linked to either the Combat Style as a whole, a specific type of weapon or to specific scenarios.

Psychics

Fallout's psychics use the rules found in the Luther Arkwright-supplement, producing relatively uncomplicated and low-powered psionic effects. While LA-psionics by themselves are fully capable of impressive feats under the right circumstances, full-on Mysticism would probably be a tad too powerful and genre-breaking to include, although some Mysticism-talents emulating weird mutant powers might be permissible.

While psychics are rare, they are not so rare as to not be addressed.

Psychics, and not all psychics are aware that they're actually psychics, tend to keep a low profile, Society is armed and volatile, and standing out too much can quickly prove detrimental. In the tribal communities however, psychics are often elevated and celebrated.

PC's can gain psychic powers from the mutation-table, and may develop these as normal skills. NPC's get to draw on a gamemaster's imagination. Nothing is stopping anyone from allowing established psychics the possibility to develop more powers, nor introducing a proper Psyche-occupation into the game.

If allowing characters to pick up psychic powers outside of the Mutations-table, use the LA-rules.

Beasts and Hazards of the Wasteland

The common factor of significant parts of the flora and fauna surviving the nuclear winter and thriving today is FEV – the Forced Evolution Virus. FEV was a scientific breakthrough, a controllable and programmable mutagen able to interact with any piece of DNA presented to it.

The leaders of the Old World didn't get to utilize their ambitious FEV-program before their world ended, but the chaos breached many of the secret labs and spread the virus into the surrounding landscape and the atmosphere. The latter fact is the reason the world is less dead than expected.

The trace amounts of FEV in the atmosphere was enough to force the necessary changes in many animals and plants to survive the aftermath of a nuclear war that almost ripped the planet asunder, but not high enough to force drastic change. The areas exposed to higher concentration of the virus suffered much more dramatic changes.

The following list of critters is rudimentary in quantity and detail, but should serve as a starting point. Evocative descriptions, hit location-charts and details on ecological niches and social structures are left to the reader.

In addition to the special critters listed here, many other animals survived in less aggressively mutated forms.

Some of these critters are poisonous, with poison listed as effect/effect. The first listed effect is if a poison is injected and you manage to resist. The second listed effect is if you don't. Getting stung by a cazador is going to be bad news, no matter how tough you may be.

The Nukapedia of Beasts

Bloatfly

The common blowfly now sports a wingspan a foot wide. Bred in a laboratory by crazy scientists, they escaped during the chaos of the great war, survived the nuclear winter and evolved. While primarily still a nuisance, their increased size and food-hunting aggression make them a notable one as they have the ability to explosively excrete toxic, larval-infested goo projectiles that is capable of bringing down small prey and to weaken larger ones. The one good thing about them is that they are no longer elegant flyers and can be easily picked off by a good marksman or a quick swatter.

Generally encountered alone or in pairs, or in larger swarms if they're feeding or breeding. They are attracted to carrion and wetlands

Bloatflies are treated as rabble.

Move: 6 flying

Armour: none

Initiative: 14

Hit Points: 2

Action Points: 2

Damage Bonus: none

Attack: Buzzing Excretions 45% - POT45 Poison (1 dmg/hr over 1d3 hrs, parasitic infection)

Special Traits: Fly

Skills: Evade40, Notice Carrion80

Brahmin

The combination of feedlot hormone-levels and nuclear fallout did some strange things to the nation's cattle stock. The cattle grew an extra head and developed an iron constitution. Unlike much of the new world's fauna, it remained relatively docile and is kept as a beast of burden and utility. Brahmin are still a source of milk and meat, although the fallout has not done the taste many favours. Their skin is good for durable leather and they make good draft- and pack animals.

Move: 6

Armour: 2 point tough hide

Initiative: 10

Hit Points: 40/8

Action Points: 2

Damage Bonus: +d6

Attack: Double-gore and Trample 45% - 2d4+db/L, 2d6/L

Special Traits: Extra Head,

Skills: Endurance60

Cazador

Giant tarantula hawks created in some god-forsaken laboratory and set loose on the world, cazadores have spread throughout much of the western and central wasteland, only stopped by areas whose mean temperatures are too low for them to thrive in. They are aggressive hunters and fierce defenders of their nests, and should be treated with extreme caution and flamethrowers.

Adult cazadores can grow up to a 4 feet body length, with a wingspan almost twice of that. Rumours persist of even larger ones. While they lack the endurance to fly for anything but short distances, they move quickly on the ground. When attacking, they'll alternate between running and flying in an erratic manner that easily confuses prey. Cazadores possess tough carapaces. Their weak spots are the wings which lack the chitinous protection covering the rest of their bodies. A serious wound to a cazador's wings will ground it until it heals naturally to full HP.

Cazador-nests hold 3-5 young (with half the poison-POT). Adults are mostly encountered roaming alone or in pairs defending a nest. Nests are often grouped together in a small area, and an unlucky wastelander turning the wrong corner can unleash a literal swarm of cazadores – which will not end well.

Move: 6/8 flying

Armour: 3-point chitin (body only)

Initiative: 15

Hit Points: 16/4

Action Points: 2

Damage Bonus: nil

Attack: Poison stinger 60% - 1d4/S+ POT70 poison (Agony/Spreading Limb Paralysis, Death)

Special Traits: Flyer, Graceful dodger (if wings are functional, can freely evade without consequence)

Skills: Endurance60, Evade60, Perception70

Centaur

The first centaurs were considered failed experiments, but supermutants have perfected the art of dumping various random organic materials into FEV-vats and betting on the results.

Centaur are uniformly nightmarish chimeric creatures, ranging from twitching sacks of flesh to lovecraftian horrors. They share the supermutants' physical resilience and radresistance, but are little more than animals mentally.

The shorthand below is a base starting point for a slow, medium-sized, nothing-special centaur. Traits like Multi-limbed, Regeneration and Venomous are common.

Move: 4

Armour: 2-point mutated skin

Initiative: 10

Hit Points: 30/6

Action Points: 2

Damage Bonus: +1d4

Attack: Claw-tencacle - 1d6+db/L

Special Traits: see Supermutant

Skills: Athletics45, Brawn60, Endurance45, Evade45, Perception30, Stealth30

Deathclaw

Deathclaws are what happens when you give a team of stark raving mad scientists gene-splicing tools, a box of chameleons, and a selection of powerful mutagens. Originally bred to be military shock troops and intelligent enough to understand spoken commands, the current generation has mostly reverted to animal instincts. Oh, and the supposed sterility the science team promised was a joke.

Deathclaws typically live in packs 5-10 strong, led an alpha female. They are highly territorial and will react swiftly and lethally towards anyone perceived as trespassers or food.

Move: 8

Armour: 8-point skin

Initiative: 15

Hit Points: 45/9

Action Points: 3

Damage Bonus: +1d10

Attack: Effortless Killing75% - Claws 2d6/H, Bite 1d8/L

Special Traits: Nerveless

Skills: Athletics75, Brawn90, Endurance90, Evade60, Perception75, Stealth60

Gecko

The humble gecko has evolved into an entirely new species. They are very likely an engineered one, but there are no records of such extensive experiments.

They have adopted bipedal locomotion and can grow to stand up to a height of up to 4 feet. Geckos are still adept climbers, but their newfound size limits their vertical escapades.

They show levels of intelligence akin to that of monkeys and are common in warmer climates where they feed on fruit, carrion, radroaches, rodents and anything else they manage to fit their jaws around. They live in roaming family groups ranging from 4-12 individuals, and are often hunted for meat and leather.

Move: 6
Initiative: 12
Action Points: 2
Damage Bonus: -1d2
Attack: Bite 45% - 1d4/S
Special Traits:
Skills:

Armour: 1-point skin
Hit Points: 15/3

Fire Gecko

The fire gecko is a larger and more belligerent offshoot. They are much larger, easily standing to the height of a man, with powerful physiques and a nasty poisonous bite.

Move: 6
Initiative: 11
Action Points: 2
Damage Bonus: +d4
Attack: Scratch and bite 60% - Bite 1d6+db/M, Claw 1d4+db/M
Special Traits: Poisonous saliva – POT60/1d2 hp pr hour for 1d6 hours
Skills:

Armour: 4-point skin
Hit Points: 30/6

Giant Ant

Not all of the new world's ants are huge, but some are. It is unknown what made ants grow to such an enormous size – the main theory is that they're simply the result of the perfect combination of bad things. The smaller workers have a bodylength of 3-4 feet, while soldiers can reach a body length up to 6 feet. Wastelanders have learned to exploit the fact that crippling their antennas has a good chance of sending them into a frenzy where they they can't tell friend from foe.

The shorthand below is a warrior. Workers are less capable combatants, halving the attributes.

Move: 6
Initiative: 10
Action Points: 2
Damage Bonus: +1d4
Attack: Giant mandibles 60% - 1d8+db/L
Special Traits: If a serious wound is inflicted to the head, the ant goes into Frenzy.
Skills: Endurance60

Armour: 4-point chitin
Hit Points: 30/6

Mirelurk

Crustaceans already bloated from foraging on waste products from NukaCola-production and then hit by FEV and radiation, mirelurks quickly spread along the coast. One of the few species capable of surviving in the heavily contaminated waterways of the once big cities, they often supplement their diets with non-aquatic fare. They are capable of moving about on land for up to an hour before needing to submerge again, and are commonly encountered along the coastlines and waters in small groups of 2-5.

Move: 4/6swim **Armour:** 7-point chitinous shell, 2 points on soft abdomen
Initiative: 11 **Hit Points:** 28/6
Action Points: 2
Damage Bonus: +1d2
Attack: Big Pincers 60% - 1d6+db – seeks to Grip and automatically grind for 1d6+db
Shell-charge 60% - 1d6+db – charges target, aiming to knock down
Special Traits: Aquatic, Formidable natural weapons
Skills: Brawn60, Endurance60, Evade45, Perception45 (75 in water), Stealth60

Molerat

Surprisingly, an actual recognizable molerat. Apart from being a lot bigger and a lot madder than its origin, its primary claim to fame is its prolific breeding ability and hardy constitution. While generally inoffensive unless bothered, spelunkers should be aware that their bite is like a steel vice and has claimed more than one limb. Molerats are generally encountered in family-packs of 4-10, including young. Their primary defense against predators is to escape into their underground tunnels, but mothers will fight to the death for their young and the constantly randy bulls aren't necessarily the most timid.

Move: 4 **Armour:** 2-point sloughing skin
Initiative: 10 **Hit Points:** 15/3
Action Points: 2
Damage Bonus: -1d4
Attack: Bite 45% - 1d4/S. Aims to Grip and worry, and will even hang on for 1d4-1 turns after death
Special Traits: Burrowing, Earth sense
Skills: Burrow stealthily60, Endurance45, Evade45, Perception45

Nightstalker

A mad scientist's work is never done, so splicing together coyote- and rattlesnake-DNA sounds like a good way to spend an afternoon. If you're a complete nutter. Nightstalkers run in packs ranging from 3-12 individuals, and are canny ambushers. Their bite is not as vicious as the original coyote, and their poison not as potent as the original rattler, but that is easily made up for by an entire pack biting you. Like rattlers, they are content to poison prey and simply wait until it succumbs.

Move: 8 **Armour:** 2-point furry scale
Initiative: 12 **Hit Points:** 18/4
Action Points: 2
Damage Bonus: -1d2
Attack: Poisonous Bite 60% - 1d4+db/S+POT60 poison (Exhaustion1/Limb Paralysis, Exhaustion4)
Special Traits:
Skills: Endurance45, Evade45, Perception60, Stealth60

Radroach

Unsettlingly large cockroaches that strangely appeared in every single VaultTec-installation and have since spread to the entire wasteland. Like the common cockroach, they're mostly a nuisance, but their size, appetite, prolific breeding and plain unwillingness to die can make them a dangerous nuisance when the foot-long roaches get into sensitive places like foodstores, power systems or nurseries.

Roasted radroach is somewhat of a staple of wasteland cuisine.

Radroaches should be treated as annoying scenery and rabble as they pose little direct physical threat.

Move: 4

Armour: 3 points of highly disturbing resiliency

Initiative: 9

Hit Points: 2

Action Points: 2

Damage Bonus: nil

Attack: Surprise leap to face 45% - no damage but can cause effects.

Persistent nibbling 100% - dmg 1 to defenceless targets

Special Traits: Radresistance

Skills: Scatter evasively60

Radscorpion

There are several different kinds of radscorpions, all of whom share the same immunity to radiation and incredible physical resilience. All are significantly bigger than what you'd expect a scorpion to be, ranging from the foot-long bark scorpions infesting the Nevada desert to the giant radscorpions which can measure over 20 feet mandible to tail. Below is the shorthand for a medium-sized one.

See Giant Scorpion in the core rulebook.

Move: 6

Armour: 6-point segmented chitin

Initiative: 10

Hit Points: 30/6

Action Points: 3

Damage Bonus: +d2

Attack: Pincers and Poison 65% - Pincers 1d6+db/M, Stinger 1d4+db/M+POT50 poison

(Exhaustion2/Exhaustion5)

Special Traits:

Skills:

Supermutant

Originally a secret military project headed by the shadow-government, supermutants were FEV-modified supersoldiers. The project died with the bombs.

It was not until an unfortunate wasteland scavenger that eventually became known as The Master stumbled into a FEV-lab and accidentally revived the project that the supermutant was reborn. The Master made himself into a mutated God and built an army of FEV-mutants from followers, slaves and captives. The Master is now dead, and his creations either died with him or escaped into the wasteland.

While victims subjected to the virus gain significantly in aggressiveness, size and physical ability, they also exhibit noticeable mental retardation – in the case of the younger generations created under less than optimal conditions often to the point where their only use is limited to shock troops or brute labour.

Small bands of supermutants roam the Wasteland, led by individuals lucky enough to retain most of their mental faculties and strong enough to keep the rest in line. They generally stay away from human settlements unless they're raiding, rampaging or feeling extra peckish.

A side effect of the FEV-infusion is that supermutants are left sterile and asexual. Some mutants have realized that the diminishing supply of FEV is their only chance to propagate and have taken to tracking down the remaining FEV-labs and raiding settlements for humans to "dip" to make more of themselves.

Supermutants are extremely tough, benefiting from 2-point natural armour and a one step easier difficulty to Endurance-tests when resisting any physical damage. They heal damage just as easily, adding a bonus of +3 to Healing Rate. To top that off, they also come with a Radresistance equal to CONx5, and bleed off radsickness with ease.

Supermutants are seemingly very long-lived. As they age their bodies seem no worse for wear, but their wits seem to go at an accelerated pace.

Move: 8

Armour: natural 2-point skin, plus any worn

Initiative: 11

Hit Points: 38/8

Action Points: 2

Damage Bonus: +d6

Attack: Big guns and nailboards 60%

Special Traits: see above

Skills: Athletics60, Brawn75, Endurance60, Evade45, Perception30, Stealth45

STR: 2d6+12/19

DEX: 2d6+3/10

CHA: 2d6/7

CON: 3d6+6/17

INT: 3d6/11*

Move 8

SIZ: 2d4+16/21

POW: 2d6/7

* INT below 8 converts to INS.

Background skills: Supermutants have only a faint recollection of their earlier life. They gain a bonus of +20 to Athletics, Brawn, Endurance and Combat Style, are generally trained as soldiers and raiders, and receive only 50 free skill points.

Nightkin

A special breed of supermutant, Nightkin were supposed to be The Master's best – tough, stealthy and clever. They were created with more skill and care out of specially select individuals, and retained, initially, more of their intellect while still being as strong and tough as the other mutants.

Unfortunately they also showed a strong tendency towards developing debilitating personality disorders and mental degeneration. Very few survive today.

Their distinguishing feature is a darker skin tone, and they tend to be more technically adept than their brethren.

In addition to the standard Supermutant traits, Nightkin were specifically created to interface with the Stealthboy-technology and gain an additional +20 to Conceal, Perception and Stealth.

Yao Guai

A strain of black bears took a turn for the worse during the fallout of the war and took on many of the traits of ghouls. They quickly became the reigning alpha predator of the areas haunted by them.

Move: 8 **Armour:** 4-point mutated hide
Initiative: 13 **Hit Points:** 36/8
Action Points: 2
Damage Bonus: +1d6
Attack: Frenzied mauling 75% - Claws 1d8+db/L, Bite 1d6+db/L
Special Traits: Frenzy, Ghoul-traits
Skills: Endurance75, Evade60, Perception60, Stealth75

Carnivorous Plants

Many plants have taken to supplementing their diets with protein. Most of these plants feed on insects and rodents. Some have grown big enough to pose a threat to larger prey, and a few have developed insidious methods to gain access to carrion to feed on.

If you want big scary plant-monsters, there is always the Monster Island-supplement.

Robots

Assaultron

The Assaultron is the pinnacle of military robotics. They are medium-sized humanoid robots with an advanced programming that enables them to operate independently, assess threats and terminate them in the most efficient way. Unlike most robots, Assaultrons are quick and agile, and are capable of highly tactical manoeuvres. They come with lethal melee capability and an integral shoulder mounted gatling laser. To top it off, their programming and design allows them to utilize most normal weapons, and they are designed to interface with Stealthboy-technology. Their one drawback, aside from their exorbitant cost, is that they have a limited power source making them dependant on recharging stations.

Move: 6 **Armour:** 8-point composite shell, 5 on limbs
Initiative: 15 **Hit Points:** 35/7
Action Points: 3
Damage Bonus: +1d6
Attack: Heavy Metal Fist 75% - 1d8+1+db/L
 Gatling Laser 75% - 1d10
 Weapon 75%
Special Traits: Construct, Skirmisher,
Skills: Athletics90, Brawn90, Evade60, Perception75, Stealth75

Eyebot

The Eyebot is a small spherical construct using an advanced fission-powered antigrav propulsion. They were originally conceived as mobile entertainment units, but quickly entered government service as monitors and mobile broadcasters.

The civilian Eyebots came with a tricolour screen and stereo speakers taking up most of the payload whereas the government models (modelled below) came with speakers, enhanced sensors, strengthened casing and a low-powered laser for crowd control.

Move: 8 **Armour:** 4-point alloyed casing
Initiative: 11 **Hit Points:** 20/4
Action Points: 2
Damage Bonus: nil
Attack: Zapper 45% - 1d6
Special Traits: Construct, Hovering, Skirmisher, cannot sprint
Skills: Evade45, Perception90

The Environment

The primary dangers of the environment itself is radiation and toxic contamination.

The dangers of radioactivity not only comes from the inheritance of the great war and the countless nuclear warheads unleashed, but also from the various fission-powered technology and waste containers that have rusted away over the years and poisoned the surroundings. Even after two centuries, there are still patches of land and bodies of water contaminated to the point where they're literally dead apart from the most hardy inhabitants.

As civilization re-establishes itself, most heavily contaminated areas get marked and avoided. But no one bothers to put up signs in the middle of nowhere, and both wilderness rangers and urban explorers risk running into hot zones when straying from the beaten path.

Radiation

Contaminated areas tend to have lower intensity background radiation with pockets of higher intensity, mostly concentrated in soil and artefacts. The suggestions below concern the effects of environmental background radiation. Significant inhalation or ingestion of contaminants will be more severe.

Radiation Intensity	Length of Exposure	Radiation Sickness	Humanity Loss (Ghouls)	Fatigue/Healing (Ghouls)
Negligible (<20)	12-24 hrs	None	None	Slight buzz
Low (20-40)	2-8 hrs	Mild	1d3/month	+1
Moderate (40-75)	10-60 min	Mild	1d3/week	+1
High (75-120)	1-10 min	Moderate	1d3/day	+2
Very High (120-200)	5-10 rounds	Moderate	1d3/hour	+3
Extreme (200+)	1-5 rounds	Serious	1d3/minute	+3

Note that the Very High-rad level in this table is pretty much a benchmark for ground zero Chernobyl.

- **Radiation Intensity** is a contaminated area's level of harmful radiation. Protective gear, chems or other bonuses work directly against it, lowering *Intensity* by a given amount and reducing the effective radiation level accordingly.
- **Length of Exposure** is the time needed to get a "full" dose in an area of a given Radiation Intensity
- **Radiation Sickness** determines how sick you get at a given level of Radiation Intensity. If you linger for extended periods, you will start to move down the levels of *Radiation Sickness* accordingly, while shorter exposures do the opposite.
- **Humanity Loss** is the amount of Humanity drained from a ghoul while under the effect of a given Radiation Intensity.
- **Fatigue/Healing** is the immediate modification to a ghoul's Fatigue and Healing Rate Intensity (as per Mysticism) while irradiated.

Radiation sickness is based on exposure and eyeballing. Symptoms are progressive and will escalate over the course of minutes to days, depending on exposure intensity and type.

Light exposure does not incur any penalties. You might feel a bit off, but your body will recover in full after a few days. The conditions listed below are cumulative.

Mild radsickness is unpleasant, but won't kill you – at least, not very quickly. Proper treatment with chems will allow a full recovery in a day or two. If relying on rest and folk remedies, symptoms will linger for 4-6 weeks.

(Mild Nausea)

Fatigue (2 lvls - Tired), Reduced Healing Rate (-1)

If condition is not treated, bi-weekly Endurance-tests or condition becomes permanent.

Moderate radsickness must be professionally treated or it might prove fatal. Chems will allow a full recovery over the course of a week. If not properly treated the condition will either worsen and kill you, or simmer down to mild conditions after a couple of weeks:

(Fever, Nausea, Diarrhoea, Mild disorientation, Hair loss, Skin discolouration)

Fatigue (3 lvls - Wearied), Nausea, Reduced Healing Rate (-2)

After 2d6+6 days a successful Endurance-test reduces condition to Mild, otherwise advance to Serious condition. Advancing to Serious condition is automatic if not treated.

Serious radsickness requires specialized medical attention or it will be terminal. A lengthy recovery is to be expected:

(Disorientation, Haemorrhaging, Impaired motor control, Impaired sight)

Fatigue (4 lvls - Exhausted), Agony-condition, no Healing Rate

Death in 1d10+CON/2 days unless professionally treated

Severe radsickness (from prolonged exposure) requires immediate and specialized medical attention, and even then it's gonna be dicey:

(Gastrointestinal shutdown, Functional Blindness, Loss of motor control, Loss of consciousness)

Fatigue (5 lvls - Debilitated), Agony-condition, no Healing Rate

Death in 1d10+CON hours unless professionally treated

Radiation burns can be an issue if directly handling radioactive material or if exposed to high intensity radiation, ranging from light skin irritation to full-on 3rd degree burns.

The long-term unpleasantness of radiation is not covered here. Assume that people who get themselves irradiated on a regular basis will not be able to look forward to a care-free health situation. The possibility of ghoulfication from the right combination of radiation and FEV-contamination should be mentioned.

Toxicity

Chemical toxicity is often a less insidious threat than radiation. Most of the time it is easy to spot an area dead from toxic contamination, as critters shy away and plant life, if any, will tend to have that look about it.

Toxicity follows the same ground rules as with radiation when it comes to things like Toxicity Level, Intensity and protective gear, but exposure and such vary too much to be handily summed up here. Effects are already covered by Mythras' core rules and the rest can be extrapolated as needed.

Wasteland doctors are often well-versed in treating toxic contamination.

Disease

Most of the old world's citizens were all properly vaccinated and had access to advanced health care. Many of the epidemic killers of old were all but exterminated, although there were outbreaks of fatal virulent disease before the fall. Whether these epidemics were natural occurrences or bio-weapons is uncertain.

The situation in the wasteland today is different. While many of the killers of old have stayed retired, unpleasantness are common when settlements swell without too many hygienic structures in place. If an actual plague of some sort does break out it will likely be a death sentence for a community. The people with an understanding of medicine and epidemiology live an angst-filled existence in the cities.

Outside of the urban centres the common worries shift to environmental toxicity and simple infections. Even if many healers may possess impressive proficiency in first aid and practical medicine, the limited access to antibiotics and specialized treatments along with the lack of much traditional knowledge makes life hazardous.

Settlements and Social Structures

Outside of the city-enclaves civilization and its amenities can be hard to come by. Smaller settlements, most numbering in the tens rather than the hundreds of inhabitants, are peppered irregularly along the established trade routes. Some serve as caravan-stops, but most are communities of farmers, hunters and scavengers not able to offer much beyond basic services, if even that, to travellers.

Straying off the trade routes will not see much in the way of human contact unless you run into surveyors, scavengers, tribals or the occasional group of optimistic settlers. Less lucky explorers may stumble on to raiders, deranged survivalists, cannibals, ghouls outcasts, supermutants and other interesting things.

Industry and Manufacturing

For much of the wasteland the norm is scavenging, sustenance farming and hand-to-mouth. Some areas have rebuilt a civilization and re-established industries able to manufacture food, goods and tech, but are often hampered by limited resources and lack of skilled labour. The available market and distribution networks aren't great either.

The caps-economy

Yes, pre-war bottlecaps as currency. Because it makes as much sense as anything else, although the Hub's caps are in the process of being phased out in favour of the printed NCR-dollar and the minted coins of the Legion. Local currencies are sometimes used, but acceptance and value can vary wildly. Barter is a common way of trade. For larger transactions notes of credit are often issued by established institutions.

People in the wasteland operate with two different caps; regular caps and the more valuable star caps, with 10 caps = 1 star cap = 25 NCR-dollars = 2.5 Legion denarii.

Trade and Caravaneers

The Hub's brahmin-caravans have established an effective, if slow-moving, trade network along the west coast and stretching into the mid west. Some train routes have been restored, although they are mostly reserved for official NCR-business and traders generally cannot afford the ticket unless they've landed government contracts. Further east the land becomes rougher as it suffered badly in the war.

Travelling and Vehicles

Feet. Brahmin caravan. Train. Boat. Motorcycle, car or truck with beefed-up suspension. Plane, vertibird or dirigible with the right connections. Experimental teleporters if you're foolhardy.

Tech

Possibly the biggest difference between our parallel and the world of Fallout, after the fact that it is a post-nuclear ruin, is that the transistor was never invented. As a result electronics tend to be bulky and relatively unsophisticated, with miniaturization being prohibitively expensive. A positive effect of this is that, combined with elevated competency in other fields of engineering, much of the various pre-war gadgetry is fairly robust and easily repaired, leading to centuries-old technology still working provided you have the knowledge of how to change out vacuum tubes, capacitors and contact points.

Computers

The common suburbanite generally didn't own a personal computer. Computers were the domain of the state, the military, the boffins and the corporations, and typically ran proprietary programs.

The average tabletop computer has limited processing capability, and are (were) typically connected to a room- or floor-sized mainframe for extended archiving and demanding computations.

Nowadays you'll find them both here and there, used by officials, techies and by whoever has the skill and inclination to repurpose one for their own use. Computers can handle basic text processing, spreadsheets and messaging, along with simple programs for administration and automation. A networked mainframe is capable of more impressive feats.

While computers tend to be hooked up a functioning power grid, most can run perfectly fine on an energy cell.

The Pip-Boy

The Pip-Boy was nothing short of a technological marvel when first introduced. It was also thoroughly patented, copyrighted, trademarked and tamper-proofed (explosively so) by RobCo.

The Pip-Boy is a miniaturized personal data assistant designed to clasp on to your wrist and lower arm. While small by Fallout-standards, it is still a fairly bulky wristwatch.

Once you get used to it the Pip-Boy is much more than just a fancy notepad. A basic Pip-Boy comes with a geigercounter, chronograph, flashlight, multi-band radio receiver/transmitter, and mapping and navigation functionality. More advanced models may monitor and advice on user's health, offer the ability to directly interface with computers to access files and programs, or have other specialized functions.

Pip-Boys have a tough plastisteel casing and are powered by an external energy cell. They were worn by officials and technicians, and were standard issue in many vaults. Today they are rare outside of vault societies

Robotics

Fallout's robots are highly mechanical in nature. Most robots' working parts consist of a finely calibrated system of myomers, actuators and feedback-loops, connected to a computer core supported by various sensors.

Robots are powered either by a bank of energy cells or a fission source. The former require regular recharging, the latter doesn't, but is also significantly more expensive.

The limited processing power available tend to make robots rather stupid. Functional AI requires a lot more computing power than what can be fitted into a robot chassis, so robots operate on strict and limited parameters unless they're linked to an AI mainframe. In order to make them a tad more relatable voice recognition and emulation, along with more or less well-made socializing modules, were often integrated.

Surviving robots are typically units in or recovered from storage, or units scavenged and repaired. While their construction is generally very resilient and many come with self-correcting mechanisms, they are still dependant on at least semi-regular service to avoid issues adding up.

Of note are androids, or synths, which are not robots, but artificial humans. As such, they are mostly indistinguishable from normal humans unless you cut them open.

Another project of the shadow government from before the war, androids were meant to be inserted into the populace as spies, provocateurs and security measures. They were created as full adults, and indoctrinated and trained for their specialized function.

The Great War ended most organized government projects, shadowy or not, but the rumours of androids persist.

Medical Science

Wasteland doctors have a practical approach to conventional medicine, often coupled with a selection of chems to draw on in order to treat conditions and hasten recovery from injury, as well as for treating toxins and radiation.

Antibiotics are rare. While there are common remedies effective in sanitizing immediate wounds and treating local inflammations, if serious infections set in a patient can expect to pay through the teeth for treatment – if effective treatment is available at all.

Contagious diseases are mostly handled by isolation and potentially cleansing fire. Few have the resources available to handle or much less actively treat outbreaks, although a handful of developed factions have successfully created some vaccine-programs – primarily for the people who can afford to pay for the service.

Many of the drugs manufactured pre-war were very chemically stable, and still retain full potency as long as they've been stored in an inoffensive manner. Otherwise, less so.

Pre-war medicinal caches are highly valued as many of the chems manufactured today are often less potent or are heavy on the side effects, and some drugs can only be replicated at great cost with today's capabilities.

One of the medical articles of note is the stimpack; a hypodermic autoinjector full of regenerative stimulants and good stuff. Using a stimpack require no skill and little effort, as all you have to do is to jab it directly into an injury.

A stimpack will:

- Immediately relieve pain and staunch local bleeding
- Heal 1 HP/hour for 1d3 hours provided the location is not suffering a major wound

If accompanied by a successful First Aid or Medicine-roll it will additionally:

- Fully heal a lightly wounded location
- Restore functionality to a seriously wounded location
- Make stabilizing a major wound one step easier

Autodocs were common installations in hospitals of the old world, and a few still survive today.

An autodoc is a stationary robot specialized for surgical procedures, and is capable of performing anything from diagnostics to splinter-removal to brain surgery with an effective Medicine-skill of 90%, although wear and bootleg modules may reduce its capability.

Treatment by autodoc will require the correct modules – an autodoc set to perform appendectomies cannot set broken bones or patch bullet wounds.

Armaments

Primitive weapons – bows, slings, crossbows and javelins, along with melee weapons, are not uncommon in the wasteland, as they are easily manufactured and can do the job when hunting geckos or beating down uppity neighbours. Most people, however, prefer guns.

Firearms come in three versions; pre-war artefacts, juryrigged pre-war artefacts and wasteland specials.

Weapons from before the war are generally of much higher quality than anything humanity is able to manufacture today. They are also very old and broken springs, rust and rot are real things. Sometimes you'll get lucky and find perfectly preserved guns in military stockpiles and unlooted shelters, but most of the time old guns will need some TLC. The majority of wasteland firearms are pre-war guns that have been painstakingly kept operational through generations of repairs and replacement parts.

The third category, which is becoming more common due to human ingenuity and improved industries, are new guns – homemade or manufactured. These range from slam-fire pipe guns that are as likely to take a few of your fingers off as to kill an adversary, to high-end automatics able to compete with pre-war tech in performance.

Guns fire cartridges – for the most part anyway, there are percussion designs, airguns and gauss rifles floating around on the periphery, but most guns use gunpowder-based cartridges. Military surplus ammo is still common, but has reached such an age that it has a significant chance of having gone bad unless it has been stored in perfect conditions.

A prospective munitions procurer will have three options: junk rounds (generally bad, but if it's all you got..), regular ammo (generally good, but..) and quality ammo:

- Junk Ammo: misfire 81+ (20%), decreased dmg, price 50%
- Regular Ammo: misfire 96+ (5%), price 100%
- Quality Ammo: no misfire, price 150%
- Special ammo:
 - AP- rounds ignore AV equal to half base damage, but reduce the damage-dice by one step. Price +50%
 - HP-rounds: standard HP-traits provided they don't have to go through armour. Price +25%

A gun with bad ammo will increase the automatic failure-range according to the ammo's misfire-chance. Junk rounds will also decrease base damage by one step. An attack roll that falls within a misfire-range and that isn't otherwise acted upon with a fumble effect will result in a dud or other non-catastrophic failure – nonetheless something potentially problematic as it will cause the majority of automatic weapons to jam or lock up.

Fixing a jam requires the equivalent of a Reload-action (3 AP) and a successful Combat Style- or Mechanisms-roll.

The most commonly available cartridges are shotgun shells and the old military calibers. Specialized ammunition like magnum or armour piercing rounds, as well as many of the various pre-war sporting calibers, are uncommon to the point where getting hold of them can be troublesome. Quality ammunition is highly valued.

House Rule: Suppressive Fire

Automatic weapons can fire to suppress. If so no penalty is levied but the attack is limited to the Pin Down-SE and can only actually hit something on a critical success.

House Rule: Rapid Fire

A semi-automatic weapon can fire two shots with a single action at a one step penalty. The attack is treated as a 2-round burst, and cannot be aimed, steadied or attempted beyond point blank-range.

House Rule: Akimbo

Dual-wielding pistols is treated as Rapid Fire.

House Rule: Shoddy Automatics

If using junk ammo or a junk weapon, misfire- and jamming-ranges are doubled for bursts and tripled for full-auto volleys.

House Rule: Junk Guns

A junk gun will jam whenever an attack-roll comes up with 0 on the 10-die.

Roll an appropriate die to see how many rounds go off before the gun jams.

Single-shot firearms unsurprisingly require a Reload-action between each shot.

Manually operated firearms (single-, bolt-, pump- and lever actions) require a Ready-action between each shot (something which can be skipped at the cost of an extra level of difficulty). Double-actions and semi-automatics have no restrictions other than ammo-count and steadiness of hand.

Typical Firearms

Type	Dmg	Ammo	Cost	Notes
.22/.25 Pistol	1d4	6-10	25-50	DA-revolvers or semi-autos. Cheap and concealable, but short-ranged and low-powered.
.32 Pocket	1d5	5-8		
7.63mm Chinese Pistol	1d6	12-20	50-100	War booty
9mm Pistol	1d6+1	8-15		Common pre-war civilian handguns
.45 Pistol	1d8	7-10		
10mm Autopistol	1d8	14		Standard issue military sidearm of the great war
12.7mm Pistol	1d12	7	200	For when you need to make 'em big holes
.38 Revolver	1d6	5-6	50	Common pre-war civilian revolver
.357 Magnum Revolver	1d8+1	6	100-250	High-end sidearms for wasteland bountyhunters. Single- or double-action. Revolvers chambered for magnum-rounds can also fire regular .38/.44 for 1d6/1d8 damage.
.44 Magnum Revolver	1d10+1	6		
.223 Revolver	1d8+1	5-7		
.177 Abilene Kid Air Rifle	1d4-1	20	25	Silent, pump- or lever-action
.22 Sporting Rifle	1d6	1-10	50	Common pre-war sporter; bolt, lever or semi-auto
.38 Wasteland Carbine	1d6+1	6	50	Repurposed revolver frame
.223 Hunting Rifle	2d6+1	3-8	125-300	Bolt-action
.308 Hunting Rifle	2d8+2	3-5		Bolt-action
.475 Safari Rifle	2d10+3	2	300	Double-barreled
.308 Pipe Rifle	2d8-1	1	25	Makeshift single-shot
.44 Magnum Trail Carbine	2d6+1	6	200	Sturdy lever-action carbines
.45-70 Brush Gun	2d8+2	6	300	
11mm Air Rifle	1d10	1	300	Less loud
Sawn-off 12g.	2d8	2	50	Buckshot and slugs. Sawn-offs uses pistol-ranges and halves effective range. Birdshot halves effective range and has to overcome tripled armour values, but hits 1d4 locations.
12g. Auto Shotgun	3d6	5	150	
20g. Pump Shotgun	2d6+1	5	100	
10mm SMG	1d8	30	200	Can use Burst and Full Auto.
5.56mm Assault Carbine	2d6	30	300-400	Can use Burst and Full Auto-modes
7.62mm Battlerifle	2d8+1	20		Can use Burst and Full Auto-modes
.30 Chinese Assault Rifle	2d8	24		Can use Burst and Full Auto-modes
.50 Anti-Material Rifle	2d10+4	4-10	1000	Must be Steadied
5mm Light Gatling	2d6-1	200 Belt	1500	Big Gun. Can only use Burst and Full Auto-modes
7.62mm Support Machinegun	2d8+1	200 Belt	1000	Big Gun. Can only use Burst and Full Auto-modes
Mounted .50 cal MG	2d10+4	100 Belt	1500	Big Gun. Can only use Burst and Full Auto-modes

Before the old world ended, the military industry had made breakthroughs in personal energy weapons. Energy weapons are rarer and more expensive than firearms, and most are pre-war artefacts as only a few select groups are able to manufacture and afford new ones.

Ammunition is however common, as most energy weapons can utilize the ubiquitous rechargeable energy cells that powered various gadgets before the war.

A single Energy cell can hold up to 10 charges, and the more powerful the weapon, the more charges a shot will drain. Pistols typically holds one or two single energy cells (EC – 10 charges), while heavier armaments have larger magazine packs holding several cells (ECP – 30-60 charges) or battery backpacks (Bat – 200+ charges).

Laser weapons fire a pulse of high-intensity focused light, able to cleanly burn through both body armour and flesh.

Lasers are however susceptible to being deflected and refracted; heavy smoke, fog, rain and dust will diminish their effectiveness – reducing damage by one or more steps. Highly reflective surfaces can completely nullify lasers.

Laser weapons are relatively compact, energy-conservative and generally very accurate, reducing range-penalties by one step. Furthermore, they have few moving parts and no recoil, reducing penalties from automatic fire by one step.

Laser weapons have the *Cauterizing*, *Incendiary* and *Weakness* properties.

Plasma weapons fire bolts of highly energetic and unstable plasma. They are capable of inflicting heavy damage, but the plasma projectiles can only maintain cohesion over a short distance. They are generally ineffective at ranges surpassing 50 meters as the projectiles quickly lose stability and accuracy – making attacks one additional step harder and halving damage – and fizzle out at around 100-120 meters.

Plasma weapons have the *Cauterizing* property, and are capable of *Sundering* armour. They have a *Scatter*-like quality where they, in addition to inflicting normal damage to the struck location, will inflict half damage to 1d3-1 adjacent locations. Unlike normal scatterguns, neither damage nor armour values are further modified.

A third category is Gauss-weapons. Using electromagnetic rails to accelerate small projectiles to extremely high velocities, gauss weapons are powerful and accurate at the cost of being heavy and energy-hungry.

Gauss weapons have the *Armour-piercing* property.

Typical Energy Weapons

Type	Dmg	Charge/ Ammo	Cost	Notes
Hold-out Laser	1d6	1/EC	75	
Laser Pistol	1d8	1/EC	75	
Laser Rifle	1d10+2	2/ECP	200	
Auto-Laser Carbine	1d8	1/ECP	500	Only Burst and Full Auto-modes.
Assault Gatling Laser	2d6	2 /Bat	1500	Big Gun. Only Burst and Full Auto-modes.
Plasma Pistol	2d6+1	2/EC	125	
Plasma Carbine	2d8+2	4/ECP	400	
Plasma Caster	2d8+1	4 /Bat	1500	Big Gun. Only Burst and Full Auto-modes.
Incinerator	IN4	20	300	Big gun. Incinerating, fires in narrow cone. Uses flamer-fuel.
4mm Gauss Rifle	2d12+2	10 /varies	1500	
EMP-gun	2d10	5/EC	N/A	Knocks out electronics, stuns robots for 1d3 turns and inflicts damage to all locations, ignoring armour

Other Weapons

Type	Dmg	Cost	Notes
Ripper	1d4+1	50	Does 2d4+1 if striking an unarmoured location
Machete	1d6+1	20	Simple and effective choppa
Cosmic Knife	1d3+2	10	Frail but super-sharp ceramic knife.
Multi-purpose Wrench	1d6+1	10	
Nailboard	1d10	5	Big stick with tactical nails
Makeshift Spear	1d8	10	Can be thrown
Chinese Officer's Sword	1d8	75	
Shishkebab	1d10+1	100	Heavy chopping-blade with gas ports. Incinerating
Ballistic Fist	2d6+4	200	Heavy gauntlet with 12g. knuckles. Point-blank blast has no scatter.
Powerfist	2d6	200	Heavy pneumatic battlefist. Hits inflict bonus Bash-SE
Supersledge	3d6	500	Huge warhammer w/gyroscopes and servos and shit (Siz E, Reach L)
Missile Launcher	varies	500	Big gun
Hand Grenade/Pipebomb	2d6	25	Fragmenting. Damage decreases by 1d6 for every meter beyond the first
Cap Mine	4d4	50	Fragmenting. Damage decreases by 1d4 for every meter beyond the first
EMP-Grenade	1d10+10	50	Fries electronics, stuns robots for 1d3 turns and inflicts damage to all locations, ignoring armour. Damage decreases by 10 for every meter beyond the first.

Typical Armours

Type	AV	Enc/loc	Cost/loc	Notes
Wasteland Chic	1-2	1	x2	Clothing with piecemeal reinforcements.
Armoured Vaultsuit	4*	2	25	Stylish, formfitting jumpsuit w/ceramic reinforcements
Hazard Suit	1	2	20	Sealed suit offering +100 Radiation- and Toxin Resistance
Raider Armour	3	2	10	More focused on intimidation-factor than protection
Heavy Raider Armour	5	5	50	Intimidation factor <i>and</i> protection
Splinted Leather	4	4	25	reinforced leather
Combat Armour	5*	4	50	Std military gear, ballistic weave and ceramics
Hvy. Combat Armour	8*	6	100	Full suit gives +30 Rad/Toxin Resistance
Power Armour	10**	N/A	250	Full suit gives +60 Rad/Toxin Resistance
Hvy. Power Armour	12***	N/A	350	Sealed suit gives +150 Rad/Toxin Resistance

* *Hard armour unaffected by Impale-traits.*

** *Hard, exo-skeleton framed armour unaffected by Impale- and Armour Piercing-traits. Suits will modify wearer's STR, SIZ, DEX, and Move. Power Armour is vulnerable to EMP, but only suffering the Stun-effect.*

*** *Hard, exo-skeleton framed armour unaffected by Impale- and Armour Piercing-traits. Suits have their own line of physical attributes. Power Armour is vulnerable to EMP, but only suffering the Stun-effect.*

Equipment and Loot

Most items and services are available in three tiers; junk/shoddy at 50% of cost, regular at listed cost, and high quality at 200% or higher mark-up. Junk items have a chance of failure, illness or other risk. High quality items provide additional benefits like durability and bonuses. Availability, rarity, rep and Commerce-skill will further affect final prices.

Ammo

Pistol, light, box of 20	10
Pistol, heavy, box of 20	20
Rifle, light, box of 20	30
Rifle, heavy, box of 10	25
Shotgun shell, box of 20	15
Handload components	½ of cost
Energy Cell	10
Energy Cell, depleted	1
EC-pack	# charges
EC-recharge, per charge	0.1

Clothing, per item

Basic clothing item (pants, shirt, skirt, cap, sandals etc)	5
Jacket/Coat	10
Shoes/Boots	15
Accessory (gloves, hat etc)	10
Dress/Suit, semi-decent	30
Speciality clothing (posh, cold weather, water-proofed etc)	x2

Chems, per dose

Bathtub stims	
- Jet (1d2-1 extra AP, 2d6 rounds)	5
- Hydra (nerveless, 1 hour x2 healing rate, 1day)	20
- Psycho (frenzy, 2d6 rounds)	10
Fixer (reduces addiction-twitch)	5
Med-X (synthetic morphine)	10
Mentats (increased awareness)	5
Rad-Away (treats radsickness)	15
Rad-X (temp. rad resistance)	5
Stimpack (healing chem)	10
Recreational drugs	
- coke	5
- tobacco, khatin	1
- shrooms	5
- weed	2

Food & Drink

Simple meal (hotdog)	1
Full meal (meat n'tatos)	4
Posh meal (actual flavours)	10
Bread, loaf, two portions	1
Fresh meat, portion	2
Fresh veggies, portion	1
Preserve (jerky, tack)	x0.75
Preserve (pickled, tinned)	x1.25
Beer, 0.33 l bottle	2
Wine, 0.7 l bottle	5

Spirits

- bootleg, 0.7 l bottle	10
- pre-war, 0.7 l bottle	25+
- shot	1/10 of bottle
Coffee/Tea, mug	1
Nuka-Cola, bottle w/cap	5
Water	
- untreated, 1 litre	0.25
- purified, 1 litre	2

Housing, per week

Flophouse	3
Lean-to	5
Apartment, per room	10
House, per room	10
Arable land, per are	2
- full purchase at x100 rental cost	
Overnight flophouse	1
Overnight lean-to/trailer	2
Overnight room w/amenities	10

Services

Labourer, per day	5
Craftsman, per day	8
Medical (excluding chems)	
- check-up	5
- patch-up	10
- surgery	50+
- nursing care, per day	3
Messaging	
- courier, per day	3
- mail, per letter	0.5
- radio/telegraph, per message	0.5

Travel & Vehicles

Ticket Fare, per km	
- brahmin cart, ferry, tram	1
- dirigible or train	2
- boat	3
- car/truck	5
Pack Brahmin	300
Personal Vehicle	special
Fuel	
- coke, 1 m ³	25
- diesel, 20 litres	15
- energy cell	10
- fission fuel	special

Wasteland Gear

Axe/Hatchet	10	Firestarter-kit	1	Shovel	5
Backpack, 25ltr	10	First Aid-kit, 5 uses	10	Steel Wire, 1m	1
Beartrap	10	Food Sanitizer	100	String, 4m	1
Bedroll	5	Generator, cranked	25	Sun Protectors	1
Binoculars	25	- diesel	50	Tarp, waterproof, 2x2m	5
Canteen, 0.7 litre	5	- solar	75	Toolkit, basic	25
Cart		Ham Radio	25	Toolkit, trade	50+
- brahmin, 1.5 m ³	40	Lantern	5	(extensive kit w/specialized tools)	
- hand, 0.5 m ³	20	Flip Lighter	5	Water Purifying Kit	25
Compass	5	Lockpick-kit	5	(rad- and toxin reducing filters)	
Computer, vintage	50	Paraffin/Oil, 0.5 litre	2		
Cooking Kit	5	Pip-boy	100		
Duct Tape, 8m	10	Radio Receiver	10		
Flashlight	10	Rope, per meter	2		