

Fallout Unlimited

Miscellany

Sample characters

Here is a selection ready-to-play sample characters, each with their own story and suitable for many different settings. The characters given here are from all walks of life, each with their own skills, abilities, background, and outlook on things. Each also has their own unique motivation to travel and adventure, by choice or not. It should be remembered that, despite its bleakness, the wasteland is a place full of opportunity in one form or another, and that even those who don't directly look for it may still have it thrust upon them.

These sample characters are all designed to start directly at level one, with no experience points or karma. Each has their own strengths or weaknesses, in the form of skills, traits, and even starting equipment. Few, if any, of these characters fit the 'conventional' stereotypes of characters such as the traveling Mad Max-type mercenary, the no-good thief, and the silver tongued diplomat, because such characters, while they do exist, are often idealistic, and ones with an interesting background and array of abilities are far more interesting. Besides, those cookie-cutter characters can easily be created on your own. The characters shown here, in contrast, are meant to be human. Some are wacky, some are serious; some seem destined to be heroes, others seem tragic. While they may not be absolutely ideal, they can still adapt and survive, after all, and that's what role playing is all about. Weaknesses and abnormalities simply add potential role playing material.

Of course, if you wish to modify these characters – either their stats, their story, or both – go right ahead. They're guidelines, that's all, and with a little creativity you can be sure to create a character that's just as interesting and that's all your own.

Lloyd Samson, robotics salesman

Lloyd Samson used to be a door-to-door domestic robot salesman in the city of Los Angeles before the war. He was damn successful at it, too, because of his good looks (which could be attributed to his smooth, gelled-back hair), his honest handyman's charm, his persistent sales pitches, and his uncanny knack for always coming across the right customer. Lloyd had a loving wife and kids, a robotic dog, and a well-to-do job. Things could hardly be better for him.

When the bombs hit, Lloyd was just picking up a shipment

of robot parts in the underground Mr. Handy Robotics factory to use in one of his sales pitches. The bombs blew out most of Los Angeles above him, but Lloyd and the other Mr. Handy Robotics employees who were there with them were safe, the factory acting as an underground bunker for them. In the big empty robot factory, they managed to bunker down and survive for a bit longer, shielded from radiation. A steady supply of chocolaty Vend-O-Max confections allowed Lloyd and the other workers to subsist for several years. However, since then everyone but Lloyd has died out due to food poisoning from the shoddy Vend-O-Max food. Lloyd has been the only one lucky enough to avoid the poisoning from the defective food. Now, isolated in this big old Mr. Handy factory, surrounded by hundreds of inoperational robots, Lloyd hungers for some food which isn't a poisoned chocolate bar. He plans to head up to the surface soon, and who knows what kind of hairy things he'll find up there.

Lloyd Samson, Robotics Salesman

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| Race: Ghoul | Age: 31 | 1.8 m tall, 65 kg |
| ST: 4 | Action Points: 7 | Healing Rate: 2 |
| PE: 5 | Armor Class: 4 | Reaction: 6 |
| EN: 4 | Carry Weight: 25 lbs. | Critical Success: 01-14 |
| CH: 8 | Melee Damage: -1 | Critical Failure: 94-00 |
| IN: 6 | Poison Resist: 20% | HP / Level: 4 |
| AG: 4 | Radiation Resist: 8% | SP / Level: 17 |
| LK: 9 | Sequence: 10 | Perk Rate: 3 |
| Hit Points: 27 | | |
| Traits: Cheapskate, Wild Luck | | |
| Tag Skills: Electronics, Persuasion, Barter | | |
| Weapons: Punch 36% (1d3-1 damage, 3 AP); Kick 36% (1d4 damage, 4 AP) | | |
| Armor: Suit (no protection) | | |
| Equipment: Hair gel, poisoned chocolate bars (10), wallet, picture of the wife and kids (who are now long dead and horribly irradiated), Mr. Handy motivator, toolkit | | |

Max Stone, weightlifting champion

Max Stone, a big, man with the strength and temper of a rhinoceros, was born and raised in the Vault. At birth, the labor bot unfortunately dropped Max square on his head and he suffered a brain injury which impaired his abilities to learn and have empathy. The injury was disregarded by the lazy Vault medical staff, however, and he was allowed to live amongst the other Vault dwellers, which would turn out to be quite unfortunate. Growing up, the Vault's

science and medical facilities never interested him much, so Max instead spent all of his time in the recreational and exercise centers. With his tremendous size, Max quickly built himself so that he was the strongest man in the vault. He even won the Vault Tec Heavyweight award four years in a row for lifting weights of over half a ton.

Max had quite a long history of bullying others in his vault. If he wanted something, he got it. At mealtimes, if he wanted some extra food because he was feeling a bit hungry, Max would simply have to show a little muscle and he'd get all the nutritious glop he wanted. When it was entertainment time, and Max wanted to watch his favorite adventure holovids, it was best to move over before he twisted your arm. One day, when Max was harassing an old man – in fact a cranky old veteran who was shot in the Great War and discharged – for some pudding-flavored glop to no avail, Max got a little carried away and ended up breaking his neck. The Vault reached the consensus that Max had gone too far this time, and the overseer, being frank, told Max that he could not coexist with the other Vault dwellers and that it was time for him to leave. The wasteland was land of opportunity for Max because he was unrestricted. The wasteland was an empty sketchbook and Max was an artist; he could not bully and bash skulls whenever and however he pleased. And, in the days that followed his departure from the Vault, Max found that this was a very valuable ability indeed. Max knew that the wasteland was his place and that he would thrive in it.

Max Stone, Weightlifting Champion

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| ST: 10 | Action Points: 6 | Healing Rate: 4 |
| PE: 4 | Armor Class: 7 | Reaction: 4 |
| EN: 9 | Carry Weight: 55 lbs. | Critical Success: 01-04 |
| CH: 4 | Melee Damage: 6 | Critical Failure: 94-00 |
| IN: 4 | Poison Resist: 45% | HP / Level: 6 |
| AG: 7 | Radiation Resist: 18% | SP / Level: 13 |
| LK: 4 | Sequence: 8 | Perk Rate: 3 |

Hit Points: 43
Traits: Bully, Bruiser
Tag Skills: Unarmed, Intimidation, Athletics
Weapons: Brass knuckles 108% (2d3+7 damage, 3 AP); Kick 108% (1d4+7 damage, 4 AP)
Armor: Vault suit (no protection)
Equipment: Water flask, dried rations, Buffout, Mentats

Mickey Stapleton, housewife-turned-hunter

Mickey Stapleton used to be a mild-mannered Christian housewife before the war. Her husband had a well-paying job as a divisional resource manager at the district Chrysler manufacturing plant and she raised three beautiful young children in a clean, wholesome house. Unfortunately for her, Mickey never gave world events much credence, and when the war began she thought nothing of it, keeping her nose in her own little world where Christian values existed,

and nothing else. She thought nothing of it when the air raid sirens rang and the bombs fell worldwide. But when the smoke from the devastation cleared, Mickey remained, surrounded by the ruins of the town she once called home – and had never left. It was either a blessing or a curse, and she couldn't decide which, but she knew there was nothing left here for her, and for the first time in her life, she traveled.

Mickey kept words from the bible in mind on her forays, which gave her the discretion she needed to survive and the determinedness she needed to get out of any sticky situations. Over the months that followed, Mickey was horribly mutated and deformed as she watched her body literally fall apart, and desperate to survive, Mickey began to hunt for food, either by trading for it from a few remaining survivors or hunting rats and other small game on her own. With enough time, she learned to live off the land, hunt, and kill with expertise. A rotting and savage version of the fair, mild-mannered housewife that she once was, Mickey now wanders the wastelands, looking for supper and perhaps some higher meaning to her life. Perhaps, one day, she'll stumble across it.

Mickey Stapleton, Housewife-turned-hunter

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|--------------|------------------------------|--------------------------------|
| ST: 4 | Action Points: 8 | Healing Rate: 3 |
| PE: 7 | Armor Class: 6 | Reaction: 5 |
| EN: 6 | Carry Weight: 25 lbs. | Critical Success: 01-06 |
| CH: 5 | Melee Damage: -1 | Critical Failure: 96-00 |
| IN: 7 | Poison Resist: 50% | HP / Level: 5 |
| AG: 6 | Radiation Resist: 62% | SP / Level: 19 |
| LK: 6 | Sequence: 10 | Perk Rate: 4 |

Hit Points: 26
Traits: Faith, Small Frame
Tag Skills: Melee Weapons 48%, Sneak, Outdoorsman
Weapons: Kitchen Knife (48%, 1d6, S/T 3 AP)
Armor: Ragged Dress
Equipment: Pack of cigarettes, rat pelts, dried rat meat (enough for five days worth of food), worn miniature bible

Grom Nordberg, idiot super mutant

Grom Nordberg was an idiot even before he became a super mutant. A buff boxer before the war, Grom was once of reasonable intelligence, but repeated blows to his skull changed all that as he turned into a drooling vegetable that regarded everything else as a punching bag. For this reason, Grom was an incredible success at boxing and in high demand for numerous product pitches. The bombs fell, of course, and Grom's happy, ignorance-is-bliss life quickly came to an end. He eked out a meager existence which primarily involved smashing others, but was soon rounded up by The Master for FEV dipping, and over a period of weeks Grom became a hulking, greenish, smelly super mutant. Grom liked the changes. He could now bash better than ever with his big muscles, and due to the damage to his cranium, not even remember it. Grom later ran off into the wastes in the middle of the night, much to the discouragement of his super mutant commander, where he was never seen by the rest of his super mutant friends again.

Grom is slightly delusional from all his brain damage. He tends to speak in the third person, as in "Grom bash you now," or refer to himself as "we," as in, "we think we could punch you upside the skull, maybe?" His two hobbies include beating things and picking up valuable-looking things from the things which have been sufficiently beaten to a pulp. And that's about it for the shallow, one-dimensional Grom.

Grom Nordberg, Idiot Super Mutant

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|---------------|------------------------------|--------------------------------|
| ST: 14 | Action Points: 7 | Healing Rate: 5 |
| PE: 3 | Armor Class: 10 | Reaction: 1 |
| EN: 11 | Carry Weight: 90 lbs. | Critical Success: 01-04 |
| CH: 2 | Melee Damage: 9 | Critical Failure: 94-00 |
| IN: 1 | Poison Resist: 80% | HP / Level: 8 |
| AG: 5 | Radiation Resist: 32% | SP / Level: 7 |
| LK: 4 | Sequence: 6 | Perk Rate: 4 |

Hit Points: 56
Traits: Unbreakable, Vat Skin
Tag Skills: Unarmed, Throwing, Barter
Weapons: Giant club (48%, 1d12+11, S/T 4 AP)
Armor: Muddy rags (plus natural DTs of Impale 7, Crush 8, Fire 8, Energy 6, Explode 7, Electrical 8)
Equipment: Giant club, small sack of coins and shiny scrap metals, muddy rags on his back

Cecilia, street kid

Cecilia, the only name by which she is known, is a young kid – just less than ten years old – who lives alone on the streets of a big city. Being very young, she has no knowledge of who his parents are, or were, and little knowledge of what life in the wastelands is like beyond stealing food and outwitting with the occasional dog, rat, or hobo who is after Cecilia's food. Cecilia is an expert with throwing small projectiles (rocks and bits of junk, for instance), quietly sneaking around, running around in a hyperactive manner, and taking things from the pockets of pretty much everybody who goes by him. In fact, without any morally well-adjusted role model in his life, Cecilia has no appreciation for personal property laws; what she sees is hers for the taking.

Cecilia doesn't have much of a story. Innocent, endearing kid, raised on her own in the big city. It's a story dozens, if not hundreds, of other kids in Cecilia's big city share as well. What makes Cecilia different is her persistence, excellent ability, and adventurous attitude, bestowed on her from reading one too many of those prewar comic books. Cecilia would love to go on a real adventure one day, and while she isn't likely to be considered as a candidate for an adventuring party, she would certainly be an able one.

Cecelia, Street kid

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| Race: Human | Age: 9 | 1.1 m tall, 37 kg |
| ST: 3 | Action Points: 8 | Healing Rate: 2 |
| PE: 6 | Armor Class: 7 | Reaction: 5 |
| EN: 5 | Carry Weight: 20 lbs. | Critical Success: 01-06 |
| CH: 5 | Melee Damage: -2 | Critical Failure: 96-00 |
| IN: 6 | Poison Resist: 25% | HP / Level: 4 |
| AG: 7 | Radiation Resist: 10% | SP / Level: 17 |
| LK: 6 | Sequence: 12 | Perk Rate: 3 |

Hit Points: 28
Traits: Kleptomaniac, Weakling
Tag Skills: Throwing 43%, Sneak, Steal, Athletics
Weapons: Baseball bat 16% (1d4-2 damage, 1d4-2 fatigue, 4 AP); Rock throw 43% (1d4-2 damage, 4 AP), Molotov Cocktail 43% (1d12+8 damage, 4 AP)
Armor: Rags (no protection)
Equipment: Empty Nuka Cola bottles, rags, matches, soot (to blacken face when sneaking around at night), old comic books

Karma ratings

As your karma increases or decreases to certain amounts, your character will be entitled to a karmic rating which gives them a certain reaction modifier as well as an optional title. Consult the table below for the exact rankings and how they affect your reaction.

| Karma | Reaction modifier | Title |
|--------------|-------------------|------------------------|
| 100 or more | ±4 | Savior of the Damned |
| 60 to 99 | ±3 | Guardian of the Wastes |
| 30 to 59 | ±2 | Shield of Hope |
| 10 to 29 | ±1 | Defender |
| -9 to 9 | - | Wanderer |
| -29 to -10 | ±1 | Betrayer |
| -59 to -30 | ±2 | Sword of Despair |
| -99 to -60 | ±3 | Scourge of the Wastes |
| -100 or less | ±4 | Demon Spawn |

As mentioned above, the listed reaction modifier applies as a positive or negative modifier to your reaction depending on the outlook of

(Note that others with a negative karma may not always have a positive outlook upon others with a negative karma; karma is not an indicator of how you see the world, but merely how others see you.)

Backgrounds

A character's background represents the environment that they grew up in and what they have been exposed to. Any certain background will indicate that a character was either raised in a certain way upholding a certain way of perceiving life. A character's background will not only affect their outlook on life, the kinds of things they have and haven't picked up over the years, how other people will see them, and any equipment that they may possess.

The backgrounds presented here are intentionally vague so that they can be open to many different possibilities for radically different types of characters. A background essentially indicates what a character has done with their life before their major experiences that occur during play. It can be a useful tool in providing a little background story for the character, considering what has shaped them into who they are.

A background should be chosen for each character as a part of character creation. Note that not all backgrounds are suitable for all campaigns (as some are unbalanced), so the GM may choose to restrict some of them. Furthermore, in specific campaigns the GM may automatically assign a background to their players, due to the fact that the campaign's beginning may be written for those from a certain background in mind.

Brotherhood of Steel

The Brotherhood of Steel is a small, elite faction that was formed shortly after the bombs fell. The Brotherhood is renowned for its sense of kinship, its discretionary use of advanced technology, and its nature as a technological guardian in some parts of the wasteland. There is a great deal of emphasis within the Brotherhood on loyalty and equality, as well as education and the use of technology to improve one's lifestyle. The Brotherhood also feels a strong sense of duty towards the rest of the wasteland, and it seeks to protect the innocent and eliminate any perceived threats to them as best it can.

The Brotherhood is organized into three distinct guilds: the paladins, the Brotherhood's elite fighting force; the knights, who maintain the Brotherhood's infrastructure and do physical work; and the scribes, who perform the Brotherhood's research and development. Members of the Brotherhood receive modifiers to their skills depending on where they stand in the organization. Paladins receive a +5% bonus to any one combat skill of their choice as well as a +5% bonus to either Athletics or Leadership. Knights receive a +5% bonus to Mechanics and Electronics. Scribes receive a +5% bonus to Science and Computer Operations. All members of the Brotherhood suffer a -5% penalty to Barter and Steal, as they are not used to acquiring equipment in the way that most inhabitants of the wasteland are. Brotherhood members also have access to all kinds of training within a wide range of skills, which they are eligible for as they improve in rank. Brotherhood of Steel members are always human, except in rare cases when a mutant from the outside can prove their worthiness and become accepted into the Brotherhood. (For further information on the Brotherhood of Steel, consult the Brotherhood of Steel Sourcebook.)

City dweller

Anyone who has grown up in a large city is considered a city dweller. City dwellers are distinct because they have adapted to the crowded and often hostile environment of the city that they live in. While they come in all types, all city dwellers are wise to the ruthless, opportunistic measures needed to survive and to thrive in the city. City dwellers receive no modifiers to their skills or starting money at character creation, as being a city dweller can be considered the 'default' character background. City dwellers may spend their starting money on anything the GM deems appropriate to their character. City dwellers come in all races.

Cultist

Cultists are those who are somehow affiliated with a religious organization, such as the Guardians or the Children of the Cathedral. Cultists have devoted their lives to furthering the cause of their religion. The exact motive for doing this varies – some fanatically believe in the teachings of their cult and wish to impose it upon others, others view it as a way to exploit believers for their personal gain, while others have simply adopted the cult's path so that the cult can help them to survive in the wasteland. Therefore, the degree to which a cultist believes in and practices the cult's teachings varies greatly from member to member.

Cultists perform roles such as traveling to seek and convert others into their cult, performing administrative duties within the cult, or acting as a leader and educating those who will listen about the philosophy of the cult. Leadership skills are very important for cultists in persuading and managing devotees, as are all other social skills. Cultists receive a +5% bonus to Leadership as well as a +5% bonus to either Persuasion or Deception. However, they receive a -10% bonus to Gambling. Unfortunately, there is some social stigma which exists against cult members: cultists will suffer a -4 Reaction penalty with members of other cults, and a -2 Reaction penalty with individuals who disagree with organized religions or cults. Cultists suffer a -3d10 penalty to their starting money (they donate a large amount of money to their cult), though they will probably be issued a cult uniform, as well as cult literature. Any remaining money may be spent as the cultist wishes. Cultists come in all races, though many cults won't accept mutants (or may even violently attack them). Conversely, there are some violently anti-human mutant cults.

Farmer

Farmers play a very important role in the wasteland because they are almost always the sole producers of food. Farms in the wasteland vary greatly in terms of their size, what they produce between crops (most of them mutated) and animals (almost always brahmin), and the number of people who maintain them. The farmer's life is much harder in the post-nuclear world, because crops must be well tended to survive in the harsh wasteland, between exposure to toxins, radiation, and inclement weather. All farmers work very hard to be able to sustain themselves and their dependants; it is very rare that a farm is able to produce a surplus of crops, which can be sold for a profit.

Farmers receive +5% to either Science, Mechanics, or Outdoorsman from their experience dealing with crops, animals, or farm machinery. However, they suffer a -5% penalty to Deception as they tend to be hardworking, honest people who aren't as exposed to the corruptions that most city dwellers and travelers are. All farmers will be able to start with a free farmer job, if they wish. Farmers receive a +1d10 bonus to their starting money roll. They typically spend their money on basic machinery and kits as well as crops, animals, and other commodities, though they may buy anything the GM allows. Furthermore, some farmers may be entitled to their own property (farmland, a barn or house, etc.) Farmers come in all races.

Homeless

The homeless are those who have been cast off from the rest of society. They are vagrants, hoboes, beggars, junkies, refugees, and other undesirables who have been unfortunate enough to be pushed to the fringes of society. The homeless have all fallen on bad luck in one form or another – their homes have been destroyed in disasters, or they have abandoned them because of drug addiction, disease, or simple poverty. The homeless are resilient, however, and those who aren't addled by drugs or otherwise mentally shattered can just manage to survive with what they have. Homeless often seek strength in numbers, pulling together what little they have and getting the most out of it.

Homeless start with a -5d10 penalty to their starting money roll. Alternately, they may choose to ignore this penalty and begin play with a disease or chemical addiction of their choice instead. They may spend their money on whatever they like, at the GM's discretion. The homeless start with a +5% bonus to either Steal, Intimidation, or Melee Weapons, but they suffer a -5% penalty to Barter. Homeless come in all races.

Lawman

Lawmen and women are the enforcers of law in the wastes. Before the war, they would be part of an organized police force. They are employed by whatever force enforces the law in their region; their duty is to enforce these set laws. The loyalty to the law that lawmen exhibit varies; many are honest and attempt to follow the law as closely as possible, while others are completely corrupt and will use their position only to exploit others.

Lawmen start with no modifier to their starting money roll. They may spend their money on whatever they like, at the GM's discretion. However, they may be issued their own weapons, armor, and ammunition by the force that employs them. Lawmen start with a +5% bonus to the Small Guns and Intimidation skills, but they suffer a -5% penalty to all thieving skills. Lawmen will start with a free Lawman or Lawwoman perk which affects their standing with law-abiding citizens and criminals, and they are also likely to start with a free job as a police officer. Lawmen come in all races, though some places will refuse to employ some races due to racism.

Mercenary

'Mercenary' is a catch-all category for those who sell their abilities as warriors – hired goons, bodyguards, or any other form of muscle. For this reason, the life of the mercenary is quite dangerous, as their lifestyle forces them to encounter all kinds of hazards and hostile creatures. Not all mercenaries make their living by doing paid work, but most do, as there is always a high demand for mercenaries. Those who do not work tend to be rugged survivalists who travel by themselves or in small groups.

All mercenaries depend a great deal upon their skills with weapons as well as with other skills that would prove useful to them in combat. A mercenary receives two +5% bonuses to two skills of their choice from the following: any combat skill, Traps, Athletics, or Pilot. However, they are not very technically minded, and suffer -5% penalties to Science, Electronics, and Computer Operations. Mercenaries suffer no modifier to their starting money roll and may spend their starting money however they wish (usually on weapons, armor, or anything else related to combat). Mercenaries come in all races.

Merchant

Merchants are all traders or businessmen of one type or another. They are responsible for upholding the trading economy of the wasteland. Merchants are usually very rich, or at least in command of a high number of assets of some sort. Merchants can come in many varieties, including salesmen, store owners, traders, suppliers, black market dealers, etc. Merchants often have a wide variety of contacts that they know through their business transactions, either suppliers or buyers. These contacts can prove quite useful when acquiring or selling equipment.

All merchants have a sharp business sense and knowledge of economics as well as a thorough knowledge of whatever they specialize in selling. Merchants receive a +5% bonus to Barter as well as a +5% bonus to any skill relating to what they sell: a dealer in guns would receive a +5% bonus to Small Guns, a dealer in bits of electronic junk would receive +5% to Electronics, etc. If a merchant instead owns a business where this bonus is inappropriate, instead add an additional +5% bonus to Barter or a +5% bonus to one other social skill. However, merchants suffer a -5% penalty to Steal and Lockpick, since they're used to acquiring their merchandise legally. Merchants receive a +4d10 bonus to their starting money roll. They typically own a lot of commodities related to whatever they sell, as well as possessing a large amount of currency or valuables. Merchants will often own property as well which they use to store their commodities on. Furthermore, many merchants might have a hired bodyguard follower or two as well. There are merchants in all races.

Raider

While they come in all types, raiders can be defined as the opportunistic scum of the wastes. They are an eclectic bunch, however, including everything from thieves to bandits to thugs and musclemen to gun nuts and psychopaths. Despite their diversity, all raiders share the qualities of being lawless and very aggressive, choosing to prey on others rather than sustain themselves on their own. Raiders sometimes live on their own or in very small traveling groups, but more often they live in permanent large groups of 10 to 100 individuals situated in ruined areas. In this situation there is often a single powerful raider leader who influences the rest of the raiders in the group to some extent.

The skills a raider is dependant on are wide ranging. Raiders receive a +5% bonus to any one combat or thief skill of their choice, or Intimidation, Athletics, or Gambling. However, they receive a -10% penalty to Leadership because of their antisocial, opportunistic nature. Raiders receive a +2d10 bonus to their starting money, and they may spend their money on anything they wish (subject to GM approval), most commonly weapons, armor, drugs, or stolen valuables. Raiders come in all races.

Slave

Many parts of the wasteland are home to thriving slave trades, and slavery is considered a legal practice by most lawmakers. Other places in the wasteland, notably Vault City, have banned slavery but often recruit 'servants' by force from the outside, who are unlisted to do unpaid labor in exchange for a place to sleep as well as food and water. Slaves can perform all kinds of duties, typically very simple unskilled manual labor such as construction, though they are sometimes used for extremely demanding or dangerous work. Sex slaves and slaves used as test subjects are not uncommon as well. All slaves lead very hard lives, but the quality of living among slaves varies greatly. Most people treat slaves with no respect (working slaves receive -3 Reaction with all other people except the most kindhearted, anti-slavery individuals). Beatings are very common as punishment for duties performed poorly. Furthermore, slaves are often underfed, dehydrated, or diseased.

Since adventuring opportunities for working slaves are few and far between, most player character slaves have either already escaped or should be given an opportunity to escape within an adventure. Most slaves receive +5% to Mechanics and +5% to Athletics from their experiences with physical labor, though slaves who work at other tasks may receive bonuses to different skills. All slaves start with a penalty of -1 to Reaction. Slaves start with no money to spend on gear, and no currency. They may be issued gear for doing work with (typically a sledgehammer or some similar implement), as well as ragged clothing or a uniform to wear. Slaves who are not escaped will have a free 'job' as a slave. Though it does not provide any money, it may prove valuable as it will provide room and board. Slaves come in

all races, especially of any races discriminated against by a racist society. For instance, a society ruled by super mutant overlords will have a lot of human slaves.

Traveler

Travelers are those with no homes, who instead choose to travel from place to place in search of opportunity and means to survive. Travelers may be homeless vagrants, rugged survivalists, backwoodsmen, hermits, hunters, scouts, guides, drivers, or simply ordinary people who have a strong sense of wanderlust. Travelers may seek strength in numbers by traveling with others, but the vast majority of them are solitary and very independent, choosing to travel alone (there are quite a few travelers with the Loner trait.)

Travelers know the land they travel on very well. They are familiar with regions and locations which prove useful to them, and they have an excellent ability to navigate and live off of the land. Travelers receive a +5% bonus to Outdoorsman as well as a +5% bonus to either Athletics or Pilot (depending on whether they typically travel by walking or by using a vehicle.) Travelers suffer a -1d10 penalty to their starting money roll; they may spend their money on anything they think is appropriate (at the GM's approval, of course.) Travelers may have accumulated all sorts of weird things, so if a player can come up with a plausible explanation for a traveler starting with a certain piece of equipment, then the GM should seriously consider letting them have it. Travelers come in all races.

Tribal

Tribals are people who have reverted to a much simpler lifestyle involving living off of the land as a reaction to the harsh environment of the wasteland that is imposed upon them. Generations upon generations of tribals have lived out meager but stable lives of simple hunting and gathering. Some tribals are nomadic (often making use of portable teepees and tents as well as large herds of brahmin), while others live in deep-rooted, often extremely isolated villages populated by no more than a few hundred individuals. Technology is practically nonexistent in the tribal lifestyle, aside from very simple, easily crafted items including as simple weapons (spears, axes, and bows), simple armors (usually cured leather armor), basic herbal medicines and simple forms of shelter (huts and tents). Tribals get a great deal from domesticated animals, typically brahmin, making full use of everything they can collect from them – meat, skin, bones, everything. While the tribal lifestyle does not abstain from advanced technology, technology is nonetheless very rare due to the fact that tribals are unexposed to other parts of the wasteland where technology is commonplace, and because over generations, tribals have become more and more sheltered and withdrawn from other societies. Tribals typically have primitive belief systems, often tied to nature, revolving around the weather, astronomical cycles, or life evident in the natural world around them. These belief systems are quite similar to the belief systems of native Americans before the war. Religious rituals such as singing and dancing, ritual hunting, and prayer are often central parts of the tribal lifestyle as a result of these religious beliefs.

While the elders of a tribal society are likely to have a realistic perspective of the outside world, little of this lore has been passed on to subsequent generations. As a result of this, their knowledge of technology and outside customs has degraded and they have become more finely attuned to the land. Tribals see technology as a very strange, otherworldly thing. Despite the fact that the tribal lifestyle is a hard one, tribals fare remarkably well due to their honed survival skills, their close-knit sense of teamwork and family, and their dependence upon very little. Tribals receive a +10% bonus to Outdoorsman. As well, they receive a +5% bonus to any hunting-related skill – either Melee Weapons, Throwing, or Traps. However, they suffer a -5% penalty to the Computer Operations, Electronics, and Energy Weapons skills as a result of their lack of exposure to these technologies. Tribals start with a -3d10 penalty to their starting money roll. They may spend their money on simple gear as described above only; any unspent money is lost. Tribals are typically humans, though there are ghoul and super mutant tribes in the wasteland as well. Because tribals don't mix well with others not of their kind, mixed-race tribes are unlikely.

Vault dweller

Before the war, the United States Government, in co-operation with Vault Tec, constructed a number of large underground Vaults across the country which could be used in a time of any disaster from global flooding to a meteor striking the earth; essentially, the Vaults were fallout shelters on a much grander scale. The Vaults were designed to be entirely self-sufficient – able to recycle air and water and to synthetically create nourishing food – and to perfectly seal its inhabitants from the outside in a controlled environment. When the bombs fell, many people fled to them and occupied the Vaults, though Vault Tec's plan of completely sealing the Vaults from the outside world fell through; many of the Vaults were defective in some way and forced the inhabitants to leave the Vault in search of salvation in the outside world. Others simply fell prey to raiders and other scum of the wasteland who sought to pillage the Vault's advanced technology. Still, many of the Vaults have survived relatively intact.

A great deal of any Vault dweller's life is devoted to studying science and technology; however, Vault dwellers are very sheltered from any knowledge of the wasteland that their Vaults are situated in. As generations of Vault dwellers have lived, any knowledge of the outside world has been reduced to tall tales and lore. Vault dwellers receive a +5% bonus to Computer Operations as well as a +5% bonus to either Science or Electronics. However, they suffer a -10% penalty to Science. Vault dwellers start with no starting money of any kind, though they will be issued a yellow and

blue Vault jumpsuit and possibly appropriate gear for dealing with outside threats, if they are being sent there for whatever reason. Note Vault dwellers are always unadulterated humans, so there are no super mutant or ghoul Vault dwellers (except under very strange circumstances).

Cultist: You have been indoctrinated into a cult. [rea mod yea]

Student (bonus SP's @ 1st level)?

Brotherhood of Steel scribe: Brotherhood of Steel scribes receive +5% to either Science or Computer Operations, +5% to Leadership, -5% to Pilot, and -5% to Gambling. They get a +5d10 bonus to their starting money roll, and may be issued other pieces of Brotherhood technology as well.

+10 Science / C. Ops, -10 Barter / Steal. Eligible for further training (karmic perks).

Brotherhood of Steel warrior: Brotherhood of Steel warriors receive +5% to either Unarmed, Small Guns, or Energy Weapons, +5% to Athletics, -5% to Deception, and -5% to Gambling. They get a +4d10 bonus to their starting money roll, and may be issued weapons, ammunition, armor, and other combat-related equipment in addition to this.

City dweller: City dweller is the 'default' background to come from, and so city dwellers receive no modifiers to either skills or starting money.

Cultist: +5% Leadership, +5% Persuasion. Some stigma (-4 from other cults, -2 with individuals who disagree with religions or cults), -10% Gambling. Job, r&b.

Criminal. +5% Steal or +5% Lockpick. -5% Leadership. +2d10 money.

Enclave citizen: Enclave citizens receive +5% to Computer Operations, +5% to either Deception or Persuasion, -5% to Outdoorsman, and -5% to Athletics. They get a +7d10 bonus to their starting money roll, and may be issued other pieces of Enclave technology as well.

Enclave soldier: Enclave soldiers receive +5% to either Small Guns, Big Guns, or Energy Weapons, +5% to either Electronics or Traps, -5% to Deception, and -5% to Leadership. They get a +6d10 bonus to their starting money roll, and may be issued weapons, ammunition, armor, and other combat-related equipment in addition to this.

Enforcer: +5% Intimidate, +5% to a combat skill. Free 'Police' perk.

Farmer: Farmers receive +5% to either Science or Mechanics, +5% to Outdoorsman, -5% to Deception, and -5% to Barter. They get a +1d10 bonus to their starting money roll.

HOMELESS: +5% to one thieving skill. -5d10 to starting money roll. Likely to start with addiction / disease.

Mercenary: Mercenaries receive +5% to any two different combat skills of their choice, -5% to Science, and -5% to either Electronics or Computer Operations. They suffer a -2d10 penalty to their starting money roll.

Merchant: Merchants receive +5% to Barter, +5% to any one skill related to one of the main things they sell (examples include Small Guns, Electronics, etc.; this choice is subject to GM approval), -5% Steal, and -5% Outdoorsman. They get a +4d10 bonus to their starting money roll.

Raider: Raiders receive +5% to either Small Guns or Melee Weapons, +5% to Gambling, -5% to Computer Operations, and -5% to Leadership. They get a +2d10 bonus to their starting money roll.

Reaver: Reavers receive +5% to Electronics, +5% to Medic, -5% to Persuade, and -5% to Deception. They get a +2d10 bonus to their starting money roll.

Slave: Slaves receive +5% to Mechanics, +5% to Athletics, -5% to Intimidate, and -5% to Leadership. They start with no money, though they may be issued gear for doing work with (typically a sledgehammer or some similar implement.) Job (sort of), r&b.

Traveler: Travelers receive +5% to Outdoorsman, +5% to either Pilot or Athletics, -5% to Persuade, and -5% to Gambling. They suffer a -1d10 penalty to their starting money roll.

Tribal: Tribals receive +5% to either Melee Weapons, Throwing, or Traps, +5% to Outdoorsman, -5% to Computer Operations, and -5% to Electronics.

Jobs

Apprentice: Apprentices serve as assistants to those who work at skill-related jobs, such as craftsmen, repairmen, electricians, farmers, and doctors. The purpose of being an apprentice is to pick up the skill needed to perform the job by practicing the job under the watchful eye of the master, whose function is to train the apprentice. For this reason, apprentices are typically young and inexperienced. Apprentices are entitled to 10% to 20% of the income that their master receives, though they will probably be entitled to room and board, courtesy of their master. The main advantage of being an apprentice, however, is direct, hands-on training from the master of whatever skill. Being an apprentice therefore counts as skill training. The quality of this training depends, as normal, on the rating of the appropriate skill to be taught as well as the Leadership skill of the teacher. Any job-related skill may be taught to an apprentice.

Caravan guard: Caravans that travel throughout the wastes are popular targets for raiders, highwaymen and other marauding scum, and are likely to encounter all kinds of nasty creatures as well, so caravan guards are an essential thing for any traveling caravan to have; most caravans employ at least two or three, and larger caravans with more valuable commodities might employ as many as a dozen. Guards are used to take care of these hazards in addition to helping the caravan navigate and repairing the caravan if it becomes at all damaged. Caravan guards tend to be rugged mercenary types who are able to perform all of these tasks competently. Weapons and armor are a must for any caravan

guard. High combat and Athletics skills are very important, as are the Mechanics and Outdoorsman skills. Caravan guards usually get paid at upon the completion of a caravan run, which can last any amount of time from a couple of days to a month. They are paid from \$20 to \$50 a day, depending on how skilled they are and how dangerous the area they travel through is. They are also entitled to any gear they come across in the wasteland (from the bodies of any hostiles they come across.)

Craftsman: Craftsmen are trained to make a specific type of item, ranging from very simple items to extraordinarily complex ones; they fill positions such as carpenter, blacksmith, gunsmith, etc. There is a craftsman for every type of thing that can be constructed. Craftsmen may work on their own in a shop, as part of a small guild, or part of a much larger organization in a warehouse. A craftsman may work in a long assembly line, completing one part of a larger job repeatedly, or they may construct an entire item from start to finish. The Mechanics skill is very important for a craftsman, as are skills relating to their specific field – Electronics, Science, Computer Operations, Outdoorsman, Traps, Lockpick, or anything else. A craftsman's earnings are up to the GM; typically skilled laborers make \$5 (for basic, unskilled labor) to \$60 (for crafting extremely complicated items) a day, though independent craftsmen can make a great deal more, depending on the items they make and their ability to sell them.

Doctor: For those who can afford it, medical treatment can be a very valuable thing in the wasteland, where people are constantly being injured. Doctors accept money for their patients for treatment for injuries, poison, and disease as well as surgical procedures. Furthermore, doctors may also accept patients for long term treatment. The amount of money a doctor charges depends on the demand for medical care, as well as the doctor's abilities, resources, and staff. The Medic skill is, obviously, essential for a doctor, as are medical supplies and facilities for accommodating patients. A doctor can make anywhere from \$10 to \$100 or more for a treatment, depending on the seriousness of it, and can treat up to ten patients per day. An assistant of a doctor will usually make one quarter of this amount.

Farmhand: Being a farmhand involved lots of physical work around a farm: sowing and planting fields, harvesting crops, tending to crops, and repairing all sorts of different things. Most farms will employ a few farmhands for the purposes of general labor. The Outdoorsman skill is essential for a farmhand, as are the Science and Mechanics skills. The Electronics skill may also prove useful on some larger farms which use automated farm equipment. Furthermore, a high Strength and Endurance is always useful. Pay is typically low for a farmhand, from \$5 to \$15 a day, but room and board in a farmhouse or barn is almost always provided.

Miner: There is still a great demand for miners in the wasteland for finding all sorts of things from coal to uranium to precious metals. Mines have sprung up all over the place in search of these valuable things. Mining is very demanding physical work, from a combination of the monotonous digging, the hot, stifling atmosphere, and the cramped tunnels. High Strength and Endurance attributes are a must for a miner, if not much else. While many mines use slave labor, more fair ones will pay their workers (often as incentive for the workers to not steal what they find in the mines). Pay is usually fairly low, ranging from \$10 to \$25 a day.

Police officer: Police officers are officially employed by whoever is in charge of the law in a region. They act as enforcers of the law, dealing with the criminals who break it either by subduing them or killing them. The amount of force a police officer is allowed to use depends on the nature of the law agency they work for as well as how dangerous situations that they deal with typically are. Many police forces are often saturated with forms corruption as criminals associate and form connections with the officers. Combat skills are important for police officers. The Intimidation skill is essential for dealing with criminals in as nonviolent a way as possible. Police officers are typically subject to all kinds of violence from the criminals that they deal with, so it is especially important for them to be discretionary. Many police officers are issued their own weapons, ammunition, and armor as well which are to be used at their discretion. Police officers are paid anywhere from \$20 to \$50 a day, depending on the amount of criminal activity in the areas they patrol and the loyalty they are expected to exhibit. All police officers (except undercover ones) receive the Lawman or Lawwoman perk, which affects their standing with law-abiding people and criminals.

Prostitute: Being a prostitute involves selling your body for all kinds of depraved sexual acts to make money. While prostitution is considered immoral and is illegal in many places, some places openly allow it. In almost any place, there is a demand for prostitution. However, being a prostitute can be quite risky; prostitutes are often exposed to violence and harmful drug use, and they are extremely susceptible to sexually transmitted diseases from their customers. Prostitution is almost exclusively a job for women; male prostitutes are unheard of in most areas of the wasteland. The Persuasion and Deception skills are very important for getting customers, as is the Intimidation skill for dealing with unruly customers. Finally, the Athletics skill is important for making your demanding customer happy! Prostitution can pay roughly \$(5 x Reaction) per trick (better looking prostitutes will, of course, make more money.) This amount can be substantially increased with successful Persuasion or Deception rolls. Prostitutes can work one trick per day.

Repairman / Electrician: Serving as a repairman or electrician involves doing simple mechanical, electrical, or electronic repair jobs for a fee when they are brought to you. This is the simplest and steadiest way for those with the appropriate skills to earn money. The difference between this job and being a craftsman is that this job involves maintenance and special problems only. The Mechanics or Electronics skills are essential for such a job. A repairman or electrician can make anywhere from \$5 to \$30 a day, depending on the quality of their work and the demand for their services (any large area, or area where technology is a staple of daily life, will usually meet a repairman or electrician with a greater demand).

Teamster: Teamsters are simple haulers and construction workers. Teamsters are paid to simply move materials all day and to do basic construction work. Teamsters are also paid for other completely menial tasks, such as digging and

cleaning. Being a teamster is hard work, but there is always a need for teamsters to do things. A high Strength and Endurance are both important for a teamster, and the Mechanics skill may prove useful as well. Teamsters don't make much, typically only \$5 a day.

New perks

Cult Leader: You are a natural-born cult leader. Your followers get a +1 modifier to their reaction level with you due to their fierce loyalty. Unfortunately, they may take your word so literally that they cannot act for themselves. Any follower with a friendly reaction or better must make an Intelligence-2 roll when following any order which might be misinterpreted. Needless to say, this can have disastrous results (typically with the follower meeting an untimely death or causing an untimely death for others.) Furthermore, this extremism exhibited by your followers will result in others not following you to look at you unfavorably. You receive a -1 Reaction penalty per 5 members of your cult, round up.

Hardworking: Being an honest, hardworking individual, you are good at keeping your job. You receive a +10% bonus to any job-related skill rolls, and you receive an additional +20% pay raise at any job, as your employer recognizes your effort. *Ranks:* 1. *Requirements:* EN 5, IN 6, Level 3.

Riot Leader: With this perk, you can easily instigate a riot of people. With a successful Persuasion or Deception roll to create a good reaction with a crowd, you can create a riot of people who will follow a simple command from you. Unlike normal followers, these temporary ones will only have 25% of their normal point value, but any Leadership rolls made to influence their behavior after you instigate a riot are made at a -20% penalty. *Ranks:* 1. *Requirements:* CH 6, Persuasion or Deception 60%, Leadership 70%, Level 9.

Transportation

OVERLAND TRANSPORTATION

Trains: Train tracks are always required for train travel, so use of this form of transportation is very limited. Train tracks which have been worn down to poor condition will reduce the traveling speed of any train on them by 20%, and trains in terrible condition will reduce the traveling speed of any train on them by 50%.

Item creation guidelines

It would be impossible to list item creation guidelines for all of the pieces of equipment that appear in this book. Instead, the GM should consider the following guidelines when telling a player how to create an item.

Base materials or cost: The base cost of the raw materials necessary to create the item should be roughly equal to a percentage of the item's full value, depending on the nature of the item. Consult the table below for base percentages, depending on the type of item:

| Item type | Percentage | Materials |
|--|------------|---|
| Simple melee or missile weapon | 10% | wood or metal scrap |
| Simple firearm (any small gun) | 25% | metal scrap, piping, old gun components |
| Complex firearm (any big gun or energy weapon) | 45% | metal scrap, electronic sensors, wiring |
| Ammunition | 25% | metal scrap, simple chemicals |
| Fuel cells | 30% | metal scrap |
| Explosive compound | 40% | advanced chemicals |
| Drug | 25% | Chemicals |
| Synthesized poison | 15% | chemicals, raw poisons |
| Simple armor (leather armor or metal armor) | 15% | leather or metal scrap |
| Reinforced armor (with Kevlar or motivator) | 50% | Kevlar, metal scrap, electronic parts |

Note: "Chemicals" can refer to all sorts of things: from animal, plant, and mineral extracts on the simple side of things to synthesized chemicals from a laboratory.

Base time: The item's base time should be roughly equal to 1 hour per \$50 worth of raw materials required for its construction, with the reduction time equal to about 10% of the total time. Thus, an item which requires \$600 of raw materials to create would likely have a base time of 12 hours / 1 hour.

Superior or inferior items:

A good craftsman may select the following perks...?

Improved armor: Choose one of the following with any piece of armor that you create: +10% AC, +1 to all Damage Thresholds, or weight decreased by 20%.

Improved firearms: Choose one of the following with any firearm that you create: +10% accuracy bonus to hit, +2 to range, or -5% to any Critical Miss chance (though a weapon will still always Critically Miss on a roll of 00).

Improved melee weapons: Choose one of the following with any melee weapon that you create: +1 die of damage, weight decreased by 20%.

Improved explosives: Choose one of the following with any explosive device that you create: +1 die of damage, +2 to blast radius, or +10% to Traps rolls to set off.

Improved drugs: Choose one of the following with any drug that you create: doubled / halved duration, a temporary +1 or -1 modifier to any attribute or secondary statistic affected by the drug as long as the drug's duration lasts, or +10% or -10% to the drug's addiction chance.

Improved healing chems: Choose one of the following with any healing chem that you create: +1 die of damage healed, or -1 die of fatigue from withdrawal effects.

Improved electronics: Choose one of the following with any electronic device that you create: double fuel cell efficiency, or improve any one effect by 50% (at the GM's discretion): for instance, the transmitting distance of a radio.

Improved mechanics:

The economy of the wasteland

Everyone in the wasteland

Diseases

Everyone in the wasteland is susceptible to a myriad of very harsh diseases. Diseases can take on many forms, from the merely irritating to the very deadly. All diseases presented here are contagious via one means or another; diseases spread via the bloodstream can manifest through touching an open wound of someone infected, sharing blood via a hypodermic or something similar, or through having sex. Airborne diseases are more potent and can spread through social contact. The GM judges exactly whether you are susceptible to catch a disease or not in each different situation.

When you are exposed to a disease, the GM secretly rolls against your Poison Resistance. If the roll fails, then you will catch the disease and be susceptible to its effects after an incubation period, which is secretly rolled for. (This way, the player will not be sure whether they contracted a disease or not, or even aware that they had a chance of contracting a disease, until the symptoms manifest.) If the roll succeeds, then you were lucky and your body ward off the disease, this time. Modify the Poison Resistance roll by the following, depending on the amount of contact you had with the victim:

| Situation | Modifier |
|-------------------------------|----------|
| Avoided contact with victim | +30% |
| Was near victim | +20% |
| Touched victim | +10% |
| Prolonged contact with victim | -10% |
| Ate part of victim | -20% |
| Intimate contact with victim | -30% |

In the case of many diseases, you can eventually ward it off with repeated ENx5 rolls made to resist their effects. If so, then your body has built up an antibody to it and has become immune to it, and can never catch it again.

Medical cures are available for all known diseases, though they may be quite hard to come by. The common costs of medical cures for each different disease are listed in their descriptions. Furthermore, a skilled doctor can treat a disease with a Medic roll at a certain modifier (base time is always 3 hours / 30 minutes.) The modifier to do so is listed in the disease's description as well.

Bug bite: Bug bite is a disease which causes blistering and swelling in the infected area as well as sharp pains and fever. The victim must roll ENx5 or less on a percentile daily or else lose 1d3 hit points and suffer -1 Agility from the sharp pains. Two ENx5 rolls need to be consecutively passed, for the victim to fight off the disease and develop antibodies to it (they will never be affected by the disease again.) Bug bite spreads via the bloodstream. *Incubation time:* 1d8 days.

Desert dust: Desert dust is a mysterious disease common in snakes which causes a severe form of dehydration in the victim. The victim must consume three times as much water as they normally require; otherwise, they suffer the standard penalties for dehydration. As well, their bodies begin to blister severely, and each day they must roll ENx5 or less on a percentile or permanently lose 1d3 hit points as long as the disease is in effect. Three consecutive ENx5 rolls must be made in order to fight off the disease and regain the lost hit points. Desert dust spreads via the bloodstream. *Incubation time:* 1d4 days.

New plague: New plague is a disease which causes the slow degradation of the immune system. It is commonly found in all types of animals, as well as people living in stagnant city areas. Those infected must roll ENx5 or less on a percentile each day or else roll 1d10 and randomly suffer one of the following penalties. 1-4: -1 Endurance; 5-7: -1 Strength; 8-10: -1 Reaction, as well as the loss of 1d8 hit points. These effects are permanent as long as the victim is infected with the disease. If five ENx5 rolls are consecutively passed, then the victim has managed to fight off the disease and develop antibodies to it (they will never be affected by the disease again.) New plague is an airborne virus.

Also note that super mutants are fully immune to the effects of new plague, though they can still carry it. *Incubation time*: 1d3 days.

Rabies: Rabies causes the victim to become fevered and subject to discomfort. It is commonly carried by most types of mammals, namely dogs and rats, and only rarely by humans. The victim becomes anxious, irritable, and confused, and eventually becomes delirious and subject to hallucinations and insomnia. Daily, the victim must roll ENx5 or less on a percentile or else roll 1d10 and randomly suffer one of the following penalties: 1-3: -1 Intelligence; 4-10: -1 Perception. When the victim has lost more than three points from those attributes, they become extremely irritable and aggressive, attacking everyone and everything they come across unless they can make an Intelligence roll (modified by the GM by how familiar the thing is, what the thing is doing, etc.) If three ENx5 rolls are consecutively passed, then the victim has managed to fight off the disease and develop antibodies to it (they will never be affected by the disease again.) Rabies spreads via the bloodstream. *Incubation time*: 2d10 days.

Sewer rot: Sewer rot causes the victim to gradually rot away and become deformed. The victim must make an ENx5 percentile roll daily or lose 1d10 hit points and suffer a -1 penalty to Reaction; these penalties are permanent as long as the victim has the disease. Three consecutive successful ENx5 rolls are necessary to fight off the disease and recover from all of its penalties. Sewer rot spreads via the bloodstream. *Incubation time*: 1 day.

Wasteland herpes: Wasteland herpes is the loathsome sexually transmitted disease of the wasteland. Roughly 25% of all prostitutes carry it, and it will spread quickly if safe sex is not practiced! Wasteland herpes causes debilitating pain in the groin. The user suffers -1 Reaction due to the discomfort it causes, plus any hit to the groin is excruciatingly painful, causing an additional 1d6 points of damage. The disease cannot be cured short of a full medical treatment. Wasteland herpes spread via the bloodstream. *Incubation time*: 1d12 days.

Chems

Alcohol (per oz consumed): -1 AG, -1 IN, -1 PE, 1d4 fatigue after 1 hour, no withdrawal / addiction effects.

Tranquilizer: 2d8+ fatigue, cramps / nausea, -2 AG, -2 PE, no withdrawal / addiction effects.

FALLOUT BESTIARY

QUICK REFERENCE INDEX

| Rats | XP |
|-------------------------|-----------|
| Cave Rat | 25 |
| Pigrat | 50 |
| Molerat | 100 |
| Molerat, Intelligent | 250 |
| Giant Bunny | 50 |
| Prairie Dog | 125 |
| Giant Opossum | 175 |
| Giant Possum | 250 |
| Insects | XP |
| <i>Cockroach, Small</i> | 50 |
| <i>Cockroach, Large</i> | 150 |
| <i>Roachor</i> | 500 |
| Radscorpion, Juvenile | 50 |
| Radscorpion, Adult | 175 |
| Scorparundi | 300 |
| Giant Ant Worker | 50 |
| Giant Ant Soldier | 150 |
| Giant Ant Queen | 500 |
| Giant Beetle | 75 |
| Giant Cicada | 250 |
| Giant Fire Beetle | 150 |
| Giant Fly | 125 |
| Giant Spider | 200 |
| Giant Wasp | 75 |
| Giant Mantid | 100 |
| Lie Spider | 800 |

| | |
|----------------------------|-------------|
| Worms | XP |
| <i>Desert Tube</i> | 10 |
| <i>Waste Worm</i> | 75 |
| Glowing Slime | 250 |
| Death Angler | 400 |
| Lizards | XP |
| Gecko, Silver | 50 |
| Gecko, Golden | 200 |
| Gecko, Fire | 500 |
| Rubble Lizard | 150 |
| <i>Blind Minecrawler</i> | 175 |
| Glowviper | 350 |
| <i>Gila Monster</i> | 600 |
| Dogs | XP |
| <i>Coyote</i> | 50 |
| Coyote, Dire | 150 |
| <i>Dog, Domesticated</i> | 75 |
| Dog, Feral | 100 |
| <i>Wolf</i> | 100 |
| <i>Wolf, Dire</i> | 400 |
| Nuke Pooch | 200 |
| Plants | XP |
| <i>Spore Plant</i> | 50 |
| <i>Spore Flower</i> | 125 |
| <i>Giant Sundew</i> | 200 |
| Aliens | XP |
| Alien | 1500 |
| Wannamingo | 1000 |
| Creeper | 750 |
| Flailer | 750 |
| Centaur | 850 |
| Floater | 1000 |
| Robots | XP |
| Behemoth | 2500 |
| Brainbot | 400 |
| Floating Eye | 250 |
| Gasbot | 250 |
| Heavy Combat Bot | 800 |
| Heavy Combat Bot MKII | 1400 |
| Loadlifter Bot | 800 |
| Mr. Handy | 200 |
| Policedroid | 300 |
| Skitter Bot | 250 |
| Turret | Varies |
| Miscellaneous | XP |
| <i>Brahmin</i> | 75 |
| <i>Deathclaw, Adult</i> | 1000 |
| <i>Deathclaw, Juvenile</i> | 250 |
| Mutated Grizzly Bear | 1500 |
| <i>Radvulture</i> | 200 |
| <i>Shadowclaw</i> | 1250 |
| Templates | XP |
| Radiated | +10% |
| Nasty | +25% |
| Tough | +50% |
| Intelligent | +5% / level |

Worms

Large, mutated, disgusting abominations known as worms – any relation to the pre-war variety of worm is debatable – are a common thing in many parts of the wastes. Worms are parasites, latching onto a host body for sustenance, usually found in the form of blood.

Desert tubes are the simplest variety of parasitic worm. Desert tubes are found practically everywhere, as they can endure very hot and toxic conditions. Desert tubes resemble bloated leeches and are usually yellow or brown in color. However, unlike normal leeches, their skin is completely pockmarked and dry. They have a large head with hooked teeth which they use to latch onto any organism which comes by them. Removing a tube is quite painful, and usually requires the assistance of a doctor; otherwise, the tube will stay attached to a large part of the portion's flesh (resulting in 1d6 damage). Conversely, tubes have been known to be used by doctors for medical treatment, either for helping in treating infections or healing damaged or crippled limbs. The application of a leech gives a +15% bonus to Medic rolls in doing so, though in either case, the attending doctor must make a Medic roll or the leech will transfer a disease (typically desert dust or sewer rot) to the victim. Furthermore, the leech must be removed afterwards with a Medic roll, or the patient will suffer 1d6 damage, as mentioned above.

Waste worms are larger flatworms. While they do not drain blood as desert leeches do, they have a similar set of nasty, barbed teeth. They are commonly parasites on large animals such as brahmin, where they eat away anything at all that comes on the brahmin as well as slowly eating the brahmin itself.

Desert tube

ST: 1 **Action Points:** 5
PE: 1 **Armor Class:** 15
EN: 1 **Sequence:** 2
CH: 1 **Movement:** 1/20
IN: 1 **Reacts At:** -12
AG: 1 **Critical Success:** 01
LK: 1 **Critical Failure:** 91-00
HP: 3

Attacks: Bite (10% To Hit, no damage, 5 AP, RNG 0 – must bite a victim which is in the same hex. Leeches typically bite targets which are unaware to them. A bit target must roll Poison Resistance every hour or lose 1d6 hit points from blood loss. After the leech has latched on for 1d6 hours, it will detach itself.)

Damage Resistance: none

XP: 5

Waste worm

ST: 1 **Action Points:** 5
PE: 1 **Armor Class:** 10
EN: 1 **Sequence:** 2
CH: 1 **Movement:** 1/10
IN: 1 **Reacts At:** -2
AG: 1 **Critical Success:** 01
LK: 1 **Critical Failure:** 91-00
HP: 5

Attacks: Bite (25% To Hit, 1d6-4 damage, 3 AP, RNG 0 – must bite a victim which is in the same hex)

Damage Resistance: none

XP: 10

Rats

Rats are some of the most common critters out there in the wasteland. Extremely common and persistent creatures, rats have managed to survive and, in some places, flourish, going by their strength in numbers alone.

Rats in the wasteland have mutated, either by radiation, genetic tampering, or FEV exposure, into many different varieties, each suited for a different type of climate and area. Rats are primarily nocturnal and tend to live in the dark, in caves, ruined buildings, and the like. Rats one of the few critters common in civilized areas, too, and, as more than one squatter will tell you, they make for good eating.

Rats are found alone, in groups of 2-24, and swarms of 25-100. Rats can live pretty much anywhere; they primarily live in caves, ruined buildings, and other places which are dark and, preferably, damp. Rats are scavengers, and will be attracted to pretty much anything that's dead as well.

Cave rats appear as the rats we know today; less than half a meter long from head to tail, with black fur, and small paws, tail, and head. Some are mutated (with cancerous lumps on their bodies, extra appendages, etc.) but, by and large, they are the rats we are familiar with today. They weigh from 1 to 3 kilograms.

Pig rats are bloated and slightly larger rats. From a genetic mutation, they are hairless, and their pink, scarred skin resembles a pig's (hence their name.) They have significantly more muscle mass than cave rats and because of this they appear comically bloated and stout. Pig rats are about half a meter long, just as tall, and weigh anything from 3 to 10 kilograms. Some pig rats are poisonous; they typically carry a type A poison (1 level per hit). These rats are worth 25% more XP.

Mole rats are much, much larger than both cave and pig rats. They can grow to be more than a meter tall and twice as long.

Hit locations: Hit locations for rats are as a human (only the arms and legs are instead the corresponding paws.)

Frequency: Very common.

Cave Rat

ST: 1 **Action Points:** 7
PE: 3 **Armor Class:** 0
EN: 1 **Sequence:** 6
CH: 1 **Movement:** 1/4
IN: 1 **Reacts At:** -6
AG: 4 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00
HP: 6
Attacks: Bite (20% To Hit, 1d6-4 imp, 3 AP)
Damage Resistance: none
XP: 20

Pig Rat

ST: 3 **Action Points:** 8
PE: 4 **Armor Class:** 0
EN: 3 **Sequence:** 8
CH: 1 **Movement:** 1/2
IN: 1 **Reacts At:** -9
AG: 6 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00
HP: 12
Attacks: Bite (20% To Hit, 1d6-4 imp, 3 AP)
Damage Resistance: Crush 1, Impale 2 1 0 1 1
XP: 40

Mole Rat

ST: 1 **Action Points:** 7
PE: 3 **Armor Class:** 0
EN: 1 **Sequence:** 8
CH: 1 **Movement:** 1/4
IN: 1 **Reacts At:** -9
AG: 4 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00
HP: 6
Attacks: Bite (20% To Hit, 1d6-4 imp, 3 AP)
Damage Resistance: none
XP: 20

Deathclaws

Deathclaws are a race of semi-intelligent, gigantic mutated lizard; originally a genetically-engineered Jackson's Chameleon (horned variety), but now far from it. They get their name from their claws, which are foot-long, razor sharp masses of bone. They also possess menacing horns. Their skin ranges from pale yellow to near black, though it is usually brown. Some deathclaws have a shaggy mane of hair around their head and back. They can walk on two legs, though most of the less intelligent walk on all fours.

Deathclaws live in many different organizations: alone, in mated pairs, in small groups of 3-6, or in tribes of about 5-15 adults. Most of their time is spent hunting or protecting egg-laying females. Deathclaws, when in tribes, live in a

matriarchal society, with the deathclaw mother who lays the most eggs in charge of the rest. Deathclaws are typically nocturnal, though they are commonly active during the day as well, depending on the hunting cycle of the deathclaw.

Hit locations: Hit locations for deathclaws are as a human.

Frequency: Rare.

Deathclaw

ST: 8 **Action Points:** 9
PE: 7 **Armor Class:** 25
EN: 5 **Sequence:** 14
CH: 1 **Movement:** 2
IN: 1 **Reacts At:** -8
AG: 9 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00
HP: 70

Attacks: Claw Swing (70% To Hit, 3d6+12 crush, 3 AP); Claw Stab (70% To Hit, 2d6+8 imp, no DR, 4 AP); Bite (50% To Hit, 4d6+16 imp, 4 AP); Gore (80% To Hit, 5d4+20 crush, double knockdown chance, 5 AP)

Damage Resistance: Impale 7/25, Crush 7/50, Fire 3/00, Energy 2/25, Explode 3/25, Electric 5/25.

XP: 600

Baby deathclaw

ST: 6 **Action Points:** 10
PE: 5 **Armor Class:** 35
EN: 4 **Sequence:** 10
CH: 1 **Movement:** 1
IN: 1 **Reacts At:** -4
AG: 11 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00
HP: 30

Attacks: Claw (50% To Hit, 1d8+1 imp, 3 AP); Bite (40% To Hit, 2d8+2 imp, 4 AP)

Damage Resistance: Impale 3/25, Crush 4/25, Fire 0/00, Energy 2/00, Explode 3/00, Electric 4/00.

XP: 200

Shadowclaw

ST: 7 **Action Points:** 10
PE: 11 **Armor Class:** 25
EN: 6 **Sequence:** 22
CH: 1 **Movement:** 2
IN: 1 **Reacts At:** -7
AG: 11 **Critical Success:** 01-05
LK: 5 **Critical Failure:** 95-00
HP:

Attacks: Claw Swing (90% To Hit, 3d6+9 crush, 3 AP); Claw Stab (70% To Hit, 2d6+6 imp, no DR, 4 AP); Bite (70% To Hit, 4d6+12 imp, 4 AP)

Damage Resistance: Impale 7/25, Crush 7/50, Fire 3/00, Energy 2/25, Explode 3/25, Electric 5/25.

XP: 1000

Mother deathclaw

ST: 13 **Action Points:** 12
PE: 12 **Armor Class:** 45
EN: 8 **Sequence:** 24
CH: 1 **Movement:** 2
IN: 1 **Reacts At:** -10
AG: 14 **Critical Success:** 01-05
LK: 5 **Critical Failure:** 95-00
HP: 60

Attacks: Claw Swing (100% To Hit, 3d6+24 crush, 3 AP); Claw Stab (100% To Hit, 2d6+16 imp, no DR, 4 AP); Bite (80% To Hit, 4d6+32 imp, 4 AP); Gore (120% To Hit, 5d6+40 crush, double knockdown chance, 5 AP)

Damage Resistance: Impale 12/50, Crush 17/50, Fire 6/25, Energy 10/50, Explode 12/50, Electric 9/25.

XP: 1500

Blind mincrawler

Blind mincrawlers are huge lizards which inhabit dark, subterranean areas, typically in large mineshafts and caves. While they have lost the use of their eyes, they have fairly good senses of directional hearing and excellent senses of smell which they use to locate their prey. Mincrawlers also have a 'sixth sense' which allows them to detect very fine vibrations on the ground they stand on, which further helps them in directionally locating prey. Blind mincrawlers are well known for the tall tales miners tell of their encounters with them. They are, on average, 2.7 meters long and they weigh from 650 to 900 lbs.

Blind mincrawlers are typically active during the day, and they sleep in secluded areas at night. Many blind mincrawlers have lairs which they share with 1-4 individuals (and possibly a nest of 1-8 juveniles.) Blind mincrawlers are rarely aggressive except when hunting prey (usually once a week) or defending their territories from a perceived threat which acts aggressively towards them. Mincrawlers always split up when hunting so that they can use as much stealth as possible when tracking down their prey.

Blind mincrawlers have 1 PE for the purposes of vision rolls, but otherwise their PE functions normally. Furthermore, they receive +5 PE for the purpose of detecting sneaking creatures and finding creatures by tremorsense (resolve as a PE roll with normal modifiers for range, and at +1 per 100 lbs. the target weighs.)

Blind mincrawler

ST: 9 **Action Points:** 6
PE: 8 **Armor Class:** 15
EN: 8 **Sequence:** 16
CH: 1 **Movement:** 1
IN: 1 **Reacts At:** -4
AG: 3 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00
HP: 50

Attacks: Claw (60% To Hit, 1d12+4 imp, 4 AP); Bite (50% To Hit, 2d6+8 crush plus 1d3 levels of type A digestive acids, 6 AP); Trample (70% To Hit, 2d4+8 crush, double knockdown chance, 6 AP)

Damage Resistance: Impale 4/25, Crush 6/50, Fire 5/25, Energy 2/00, Explode 3/25, Electric 2/25.

XP: 750

Gila monster

The Gila monster of the wastelands is a gigantic version of the volatile Mexican lizard from before the war. Mildly poisonous, able to swallow its prey whole in its powerful jaws, and with very thick, beaded skin, the Gila monster makes a formidable opponent. Gila monsters have black and yellow skin, a short, fat body, short limbs with strong claws, and a short, swollen tail. Gila monster poison is known for making the victim very weak, causing them to break out with abdominal cramps and other pains around their body.

The Gila monster is typically found alone. They dig out their own burrows in the desert, where they spend their days sleeping. They are active at night, and will eat anything they come across.

Hit locations: Hit locations for Gila monsters are as a human.

Frequency: Uncommon.

Gila monster

ST: 6 **Action Points:** 7
PE: 5 **Armor Class:** 14
EN: 7 **Sequence:** 10
CH: 1 **Movement:** 1
IN: 1 **Reacts At:** -7
AG: 4 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00
HP: 55

Attacks: Claw (40% To Hit, 2d8+2 impale, 3 AP); Bite (30% To Hit, 2d12+2 imp plus 1d3 levels of type C5 poison, 4 AP).

Damage Resistance: Impale 4/25, Crush 6/50, Fire 5/25, Energy 2/00, Explode 3/25, Electric 2/25.

XP: 300

Dogs

Dogs are all over the place. They exist in equal amounts as lovable, furry pets and as ferocious, feral predators. Dogs in the wasteland have managed to thrive due to their resourcefulness, and are pretty much the same as they were before the war. They stand from 0.5 to 1.5 meters tall at the shoulder, weigh from 15 to 80 kilograms, and walk on all fours. Dogs are found in all sorts of groups, from lone solitary dogs, to pairs, to families of 3 to 5 individuals, to huge packs of dogs containing 10 to 50 individuals. Dogs are found in all types of breeds, from German shepherd to golden retriever.

Coyotes are small scavenger dogs. Unlike other types of dogs, they are reclusive and rarely seen in packs. They stand about 0.9 meters tall, weigh about 25 kilograms, and usually have light brown fur. Coyotes won't usually attack humans unless provoked, tending to attack harmless animals (commonly rats or brahmin) or eat dead ones instead.

Wolves have managed to survive the war as well, and even thrive in the post-nuclear environment; in addition to the normal North American gray wolf, huge dire wolves have returned to the wasteland as well. Whether this is a product of FEV, radiation, or something else is unknown. Wolves stand from 1.2 to 1.6 meters tall, weigh from 40 to 90 kilograms, and are highly social animals. Wolves have highly distinctive calls, which they use to communicate information to one another while on the hunt, and each wolf pack is led by a dominant alpha male (treat as a tough or nasty wolf.) Wolves are often solitary, though their hunting packs number from 5 to 25 individuals.

In combat, a common tactic for all types of dogs is to circle an opponent to confuse them and then lunge in for the attack (treat this as a calculated attack: +2 AP cost, +50% To Hit), tripping the opponent and then biting them while they are on the ground. This tactic is particularly effective when dogs are in a large pack. When seriously wounded, a dog will usually try to overcome its prey if it can; failing that, it will run away. This is another useful pack tactic, since any wounded dogs no longer attacking an opponent can run to the back of the pack while other dogs will rush in.

Dog

ST: 3 **Action Points:** 9
PE: 8 **Armor Class:** 15
EN: 4 **Sequence:** 16
CH: 2 **Movement:** 1
IN: 1 **Reacts At:** -1
AG: 8 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00
HP: 20

Attacks: Bite (30% To Hit, 2d8-4 impale, 3 AP); Lunge (40% To Hit, 1d8-2 crush, x3 knockdown chance, 4 AP).

Damage Resistance: None.

XP: 50

Coyote

ST: 3 **Action Points:** 9
PE: 7 **Armor Class:** 10
EN: 3 **Sequence:** 14
CH: 1 **Movement:** 1
IN: 1 **Reacts At:** +1
AG: 9 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00
HP: 15

Attacks: Bite (20% To Hit, 1d8-2 impale, 3 AP); Lunge (40% To Hit, 1d4-2 crush, x2 knockdown chance, 4 AP).

Damage Resistance: None.

XP: 30

Wolf

ST: 5 **Action Points:** 9
PE: 9 **Armor Class:** 10
EN: 5 **Sequence:** 18
CH: 3 **Movement:** 1
IN: 1 **Reacts At:** -4
AG: 8 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00
HP: 30

Attacks: Bite (80% To Hit, 2d6 impale, 3 AP); Lunge (70% To Hit, 1d8 crush, x3 knockdown chance, 4 AP).

Damage Resistance: None.

XP: 100

Dire wolf

ST: 8 **Action Points:** 8
PE: 10 **Armor Class:** 10
EN: 7 **Sequence:** 20
CH: 3 **Movement:** 1
IN: 1 **Reacts At:** -6
AG: 6 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00
HP: 60

Attacks: Bite (90% To Hit, 3d6+9 impale, 3 AP); Lunge (80% To Hit, 2d8+6 crush, x4 knockdown chance, 4 AP).

Damage Resistance: Impale 2/00, Crush 3/25, Fire 1/00, Energy 0/00, Explode 1/25, Electric 3/25.

XP: 250

Cockroaches

One of the most numerous and adaptive of all species that evolution spit upon this planet, cockroaches existed on every continent before the War. After the bombs flew, they still managed to hold on to their niche, especially in ruins of cities with lots of dark, dirty areas for them to crawl through. Cockroaches range anywhere from an inch in length to 60 cm, but only the 'giant' variety is dangerous. The last variety of cockroach is a rarely seen huge roach, roughly the size of a compact car: the pinnacle of radioactive and toxic exposure. They are typically known as 'roachors' and, much more aggressive and deadly than their smaller counterparts, they are to be feared. They can be encountered alone, but the most common – and deadly – species travels in clusters of 10-30 individuals. They do not make a habit of attacking humans, but will defend their garbage heaps, and large swarms of these creatures can easily overwhelm a person or a small group. Usually, cockroaches will call off the attack if their target flees.

Cockroaches, with their innate ability to survive exposure to all sorts of poisons, can be exposed to a *lot* of radiation, FEV, and other things which might cause them to mutate and grow larger. Cockroaches automatically have a 90% poison resistance. Furthermore, unlike other insects, any hit to the head or eyes does not do any additional damage: cockroaches can live for over a week without a head. The only real way to kill a cockroach is to destroy its whole body.

Giant cockroach, small

ST: 3 **Action Points:** 7
PE: 6 **Armor Class:** 30
EN: 4 **Sequence:** 12
CH: 1 **Movement:** 0.5
IN: 1 **Reacts At:** -4
AG: 5 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00
HP: 15

Attacks: Mandible (50% To Hit, 1d10-2 impale plus 1 level of type B poison, 4 AP).

Damage Resistance: Impale 2/00, Crush 3/25, Fire 1/00, Energy 0/00, Explode 1/25, Electric 3/25.

XP: 60

Giant cockroach, large

ST: 7 **Action Points:** 7
PE: 6 **Armor Class:** 15
EN: 8 **Sequence:** 12
CH: 1 **Movement:** 1
IN: 1 **Reacts At:** -5
AG: 5 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00
HP: 35

Attacks: Mandible (75% To Hit, 1d12+2 crush plus 1d3 levels of type B poison, 4 AP).

Damage Resistance: Impale 5/00, Crush 6/25, Fire 3/00, Energy 1/00, Explode 5/25, Electric 4/25.

XP: 150

"Roachor"

ST: 17 **Action Points:** 8
PE: 7 **Armor Class:** 35
EN: 14 **Sequence:** 14
CH: 1 **Movement:** 2
IN: 2 **Reacts At:** -9
AG: 6 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00

HP: 180

Attacks: Mandible (90% To Hit, 1d12+24 impale plus 1d4 levels of type D poison, 4 AP), Trample (60% To Hit, 1d12+12, 6 AP. This attack is automatically while moving through an area.)

Damage Resistance: Impale 3/50, Crush 7/50, Fire 3/50, Energy 2/25, Explode 3/25, Electric 3/25.

XP: 800

Mantids

These giant, mutant insects come from the praying mantis, a creature nearly extinct before the War. They have since become a popular sight in the post-War Americas, and are known to devour crops and cattle. On rare occasions, a pack of mantids will attack humans. Mantids travel in swarms of 15 or 20, and will generally not attack unless provoked. They communicate simple things with high-pitched chatter noises (made by clicking their mandibles together.) They are highly skilled and very patient hunters. Mantids possess a Stealth skill of 80% which they use when hunting to sneak up on their prey before springing.

Mantid

ST: 4 **Action Points:** 9

PE: 9 **Armor Class:** 25

EN: 4 **Sequence:** 18

CH: 1 **Movement:** 1

IN: 3 **Reacts At:** -6

AG: 9 **Critical Success:** 01-04

LK: 4 **Critical Failure:** 94-00

HP: 180

Attacks: Mandible (60% To Hit, 2d4-2 crush, 4 AP), Claw (70% To Hit, 1d8-1 impale, 3 AP).

Damage Resistance: Impale 2/00, Crush 3/25, Fire 1/00, Energy 0/00, Explode 1/25, Electric 3/25.

XP: 100

Radscorpions

Another common denizen of the western desert was the scorpion. This species got a second lease on life when radiation from the War allowed it to grow to gargantuan proportions. Radscorpions range in size from 50 cm to 2 meters in length, and range in color from pale white to brown and black. Their wicked tails contain sacs of venom, and are tipped with a stinger almost 15 cm long. Radscorpion tails are considered valuable, since typical poison antidotes are easily made from a distilled version of the venom inside the sacs. Furthermore, they have thick, chitinous hides which offers them a great deal of protection.

Radscorpions can be encountered in groups of up to 8, or alone. They prefer shady areas, and can often be found in canyons or caves. Radscorpions are rarely encountered in the open desert, or in areas of high vegetation.

Radscorpion, lesser

ST: 5 **Action Points:** 8

PE: 5 **Armor Class:** 20

EN: 6 **Sequence:** 10

CH: 1 **Movement:** 1

IN: 1 **Reacts At:** -7

AG: 6 **Critical Success:** 01-04

LK: 4 **Critical Failure:** 94-00

HP: 25

Attacks: Claw (50% To Hit, 1d8 crush, 3 AP), Stinger (40% To Hit, 1d10 impale plus 1d3 levels of type C poison, 5 AP).

Damage Resistance: Impale 5/00, Crush 6/25, Fire 3/00, Energy 1/00, Explode 5/25, Electric 4/25.

XP: 125

Radscorpion, greater

ST: 8 **Action Points:** 8

PE: 6 **Armor Class:** 20

EN: 6 **Sequence:** 12

CH: 1 **Movement:** 2

IN: 2 **Reacts At:** -8

AG: 6 **Critical Success:** 01-04

LK: 4 **Critical Failure:** 94-00

HP: 40

Attacks: Claw (65% To Hit, 1d8+3 crush, 3 AP), Stinger (50% To Hit, 1d10+3 impale plus 1d6 levels of type C poison, 5 AP).

Damage Resistance: Impale 5/00, Crush 6/25, Fire 3/00, Energy 1/00, Explode 5/25, Electric 4/25.

XP: 200

Brahmin

Brahmin, or two-headed cows, are the only farm animal that is widely found in the wasteland. Because of this, brahmin are the center of the way of life for most communities: if you're a farmer, brahmin are probably responsible for the food you eat, the clothes on your back, the weapons you defend yourself with, and much more. Every part of the brahmin can be used – their meat is delicious when grilled into a steak, their bones can be easily carved to make simple weapons or other implements, their hide can be skinned and made into leather, their hair woven into bags and ropes, their fat into soap, their sinew into bowstrings, and their shit into fertilizer, among other things. Brahmin are one of the most valuable commodities one can have. Brahmin can also be ridden or used to tow wagons or caravans, though they are unreliable in combat, and, of course, brahmin make great things to feed to roving radscorpions, deathclaws, and the like.

Most farmers own a handful of brahmin, while well-respected cattle ranchers in places like the NCR own thousands, with all the workers necessary to tend to them, of course. Many travelers own one or two brahmin, also – you never know when one might come in handy, and if all else fails, you can kill it and eat it. Rumors of great brahmin stampedes are unfounded, though a few travelers claim to have seen such things.

In combat, brahmin tend to charge things smaller than them; otherwise, they will flee. When seriously wounded, or if their legs are damaged, brahmin will stampede off (or limp away.) Brahmins are more than susceptible to mob mentality, and if one brahmin runs off because it is wounded, they all will. And, of course, a cattle prod or any electric jolt will *always* send a brahmin running.

Brahmin

ST: 7 **Action Points:** 7

PE: 6 **Armor Class:** 0

EN: 8 **Sequence:** 12

CH: 1 **Movement:** 2

IN: 1 **Reacts At:** -1

AG: 4 **Critical Success:** 01-04

LK: 4 **Critical Failure:** 94-00

HP: 40

Attacks: Head butt (50% To Hit, 1d8+2 impale, 4 AP), Trample (40% To Hit, 1d6+2 crush, 6 AP).

Damage Resistance: Impale 1/00, Crush 2/00, Fire 1/00, Energy 0/00, Explode 1/00, Electric 0/25.

XP: 75

Radvultures

Radvultures, also simply known as 'mutant vultures', are the grisly marriage of the prewar vulture and a lot of radiation and airborne FEV. They are typically 1 meters tall at the wings, when perched, and have a wingspan of more than 3 meters. Radvultures have excessive bone deposits all over their large, misshapen bodies, and mottled, dirty feathers. Their powerful wings can support their heavy bodies, allowing them to fly awkwardly.

As scavengers, radvultures will eat pretty much anything they find that is dead or dying. In a pinch, however, a radvulture (or, more commonly, a group of them, as radvultures are pack animals) will attack anything smaller than it – small mammals and lizards, giant insects, and even humans, occasionally. In combat, radvultures will close in to attack with their powerful beaks and then carry off dead or dying opponents in their powerful claws. If they are losing a fight, they will typically grab what they can and fly away. Radvultures are typically found flying in groups of 3-8.

Radvultures occasionally lay eggs – typically no more than 1-2 per year – and they are valuable, often able to fetch a high price if captured uninjured and given to the right people. Not only are they valuable for scientific research or possible training as pets, but they also make a great omelet, since most other birds have gone extinct.

Radvulture

ST: 9 **Action Points:** 7

PE: 8 **Armor Class:** 20

EN: 10 **Sequence:** 16

CH: 1 **Movement:** 1 (5 when flying)

IN: 2 **Reacts At:** -6
AG: 4 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00
HP: 60
Attacks: Claw (80%, 1d12+3 impale, 3 AP), or Bite (70%, 2d10+6 impale, CC 3%, 4 AP)
Damage Resistance: Impale 5/25, Crush 4/00, Fire 2/00, Energy 3/00, Explode 1/00, Electric 1/25.
XP: 400

Giant flies

Household pests on a gigantic scale, giant flies are the product of the common house fly from before the war and a good dose of radiation or FEV. They are typically swarming with one or more forms of disease, which makes them particularly disgusting. They can range in body size from about a quarter of a meter to a full meter in length, with a wingspan typically double their body length. Flies weigh anything from 10 lbs. to 25 lbs.

Giant flies have hundreds of eyes and are sensitive to movements in the air around them, which makes them very hard to hit in combat or to catch surprised. Agile fliers, they can take off and land very quickly, due to their powerful wings, and remain in the air indefinitely. Flies can be found alone, in pairs, or in small swarms of up to a hundred individuals.

Giant flies are nocturnal. They typically eat or kill things much smaller than them – smaller bugs, maybe children, and all forms of edible junk – and if provoked they will fly away. Flies will also search out places to lay their eggs in, either in dead animals or people, which turn into maggots and eat the host's remains after a period of 1d6 days. They will only attack if confused or confined into a tight area.

Giant fly

ST: 6 **Action Points:** 8
PE: 10 **Armor Class:** 30
EN: 5 **Sequence:** 20
CH: 1 **Movement:** 1 (3 when flying)
IN: 1 **Reacts At:** -4
AG: 6 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00
HP: 40
Attacks: Mandible (75%, 1d8+1 plus disease – new plague, sewer rot, or bug bite, 4 AP).
Damage Resistance: Impale 2/00, Crush 1/00, Fire 1/00, Energy 0/00, Explode 0/00, Electric 0/00.
XP: 100

Spore plants

This species of plant is certainly a nasty customer. Spore plants grow almost anywhere, but they are usually found among other plants so they can blend in and ambush their prey. They stand about 2 meters tall and have a 'flower' like a Venus flytrap, a plant which it probably mutated from. When spore plants sense movement and heat, they shoot a sharp thorn from their flower. When it senses that the creature it shot at is no longer moving, it will then proceed to eat the unlucky creature with its flower, swallowing it and absorbing it with its digestive juices.

Spore plants usually grow together, as several are always more dangerous than one, and at least one of them is guaranteed a meal. Spore plants attack anything that is warm and moves. Note that spore plants cannot move – they are, literally, planted.

Spore flowers are similar to spore plants, except for the fact that they have much wider bases and have many spore mouths which can bite onto prey or unleash clouds of spores. Spore flowers grow in large 'colonies' similar to the way that fungus does. The clouds of spores released by a spore plant have a mild hallucinogenic effect (so the spores are valued by druggies everywhere.) A spore flower typically has 1-8 large 'heads' which can each bite or spit a spike simultaneously.

Spore plant

ST: 3 **Action Points:** 7
PE: 3 **Armor Class:** 0
EN: 6 **Sequence:** 6
CH: 1 **Movement:** 0
IN: 1 **Reacts At:** -6
AG: 4 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00
HP: 20

Attacks: Bite (65%, 1d8-2 plus Type A acid, 4 AP), Spit Spike (75%, 1d6, 3 AP, RN 4).
Damage Resistance: Impale 2/00, Crush 1/00, Fire 1/00, Energy 0/00, Explode 0/00, Electric 0/00.
XP: 75

Spore flower

ST: 9 **Action Points:** 7
PE: 3 **Armor Class:** 5
EN: 7 **Sequence:** 6
CH: 1 **Movement:** 0
IN: 1 **Reacts At:** -8
AG: 4 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00
HP: 20

Attacks: Bite (65%, 1d8+4 plus Type A acid, 4 AP), Spit Spike (85%, 1d8, 3 AP, RN 4), Spore Cloud (treat as gas attack, 1d6 meters in diameter, Type B poison + hallucinogen)
Damage Resistance: Impale 3/25, Crush 4/50, Fire 2/00, Energy 0/00, Explode 3/25, Electric 0/00.
XP: 300

Giant sundew

Giant sundews are overgrown, humongous versions of normal sundew plants. While they are not predatory, they will automatically trap any creature which comes by them with a sticky substance and draw them into its 'mouth' where digestion will begin.

Giant sundew

ST: 2 **Action Points:** 5
PE: 4 **Armor Class:** 5
EN: 9 **Sequence:** 8
CH: 1 **Movement:** 0
IN: 1 **Reacts At:** -10
AG: 1 **Critical Success:** 01-04
LK: 4 **Critical Failure:** 94-00
HP: 60

Attacks: Sticky trap (60% To Hit, roll AG or be immobilized, roll ST at a cumulative -1 penalty each turn to escape, 0 AP – affects anyone within 1 meter), Digest (affects anyone immobilized for 10 turns, 1d2 levels of Type A acid, 5 AP).
Damage Resistance: Impale 3/25, Crush 4/25, Fire 1/00, Energy 2/00, Explode 2/00, Electric 0/25.
XP: 100

Critter modifications

The critters described above don't just come in their listed forms. All kinds of mutations and otherwise improved versions can be found – alpha males and females, distinct subspecies, as freaks of nature, as genetically modified pets for scientists, or something even stranger. These critters will have altered behavior as well as improved game statistics. Conceivably all kinds of critters exist, especially with the presence of radiation, Forced Evolutionary Virus, and genetic modification – so GMs, let your minds roam free.

Tough critters: A tough critter is just like the original, only *more so* – bigger, stronger, smarter, and perhaps nastier. For a tough critter, make the following changes: increase ST, EN, and PE by 50%, round down; increase AG and IN by 25%, round down; increase its AC by +10%; increase any armor values by 50%, or by 1 point (whichever is higher); and increase any To Hit chances by +20%. The other statistics will not change, though some things, such as poison, radiation, movement, etc. will increase at the GM's discretion. A tough critter is worth 50% more XP than a standard critter of its type.

Nasty critter: A nasty critter is the next logical step from a tough critter. Even bigger and badder, nasty critters are usually quite rare, often the product of radiation, scientific experiment, genetic mutation, or just a lot of thriving. For a nasty critter, double the original critter's ST, EN, and PE; increase its AG and IN by 50%, round down; double any armor values, or increase by 3 points (whichever is higher); increase its AC by +25%; and increase any To Hit chances by +50%. Other statistics will remain the same, but, as a tough critter, some may change at the GM's discretion. A nasty critter is worth *double* the standard experience of a creature of its type.

Intelligent: An intelligent critter is an exceptionally bright version of its kind. Typically created in the laboratory, but occasionally a freak of nature, an intelligent critter may have increases to their Intelligence, Perception, and even Charisma. This causes to behave with far more reasoning and outlook than a typical critter of its kind focused on survival. Such a critter may even be able to communicate, either through speech or another system (squeaks, clicking its claws, through a neural interface, etc.) The main difference between an intelligent critter and an unintelligent one, however, is the intelligent one's capacity for abstract thought – an unintelligent critter, no matter how high their intelligence score (a measure of their 'cunning') will never have such a capacity.

An intelligent critter gains a +1 bonus to Intelligence and Perception per level of intelligence, and a +1 bonus to Charisma if the critter is given the ability to speak. Despite these differences, an intelligent critter is not much more of a challenge in direct combat than its unintelligent counterpart (though it can still be quite a threat and will have a much better idea of when to fight and when to flee in combat). An intelligent critter is worth 5% more XP per level of its intelligence.

Radiated: This template can be applied to virtually any critter which is susceptible to radiation. Such a critter is so irradiated that it emits a faint glow and can spread radiation with any impaling attack which breaks the skin. Any impaling attack inflicts a number of rads in the target equal to the damage they take (minus any armor they are wearing). Furthermore, a radiated critter is given the ability to see in the dark, and all darkness penalties for them are reduced by 20%. A radiated critter is worth 10% more XP than its standard version.

Copy

Computers can be very useful tools, storehouses for vast amounts of information and control panels for advanced systems with many different possible commands. With any found computer, the GM must consider (1) the quality of the computer, in processing speed, storage space, and accessibility; (2) the programs and files present on the computer, useful or not; and (3) any security placed on the computer or the programs and files within.

| Computer | Max rtg | Processor | Hard drive | Security | Base time to hack |
|----------------|---------|----------------|---------------|----------|------------------------|
| Microcomputer | 3 | (1 x rtg) MHz | (2 x rtg) MB | -30% | 10 minutes / 1 minute |
| Storage device | 10 | (2 x rtg) MHz | (8 x rtg) MB | - | 1 hour / 10 minutes |
| Mini-mainframe | 4 | (4 x rtg) MHz | (20 x rtg) MB | -10% | 30 minutes / 5 minutes |
| Terminal | 5 | (6 x rtg) MHz | (15 x rtg) MB | +10% | |
| Mainframe | 8 | (12 x rtg) MHz | (40 x rtg) MB | +10% | |

| | | | | | |
|---------------|----|----------------|---------------|------|------|
| Supercomputer | 12 | (16 x rtg) MHz | (80 x rtg) MB | +20% | |
| Dedicated | - | x1.5 | - | +20% | x1.5 |

* Terminals are essentially very basic mainframes which are connected via a network to a very powerful mainframe or supercomputer.

| Program | Max rtg | Size |
|--------------------------|---------|-----------------|
| Network connection | - | 20 MB |
| High-speed network | no max | (2 x rtg) MB |
| Network security | 12 | (5 x rtg) MB |
| Picture | 3 | (100 x rtg) KB |
| Sound clip | - | 40 KB / second |
| Video clip | - | 200 KB / second |
| Text file | - | 50 KB / page |
| Security software | 20 | (10 x rtg) MB |
| Trace software | 25 | (4 x rtg) MB |
| Electronic mail software | - | 4 MB |
| Encyclopedia software | - | 500 KB / page |
| Database | 10 | (rtg) MB |
| Compression software | 4 | (12 x rtg) MB |

Analyze: Analyze actions are designed to look at the contents of a computer and

BRIBERY

Bribery is a useful solution to all of life's problems. It can tide over petty differences, make people forget the past, and otherwise bend or even break the rules people commonly live by. The fact that a little money can do any of these things is living proof that money makes the world go round.

Bribery will increase the reaction of an NPC if a separate Deception vs. Intelligence roll can be made. Apply the following modifiers to the Deception roll:

| Situation | Modifier |
|---|------------------------|
| Loyalty to whatever the bribe acts against | -15% per loyalty level |
| Suspicious of whoever is giving the bribe | -20% |
| Target needs whatever is being offered | +30% |
| Target doesn't need whatever is being offered | -15% |

Failure means the target either declines to accept the bribe, or will accept the money but not act upon the constraints of the bribe, depending on whether the character thinks they can get away with such a thing and whether or not they need what you are offering. A failure will reduce the Reaction of the target towards you by 1, plus 1 per loyalty level towards whomever the bribe is acting against. For example, if the target is of fanatical loyalty (level 4) to a religious figure, and you attempt to bribe them for information about the religious figure but fail, then their reaction towards you will be reduced by 5 levels – most likely prompting them to attack or act against you, or at the very least, causing them to be very suspicious of you.

On the other hand, a success on this roll will mean that the target accepts the bribe and their reaction towards you will improve by a number of levels according to the value of the bribe.

| Bribe value | Reaction | Situation |
|-------------|----------|--|
| \$5 | +1 | No risk (tip) |
| \$20 | +2 | Slight risk (small favor) |
| \$50 | +3 | Moderate risk (favor, minor infringement) |
| \$200 | +4 | Large risk (major infringement) |
| \$500 | +5 | Potentially disastrous (betrayal, serious crime) |
| \$2000 | +6 | Disastrous (huge crime) |

Note that cash is not the only thing that can make a bribe; any item that the target might value will suffice.

A reaction improved in this way will usually result in the target doing whatever you request if the reaction is improved to the appropriate level. However, bribes are by nature things to be suspicious of, so the target will be likely to become suspicious of your motives, and their reaction to you may decrease eventually.

If the target desperately needs what you are offering for whatever reason, then the GM may allow you to roll Intimidation rather than Deception for the purposes of bribery. Alternately, if you are making an entirely legitimate offer that would not alarm anyone (for instance, offering a group of people a donation if they consider whatever you are asking) then the GM may allow you to roll Persuasion rather than Deception.

In situations where many individuals are concerned, multiple bribes may be necessary. This is especially true when dealing with the law or any other large organizations, as officials in many positions on many levels are likely to be involved.

Racism

Since the wasteland is full of hostility between different groups, it stands to reason that there is a great deal of prejudice existing in these places. Many people are predisposed to be afraid of or to oppress certain races, ethnicities, or groups because of beliefs (unfounded or not) they have of them. Racism and prejudice applies as a basic modifier to reaction, which can range from simple distrust (-1 Reaction) to fanaticism and hatred (-5 Reaction).

Mutant races are the most commonly oppressed group (ruling races in any area will typically oppress the other ones), though in many areas where mutants are in power humans are oppressed instead. Select groups, such as people from certain backgrounds (usually tribals or members of different organizations) are often repressed as well by people who fight against their group or who have preconceived notions of what they do.

SOCIAL CONTESTS

Ammunition

| Name | Cost | Weight | Damage | DR | Type |
|-------------------------------------|--------|-----------|-----------|--------------|-----------------|
| 2mm energy cell | \$40 | 1/20 lb. | 2d8 | -50 | Impaling |
| 5mm rifle round | \$6 | 1/20 lb. | 1d8 | | Impaling |
| 7.62mm rifle round | \$7 | 1/20 lb. | 1d10 | | Impaling |
| 9mm round | \$3 | 1/30 lb. | 1d6 | | Impaling |
| 10mm round | \$4 | 1/20 lb. | 1d8 | | Impaling |
| 14mm round | \$9 | 1/10 lb. | 1d10 | | Impaling |
| .223 caliber rifle round | \$7 | 1/20 lb. | 1d10 | | Impaling |
| .44 caliber magnum round | \$5 | 1/20 lb. | 1d8 | | Impaling |
| .45 caliber round | \$6 | 1/20 lb. | 1d10 | | Impaling |
| 12 ga. birdshot shells | \$3 | 1/20 lb. | 1d6 | | Crushing |
| 12 ga. buckshot shells | \$6 | 1/10 lb. | 2d12 | | Crushing |
| 12 ga. slug shells | \$10 | 1/5 lb. | 1d12 | -25 | Crushing |
| Arrow | \$3 | 1/10 lb. | 1d10 | | Impaling |
| BB | \$1 | 1/100 lb. | 1d3 | | Crushing |
| Bolt | \$5 | 1/5 lb. | 1d12 | | Impaling |
| HN Needler cartridge | \$10 | 1/10 lb. | 1d12 | | Impaling |
| HN Needler Armor Piercing cartridge | \$20 | 1/10 lb. | 1d6 | -50 | Impaling |
| Flamethrower fuel | \$60 | 1/2 lb. | 3d10 | | Fire |
| Flamethrower fuel MKII | \$100 | 1/2 lb. | 4d10 | -25 | Fire |
| Flamethrower plasma | \$120 | 1 lb. | 3d12 | -100 | Energy |
| Flamethrower poison gas | \$60 | 1/2 lb. | varies | | Gas |
| Armor Piercing rocket | \$600 | 3 lbs. | 4d10 | -50 | Exploding |
| Explosive rocket | \$500 | 4 lbs. | 5d10 | | Exploding |
| Incendiary rocket | \$500 | 3 lbs. | 4d10 | | Fire |
| Sabot rocket | \$900 | 4 lbs. | 6d10 | -25 | Exploding |
| EMP rocket | \$3000 | 5 lbs. | 4d10 | | Exploding / EMP |
| Rubber rounds | x1 | x2 | -2 levels | +25 (if any) | Crushing |
| Jacketed Hollow Point rounds | x1.25 | x1.5 | +1 level | | Crushing |
| Armor Piercing rounds | x1.75 | x1 | -1 level | -50 | Impaling |
| Full Metal Jacket rounds | x2 | x2 | +1 level | -25 | Impaling |
| Incendiary rounds | x2 | x2 | +1 level | | Fire |
| Explosive rounds | x4 | x2 | +1 die | | Explosive |
| EMP rounds | x10 | x2 | -1 level | | As normal / EMP |

There is a large selection of ammunition that can be found in the wasteland, in all types of calibers and builds. Typical types of ammunition are listed here; for most, no explanation is necessary.

Each different type of ammunition is likely to come in several varieties, as well. Ammunition can be modified to affect the kinetic force it hits its target with (damage), its aerodynamic quality and ability to penetrate armor (by reducing the target's Damage

Resistance), and the type of damage it deals. Ammunition either affects damage by increasing the number of damage dice used, or by modifying the die type rolled for damage. Each modifier will increase or decrease the ammunition's damage die by a number of levels (1d2, 1d3, 1d4, 1d6, 1d8, 1d10, or 1d12). For instance, if you were using Jacketed Hollow Point bullets (+1 level) for your 10mm pistol, the ammunition would deal 1d10 damage (1d8 increased by one level.) Note that you can't combine different types of ammunition modification.

12 ga. shells: 12 gauge shells exist in three main types; birdshot, which is loaded with refuse and designed to kill birds and other small game; buckshot, loaded with metal and designed to kill people and large animals; and slugs, which have a solid metal core and are designed to shred through armor. Note that using slug shells will increase the range of a shotgun by 3.

HN Needler Armor Piercing cartridge: The HN Needler AP cartridge is used exclusively for the HN Needler Pistol. The AP round comes with a chamber which releases its contents upon impact with a target, so it could be conceivably loaded with all kinds of poisons, toxins, and other forms of disease. Any poison which is used in this way will release 1d4 levels of itself when it hits the target.

Flamethrower poison gas: Flamethrower poison gas packs are designed to emit concentrated clouds of gas in a small area. Flamethrower poison gas packs can release any type of gas in the typical flamethrower attack area. This gas then disperses as normal.

Flamethrower plasma: Flamethrower plasma packs are designed to launch an incredibly hot jet of plasma at the target. Like any plasma attack, the plasma stream melts through armor and the target receives no DR to resist.

Rubber rounds: Rubber rounds were used by police and military forces to deal with the widespread riots that occurred before the war, causing pain in the target but not doing any serious injury. Rubber rounds are either rubber-tipped bullets or shotgun shells with which the shot has been replaced with tiny rubber balls. Rubber versions of all bullets but 2mm EC and shotgun shells exist, though they are typically rare and found only in prewar installations. Note that the effects of rubber rounds upon an armor's DT (+25) are only counted if the target is actually armored; if they are armored, simply ignore this modifier.

Jacketed Hollow Point rounds: Jacketed Hollow Point, or JHP, rounds are available primarily for pistol caliber rounds, though JHP rounds are available for all types of bullets with the exception of 2mm EC rounds. JHP ammunition is designed with a flat, wide tip to translate the maximum amount of kinetic force to the target. The drawback to this is that most of this energy will be splattered against the target's armor, if they are wearing any; therefore, JHP rounds are most effective when used against unarmored foes.

Armor Piercing rounds: Armor Piercing, or AP, rounds are available for all types of ammunition except for 2mm EC rounds. AP rounds designed to be

thin and narrow so that they can maximize any armor penetration; however, they transfer less energy to the target.

Full Metal Jacket rounds: Full Metal Jacket rounds, or FMJ rounds, are FMJ ammo is only available for rifle caliber ammunition – 5mm, 7.62mm, and .223 caliber ammunition. FMJ rounds are entirely cased in metal, which makes it very tough. In addition, this promotes penetration without sacrificing expansion, making the FMJ round a good all-around form of ammunition.

Incendiary rounds: Incendiary rounds are bullets which contain sulfur and are designed to burn up within the target upon impact. They do additional damage and burn the target; needless to say, they are quite nasty. The problem with incendiary rounds is that, should the round be a dud or jam within the gun, they will burn up; in the event of a critical miss, both the gun and the firer take 2d10 fire damage and is likely to melt. Incendiary versions of all bullets, except for 2mm EC, as well as arrows and bolts, exist.

Explosive rounds: Explosive rounds have been filled with small amounts of anything from nitroglycerin to military plastic explosives compounds. All explosive rounds achieve the same effect, however, exploding upon impact and doing a great deal of damage. It should also be noted that explosive rounds, like all explosives, have a chance of knocking down their target upon impact. Unfortunately, just as incendiary rounds, explosive rounds can cause gun problems when the round jams within the gun. Upon any critical miss, the gun and the firer take 3d10 explosive damage. Explosive versions of all types of ammo, as well as arrows and bolts, exist.

EMP rounds: These rounds have been fitted with a sophisticated electrical device which releases an electromagnetic pulse upon impact with its target. For this reason, EMP rounds are quite hard to engineer and construct, and, as a result, very rare and expensive to buy. Against a target, EMP rounds do either whatever the ammo's base damage would be *or* EMP damage – whichever would do more damage to the target. EMP versions of every type of bullet exist, as does a hard-to-find shotgun slug shell which is EMP-releasing.

Starting money

Each character starts with $LKd10 + \text{Barter dollars}$ in any currency which they deem to be appropriate, which is further modified by the background of the character (someone from a high-tech society is likely to start with more money than someone from a low-tech one.) Additionally, you may choose to sacrifice your beginning skill points for a substantial bonus to your starting money; each skill point sacrificed in this way will allow you to add $+1d10$ to your starting money, though the GM may restrict the number of skill points sacrificed in this way so that a character's starting money and gear will stay within reason.

The GM may restrict how this money is spent to the availability of items in the character's background as well as their starting situation and location. Furthermore, the nature of the campaign may allow for the characters to start with additional gear at no price, or at a reduced price; for example, characters in a militaristic Brotherhood of Steel campaign may all be issued a basic weapon and armor, free of charge. Also, the GM may allow for characters to buy property at a reduced price – if a player wants to own a farm or a bar at character creation, for instance, they can be allowed to do so if they use enough starting skill points.

***Example:** Minerva, a merchant, rolls her starting money. She has a Barter skill of 63%, a LK of 7, and she also opts to sacrifice 6 of her starting skill points so that she can start with a large amount of money. She rolls $4d10$ (from her merchant background) + $7d10$ (from her 7 LK) + $6d10$ (from her sacrificed skill points) and adds 63 (from her Barter skill). This results in a total starting money roll of $17d10+63$; rolling the dice, she gets a total of \$162. Minerva decides to spend this money on a small shop (which the GM decides is worth \$75), a hired bodyguard (\$50) and leaves the rest for cash in different currencies and assets in her shop.*

Services

| | |
|-------------------------|---------------|
| Bodyguard | \$20+ / day |
| Prostitute | \$50+ / night |
| Repairman / electrician | \$15+ / day |
| Slave (poor health) | \$50 |
| Slave (average) | \$100 |
| Slave (experienced) | \$200+ |
| Teamster / manual labor | \$5 / day |
| Guide | \$15+ / day |

Social.

(1)

Considerations when sneaking

To make sneaking more interesting, the GM should often force the player plan some sort of route through where they are sneaking. There should be different paths to consider, each with different elements: the presence of guards, lighting and shadows, cover, things that might make noise if stepped on, barriers and locks to pick, creating distractions, etc. With some planning, the GM can create some very interesting situations for the player.

Furthermore, in areas where security is important, it is likely that many guards or other people on the lookout for any sneaks will be present, so the GM should consider their placement in their area as well as where they will be at any time (as they go about patrol routes or simply travel around). If absolutely necessary, a Luck roll made on the behalf of the player may determine whether a guard is present or not, or if their position will be a major nuisance to the player.

The social rules presented here have been kept intentionally vague due to the fact that roleplaying should be emphasized in any social situation, rather than die rolling. The rules are, of course, for NPCs only. A player *always* decides how their character acts in a social situation and must roleplay it, and no amount of rolling on the GM's part can change how the player will carry themselves.

The law

Different cities and regions will have their own sets of laws. These laws are established by a government or central power and maintained by law enforcement, either in the form of police officers, mercenaries, or soldiers. The basic idea behind law in the wastes is much simpler than anything seen before the war (total anarchy aside). The use of force is the government's exclusive right to use and deal out to others, as it sees fit – and anyone who disagrees will have to deal with the government.

Aside from episodes of violence, the government may outlaw some other practices (either to protect its citizens, to keep them isolated, or simply because it can profit off of doing so in some way). Examples of infringements include:

- Threats of force
- Attacking someone
- Wounding or killing someone
- Public display of certain weapons
- Selling or possessing certain weapons
- Selling, possessing, or using alcohol or certain drugs
- Stealing
- Hiring a prostitute, or serving as a prostitute
- Owning or selling slaves
- Counterfeiting money or government forms
- Being of a certain race, or associating with a certain race (if a government is so prejudiced)
- Refusing to pay tolls or taxes to the government
- Refusing to perform certain compulsory services for a government (such as manual labor)
- Spreading malevolent information about the government

Of course, governments come in many shades, just as they did before the war. Totally controlling, Orwellian governments do exist, where the government has control over everyone's actions, though rarely (technology, as well as some degree of isolation, is necessary to exercise such a total control). The Enclave, all the Vaults, and Vault City are examples of such governments. On the other end of things, there are much freer governments which allow their citizens freedom while overseeing their basic safety to some degree. Places such as Junktown and Redding are examples of these, with their overseeing frontier justice. Most places that do have governments are somewhere in between these two extremes. Of course, most places have no existing government whatsoever, or are in the claimed territory of a government but are not enforced – so laws do not need to be considered at all.

Punishment

Breaking a law will probably attract the attention of law enforcement. They will attempt to neutralize any hostile threat, usually in as nonviolent a way as possible (though some barbaric societies will go directly for the kill). Social skills will affect how an officer reacts. Essentially, there are three things that can happen to a character who breaks a law. A request may be given in the form of a warning if the crime is minor, or if the officer can somehow be persuaded to ignore the crime or otherwise let it go. Alternately, the character may be fined or asked to perform a certain duty (often a grueling or dangerous one). Finally, most likely in the case of a major crime, the character may be arrested.

An arrested character will be detained and be stripped of their belongings. In some more civilized societies

Hostile: A hostile NPC despises the character, and will act in their worst interest. NPCs who think they're more able than the character may attack, intimidate, deceive, ridicule, or betray them. They will also ignore any life-or-death pleas from the character unless they think they can gain something from it.

In combat, a hostile NPC may betray a character if they see it possible. They may also cheat, swindle, or steal from the character to no end. They will refuse any requests for aid unless they think they can profit from letting a player go or allowing them to live. If a player begs for their life, they will either kill the player, enslave them, or torture them (for either information or for simple amusement or revenge).

In a trading situation, a hostile NPC may refuse to trade with a character, or offer ridiculously unfair prices (often ones the player cannot afford). They may also demand a sacrifice, such as a valuable item or an NPC follower as a slave. If trading turns sour, they may attack the character or extort money from them without giving the player anything.

If trying to persuade, a hostile NPC will totally ignore or even misinterpret what the character is saying to their disadvantage. They will turn the character's words against themselves if it is convenient to do so, and will ignore any requests for aid unless they will be somehow hurt if they don't aid the player.

If trying to deceive, a hostile NPC will totally disbelieve what the character is telling them, whether they can see through the character's lies or not. If they have proof of the character's lies, they may report the character to a superior or spread the word about the character to others. The NPC may see through the character's lies, however, and instead act normally towards them and give them false information or directions which might prove hazardous to them.

If trying to intimidate, a hostile NPC will be under extreme duress from the player. They will probably spill their guts to the character, giving them any information that they could possibly want in order to save themselves. They will put themselves up to anything if the character is intimidating them, up to the point of betraying others close to them and even risking their lives. Nothing is out of the question for an NPC who has been intimidated to the point of a hostile reaction towards the character, though the NPC will always do so grudgingly and will try to turn on the character if there are any ways to do so.

If asking for information, a hostile NPC may flat-out refuse to give any information to a player, give them false or misleading information, or simply attack them. If the information is general information, they may simply ignore the character or try to intimidate them. If the information is more specific to that NPC, they are more likely to intimidate the character, or even attack them.

A hostile follower may be plotting against a character, in order to betray them in their moment of weakness, may lead them into a trap, may sell them into slavery, or pick their pockets. A particularly aggressive NPC who becomes hostile to a character will attack them then and there.

Unfriendly: An unfriendly NPC genuinely dislikes the character, and will try to put them at a disadvantage if it's possible and little risk is involved. Characters may be insulted, harassed, deceived, or turned upon. An unfriendly NPC will not necessarily do everything they can to hurt the character, but they will do as much harm to the character if it is convenient for them to do so.

In combat, an unfriendly NPC will betray a character if they think it's possible to do so without much risk. They will also attack the character, though if the situation changes – someone else enters the combat, or they're given a good reason not to attack – they'll stop and instead try to reach an agreement (in their favor, of course) with the player. If the players continue to attack an unfriendly NPC, they will fight until dead or it's possible to retreat. An unfriendly NPC on the same side as the player will fight with them, though they will do so grudgingly and they certainly won't risk their life for the character – better the character dies than them.

In a trading situation, unfriendly NPCs will offer extremely unfair terms. They may also demand a sacrifice, such as a valuable item or an NPC follower as a slave. If trading turns sour, they may attack the character or extort money from them without giving the player anything.

If trying to persuade, an unfriendly NPC is likely to ignore or deny any requests from the player. Any requests for aid or information will be denied, or, if the NPC is somehow required to always assist, they will do so grudgingly and do as little as possible.

If trying to deceive, an unfriendly NPC is unlikely to believe. If they have proof of the character's lies, they may report the character to a superior or spread the word about the character to others. The NPC may see through the character's lies, however, and instead act normally towards them and give them false information or directions which might prove hazardous to them.

If trying to intimidate, an unfriendly NPC will be very afraid of the player. They will reveal any information the player requests, unless it is particularly sensitive or important, or if the NPC knows that they're as good as dead if they give the information (in which case there's no use telling what they know).

If asking for information, an unfriendly NPC may lie to the player or require a large amount of money or some other service in exchange for the enlightenment. Even so, information may be false, incomplete, strangely worded, or obsolete.

An unfriendly follower will resent the player. They will work sluggishly for your cause and will not respect you at all. Given temptation, they will betray you or do you wrong. An unfriendly follower will do more bad than good for your cause unless they are somehow obliged or forced to help you.

Post-nuclear organizations

This is a guide to some organizations and things travelers in the wastes may come across. Many of these are staples of the post-nuclear environment which have sprung up almost everywhere; others are more specific and found in select regions only. Since each of these post-nuclear organizations treats its members differently, most of those who come from organizations will have a certain background.

Brotherhood of Steel

Children of the Cathedral

Christians

Church of the Mushroom Cloud

Cults

The Desert Rangers

The Enclave

Followers of the Apocalypse

Gangs (Skullz – Crypts – Bloods - etc.)

The Guardians

Mafia families

Merchants

Mining companies (Morningstar – Kokoweef)

New California Republic

The NCR Rangers

Police forces

Raiders

Scrapers

The Slave Guild

Thieving Rings

Trading companies

Tribals

Vagrants

The Vaults

The Children of the Cathedral

The Children of the Cathedral was a cult-like organization that was formed around 2140 by a man named Richard Grey, who was exposed to a large amount of forced evolutionary virus while exploring a military facility somewhere in southern California. Richard Body watched himself transform into a super mutant and went out into the wasteland where he

(HISTORY GOES HERE)

The Children of the Cathedral promoted healing and salvation for the battered wasteland, setting up a number of hospitals across it where people could receive free medical treatment and be preached to by Children. However, the Cathedral was working under a secret agenda promoted by Richard Grey based on the belief that super mutants had a far better chance of surviving the harsh environment of the wasteland, and that it would be necessary to unwittingly capture people and turn them into super mutants in order to ensure the preservation of future generations. Unfortunately, Richard Grey's plan had a major flaw to it: FEV rendered humans sterile, so that even though mutants had the ability to live for a long time, the plan for humanity was only successful in the short term. Eventually, the abduction of people for conversion into super mutants also gained the attention of the Brotherhood of Steel, which destroyed the Children of the Cathedral, along with Richard Grey, in 2162.

However, a great deal of the low-level Children working in hospitals throughout the wastes remained after the Brotherhood destroyed the central Cathedral and ruined any chances of creating any more super mutants by destroying the vats filled with FEV. The children split apart; many of them renounced their beliefs after Richard Grey was dead, though some upheld the Children's positive, if flawed, beliefs with conviction. Of those that kept their beliefs, many of the Children traveled west of California into the Rockies to create and nurture small communities, or continued running hospitals in southern California. The new Children of the Cathedral, while small, had a legitimate goodwill towards the rest of the wasteland. However, others continued research into FEV, radiation, and genetic modification. Some small, extremely secretive cults of Children still attempt to further the master's ideas in modifying and perfecting humanity through exposure to those things.

The Church of the Mushroom Cloud

A cataclysmic event like the War is the kind of occurrence that inspires people to find faith, and the Church of the Mushroom cloud grew to meet that need. Filled with strange religious practices, including radiation baths and bleeding rituals, the Church has become quite popular in and around Las Vegas, where it is based. It isn't clear what the Church's motives are, or if its popularity is based on aggressive methods of conversion, but it is a rapidly growing organization, and one that gains power and influence with each month.

The Desert Rangers

When the bombs went off, a group of Army rangers on a routine training exercise in the south Nevada desert managed to take over a prison and throw out 'uncooperative' inmates. The rangers, and the inmates that stayed, survived the nuclear winter and built an organization designed to restore law and order to the shattered world. Self-proclaimed protectors of the innocent and weak, the militarist, survivalist Rangers go around trying to restore a little law and order to the largely lawless wastes. They don't have much influence, but small groups of them have been known to affect large changes in towns.

The Guardians

Another quasi-religious group is the Guardians. They operate Citadels, often converted prisons or military installations, and hoard technology for themselves. Less organized than the Brotherhood of Steel, they live a monk-like existence (and even call each other Sister, Brother, Father, etc.) and limit contact with outsiders. In fact, anyone attempting to enter one of their citadels is usually fired upon. The Guardians are the makers of the awesome Proton Axe, a fearsome weapon that rivals anything the Brotherhood has produced. Not much else is known about the Guardians, except that they loathe the order of the old America almost as much as the disorder of the new.

Mafia families

Organized crime still exists in the post-nuclear world, in the form of numerous separate mafia families. While mafia families in the wasteland may not be as deeply rooted in tradition as their pre-war equivalents, their business in selling different vices is the same – in fact, many Mafia families do very well in the wasteland due to the complete lack of law enforcement in many areas. Mob families are often uninhibited in their control of the vices that they sell; were it not for rivaling mob families trying to gain a piece of their profits, many mob families would have become large enough to assume the form of absolute government in the areas where they exist.

Mob families are most famous in the casino city of New Reno, though they also exist in Las Vegas, Redding, and similar places. Each generally specialized in a certain 'industry' – drugs, alcohol, prostitution, slaves, weapons, etc. – and might control any number of other businesses (of varying legitimacy), such as gambling and commodity trading. Furthermore, all mafia families run protection rackets within their territory, extorting money from residents and businesses in exchange for protection, which is usually nonexistent. Families with more political aspirations, however, may actually extend their protection so that they can gain a more deep-rooted influence. The four largest mob families in the wasteland are all centered in New Reno, where each fights for territory. The four families are the Mordinos, which control the drug trade (and are credited with creating the highly addictive jet), the Bishops, who control prostitution, the Mordinos, who control the weapons trade (and are rumored to have some highly advanced weapons under wraps), and the Wrights, who control alcohol.

The reason the mob is so effective is because of the hierarchal organization which exists within each family. Each family's power is wielded by a don, who is responsible for all of the mob's decisions, and from there the mob goes down many levels to its foot soldiers and the others who serve its foundations. Because of this, the mob is an ideal place for criminal work, as it always needs tasks done and it is accessible to anyone with a decent reputation. From there, one can gradually work their way up as they gain respect within the family. Enough respect and a person can be considered a made man – retired from dirty work and eligible to reap the profits that the family pulls in. Exactly who is eligible to be made is up to the don.

The New California Republic

The New California Republic, or NCR as it is widely known, is a strange mix of pre-War democracy and post-War dictatorship. Begun in the town of Shady Sands, now the capital (although the city itself is often referred to as the NCR), the Republic covers most of Southern California and some settlements in western Nevada. The New California Republic reputedly controls a great deal of California, though most of the areas it controls are not enforced by it. The NCR is divided into five territories: Shady in the north (where Shady Sands is located), Maxson (which lies along the California coast), Killian (directly to the south of Shady, where Junktown is located), Hub (south of Killian), and Dayglow (the irradiated area which is further south of Hub). The NCR officially claims that the population of all its inhabitants is close to 700,000, though this figure is boosted for propaganda purposes. The real population is closer to 200,000. Each of these five provinces sends delegates to Shady Sands and a president is elected from among the delegates. So far, all of the presidents have come from Shady Sands, the city with the greatest number of delegates, as it is the most populous. The representatives decide on the president and vice-president, who head the council and govern the republic.

The NCR has a well-established police force and a large military which contains many divisions, including cavalry and mechanized forces. Smaller special units also exist, such as the NCR Rangers. To become a citizen of the NCR, a person must agree to follow their rules, most of which are enforced by the huge NCR police force. Slavery is forbidden in the NCR, and members of the slave guild are thrown in jail on sight. In addition, the government controls what weapons the citizens have access to, and it is illegal to brandish weapons inside city limits. Gambling, prostitution, drug use, and public drunkenness are also illegal in the NCR. Racism and sexism is fairly rare in the NCR. Most Republic citizens are remarkably tolerant of mutants, and ghouls and super mutants are a common presence within the NCR police force and military. The Republic grants a city membership – and, by extension, the presence of the NCR police and protection – in exchange for tax profits, soldier and police recruitment, and control over trade. The NCR has been known to bully cities into joining, especially when that city trades in something that the NCR needs, although such bullying is usually done with embargos, not guns.



The NCR Rangers

The NCR Rangers is an elite group which is committed to eliminating slavery within the NCR and the rest of the wasteland. Controlled by the NCR government, the Rangers primarily concern themselves with running raids on slave holding facilities located nearby Shady Sands, recruiting new prospects to work for them, and spreading the word about their organization and the evil of slavers in surrounding NCR territories through emissaries. Rangers are a very secretive bunch due to the fact that the Slave Guild is wary of their presence; because of this, they make use of stealth and coded instructions to subvert efforts made by Slavers to stop them. Despite their small size, the single-minded NCR Rangers are one of the few truly altruistic organizations in the wasteland, and they have impeded slave trading organizations in Shady Sands as well as the rest of the NCR, with the exception of Slaver havens such as The Den.

Raiders

Raiders are the marauding, opportunistic scum of the wastes. Raiders exist in bands of 10 to 100 or more individuals which contain both people who voluntarily joined the band and enlisted slaves and others who have been captured and are forced into the band. Those who are captured by raiders may have to perform services such as making food, performing manual labor, or prostituting themselves, or they may be enlisted to fight alongside the raiders if they are physically fit.

A few raiders have customs which resemble tribal ones. Barbaric beliefs and customs do exist in some bands, such as eating fallen captives or drinking their blood, ancestor worship or animal worship, but most are simply opportunists without any deep beliefs; they do what they do because they want to survive.

Major raider groups in California include the Khans, the Jackals, and the Vipers.

Scrappers

Scrapping is a huge industry in the wastes, which is based around retrieving pieces of junk from prewar trash sites, junkyards, and anywhere else in the wastes (after all, it's full of garbage). Scrappers are the people who spend their time picking through ruins looking for anything that might be of value, and they range in ability from simple vagrants to professional junk divers. They sell what they can find to caravans, warehouses, and craftsmen. The biggest scrapper city, by far, is Junktown (almost all of the city is constructed out of one form of junk or another). Scrappers can be found in almost every city, though, and are most common in poorer industrial ones such as The Hub, The Boneyard, Needles, and Scrapheap. Scrapping is a tough lifestyle, but somebody's gotta do it, and scrappers are notorious for their steadfastness when searching for junk.

Slavers

Slavery is a lucrative business in the post-War world. Although many larger pockets of civilization have outlawed slavery, less-enforced places will allow the purchase and sale of other human beings. Slavery also happens to be one of the most controlled businesses in the post-nuclear world. All slave trade is done through the Slave Guild, a collection of older slavers who decide prices and organize capture hunts. Anyone caught capturing or selling slaves without the blessing of the slave guild is usually executed. Since the Guild holds so much power, it often controls smaller towns such as The Den, which it operates from behind the scenes. Members of the Slave Guild have a distinctive tattoo visible either on their forehead or forearms, making them readily identifiable to both friend and foe; anyone found selling slaves without the tattoo will be in a great deal of trouble with the guild.

Thieving rings

Well-organized thieving rings are a common thing in most big cities, though of course most people are unaware of their existence or will deny it (which says how effective an organized group of thieves can be). Thieving rings are fairly loosely organized, however. They are run by a few elite thieves who lay low and put out contracts for thieves' work: anything from burglary and petty theft to surveillance work and assassination attempts. Many people use thieving rings to hire people suitable for performing whatever shady tasks they need done, so long as they can pay the high price for this.

Joining a thieving ring is a very tough thing to do, however, because first one must *find* the thieving ring. Unless a thief has a good reputation or some contacts who already in the know, there will be little or no indication about the whereabouts of a thieving ring. Even once the location is learned, getting in might be another problem, as a thief could be confronted with all sorts of traps and puzzles. Once that far, most thieves will be required to perform a small initiation task, usually related to a petty crime that won't stain the thieving ring's hands if the thief fails. After that, however, a thief will be presented with extremely profitable contracts from the ring.

While thieving rings from city to city are headed by different individuals, many thieving rings may have close ties to one another, setting up contacts and fences. It is highly profitable for thieves to have intelligence everywhere, so communication between rings in different cities is also important. The most notorious thieving ring is located in The Hub, which preys upon the rich merchants and caravan companies there. Thieving rings are also notorious highly enforced cities such as NCR-controlled Shady Sands and Vault City.

Trading companies

Caravan companies are a huge presence in the wastes, as they are responsible for almost all the transportation of commodities such as food, water, brahmin, and other commodities throughout the wastes. Several large caravan companies have established themselves in different cities, along with caravan outposts where they trade. Brahmin-drawn caravans make regular runs between cities, stopping to unload old commodities and pick up new ones. Most of the things caravans trade are legitimate commodities, but caravans often smuggle contraband such as weapons, drugs, and explosives into controlled areas because there is a huge market for them.

Caravans make great targets for raiders and highway robbers, so caravan protection is also important. Most large caravan runs will employ at least six well-armed and trained guards to provide muscle. The cities which contain the most established caravan companies are Shady Sands and The Hub, and it goes without saying that this is one of the major sources of the tension between them.