



Mutant Manual

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Section 1: Rats



By far the most common creatures in the wastes, rats and their relatives have done very well for themselves since the bombs dropped. There are plenty of the nasty, black variety around, but radiation changed some of these disease-ridden vermin into fearsome creatures.

Giant Rat

Hit Points: 10
Sequence: -4
AP: 6
AC: 5
Armor: 0
Attacks: 1d4 (75%, AP 3)
Abilities: (Pack Tactics) +2 Damage Stacked Per Surrounding Critter

Rad Rat

Hit Points: 10
Sequence: -4
AP: 6
AC: 5
Armor: 0
Attacks: 1d4 (75%, AP 3) +3 RADS
Abilities: (Pack Tactics) +2 Damage Stacked Per Surrounding Critter

Section 2: Molerats



Molerats are a mix between moles and rats. No one is sure whether these creatures are the result of a creative union between similar species, or an even stranger union with a little radiation to help things along the way. Molerats range in size anywhere from 30 centimeters to a meter and a half; the largest stand almost a meter at the shoulder. They have mole-like faces and are nearly blind in normal light; for this reason, they are almost exclusively found in caves. Small Molerats are the smaller naked version, Giant Molerats are the huge, hairy, ugly ones.

Giant Molerat

Hit Points: 30
Sequence: -1
AP: 9
AC: 10
Armor: 2
Attacks: 1d10 (75%, AP 3)
Abilities: None

Small Molerat

Hit Points: 15
Sequence: -3
AP: 7
AC: 15
Armor: 2
Attacks: 1d8 (75%, AP 3)
Abilities: (Pack Tactics) +2

Section 3: Radroaches



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. They can be encountered alone, but the most common - and deadly - species travels in clusters of 10-20 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

Radroach

Hit Points: 10
Sequence: -2
AP: 10
AC: 5
Armor: 3
Attacks: 1d6+2 (75%, AP 2) +4 RADS
Abilities: (Pack Tactics) +2 Damage Stacked Per Surrounding Critter

Section 4: Ants



Giant Ants, or GiAnts, are simply overgrown insects. GiAnts are black ants about 70 centimeters in length. Huge colonies of these creatures exist under the earth, and scouts are often found in caves. GiAnts usually travel in parties of 5 to 10 insects. They will attack humans on sight, and enjoy eating corpses of the dead.

Giant Ant

Hit Points: 15
Sequence: -1
AP: 6
AC: 5
Armor: 0
Attacks: 1d10 (75%, AP 2)
Abilities: (Pack Tactics) +2

Monster Ant

Hit Points: 40
Sequence: +2
AP: 10
AC: 20
Armor: 5
Attacks: 8+1d10 (100%, AP 2)
Abilities: (Pack Tactics) +4 (Poison) +4 1d4 Rounds

Giant Ant Queen

Hit Points: 80
Sequence: +3
AP: 10
AC: 20
Armor: 5
Attacks: 8 + 1d10 (100%, AP 2)
Abilities: None

Monster Ant Queen

Hit Points: 200
Sequence: +6
AP: 10
AC: 20
Armor: 8
Attacks: 12 + 1d10 (100%, AP 2)
Abilities: None

Section 5: Mantises



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 (particularly around the Great Salt Lake), and are known to devour crops and cattle. On rare occasions, a pack of mantis will attack humans. Their size varies greatly, with Small Mantises being roughly the size of a Pre-War dog and Giant Mantis reaching the size of cars. Small Mantises travel in swarms of 10-15 and Giant Mantis oftentimes only travel in pairs.

Small Mantis

Hit Points: 15
Sequence: +3
AP: 7
AC: 20
Armor: 0
Attacks: 5 + 1d6 (100%, AP 2)
Abilities: (Leap) (4 AP) when up to 4 squares away the Mantis can do a single swiping attack
Must be minimum 2 Squares away

Giant Mantis

Hit Points: 50
Sequence: +4
AP: 8
AC: 20
Armor: 4
Attacks: 10 + 1d8 (100%, AP 4)
Abilities: (Leap)

Section 6: 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 the powerful Anti-Venom is made from a distilled version of the venom inside the sacs. 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

Hit Points: 35
Sequence: +0
AP: 8
AC: 15
Armor: 4
Attacks: 6 + 1d6 (100%, AP 4)
Range: 2
Abilities: (Poison) +4 1d4 Rounds

Section 7: Cazadores



Quite possibly one of the nastiest critters in the post-nuclear Wasteland. A Cazadore is a gigantic, mutated Tarantula Hawk with the deadliest venom in post-atomic America. They have distinctive amber-orange wings, a blue-black carapace and blood-red eyes. They have a fast and rather erratic flight movement. The spikes on their back inflate and deflate when idle and attacking, likely being a form of respiration. They build great nests and travel in swarms. They're typically found in the southwestern regions, such as Arizona and the Mojave.

Cazadore

Hit Points: 75
Sequence: +10
AP: 10
AC: 40
Armor: 8
Attacks: 1d12 + 8 (100%, AP 3)
Abilities: (Poison) + 8 1d6 Rounds (Bonus Move) 6 Free Hexes

Section 8: Geckos



A mutation of the smaller pre-War lizard, Geckos are large desert-dwelling reptiles that walk on their hind legs and attack with their front, which have developed sharp claws for tearing. Highly prized for their strong pelts, Geckos are routinely hunted in some places, although a pack of them can easily kill one or two inexperienced hunters. Geckos stand about 150 cm tall, and the larger, more dangerous Golden Gecko is about 180 cm tall. They travel in packs of anywhere from 4 to 20 animals.

Silver Gecko

Hit Points: 25
Sequence: +0
AP: 7
AC: 13
Armor: 2
Attacks: 1d8 + 2 (100%, AP 2)
Abilities: (Bonus Move) 4 Free Hexes (Pack Tactics) +2

Golden Gecko

Hit Points: 45
Sequence: +3
AP: 8
AC: 25
Armor: 4
Attacks: 1d12 + 4 (100%, AP 2)
Abilities: (Bonus Move) 5 Free Hexes (Pack Tactics) +2

Fire Gecko

Hit Points: 45
Sequence: +3
AP: 8
AC: 25
Armor: 4
Attacks: 1d12 + 4 (100%, AP 2)
Abilities: (Bonus Move) 5 Free Hexes (Pack Tactics) +2 (Flame Attack) Range 3, 5 + 1d10 Damage, 4 Fire Damage for 1d4 turns

Section 9: Deathclaws



The worst of the worst. 20 ft tall, reptilian, strong as a truck with teeth and claws to match. You meet one of these? Run. Usually, travel in packs of 2-4, in the Wasteland's most inhospitable deserts.

Deathclaw

Hit Points: 225
Sequence: +7
AP: 10
AC: 25
Armor: 12 (Damage Resistance)
Attacks: 1d10 + 20 (100%, AP 3)
Abilities: (Bonus Move) 5 Free Hexes (Grab): Immobilize Target, Advantage on hits (40%, AP 4) (Tail Swing): Target rolls against Strength -5, (60%), incurs knockdown

Section 10: Livestock



After the War, most kinds of life from pre-War America were changed into almost unrecognizable forms. Cows managed to escape that fate, for the most part, except that only a very hardy breed survived (or a cross between several hardier breeds). Brahmin are the main source of beef and leather in the wastes, and they can be found almost everywhere, although they are usually in enclosures. Some areas have vast Brahmin ranches, rivalling the huge Texas ranches of pre-War times. Brahmin are also used as pack animals, hauling wagons for caravans. They are hardy animals and can survive on very little food. They are tolerant of extreme environmental conditions, weathering the scathing heat of a summer's day as well as the bitter cold of the desert winter nights. Bighorners are a similar form of livestock, large former Bighorner Sheep. However, they're only good for livestock as they don't carry packs, they just shake them off.

Brahmin

Hit Points: 40
Sequence: -4
AP: 6
AC: 5
Armor: 0
Attacks: 1d12 (85%, AP 3)
Abilities: Shove (50%), Strength -2 against target, incurs Knockdown

Bighorner

Hit Points: 40
Sequence: -2
AP: 6
AC: 5
Armor: 0
Attacks: 2d8 (85%, AP 3)
Abilities: Shove (70%), Strength -5 against target, incurs Knockdown

Section 11: Canines



Surprisingly, dogs managed to survive the War, and even thrive in the post nuclear environment. Domesticated dogs, which are more resistant to radiation than your average human, "turned feral" after the bombs hit, and packs of them now roam the wastes. In addition, there are a few domesticated pooches still out there, and coyotes still make trouble for domesticated animals like Brahmins.

Dog

Hit Points: 20
Sequence: 0
AP: 10
AC: 10
Armor: 0
Attacks: 2d6 (AP 2) (85%)
Abilities: (Pack Tactics) +2

Coyote

Hit Points: 25
Sequence: +3
AP: 10
AC: 15
Armor: 0
Attacks: 2d6 (AP 2)
Abilities: (Pack Tactics) +3

Section 12: Robots



A robot is a machine that is capable of autonomously completing tasks. Depending upon the robot, these tasks may be simple or complex and may require little human intervention or complete oversight. In the Fallout universe, robots had been constructed for many purposes, and many examples survived long enough to be a factor in the Fallout world. Some of the robots in the Fallout universe will attack on first glance but most of the robots will just aid you in battle and come across friendly. Robots had been constructed by pre-War society to fill all niches and occupations. From general-purpose utility droids to full-fledged military battle machines, robots could be found in almost any environment and function.

Robobrain

Hit Points: 80
Sequence: +8
AP: 7
AC: 15
Armor: (Damage Resistance)
Attacks: (Laser) 3d8 (80%, AP 5) (Swing) 1 + 1d6 (80%, AP 3)
Abilities: None

Mr. Handy

Hit Points: 50
Sequence: +5
AP: 8
AC: 15
Armor: (Damage Resistance)
Attacks: (Swing) 1 + 1d6 (80%, AP 3)
Abilities: Can hold weapons

Eyebot

Hit Points: 20
Sequence: +5
AP: 10
AC: 15
Armor: (Damage Resistance)
Attacks: (Laser) 3d8 (80%, AP 4)
Abilities: None

Protectron

Hit Points: 150
Sequence: +5
AP: 10
AC: 15
Armor: 3 (Damage Resistance)
Attacks: (Laser) 3d8 (100%, AP 4)
Abilities: None

Cyberdog

Hit Points: 70
Sequence: +10
AP: 10
AC: 20
Armor: Damage Resistance
Attacks: 3d6 (AP 2) (100%)
Abilities: (Pack Tactics) +4 (Bonus Move) +5

Sentry Bot

Hit Points: 200
Sequence: +5
AP: 10
AC: 20
Armor: 10 (Damage Resistance)
Attacks: (Laser) 5d6 + 20 (100%, AP 4) (Rocket) 1d6 + 45 (100%, AP 6)
Abilities: None

Section 13: Feral Ghouls



Humans twisted by radiation into disfigured mutant visages, the fate of many if not all Ghouls is the loss of their marbles and being reduced to a feral state.

Feral Ghoul

Hit Points: 40
Sequence: +0
AP: 6
AC: 5
Armor: 0
Attacks: 1 + 1d6 (AP 3) (50%)
Abilities: (Pack Tactics) +2

Glowing One

Hit Points: 60
Sequence: +0
AP: 6
AC: 5
Armor: 0
Attacks: 1 + 1d6 (AP 3) (70%)
Abilities: (Radiated Touch) +30 Rads on attack (Rad-Blast) 2 Hex, +60 Rads, 6 AP

Section 14: Mutant Freaks



Whether these creatures came from another planet, or are some horrible twisting of genetic material found on earth, is a question left to the scientists. Since scientists are now few and far between, one guess is as good as another as to where these unusual critters originated. All have one thing in common. Somehow, normal weapons like guns and bullets don't seem to hurt them much at all, nor does beating on them with fists or melee weapons. Only explosive, fire, laser, and plasma weapons are truly effective against these creatures. Recent evidence seems to suggest that these creatures are, in fact, early products of FEV virus research, but this rumor cannot be verified.

Floater

Hit Points: 60
Sequence: + 0
AP: 9
AC: 20
Armor: 4
Attacks: 3d4 + 10 AP 3) (70%)
Abilities: (Radiated Touch) + 5

Centaur

Hit Points: 60
Sequence: + 0
AP: 9
AC: 25
Armor: 5
Attacks: 1d20 AP 3 (90%)
Abilities: (Radiated Touch) + 5

Section 15: NPC Template



NPC

STR	PER	END	CHR	INT	AGL	LCK
Hit Points:				Loot:		
Sequence:						
AP:						
AC:						
Armor:						
Weapon:						
Abilities:						
Relevant Skills:						