

# **Fallout**

## **WASTELANDS**



**A POST NUCLEAR PEN & PAPER ROLEPLAYING GAME**

**A TAKE 10 GAMES PROJECT - VERSION 2.0**

# TABLE OF CONTENTS

|   |                                 |
|---|---------------------------------|
| 4... Notes About Fallout: Wastelands      | 66... Damage, Dying, and Death  |
| 7... <b>1. Introduction</b>               | 68... Eat, Pray, Live           |
| 11... <b>2. Character Creation</b>        | 69... Energy and Power          |
| 11... Character Terminology               | 70... Exploration and Travel    |
| 14... Character Races                     | 71... Fun Times With Chems!     |
| 15... Humans                              | 72... Going “Rogue”             |
| 15... Ghouls                              | 76... Hazards of the Wastelands |
| 18... Super Mutants                       | 80... Karma                     |
| 19... Robots                              | 81... Maintaining Gear          |
| 21... Character Statistics                | 82... Rest and Relaxation       |
| 21... SPECIAL Stats                       | 84... Trading and Barter        |
| 23... Derived Stats                       | 86... <b>5. Combat</b>          |
| 27... Skills                              | 86... Combat Begins             |
| 32... Skill Tests                         | 87... Determining Initiative    |
| 33... Skill Competencies                  | 87... Actions                   |
| 33... Degrees of Success                  | 101... Ending a Round           |
| 33... Skill Contests                      | 101... After Combat             |
| 34... Changing SPECIAL                    | 102... <b>6. The Armory</b>     |
| 37... Traits                              | 102... Weapons                  |
| 43... Finishing Touches                   | 104... Big Guns                 |
| 44... <b>3. Character Advancement</b>     | 111... Energy Weapons           |
| 46... Perks                               | 118... Explosives               |
| 66... <b>4. Adventuring in the Wastes</b> | 129... Guns                     |

|         |                            |
|---------|----------------------------|
| 140...  | Melee Weapons              |
| 152...  | Unarmed Weapons            |
| 161...  | Weapon Modifications       |
| 166...  | Armor                      |
| 172...  | Power Armor                |
| 176...  | Armor Modifications        |
| 180 ... | Traps                      |
| 182...  | Equipment                  |
| 182...  | Ammunition                 |
| 187...  | Chems                      |
| 192...  | Food                       |
| 195...  | Gear                       |
| 202...  | <b>7. Overseer's Guide</b> |
| 202...  | Creating the Adventure     |
| 204...  | Creating Encounters        |
| 205...  | Quest Experience           |
| 207...  | Non-Combat Experience      |
| 209...  | Creating NPCs              |
| 211...  | <b>8. The Bestiary</b>     |
| ###...  | <b>Credits</b>             |

## A FEW NOTES ABOUT FALLOUT WASTELANDS

If you're reading this, first I want to thank you. There are hundreds of different role-playing games out there, and dozens of them that were designed to run a table-top *Fallout* game and several that weren't designed with the franchise in mind, but can do it anyway. That you chose (or stumbled upon and decided to read) this one means that everything we worked on hasn't been for nothing.

For years I've loved playing the *Fallout* games, starting out with *Fallout 3* and *Fallout: New Vegas* before moving on (or back?) to *Fallout* and *Fallout 2*. I became enamored by the setting and fell in love with the 1950s-era retro-futuristic atmosphere, the pulp Science! themes, and the surprisingly beautiful post-apocalyptic world that unfolded before me. It was like *Firefly* met *Mad Max* and *Rango* and it was perfect. Once I worked my way through the series (the games that existed at the time), I began searching for a tabletop version of *Fallout* so I could explore the wasteland with my friends at college.



Unfortunately all of the systems I found were either too complicated or otherwise didn't have the right "feel" to them. Games either took too long to set up or we got hung up on some mechanic that the video games' systems had always handled for us without our knowledge or notice. Five or six games were scrapped because of this... until I found David's "Retropocalypse" (which you can find here at <http://machineageproductions.com>).

Thus *Fallout: Wastelands* was born. Since all of my college buddies had graduated and moved back home or forward with their lives and careers, I established a new group of gamers, all of them fairly new to pen and paper games. After a few hours of exploring the post-apocalyptic ruins of their hometown, they all fell in love with it, and so did I. It was fairly easy to pick up, they were familiar enough with the setting, and they weren't bogged down with all sorts of rules and numbers. As they kept exploring the ruins of Shippensburg, Pennsylvania (or to be more accurate, Shippensburg, Eastern Commonwealth) my players expressed a desire to have a system with a bit more crunch. They had grown as gamers, and the game had to grow with them.

So I spent a few weeks working on additions to "Retropocalypse," adding more dice (because as gamers we all love rolling more dice!), reworking the combat system (which we found was the biggest hang up of the game and prevented everyone from just jumping in), and creating several new Backgrounds, Perks, Traits, and gear. I built upon the original framework while doing my best to stay true to David's work.

That worked well for several months, but then I moved, leaving my new-old group behind (though I've heard they've continued exploring the wastes without me). I continued working on *Fallout: Wastelands* until I reached a point where I couldn't continue working on it without doing a complete overhaul.

Which is, of course, what I did.

I looked back through some of the more complex games my friends and I had tried and found myself looking at Jason Mical's *Fallout Pen and Paper*, the very first system I looked at in college. Reading through the system I found that it could work as a basis for *Fallout: Wastelands v2*. However, as I looked through the rules I also found the things that had turned my friends and me off in the first place. The biggest thing was the Damage Threshold/Damage Resistance calculations. It'd require a calculator to get through a single turn of combat if things weren't changed around a bit.

So I rolled up my sleeves, recruited some friends with varying degrees of role-playing experience, and got to work. The main body of Jason's *Fallout Pen and Paper* has remained untouched and I credit most of this game to him. Credit also goes to J.E. Sawyer and his *Fallout RPG* from which I borrowed some ideas, and of course David and his *Retropocalypse* team. Anything you like here was probably the idea of one of those fine gentlemen, while anything you're not a fan of... well, I'll take the blame.

Before you dive too deeply into *Fallout: Wastelands*, please remember that this game assumes you have some pre-existing knowledge of how pen and paper games are run and the *Fallout* series and universe in general. I didn't write this to be "Baby's First RPG," but I did try my best to strike a balance between ease of use and accessibility for new players and crunch and customization for more veteran role-players. I hope I succeeded.

This document only touches on the *Fallout* setting since I didn't want to wind up with hundreds and hundreds of pages (though I'm close) and because the setting and its lore are the copyrighted materials of Bethesda Softworks. My biggest sources of information are, of course, the *Fallout* video games. I also recommend checking out No Mutants Allowed, Nukapedia: the *Fallout* Wiki, and the *Fallout* Bibles by Chris Avellone.

All in all, this is a labor of love and I hope that someone out there in the wastelands enjoys it playing it half as much as we all enjoyed making it.

Thanks,

Sean M., Lead Designer

*Much of this document is reprinted material from Jason Mical's "Fallout Pen and Paper" and as such I claim none of it as my own intellectual property. Anything you like, thank Jason (as well as David and the entire "Retropocalypse" crew). Anything you hate is my fault and my fault alone. The images found throughout this PDF are also not mine, and will be credited appropriately as I find the original sources. This work is a free, noncommercial Role-Playing Game not intended for sale. It is based off of Jason Mical's "Fallout Pen and Paper" and in parts "Retropocalypse," which in turn was derived from "Old School Hack." The game setting is based on Interplay Entertainment and Bethesda Softwork's Fallout video game series and is meant to be a fan-created homage. The game content, but not the setting content, is released under a Creative Commons Attribution/Non-Commercial License.*



## SECTION ONE: INTRODUCTION

“War. War never changes.” – The Narrator

*Fallout: Wastelands* is a tabletop role-playing game that takes place in the world created by *Black Isle Studios* and *Interplay Entertainment*, allowing players to take on the roles of various inhabitants of the wasteland. You want to be a classic Vault Dweller exploring the wasteland for the first time? Go right ahead pal! A serious-minded ghoul trying to atone for her sins before the war? That works too! A robot that thinks it’s a human? Uh-huh. A grizzled, Rambo-esque Super Mutant commando? It’s all possible, friend!

But before we get carried away, it’s time we familiarize you with the setting and the system a little bit. Dip your third big toe in the radioactive pool, if you will.

### THE WORLD... OF TOMORROW!

The *Fallout* universe exists in an alternate timeline not so different than our own. When this divergence started exactly is difficult to say, although most agree that it was some point not long after World War II and the bombings of Hiroshima and Nagasaki. From this point of divergence until the Great War on October 23, 2077, a stylized representation of 1950s American culture –heavily influenced by the *Worlds of Tomorrow* and similar works. Nuclear energy was harnessed as a source of energy rather than as a weapon of mass destruction (although there were plenty of those too).



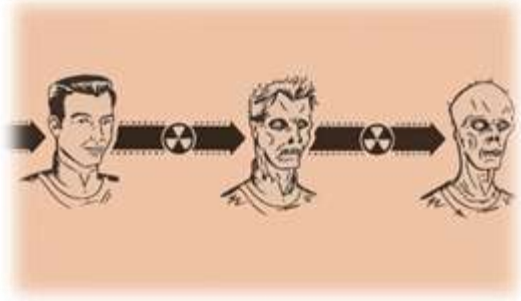
Life was good for the citizens of America in the *Fallout* universe (at least on the surface), but that all changed one fateful day in October when the United States, China, and other nuclear-armed nations commenced a brief, but rapid, exchange of nuclear strikes. Although the conflict –the Great War- lasted for less than two hours, the destruction it wrought was staggering and complete: more energy was released in earliest moments of the war than in all previous global conflicts combined.

The world that remained was harsh and unforgiving. Each day was a battle for survival, a war against the wasteland. For ninety years after the Great War, humanity survived, but struggled each day to do so. Above ground small bands of humans fought over the crumbling remains of once great cities while mutants prowled the irradiated wastes. Underground, a fortunate few enjoyed the relative safety and comfort of Vault-Tec’s Vaults. Some fought to keep the world out, others decided to connect with the surface world and attempt to repopulate it.

Wherever humanity survived, it did so under the constant threat of psychotic super mutants, haywire robots, vicious raiders, and all manner of hostile mutant creatures. However, despite all of this, civilization is starting to make a comeback in the post-War world, and is doing whatever it can to flourish.

Now about the world itself... Remember, all of this was based on the thoughts and ideas of how science, especially in regards to nuclear power and radiation, worked back in the 1950s. All of those wacky myths of our timeline? They're the hard truth in *Fallout's* timeline. The world has remained a scorched, blasted wasteland rather than the lush, vibrant world it would have become in our timeline.

Science is all but thrown out the window as radiation causes insane mutations than simply killing whatever it infects. A simple mole rat becomes a dog-sized monster capable of chewing through steel. Ants develop the ability to breathe fire. Humans transform into nearly immortal zombie-like caricatures of their former selves.



The oceans turned green from all of the radiation, food remains preserved after decades or even centuries, soda pop can heal injuries, and aliens not only exist, but have made themselves known.

The world you know is gone. Now, only the wasteland exists, and everyday life is a war.

And war... War never changes.

## What You'll Need

So you know a little bit about the *Fallout* world and all its crazy inhabitants and wacky adventures. But how do you actually *play* in this world? Well, before you get started, you'll need to make sure you have the proper tools for the trade. In this case you'll need a set of percentile dice (two ten-sided dice, or d10s, with one die representing the "ones" column and the other representing the "tens" column of the two-digit number). You'll also want a handful of four-sided dice (d4s), six-sided dice (d6s), eight-sided dice (d8s), twelve-sided dice (d12s), and twenty-sided dice (d20s). Each player will also need a character sheet (provided at the end of this document as well as in a separate file), a pencil, and a sturdy eraser.

The Overseer (our name for the Game Master) will need this document (digital file, although you may want to print the Combat Rules if nothing else), dice, pencils, erasers, scratch paper, a wild imagination, and lots of patience. A hex grid and some miniatures –fancy pewter



and little green Army men work equally well- will also help keep things nice and organized. The game was designed to be played on a hex grid, although it can be played on a square grid (all instances of “hex” should be replaced by “square”), on a war-gaming field (all instances of “hex” should be replaced by “inch”), or theater of the mind (all instances of “hex” should be replaced with “yard.”). The system is fairly flexible in this regard.

## HOW IT'S PLAYED

Now that you have all of that stuff we mentioned, you're *jussssst* about ready to play. We promise! *Fallout: Wastelands* is based on Jason Mical's *Fallout* PnP RPG, which in turn was based on the *Fallout* franchise's own mechanics. What does this mean?



Well, the video games developed and use the SPECIAL System. While it varies slightly from game to game (and more or less disappears in *Fallout 4*), the core to the SPECIAL System is each action has a certain percent chance of happening, based on the character's natural aptitude and trained skill level. The higher your character's SPECIAL Stats and Skill Values (more on those later), the more likely you are to succeed.

*Fallout: Wastelands* is designed around using your skills to survive and kill your way through the wasteland. Whenever you want to perform an action where failure has significant repercussions, you'll have to roll a d100 and try to match or roll under a specific number. This is the central mechanic of *Fallout: Wastelands* and is known as the “**Test**.” Everything and anything you can think of can be determined with a Test. By matching or rolling beneath the target number (normally your Skill Value), you succeed on the Test, and if you surpass the target number, you fail the Test. Depending on how far above or below the target number, you might achieve **Degrees of Success** or **Degrees of Failure**, which can result in additional boons or busts.

The most common types of Tests in this game are Stat Tests and Skill Tests, although other types of Tests exist as well. Whether it's rolling an attack against a raider warlord or trying to scavenge a meal from the contents of a pre-War refrigerator, characters and NPCs will have to perform Tests. Tests are always performed against static numbers that can be altered by conditions determined by the Overseer, such as an enemy's armor, the weather, time of day, and more.

The second biggest mechanic in *Fallout: Wasteland* is a variant of the Test known as a **Contest**. Much like the Test, the Contest requires a character to perform an action, designate a particular Skill or SPECIAL Stat, and then attempt the Test. The difference is that instead of rolling against a static target number, the character is competing against another character or an

NPC, who is making an identical Test or a Test the Overseer determines to be appropriate (such as a character attempting a Nerve Test against a raider's Charisma Test made to intimidate the character). All parties record their Degrees of Success or Failure and the creature with the most Degrees of Success (or in some cases, the least Degrees of Failure) is the winner.

Now that we've got the basics covered, let's move on to making your character.

## SECTION TWO: CHARACTER CREATION

“Ah, you’re here, good...” – Overseer Jacoren of Vault 13, *Fallout*

Character creation is the most intensive part of *Fallout: Wastlands*. The decisions you make here will affect how you play for the rest of the game- or until your character dies and you make a new one. Luckily for you, the following step-by-step guide will help you through this phase of the game and let you walk out into the Wasteland ready for an adventure!

First you have to think about what your character will be like. They will serve as your window into the post-apocalyptic world that is the *Fallout* series. Do you want to be a wise-cracking ghoul, a super mutant with the soul of a poet, a robot programmed to destroy all humans, or a fairly average Joe or Jane just trying to make his or her way in the wasteland?



### CHARACTER TERMINOLOGY

**Race:** The human race isn’t alone anymore, my friend. Robots were built before the war and given complex AIs to emulate the thought processes of the human brain. West Tek performed experiments and began developing the FEV, although the full extent of their research wouldn’t be known until the super mutants entered the wasteland after the Great War. And finally there are the ghouls- humans twisted by radiation into nearly immortal creatures. Each of these races has a selection of unique abilities and attributes to differentiate them from one another.

**SPECIAL Statistics:** There are 7 SPECIAL Statistics, or SPECIAL Stats, that describe the various attributes of a character: Strength (STR), Perception (PER), Endurance (END), Charisma (CHA), Intelligence (INT), Agility (AGL), and Luck (LCK). These are the character’s natural strengths and weaknesses, and are the limits by which other aspects of a character (such as Skills, Hit Points, and certain resistances) are determined. In general, SPECIAL Statistics are not greatly altered after the game begins. For more information on what specific Stats mean to the game, see “Character Statistics!” below.

**Derived Statistics:** This is a catchall category for many of the other parts of a character that don’t fall under any of the previously mentioned slots. Many of these do not change all that often, except for those related to armor. Derived Stats include Hit Points, Armor Class, Damage Resistance, Radiation Resistance, Healing Rate, Nerve, Melee Damage, Action Points, Carrying Capacity, Initiative, and Critical Hit Chance. For more information on specific Derived Stats, see “Derived Stats” in Character Creation below.

**Skills:** There are 18 Skills a character knows. These are the skills a character learns as he or she travels across the wasteland, encountering strange people with stranger customs. While some are skills that everyone is at least moderately capable in, there are some skills that require more specialized training to becoming truly capable. *Fallout: Wastelands'* Skills are: Academics, Athletics, Barter, Energy Weapons, Explosives, Gambling, Guns, Investigation, Mechanics, Medicine, Melee Weapons, Science, Security, Sneak, Speech, Survival, and Unarmed. Skill can go up all the time, and sometimes they go down. For more information on what specific Skills mean, see "Skills" below.

**Traits:** Traits are an optional part of a character, selected during character creation or with the selection of the "Look at all these Traits!" Perk. A character can pick up to two traits. Traits are usually double-edged swords that provide a minor bonus balanced out by a penalty, but can help shape a character concept. For more information on what specific Traits mean, see "Traits" in Character Creation below.

**Perks:** Perks are special abilities a character gains at each even-numbered level (2<sup>nd</sup>-level, 4<sup>th</sup>-level, 6<sup>th</sup>-level, 8<sup>th</sup>-level, etc.) for humans and every third level (3<sup>rd</sup>-level, 6<sup>th</sup>-level, 9<sup>th</sup>-level, 12<sup>th</sup>-level, etc.) for non-humans and sometimes as rewards for performing certain actions or role-playing well. Perks sometimes modify Skills, or they will provide an additional ability or option for a player to use to their advantage. Perks never penalize the character, they just provide benefits. For a list of Perks and more information about what each Perk does, see "Section 3: Character Advancement," below.

**Damage Resistance (DR):** Damage Resistance (or DR for short) is a character or item's ability to (what else?) resist damage. DR comes from four sources: race, armor, Perks, and chems. Whenever an attack connects, a character reduces an amount of damage equal to their Damage Resistance to the type of damage dealt. An attack cannot be reduced below 0 damage, and if Damage Resistance reduces damage from an attack below 0, the attack deals 0 damage instead. For more information about DR, see "Section 5: Combat."

**Karma:** Just like in the real world, the post-nuclear wasteland has a system of morals, although usually the guy with the bigger stick gets away with whatever he wants despite that system. Performing certain actions can raise and lower a person's karma. Rather than an abstract idea of morality, punishment, and reward, karma in *Fallout: Wastelands* is a numerical value of how many good or bad things a character has done. Karma helps determine a character's reputation among other inhabitants of the wastes.

Do enough good deeds (protecting children, helping grannies cross the street, blow a raider's brains out, those sorts of things) and word gets around. Perform enough wicked deeds (selling children into slavery, shooting grannies in the kneecaps, and helping raiders attack caravans) and people will start to hear about it.

Virtuous people tend not to associate with the wicked, and vice-versa. Most interactions between these two groups lead to violence and one or both parties becoming bloodstains on the ground. If a character is really good or really bad, or performs an action that heavily affects their karma one way or another, they can sometimes get a karmic Perk. Most of the time, these just describe a well-known aspect of a character, but they can sometimes give bonuses for being especially good (or evil). A character's Karma always starts at zero.

# CHARACTER RACES

Every character belongs to a race, one of the several intelligent species in the post-nuclear world. However, of all these creatures, only four have managed to peacefully co-exist for any real amount of time, and it is from these four races that a player character can hail.

The four playable races in *Fallout: Wastelands* are Humans, Ghouls, Robots, and Super Mutants. Each of these species are intelligent, capable of thought and morality, and more importantly are driven by desires beyond basic instinct and desire. While creatures like deathclaws have been known to possess degrees of intelligence, they are the exception and not the norm, and are therefore not playable races... *for now*.



Of all the species inhabiting the wastelands, humans are easily the most common organism roaming the radioactive swamps, the scorching deserts, and the ruined pre-War cities of post-apocalyptic North America, they are far from alone. Ghouls and Robots –survivors of the Old World and the Great War- and the Super Mutants –remnants of the Master’s Army, monsters of Vault 87, or experiments of the Institute- can also be found in civilized parts of the great wasteland. Each race brings to the table its own benefits, usually in the form of resistances, unique features, or access to special Traits and Perks during character creation and beyond.

Each race has been created with the idea of being fairly equal in terms of overall power. That being said, the Robot race is not as beginner-friendly as the Human, Ghoul, and Super Mutant races. If this is your first time playing an RPG, we suggest starting out as a Human until you get a feel for how things work before moving on to the other races.

When looking at the four races consider the type of character you want to play as. While none of them really favor a certain play style over any other, they each have their place in the world. Humans are the everyman while ghouls tend to be dark-humored and possessing knowledge lost to most others. Super Mutants are often war-like due to their time spent in the Master’s Army while robots often have strict programming that dictates their actions. Choose wisely when you pick your race, as it cannot be reselected once your adventure begins! Unless you die, that is...

## Humans

*“None could stand in my way. I had a mission. I had a goal. I had a really large gun.”*

- Memoirs of the Vault Dweller, *Fallout*

Your basic, run-of-the-mill, nothing outstandingly special, human. He’s (probably) got two eyes, two arms, and two legs. He’s you, me, and everyone we know. The average human stands somewhere between five feet and six-and-a-half feet in height and weighs in between 110 to 280 pounds. Most humans live to be around seventy or eighty before they finally kick the bucket.



Across the wastelands, humans are the most populous of intelligent creatures. They’ve formed tribes, established villages, and rebuilt some of the pre-War cities dotting the landscape. Some are hard-working, industrious men and women trying to build a better tomorrow, and others are scumbags content to kill and pillage for a living. While the actions of humans nearly ended the world in the past, it will be the actions of humans that will save the future.

Humans have the following features:

- **Perfectly Ordinary:** As a human you set the baseline standard. You get no bonuses or penalties to your Derived Stats.
- **Fast Track to Success:** You don’t have much time to live, so don’t waste a second! You get a Perk each time you reach an even-numbered level (2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup>, etc.).

## GHOULS

*"With silver-bells and cockleshells and... Boy, you are dumb, aren't you? Severe radiation. That's how. How do you think? You know, many bombs go boom, flash of light and heat, flesh burns off, but you don't-quite-die-type severe radiation?"*

- Wooz, Ghoul Bartender, *Fallout 2*

When the bombs hit, some people were irrevocably changed (and not just atomized at ground zero, either). Ghouls, or "necrotic post-humans" for you fancy high-learnin' folks, are humans were alive during the Great War and managed to survive the dropping of the bombs. The radiation altered them at a cellular level, slowing their cellular mitosis rate and rendering them essentially immune to the effects of old age.



However, their outward appearance has been forever altered, transforming them into hideous creatures by most anyone's standards. A ghoul's skin hangs from his bones like oversized clothes, and sunken eyes peer out from skulls twisted and burned by radiation, given these unfortunate people their name. Their skin can be anywhere from pale white to dirt brown in color, with green and yellow the most common. When they do have hair, it rarely grows.

While the radiation twisted the bodies of the unfortunate ghouls, it didn't affect their minds. Ghouls are just as intelligent (or stupid) as their human counterparts and are capable of doing just about anything that a normal human can do. Many ghouls live apart from human society in settlements among their own people and super mutants, who rarely mind the appearance of these creatures.

Ghouls age very slowly, and their lifespan is often three hundred or more years past when they were exposed to the radiation. Their unnaturally long lifespan does not mean that they can't be killed by other means, however, and ghouls are just as vulnerable to disease, falls, and bullets as everyone else. Ghouls are about the same size as humans, although they tend to weigh a little less since they retain far less water.

Ghouls have the following features:

- **Irradiated Beauty:** As a ghoul you've developed a complete immunity to the negative effects of radiation. In fact, whenever a creature would normally suffer radiation damage, you actually heal half as many Hit Points instead (minimum of 1 HP)! Well aren't you lucky?



- **Logan's Loophole:** You've been made more resilient thanks to your mutations, and get a +10% bonus on all Nerve and/or Endurance Tests made to resist being addicted to disease, poison, and chem addiction.
- **Older Than Dirt:** You've been around the block a time or two or three and have picked up one or two more tricks than most people. Thanks to your vast amounts of experience, you start out with an extra Tag Skill.
- **Takin' Your Time:** Humans are always rushing around, but you've made a deal with the ol' Grim Reaper and have some more time on your hands. Too much, really. So take it slow, man. You get a Perk every third level, starting at level 3 (3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup>, 12<sup>th</sup>, 15<sup>th</sup>, etc.).

## SUPER MUTANTS

*"My memories of being a human aren't as clear as they once were, but I remember pettiness, hatred, jealousy... I prefer being a mutant."*

- Marcus, Super Mutant Sheriff, *Fallout 2*

Super Mutants (also called “mutants” and “meta-humans”) are not the product of “natural” after effects of the Great War, but are a race created by various experiments. Whether they are the children of the Master or the result of the experiments of Vault 87, all super mutants trace their ancestry to the Forced Evolutionary Virus (FEV for short). After being dipped into the FEV vats, a human either mutates into a super mutants or die a horribly painful death. Like ghouls, super mutants age very slowly, but not as slowly as their mutated cousins.



Super mutants are huge, often reaching ten feet in height (although their stooped posture usually makes them appear closer to seven feet tall) and weight up to 350 pounds, all of it solid bone and muscle. Super mutants don't have a physical sex anymore (the FEV more or less removes them), but most identify as either male or female. Their skin is usually greenish yellow in color and various bunions and growths cover their bodies.

Super mutants have the following features:

- **Homo Superioris:** As a super mutant you are far and beyond superior to a standard human in every way. You are immune to the negative effects of radiation and disease and you can increase your SPECIAL Attributes to 12.
- **Stretch Armstrong:** As a super mutant you've got some mighty long arms, and you put them to good use. Increase the range of all of your Melee Weapons and Unarmed weapons by 1 hex.
- **Weapon X:** As a super mutant you possess a greater healing rate thanks to the increased rate of cell division in your body. Increase your Endurance by 2 for the purposes of determining your Healing Rate. Your Endurance can be increased beyond 12 for this purpose.
- **Misshaped Monster:** While you're definitely superior to humankind, you aren't built like them at all, making it difficult to use their armor. You cannot wear armor made for humans or ghouls, and you cannot wear power armor.
- **Thorough Training:** You take longer to learn new things, but that's because you make sure that you've mastered it. You get a Perk every third level, starting at level 3 (3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup>, 12<sup>th</sup>, 15<sup>th</sup>, etc.).

## ROBOTS

*"Loading public appeasement oration. Complete. Howdy, citizens. How about a Yee-Haw for law and order in the fine town of... error. Token not found."*

- Deputy Primm Slim, *Fallout: New Vegas*

Before the Great War, several companies and research facilities manufactured robots of all types. Many of them were given a roughly humanoid appearance and went on to serve as security, common labor, and various other functions. These machines were artificial intelligences per se, but most were programmed with advanced supercomputers that allowed them to “reason” on the same level as many human, and in some instances even better.



A robot can communicate with humans and with one another using memorized speech patterns. Many people in the wastes will find speaking robots to be more of a sideshow curiosity than an actual being, and will treat them more as property than as a sentient creature. Many robots stand between six and seven feet in height and weight between 300 and 400 pounds. Most are made of metal and silicon, and are usually a white, gray, or tan color. Robots cannot wear armor, but they can use weapons and tools. Robots don't have a lifespan, but they do need to have their batteries replaced every 75 to 150 years to continue operating.

Robots have the following features:

- **Not a Real Boy/Girl:** You were built, not born. You don't require food, water, or sleep to survive, although you must spend one hour each day shutting down and rebooting to keep the old circuits running smoothly. You're also immune to the negative effects of radiation as well as diseases, chems (both positive and negative effects), and poisons and venoms.
- **Some Assembly Required:** You take damage as any creature does, but unfortunately you don't heal Hit Points over time (your Healing Rate is always 0). Instead, you must be repaired through the use of the Mechanics Skill, which functions identically to the Medicine Skill when used on you. Once each month you must be maintained through successful Mechanics *and* Science Skill Tests (one each) while being examined for at least 8 hours.
- **Built to Last:** You were designed to withstand anything –including the apocalypse! You have a natural plating that provides 12 points of Damage Resistance against both Ballistic and Energy Weapons, as well as a +10% bonus to your Armor Class. This armor does degrade over time like normal armor and needs to be maintained and repaired. You cannot wear other forms of armor (although your armor can be upgraded with

modifications), although metal armor and power armor can be scrapped to make the repairs. If this maintenance is not performed, you begin taking 1d10 points of damage for every 24 hours beyond the deadline for the repairs (this damage is not negated by your innate Damage Resistances).

- **Don't Unplug Me!:** As a robot, you fear electromagnetic pulses. Any weapon or effect designated as an EMP weapon or effect (like the pulse mine) will wreak havoc upon your circuits.
- **Artificial Intelligence:** You possess a complex artificial intelligence that allows you to reason at the same level as a human (perhaps better!). However, there are some hang-ups, and certain information takes longer for you to process. You get a Perk every third level, starting at level 3 (3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup>, 12<sup>th</sup>, 15<sup>th</sup>, etc.).

# CHARACTER STATISTICS

After deciding on a character concept and picking the race and Traits that best suit it, the player has to decide on a character's SPECIAL Statistics. Each character has seven SPECIAL Stats that determine various aspects of his or her persona. The Stats are Strength (STR), Perception (PER), Endurance (END), Charisma (CHA), Intelligence (INT), Agility (AGL), and Luck (LCK). Together, these seven statistics define your characters' natural abilities.



## SPECIAL Stats

SPECIAL Stats can range from 1 to 10 and cannot drop below 1 or exceed 10, even with the effects of items, Perks, Traits, or conditions. Each player begins with 1 point in each SPECIAL Stat and has 33 points to distribute amongst his or her Stats. A player buys points at a 1-for-1 rate, so increasing Strength from 1 to 6 would cost 5 points, and increasing Luck from 1 to 10 would cost 9 points. If you choose a Trait that affects a SPECIAL Stat, keep this in mind as you are distributing your points. Remember that Traits cannot raise Stats about 10 or lower them below 1, so there's no use in wasting points!

While your SPECIAL Stats are used mainly to determine your Skills and Derived Stats, there may be times when the Overseer calls for your character to make a Stat Test. In instances such as these, you multiply the appropriate Stat by 10 before making the roll. For example, if the Overseer calls for a Strength Test to break down a door and your character has a Strength of 8, you would multiply 8 by 10, giving you a result of 80% (pretty good odds!). If you roll an 80% or lower on your d100, you would succeed in your attempt to kick down the door.

A complete description of Primary Statistics, with their use, is provided below:

**Strength (STR):** A measure of your character's physical strength and muscle power. Characters with a high Strength probably spent a lot of time at the gym or out working the fields, while characters with low Strength were probably bookworms and nerds growing up. This Stat is used to determine Carrying Capacity and Melee Damage. All weapons have a minimum Strength requirement as well, and if a character doesn't meet it, his or her accuracy with the weapon is decreased. Strength Tests are made to break down doors, bend the bars of a prison cell, pick up a fallen comrade in the middle of a gunfight, and other feats that require sheer muscle power.

**Perception (PER):** Perception is your character's awareness and "street-smarts," sometimes called instinct or a "sixth sense." Perceptive characters are more likely to notice details instantly,

like smells, sounds, and sights that don't come together to form a "normal" picture. Perceptive character also tend to be able to read another person's reactions, and can even tell when another person is lying. Highly perceptive characters often find work as investigators, while characters with low Perception Stats are often found wandering about lost in their own little world. This statistics is used to help determine Initiative (alongside Agility) and helps determine the maximum distance your character can fire a ranged weapon effectively. Perception Tests are made when there is little detail a character has a chance of noticing, such as the glinting of a scope as a sniper lines up a headshot.

**Endurance (END):** Endurance is a character's overall health and fitness. Characters with a high Endurance have great immune systems, good cardiovascular fitness, and can outrun and out-swim others. A character with a high Endurance could swim the length of the Potomac while a character with a low Endurance would drown in a Vault bathtub. Hit Points, Healing Rate, and Radiation Resistance are all based on Endurance. An Endurance Test would be made to determine whether or not your character can hang on to that rope over a canyon or if he succumbs to the radscorpion venom pulsing through his or veins. Lastly, Endurance is used to calculate Nerve, which determines if a burst hit would knock a character down or even unconscious, overall mental and physical fortitude, and a myriad assortment of other things.

**Charisma (CHR):** Charisma determines both a character's physical attractiveness and her knowledge of what exactly to say and when to say it. Beauty as well as grace and leadership ability contribute to a character's Charisma. A charismatic character will be the leader of the pack, and everyone is more likely to follow her orders. Nerve, a character's willpower, is calculated in part by his or her Charisma. Lastly, Charisma helps determines the initial treatment a character will get from an NPC that doesn't have a preconceived notion of her. Charisma Tests are made when a character is attempting to schmooze past some guards or trying to pick someone up at the bar.

**Intelligence (INT):** Intelligence is a character's higher reasoning power. Characters with high Intelligence have better memories and are better at solving problems than people with low Intelligence. Scientists have high Intelligence, while chem-fueled raiders probably do not. Many of the non-combat Skills use Intelligence in their base values. Intelligence also determines the number of Skill Points your character gains each level. Intelligence Tests are made when the character is attempting to guess a password or determine the sequence of an electric charge running through the patterns on the floor. Lastly, the Overseer may call upon a character to make an Intelligence Test to make an idea if a player is unsure as to how to proceed during a campaign.



**Agility (AGL):** A character's Agility Stat measures the speed of her reactions and how quickly an impulse travels from the brain to the proper part of the body. Characters with high Agility are jugglers and acrobats, or sometimes thieves. Characters with low Agility suffer from having two

left feet. This Stat is the basis for a character's Armor Class (combined with armor) and Action Points. It also modifies a large number of Skills, particularly the combat skills. Agility Tests are made to dodge a poison dart trap set up by a clever tribal or pull one's arm out of a sewer hole before it's bitten by a radioactive rat.

**Luck (LCK):** Luck is perhaps the most ambiguous of the SPECIAL Stats. It governs everything and nothing. Characters with a high amount of Luck just tend to have things go their way, while characters with a low amount of Luck always seem to be standing under the window just as the piano falls out of the building. Most notably Luck governs the Gambling Skill while providing a small bonus to the rest of a character's Skills. Luck also directly influences a character's likelihood of scoring a Critical Hit. Luck Tests are made at the Overseer's discretion. They can determine if your character, while scrambling in the dirt trying to crawl away from a Super Mutant Behemoth manages to find that .44 Magnum half-buried in the dirt, and if said gun even has any bullets left. Finally, anytime two creatures tie (such as if two creatures have the same Initiative), a Luck Contest is called upon to break it.

## DERIVED Stats

After determining your character's SPECIAL Stats, you need to figure out what her Derived Stats are. Remember that many Trait bonuses and penalties are applied to Derived Statistics. Formulas for determining the starting levels of Derived Statistics are given with the description of each Stat.

*At the end of some of the Derived Stat descriptions you'll see red text determining the average score for each Stat. To calculate the average value of a Stat, we assumed the creature in question had 5 points in each of the relevant SPECIAL Stats, including Luck. You can use this as a quick way to determine if your own character is above or below average in a particular Stat.*



**Hit Points (HP):** Perhaps the most important statistic in the game, Hit Points determine whether your character is alive and breathing or dead and buried. Dead character cannot be played or revived, ever. Not even if their brains are placed inside of jars. Seriously. Hit Points can be recovered with time, drugs, the correct Skills (usually Medicine, although cases can be made for Survival as well), or an able doctor. If a character's Hit Points drop to 0, he doesn't automatically die. A character whose Hit Points are between 0 and a negative number equal to ten plus double their Endurance [ $10 + (2 \times \text{END})$ ] is knocked unconscious and begins recovering

Hit Points as if he was resting (see Healing Rate, below). That means an unconscious character will eventually wake up, although it may take several hours or even days.

While a character does gain Hit Points whenever he levels up, the amount is fairly low. However, by increasing his Endurance or selecting certain Perks, a character can greatly increase his Hit Points. A character's starting number of Hit Points equals:  $25 + [\text{STR} + (2 \times \text{END})]$ . Each level beyond 1<sup>st</sup>, a character gains Hit Points equal to:  $5 + \frac{1}{2} \text{END}$ , rounded up. *Average Hit Points during Character Creation: 40. Average Hit Points each Level: 8.*

**Armor Class (AC):** A character's Armor Class is possibly the second-most important Stat in the game, as it reduces the chance of ever being hit by an attack. Armor Class (or AC) is measured as a percentage. Your character's base Armor Class equals  $\text{PER} + \text{AGL}$ . In addition, any armor she may be wearing can improve her Armor Class. For example, if your character has a Perception of 4, an Agility of 6 and dons a leather jacket that provides an Armor Class of +5%, her AC is 15%. Armor Class affects an attack's chances of hitting. For example, if a raider attempts to take a shot at the girl in the spiffy leather jacket with his rusty hunting rifle, he has to subtract 15% from his Guns Skill before rolling. *Average Unarmed AC: 10%.*



**Action Points (AP):** Action Points determine the amount of actions a character can perform in a single turn. Having more AP can determine the difference between reloading your 10mm pistol and firing that last shot at the feral ghouls, or being torn to pieces by its claws and teeth. Your character's Action Points equal  $5 + \frac{1}{2} \text{AGL}$  (rounded down). Certain actions cost more AP than others. For example, moving one hex (roughly one yard) costs 1 AP, reloading a weapon costs 2, and interacting with an item costs 3. Attacks vary depending on the weapon being used. *Average Action Points: 7.*

**Carrying Capacity:** Carrying Capacity determines how much equipment your character can carry on his person- on his back, in his pockets, or in his rucksack. Every item in the game has weight. A character's Carrying Capacity is  $25 \text{ lbs.} + (25 \times \text{STR})$ . Having a high Carrying Capacity does not mean that a character automatically has places to store all of their gear (for instance, a suit of power armor has to be worn, it can't realistically be carried without a cart or sled). *Average Carrying Capacity: 150 lbs.*

**Critical Hit Chance:** A Character's Critical Hit Chance is their likelihood that a regular attack will become a Critical Hit and deal extra damage. Traits, Perks, and certain chems and equipment can modify this number, but for most creatures Critical Chance is equal to their Luck Stat. For example, a character with Luck 3 scores a Critical Hit whenever they roll a 3 or less on their attack rolls. *Average Critical Chance: 5%.*



**Healing Rate:** Life possesses the remarkable ability to heal itself naturally. It finds a way, if you will. Your character's Healing Rate is the amount of Hit Points they heal naturally over time, and also determines how many extra Hit Points they heal when using healing items such as the stimpak. Your Healing Rate equals  $\frac{1}{2}$  **END (rounded up)**. A creature restores Hit Points equal to their Healing Rate every hour, and restores double their Healing Rate every hour while sleeping or resting – see “Rest and Relaxation” in Section 4). Use this table to determine healing rate, based upon Endurance, and remember: Robots do not heal damage naturally. *Average Healing Rate: 6.*

**Initiative:** Initiative determines who goes first in a combat round. Of course, if you are the one initiating the combat, you automatically get to go first (you ambush a group of merchants traveling through a valley or hit a Legion patrol heading back to camp). After the first turn, all combat turns get broken down by Initiative, with the highest Initiative going first, and so on down the line (ties are broken with Luck Contests). Initiative equals **PER + AGL**. *Average Initiative: 10.*

**Melee Damage:** While guns, lasers, and explosives all have static damage bonuses, Melee and Unarmed Weapons gain their extra stopping power from the person behind the weapon. This extra damage is determined by a character's Melee Damage Stat, which is equal to **2 x STR**. The higher your Melee Damage, the harder you hit whenever you decide to get up close and personal. Weak characters don't do a whole lot, but strong characters can hit *very* hard, sometimes harder than a firearm or laser (but never as hard as a Fat Man's Mini Nuke, because that'd be *crazy* strong!). *Average Melee Damage: 10.*

**Nerve:** There are terrifying things in the wasteland: buildings filled with feral ghouls, insane raiders that want to wear your face as a mask, and of course deathclaws. A wastelander has to be brave (or incredibly, *incredibly* stupid) to face all of these terrors and more. A character's Nerve represents his or her overall bravery, will to continue on, and ability to shrug off hits that would drop a lesser being. Whenever faced with a horrifying threat, overwhelming odds, or after suffering a particularly nasty injury, the Overseer may call for a Nerve Test. Succeeding on a Nerve Test means a character remains calm and collected and can continue acting as normal, while failing a Nerve Test means a character's will has broken or they were overwhelmed by damage and has entered shock. The types of situations that call for Nerve Tests can be found in Section 4: Adventuring in the Wastes. A character's Nerve equals **5 x (END + CHA)**. *Average Nerve: 50%.*

**Radiation Resistance:** In the post-nuclear world, radiation is always a concern. Some places are naturally radioactive, like the blast center where a nuke went off. Some are more radioactive than others. For example, you are guaranteed to find more rads at the center of a blast than you are 5 miles away. A character's base Radiation Resistance equals **2 x END**. Radiation Resistance can be increased with chems, certain types of armor, and Perks. A character with an Endurance of 5 has 10% Radiation Resistance. Theoretically this means that 10% of all rads that

bombard his frail body don't pass through his skin, but that would require more math than anyone wants to do. Instead, Radiation Resistance is rolled just like any other test, and if a creature succeeds on a Radiation Resistance Test, they are only exposed to half the amount of radiation that is actually around them. Failure results in the creature being subjected to the full force of the surrounding radioactivity. *Average Rad Resistance: 10%.*

## SKILLS

"They asked me how well I understood theoretical physics. I said I had a theoretical degree in physics. They said welcome aboard."

- Fantastic, *Fallout: New Vegas*

Skills are one of the most important parts of the *Fallout: Wastlands* system, as they determine what your character is capable of doing. As you grow and explore more of the wasteland, you may find that certain skills are more beneficial to your character, and that others are necessary to survive and thrive in your neck of the woods.

*Fallout: Wastlands* makes use of eighteen different Skills, allowing characters to vary in what they can and cannot accomplish. Some Skills are used more heavily in combat, while others are more useful in social situations. Regardless of what's going on in the world around the characters, each Skill should have some sort of application. After all, maybe that raider shooting at you is willing to listen to reason (or the jingling of Caps) and perhaps that merchant can be *coerced* to lower the price of the goods he's selling.



## CHARACTER CREATION AND TAG!

When you create a 1<sup>st</sup>-level character, the first thing you do is calculate the starting percentages (called the Skill Value) of your Skills based on your SPECIAL Stat scores. The starting percentages are calculated before ANY other skill adjustments are made – from Tag Skills adjustments to Traits to the addition of Skill Points. Once your Skill Values have been calculated, you can pick your Tag Skills and add in the bonuses.

Every character begins play with three Tag Skills to start. A Tag Skill is best described as a character's areas of expertise. Whether through natural talent, study, or repeated application of the skill, a character has become more proficient in the use of these three Skills. Unless otherwise stated (perhaps through the application of a Trait), a character begins play with three Tag Skills, no more, no less. The number of Tag Skills shall be three, and three shall be the number of Tag Skills. Not two, unless... you get the picture. Each Tag Skill gains an immediate 15% bonus.

Lastly, add ½ of your character's Luck (LCK) Stat, rounded up, to each of your Skills to represent a dose of good fortune. Characters with more Luck benefit from it, but even those who

would normally consider themselves unlucky still find themselves on the receiving end of good fortune from time to time.

Once all of this is completed, you will have your character's Base Skill Values. When calculating Skill Values, bear in mind that Skills cannot go below 1% and cannot surpass 100%.

*At the end of each Skill Description you'll see red text determining the average score for each Skill Value. To calculate the average percentage of a Skill, we assumed the creature in question had 5 points in each of the relevant SPECIAL Stats, including Luck. You can use this as a quick way to determine if your own character is above or below average in a particular Skill.*

**Academics:** A character's Academics Skill covers the various fields of knowledge not covered by other skills. This includes, but is not limited to: random bits of trivia about towns or factions, general lore of a region, history of the wasteland and the Old World, philosophy, literature. A character trying to research a particular subject would make an Academics Test, as would a character trying to win the local dive bar's trivia night. A character's starting Academics Skill equals:  $15\% + (2 \times \text{INT})$ . *Average Skill: 28%*

**Athletics:** A character's Athletics Skill covers his or her general athletic nature. In general, the higher your Athletics Skill, the more physically gifted you are. While simple acts such as walking or running across an open field or the decaying ruins of a pre-War parking lot wouldn't require an Athletics Test, attempting to dodge an explosion, getting involved in a grapple, climb the rusty steel girder of a building, swimming across the Colorado River, or attempting to outrun a deathclaw would all require Athletics Tests. A character's starting Athletics Skill equals:  $5\% + [2 \times (\text{STR} + \text{END})]$ . *Average Skill: 28%*

**Barter:** A character's Barter Skill is primarily used in the buying and selling of items, such as trading with a merchant or scavenger. In general, the higher your Barter Skill, the lower the prices of items will be. Barter can also be used from time to time as an alternative to Speech, provided you're willing to pay the price... The Barter Skill also encompasses a person's knowledge about local merchant caravans, vendors, and the area's economic status. A character's starting Barter Skill equals:  $5\% + (4 \times \text{CHA})$ . *Average Skill: 28%*



**Big Guns:** A person's ability to operate and maintain larger weapons such as the Tesla Cannon and automatic rifle is governed by the Big Guns Skill. Due to their size and the manner in which they operate, Big Guns require specialized training that traditional firearms courses and manuals don't cover. A character's Big Guns Skill is used mainly to determine accuracy with the appropriate weaponry, but outside of combat it covers a character's knowledge of such weapons,

including ammunition, caretaking, and history. A character's starting Big Guns Skill equals: **15% + AGL + END**. *Average Skill: 27%*

**Energy Weapons:** The use of Energy Weapons is not a very common skill in most of the post-nuclear world. They don't exist in large numbers due to the fact that they were just coming into actual warfare when the world blew itself up. Several groups, most notably the Brotherhood of Steel and the Van Graffs, search for Energy Weapons to use for themselves, keeping the best out of the hands of the average wastelander. A character's Energy Weapons Skill is used primarily to determine their ability to use an Energy Weapon in combat, but it also determines a character's general knowledge of Energy Weapons, such as ammunition types and how to properly modify such a weapon. Energy Weapons include laser pistols, plasma pistols, and pulse rifles. A character's starting Energy Weapons Skill equals: **5% + (2 x PER)**. *Average Skill: 18%*

**Explosives:** Explosives are a dangerous weapon that in the wrong hands can cause as much damage for the user as the target. A character's Explosives Skill determines his or her proficiency in the use of Explosives as a weapon and his or her general knowledge of explosive tools. Devices ranging from dynamite to fragmentation grenades to bottle caps mines are all governed by the Explosives Skill. A character skilled in Explosives can also attempt to disarm an Explosive device. A character's starting Explosives Skill equals: **10% + (PER + STR)**. *Average Skill: 23%*

**Gambling:** A character's Gambling Skill is used primarily to determine his or her knowledge of how certain games of chance work. While one cannot (legally) affect how the dice roll in a game of Craps, a person can use their knowledge of the game and attempt to calculate the odds before placing a bet. A character with a high Gambling Skill can also figure out ways to rig a game in their favor, or determine if someone else is cheating. While Lady Luck may be a fickle mistress, a clever wastelander knows when to hold 'em, and when to fold 'em. A character's starting Gambling Skill equals: **0% + (5 x LCK)**. *Average Skill: 28%*

**Guns:** Guns are one of the most common weapons found in the wasteland. Caravan guards, NCR Troopers, mercenaries, and raiders alike all tend to carry at least one gun on them at any given time. A character's Guns Skill determines his or her proficiency with standard ballistic weapons such as the 10mm pistol, sniper rifle, hunting shotgun, and even more powerful weapons like the minigun. The classic bow and arrow is also covered under the Guns Skill. The higher a character's Guns Skill, the more accurate he is when shooting, and the easier it is for him to clear a jam. Outside of combat the Guns Skill determines a character's overall knowledge of firearms and their ability to make hand loaded ammunition. A character's starting Guns Skill equals: **10% + [2 x (PER + AGL)]**. *Average Skill: 33%*



**Investigation:** A character's Investigation Skill determines his ability to spot clues, notice patterns, find items of importance that others would miss, and perhaps most importantly, locate traps on the battlefield and determining if someone is lying, withholding information, or trying to distract someone. A character with a high Investigation Skill would be able to spot a working sniper rifle in a pile of junk or be able to determine if the raider sweating it out during interrogation is nervous about his own fate, or about having his lies discovered. A character's starting Investigation Skill equals:  $5\% + [2 \times (\text{PER} + \text{INT})]$ . *Average Skill: 28%*

**Mechanics:** The Mechanics Skill is the practical application of the Science Skill- both in the sense of being able to operate complex machinery such as power armor and vehicles, and maintain said items as well as weapons and armor. As things are constantly breaking down in the wasteland, having a handyman around is a must. Mechanics covers fixing all manner of mechanical objects ranging from guns to armor to vehicle, and can also be used to intentionally sabotage or disable a mechanical device. The Mechanics Skill can also be used to get a robot back into operating shape, much like the Medicine Skill is used for humans and ghouls. Lastly, but certainly not least, the Mechanics Skill is used to operate vehicles and power armor. A character's starting Mechanics Skill equals:  $5\% + (3 \times \text{INT})$ . *Average Skill: 23%*

**Medicine:** A character's Medicine Skill determines not only her ability to patch up minor cuts and scrapes, but also her knowledge of more advanced medical procedures. It also encompasses a character's general medical knowledge in subjects such as pharmaceuticals, anatomy, and biology. Patching up another wastelander in the middle of a gunfight is a dangerous, but completely acceptable, use of the Medicine Skill. Performing surgery on a dying friend is another use of the Medicine Skill. A less scrupulous character can also use her medical knowledge to harm another creature by deliberately botching a surgery or slicing particular arteries or muscles. Bear in mind that the Medicine Skill takes time to use, as one cannot expect to perform open heart surgery in a matter of seconds. A character's starting Medicine Skill equals:  $10\% + (\text{PER} + \text{INT})$ . *Average Skill: 23%*

**Melee Weapons:** A character's Melee Weapons skill governs his skill with weapons ranging from a simple lead pipe to the high-tech super sledge, and everything in between. It also encompasses a character's ability to use throwing weapons, such as a knife or spear. Since using simple tools to beat things into a bloody pulp is something fairly innate to human nature, this is usually a pretty high skill. A character's starting Melee Weapons Skill equals:  $20\% + [2 \times (\text{STR} + \text{END})]$ . *Average Skill: 43%*

**Science:** The Science Skill represents a character's combined scientific knowledge in a variety of fields. Biology, chemistry, and physics are three common scientific fields, as is computer engineering. One of the most popular uses of the Science Skill is the hacking into of pre-War electronic devices to access the information held within. While Academics covers general knowledge, the Science Skill covers more specialized and in-depth knowledge of different fields. A character's starting Science Skill equals:  $5\% + (4 \times \text{INT})$ . *Average Skill: 28%*

**Security:** A character's Security Skill covers a wide range of abilities, most of which revolve around breaking and entering. Picking locks, arming or disarming traps, and determining the best point of access in a compound or base are all governed by the Security Skill. For characters possessing a stronger moral fiber, the Security Skill can be used to upgrade locks and doors to make them more difficult to break into. A character's starting Security Skill equals:  $10\% + (\text{PER} + \text{INT})$ .

*Average Skill: 23%*



**Sneak:** A character's Sneak Skill determines her ability to move quietly and unseen, as well as her ability to plant items on other people and pick pockets. Lighting, distance, and the number of creatures a character is trying to sneak past all factor into whether or not an attempt at stealth is successful. A character's starting Sneak Skill equals:  $10\% + (3 \times \text{AGL})$ . *Average Skill: 28%*

**Speech:** A character's eloquence and ability to bring others around to his type of thinking is determined by his Speech Skill. The better a character's Speech Skill, the most likely he is to sway others and get them to follow his orders and suggestions. When a character needs to convince another creature to do something, a Speech Test is attempted. While the Investigation Skill is more commonly used to detect lies, a character can attempt to make a Speech check to figure out if someone is trying to sway them, although it won't allow them to determine the other creature's motives. A character's starting Speech Skill equals:  $5\% + (5 \times \text{CHA})$ . *Average Skill: 33%*

**Survival:** A character's Survival Skill determines her ability to stay alive and even flourish in the wilderness that is the post-War wasteland. It encompasses all sorts of knowledge pertaining to wild flora and fauna, a person's ability to live off of the land, and his or her ability to successfully navigate in the wilderness using landmarks or the stars. A character with a high Survival Skill is also more capable of finding sources of food and water and making edible meals out of gathered plants and hunted animals and certain medicines, such as healing powder and anti-venoms. A character's starting Survival Skill equals:  $10\% + [2 \times (\text{END} + \text{INT})]$ . *Average Skill: 33%*

**Unarmed:** A character's Unarmed Skill determines her ability to kick ass without having to rely on heavy, cumbersome weapons. The Unarmed Skill encompasses a variety of martial arts, boxing, pugilism, and other hand-to-hand combat styles that emphasize using one's body as a weapon. The higher a character's Unarmed Skill, the most likely he or she is to strike foes while in combat. It also governs a character's knowledge of various martial arts styles and how to defend against them. A character skilled in Unarmed combat is never at a loss for weapons, and can make for a dangerous opponent. A character's starting Unarmed Skill equals:  $25\% + [2 \times (\text{AGL} + \text{STR})]$ . *Average Skill: 48%*

## APPLYING THOSE SKILLS

Now that you understand the basics of each Skill, it's time to learn exactly how they apply to your survival and prosperity out in the wastelands. Skills are perhaps the most important (or at least the most used) facet of your character. They are called upon in battle to determine your likelihood of actually blowing out that raider's brains and they are useful out of combat when dealing with merchants, patching up your friends, hacking into computers, and driving off into the sunset.

Whenever you want to use a Skill, you will roll a d100 (d%) against a particular Skill's value. This is called a **Skill Test**. The goal is to roll a number less than or equal to your Skill's value. So if you're attempting to recall information about a pre-War author, you would want to attempt an Academics Test. Your character is rather well-versed in the academics arts, and so you have an Academics value of 63%. Assuming the Overseer doesn't add any difficulty modifiers (see below for more details), you would need to roll a 63 or lower on your d100. Should you roll a 64 or higher, you would fail your roll. Remember that a roll of 1 is always a success, and a roll of 100 (000) is always a failure.

**Skill Test Difficulties:** Sometimes you will find yourself in a particularly difficult spot where using your Skills isn't going to be easy. You might be trying to fix a jam in your Bozar while super mutants are taking pot shots at you and your tool kit is seven feet away, depriving you of the proper items to fix your gun. In such an instance, the Overseer might decide that the Skill Test should be more difficult than it normally would be. See the table to the right for the different difficulty rating and the penalties or bonuses to Skill Tests they provide.

| Difficulty | Skill Modifier |
|------------|----------------|
| Trivial    | +20%           |
| Easy       | +10%           |
| Average    | +0%            |
| Hard       | -20%           |
| Expert     | -50%           |

Once the Overseer determines the difficulty of the Skill Test, you add or subtract the associated modifier to your Skill Value. So if the Overseer decides that it's going to take a Hard Guns Skill Test to clear the jam in your Bozar while those super mutants are shooting at you, you'd subtract 10% from your Guns Skill Value (44% would be reduced to 34% for example), thus requiring you to roll at or below 34 on your d100 to get your gun ready to return fire.

In some cases you might get lucky and have additional resources available to you. For example, if your character is in surgery trying to fix up a friend whose leg was heavily damaged by a fragmentation mine, you might get some bonuses by having additional medical staff around or having access to more than just a stimpak and a partially destroyed copy of a Journal of Internal Medicine. In such a case, the Overseer might rule that patching up the leg would be an



easy Medicine Skill Test, bumping your Medicine Skill of 55 to a Medicine Skill of 65 for the duration of the treatment.

**Skill Competencies and Automatic Successes:** When a character has a Skill Value of at least 50%, he is considered competent in the Skill. Being competent means that a character is comfortable enough performing certain actions that the Skill encompasses that he doesn't have to attempt a Skill Test to perform as long as he is not in a dangerous situation. For example, a character with a Guns Skill of 50% can perform routine maintenance on his firearm without having to attempt a Guns Skill Test. A character with a Guns Skill of 38% would have to attempt a Skill Test to perform the same action.

A character can never automatically succeed thanks to competency in combat, nor can a character use Skill competency to automatically succeed on an attack roll (with the exception of something like target practice in a controlled environment). Complex tasks, such as hacking into a Securitron's programming or repairing a tank, cannot automatically succeed using the Skill Competency rules.

**Degrees of Success and Failure:** The primary use of any Skill Test is to determine whether or not a character succeeds or fails in an attempted action. However, life is hardly ever as simple as "succeed, fail," and *Fallout: Wastelands* strives to emulate that through the use of Degrees of Success and failure. For every 10% a character rolls under his Skill Value, he is considered to have achieved a Degree of Success. Likewise, for every 10% a character rolls over his Skill Value, he is considered to have achieved a Degree of Failure.

| % Away From Skill Value | Degrees of Success/Failure |
|-------------------------|----------------------------|
| 0-9%                    | None                       |
| 10-19%                  | 1                          |
| 20-29%                  | 2                          |
| 30-39%                  | 3                          |
| 40-49%                  | 4                          |
| 50-59%                  | 5                          |
| 60-69%                  | 6                          |
| 70-79%                  | 7                          |
| 90-89%                  | 8                          |
| 90-99%                  | 9                          |

For example, a wastelander with an Investigation Skill Value of 60% is looking for a weapon in a pile of junk. The player expresses interest in finding a firearm and rolls a 27% on his Investigation Skill Test. He has achieved three Degrees of Success, and so the Overseer awards him with a hunting rifle as opposed to a homemade pipe pistol. The more Degrees of Success the character achieves, the better the result of the Skill Test. If the player rolls a 1% it is considered a Critical Success.

The opposite is true as well. If the same character had rolled a 90%, he would have achieved three Degrees of Failure. Now when it comes to looking for a weapon Degrees of Failure may not be as important, but a particularly devious Overseer could have the wastelander stumble upon an active landmine.

Exactly how Degrees of Success and failure are incorporated is up to each Overseer. Some Skills lend themselves to Degrees of Success and failure more readily than others. For the application of Degrees of Success and failure in combat, see Section 5: Combat.

**Skill Contests:** Sometimes a creature has to use a Skill against another creature rather than against an inanimate object. Such an instance is called a Skill Contest, and it involves two or more creatures all attempting the same Skill Test. Each creature involved in a Skill Test rolls a d100 against the chosen Skill Value and records their Degrees of Success. The creature that has achieved the most Degrees of Success wins the Skill Contest.



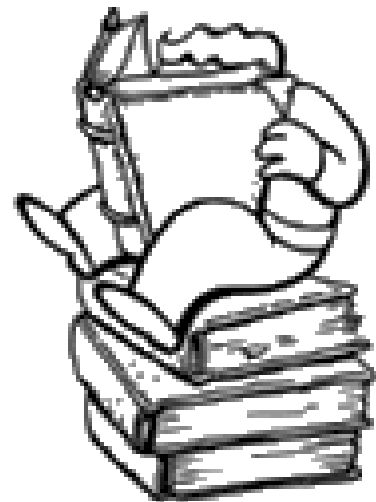
For example, if a member of the Brotherhood of Steel is grappling with a Super Mutant, they would attempt an Athletics Skill Contest. The BoS member has an Athletics Skill Value of 43% while the Super Mutant has an Athletics Skill Value of 74%. The BoS member achieves two levels of success while the Super Mutant only achieves one, meaning that the BoS member wins the Skill Contest and either successfully grapples the Super Mutant or escapes the Super Mutant's hold.

This allows a character with a higher Skill Value the greater chance of succeeding on a Skill Contest, but doesn't rule out the underdog entirely. If one creature involved in a Skill Contest rolls a 1%, she automatically succeeds on the Skill Test. The opposite is true for any creature that rolls a 100% on a Skill Contest- that creature loses the Contest.

In the case of a tie, the tied parties engage in a Luck Contest to determine a victor.

## **ADJUSTMENTS TO SPECIAL Stats AND THEIR EFFECTS**

There are all sorts of things out there in the wasteland that can change your SPECIAL Stats for better or worse: Chems, radscorpion venom, radiation sickness, strange pre-War technology, injuries, power armor, Perks, and even a pair of sunglasses or a nifty hat! Keeping track of how these various items and effects alter your Derived Stats and Skills can be a pain. In order to assist the Overseer and the players of *Fallout: Wastelands*, we have provided the following tables to allow for easy look up and on the fly adjustments so as not to slow down games.



**Derived Stats:** Derived Stats have some of the more complicated calculated and rely on tables more than Skills. As such, the following table may redirect you to the appropriate tables, as there are no easy calculations to determine them. The following table will allow the Overseer and players to quickly determine the impact of shifting SPECIAL Stats on their Derived Stats.

| Derived Stat                      | +1 to Relevant SPECIAL Stat | -1 to Relevant SPECIAL Stat |
|-----------------------------------|-----------------------------|-----------------------------|
| <b>Hit Points (STR)</b>           | +1 HP per Level             | -1 HP per Level             |
| <b>Hit Points (END)</b>           | +2 HP per Level             | -2 HP per Level             |
| <b>Armor Class (AGL)</b>          | +1% Armor Class             | -1% Armor Class             |
| <b>Action Points (AGL)*</b>       | +½ AP                       | -½ AP                       |
| <b>Carrying Capacity (STR)</b>    | +25 lbs.                    | -25 lbs.                    |
| <b>Critical Chance (LCK)</b>      | +1% Critical Chance         | -1% Critical Chance         |
| <b>Healing Rate (END)*</b>        | +½ Healing Rate             | -½ Healing Rate             |
| <b>Initiative (AGL, PER)</b>      | +1 to Initiative            | -1 to Initiative            |
| <b>Melee Damage (STR)</b>         | +2 to Melee Damage          | -2 Melee Damage             |
| <b>Nerve (END, CHA)</b>           | +5% Nerve                   | -5% Nerve                   |
| <b>Radiation Resistance (END)</b> | +2% Rad Resistance          | -2% Rad Resistance          |

\* A character's Action Point total equals  $5 + \frac{1}{2}$  AGL (rounded down), so a character's AP would only increase or decrease if their AGL is modified to an even number. Likewise with Healing Rate, which equals one-half of a character's END.

**Skills:** Skills have fairly simple calculations to determine their values. The following table will allow the Overseer and players to quickly determine the impact of shifting SPECIAL Stats on their Skills.

| Skill   | +1 to Relevant SPECIAL Stat | -1 to Relevant SPECIAL Stat |
|---|-----------------------------|-----------------------------|
| <b>Academics (INT)</b>  | +2%                         | -2%                         |
| <b>Athletics (STR, END)</b>   | +2%                         | -2%                         |
| <b>Barter (CHA)</b>   | +4%                         | -4%                         |
| <b>Big Guns (AGL, END)</b>  | +1%                         | -1%                         |
| <b>Energy Weapons (PER)</b>   | +2%                         | -2%                         |
| <b>Explosives (STR, PER)</b>  | +1%                         | -1%                         |
| <b>Gambling (LCK)</b>   | +5%                         | -5%                         |
| <b>Guns (PER, AGL)</b>  | +2%                         | -2%                         |
| <b>Investigation (PER, INT)</b>   | +2%                         | -2%                         |
| <b>Medicine (PER, INT)</b>  | +1%                         | -1%                         |
| <b>Mechanics (INT)</b>  | +3%                         | -3%                         |
| <b>Melee Weapons (STR, AGL)</b>   | +2%                         | -2%                         |
| <b>Science (INT)</b>  | +4%                         | -4%                         |
| <b>Security (PER, AGL)</b>  | +1%                         | -1%                         |
| <b>Sneak (AGL)</b>  | +3%                         | -3%                         |
| <b>Speech (CHA)</b>   | +5%                         | -5%                         |
| <b>Survival (END, INT)</b>  | +2%                         | -2%                         |
| <b>Unarmed (STR, AGL)</b>   | +2%                         | -2%                         |
| <i>*Reminder: A creature adds ½ his or her Luck (rounded up) to all Skills!</i> |                             |                             |

# CHARACTER TRAITS

Traits are an important part of the character creation process, as they help differentiate characters from one another and grant them abilities at 1<sup>st</sup>-level. They can range from a description of the character's personality or a physical description, and can permanently affect things like Skills, SPECIAL Statistics, and Derived Statistics. Some Traits are not available to every race, and some Traits are only available to certain races. The following Traits are available to characters during Character Creation (or when a character takes the "Look at all these Traits!" Perk).

**Ambidextrous:** You were born with hands that are so good at being hands, they can operate independently of one another (and sometimes *your brain!*). As long as you hold a weapon in each hand you reduce the AP cost of your attacks by 1. However, idle hands are the devil's playthings, and if you ever have a free hand or both of your hands are supposed to work together to operate one weapon, you find that they get in one another's way, increasing the AP cost of your attacks by 1. *You cannot select both the Ambidextrous Trait and the One Hander Trait.*

**Artificial Humanoid:** There's something about you that's different. Maybe you're a synthetic humanoid, built in a laboratory rather than made, y'know, the *old-fashioned* way. Or maybe you *were* a regular organic humanoid before a mad scientist got his hands on you and "upgraded" you with powerful pre-War tech. Either way, increase your Damage Resistance against Ballistic and Energy Damage by 2, increase your Radiation Resistance by 10%, and you gain a +10% bonus on all Nerve Tests made to resist addiction, disease, and poison. However, the tech used has made you susceptible to EMPs, and any weapon or effect designated as an EMP weapon or effect (such as the pulse rifle) will treat you as if you were a robot. *Robots cannot choose this Trait.*



**Bloody Mess:** By some strange twist of fate, people around you always seem to die with a little more *ultraviolence*. Ever since you were a child you've always seen the worst ways a person can die. Grandma didn't die in bed in her sleep, no, she was torn apart by rabid deathclaws. This doesn't mean that you kill people any faster or slower than usual, just that when someone around you dies, they die in the most dramatic fashion possible. Just how dramatic is up to the Overseer. Seeing all of this carnage has steeled your stomach, granting you a +5% bonus to your Nerve.



**Chem Reliant:** You've become so used to being chemmed up to your gills that your body knows how to leech every last bit of juice out of them. Double the effects, both positive and negative,

of all chems you ingest. However, you're twice as likely to become addicted to chem (double the addiction rate of all chems you use). *Robots cannot choose this Trait.*

**Claustrophobia:** You're afraid of clowns. Wait, no, that's *coulrophobia*... Claustrophobia is the fear of small spaces. Yeah! Anyway, while indoors you suffer a -5% bonus on all Skill Tests and attacks, but when out in the wild blue yonder you gain a +5% bonus on all Skill Tests and attacks. Any place with four walls and a roof is considered indoors, while any place lacking these basic accoutrements is considered the outdoors.

**Early Bird:** The early yao guai gets the bighorner, or at least that's what my papa always said. During the day, especially the morning, get a +10% bonus to all of your Skill Tests. However, your senses aren't so sharp when the stars are out, and you suffer a -5% penalty to all of your Skill Tests. *Robots cannot choose this Trait. You cannot select both the Early Bird and the Night Person Trait.*

**EMP Shielding:** You've had Tesla Attraction Coil Rods installed to help protect against electromagnetic pulse weaponry and other similar effects, at the cost of being much, *much* heavier. These upgrades have rendered you immune to the additional effects of pulse weapons and effects and the Tesla Attraction Coil Rods actually provide power to any Energy Weapons on your person, granting you a +2 bonus damage with all Energy Weapons. However, all of this equipment weighs you down significantly and it costs you 1 additional AP to move. Hey, those coils look super cool though, right? *Only Robots can choose this Trait.*

**Fast Shot:** You don't have time for a targeted attack, but you attack faster than the eye can see! It costs you one less Action Point (AP) to use a weapon, but you cannot perform targeted shots. This Trait has no effect on Melee Weapon or Unarmed attacks.



**Finesse:** Your attacks show a lot of finesse and panache, and while you don't do as much damage, you certainly know where to strike to maximize effectiveness. All of your attacks have a -5 penalty to weapon damage, but you gain a +5% bonus chance to score a Critical Hit.

**Four Eyes:** Archimedes once used a pair of glasses to make a death ray. It's totally true, look it up sometime. You, however, need to wear a pair of glasses to even see properly. While wearing any type of glasses, you gain a +1 bonus to Perception, but when you're not wearing glasses you suffer a -2 penalty to Perception. Whenever you get hit with a Critical Hit, if you're wearing unbroken glasses they immediately break. Note that your Perception cannot be improved past 10 or reduced below 1.

**Glowing One:** Where were you when the bombs fell? Directly beneath them? Because you sure as hell look like it. Extreme radiation exposure has left you glowing in the dark like a lava lamp.

Your glow eliminates modifiers from light in combat for you, your allies, and your enemies, but it also exposes all of your allies to negligible amounts of radiation (1 rad every round/10 seconds). Conveniently, this is *just enough* radiation to trigger your extra special ghoulish healing. Equipment that contains radiation, such as power armor or a radiation suit, can contain these rads. *Only Ghouls can choose this Trait.*

**Ham Fisted:** Genetic engineering – or dumb luck – has endowed you with huge hands. Just enormous. Seriously. You immediately make Unarmed a Tag Skill, but you suffer a -5% penalty to Energy Weapons, Guns, Medicine, Mechanics, and Security. *Only Super Mutants can choose this Trait.*

**Heavy Handed:** You fight harder, not smarter. Your attacks are brutal, but they lack a certain *je ne sais quoi*. You rarely cause a good Critical Hit, but you consistently do more damage. You get a +5 bonus on all Melee Weapon and Unarmed damage rolls, but you suffer a -5% penalty to your Critical Hit Chance (minimum 1% chance).

**Hoarder:** You don't ever throw things away in case they can be useful later on. Sometimes that's not a bad habit to have in the wasteland, but sometimes you just need to let it go. Increase your Carrying Capacity by +25 lbs. (after you calculate it based on your Stats). If at any time you're carrying less than 100 lbs., you suffer a -25% penalty on all Skill Tests.

**Integrated Weapons System:** "Have gun, will travel." A motto of many in the wasteland, and a motto your creators took very seriously. A little *too* seriously, perhaps. They've installed an integrated weapons system into one of your arms, meaning you're never without firepower. Choose a one-handed weapon to replace one of your hands. That weapon can't be disarmed, but you cannot hold an object in that hand. While you *can* change your integrated weapon, it takes four hours and a successful Mechanics Skill Test to do so. *Only Robots can choose this Trait.*

**Jinxed:** I've got good news, and bad news. The good news? Everyone around you suffers from more critical failures in combat. The bad news? That includes you and your allies. If you, a party member, or an NPC have a failure in combat there is a greater chance that it will be upgraded (downgraded?) to a Critical Failure. Critical failures are bad: weapons explode, the wrong people are shot in the dick, body parts fall off. Whenever someone within 10 hexes fails a Skill Test or misses with a weapon attack, they have a 50% chance of turning that failure into a Critical Failure.



**Kamikaze:** By not paying attention to any threats around you (not the radroaches, not the raiders, and certain not that hungry yao guai), you can act a lot faster in a turn. You only add half of your Agility and Perception to your Armor Class (rounded down), but you gain a +5 bonus to your Initiative.

**Loose Cannon:** You don't like to play by the rules. In fact, you make a habit of burning any and all rule books you find. Whenever you throw a weapon (such as an explosive or throwing spear) you decrease the Action Point cost by 2. However, you suffer a -10% penalty to the accuracy of your attack.

**Mean as Fuck:** You've seen it. You've probably been shot or stabbed by. Fuck, man, you've probably *done* it! Nothing scares you anymore. You get a +10% on all Nerve Tests made to help you keep your composure and a +20% bonus on Speech checks made to intimidate others. However, you're a nasty fella, and whenever you gain Bad Karma you double the amount.

**Natural Born Killer:** Everywhere you go people avoid you like the plague. It's the way you carry yourself. You're a person of violence, and it shows. You get a +5 bonus on all weapon damage rolls. However, people do their best to avoid you and will only speak with you when absolutely necessary. Merchants will sell to you, but don't expect good deals or the chance to barter. People might give you information, but you'll only get the basics before "something comes up." While people aren't going to be out and out rude toward you (for fear of their own safety), you aren't going to make any friends in this life or the next.

**Nightkin:** You've been bred and trained for an affinity for Stealth Boy technology and covert operations. Stealth Boys last twice as long when you use them. However, you *hate* being seen and you've developed a severe case of schizophrenia and the voices in your head often distract you. Stealth Boys last twice as long when you use them, but whenever you're not under the effects of a Stealth Boy, you automatically suffer a Degree of Failure on all Skill and Nerve Tests. You can still attack other creatures just fine. The voices in your head seem to agree that violence is the best option. *Only Super Mutants can choose this Trait.*

**Night Person:** As a night-time person involved in late-night activities of varying natures, you are more awake when the sun goes down. When the moon is up and the stars hang over the midnight ranges you get a +10% bonus to all of your Skill Tests. However, you hate the sight of the sunlight and when it's shining you suffer a -5% penalty to all of your Skill Tests. *Robots cannot choose this Trait. You cannot select both the Night Person and the Early Bird Trait.*

**Old World Blues:** Most people would say you're lucky for surviving the Great War, but you can't help but feel like the world has moved on and left you behind. You've got a dark sense of humor that upsets most people around you, and you often feel morose and melancholy. On the plus side, you've picked up a trick or two during your long life. You suffer a -5% penalty on all Skill Tests and attack rolls, but can take up to two other Traits. *Only Ghouls can choose this Trait.*

**One Hander:** One of your hands is very dominant, almost to the point where you wonder why God saw fit to give you two. Your main hand excels at everything it does, but your off-hand is like your drunken uncle, always getting in the way, causing problems, and generally being a nuisance. You get a +10% bonus on all attack rolls made with one-handed weapons as long as

you don't have a second weapon in your off-hand, but you suffer a -20% penalty on all attack rolls made with two-handed weapons. *You cannot select both the One Hander Trait and the Ambidextrous Trait.*

**Psyker-Pathic:** Your parents always said you were different. Special, even. Maybe it was that glowing goo you played around in as a child, or maybe it was that thing that weird old man once told you. Whatever it was, you've found that you can casually skim the surface thoughts of those around you, granting you a +15% bonus on all Barter, Investigation, and Speech Skill Tests. However, you can't seem to turn it off, and you suffer a -5% penalty on all Skill Tests and attack rolls when more than ten people are within 10 hexes of you at any given time. Perhaps with time your gifts will grow, my young apprentice. *Robots cannot choose this Trait unless they have selected the Robobrain Trait.*



**Robobrain:** You were built to house a brain, which serves as your central processor. You can be affected by chems and poisons, which are twice as effective in both the good ways and the bad (double all bonuses, but double the addiction rate, and the duration of negative effects and withdraw symptoms). Lastly, you can pick up an extra Trait, including "Psyker-Pathic." *Only Robots can choose this Trait.*

**Shiny and Chrome:** I see you really enjoy polishing your chassis, *if you know what I mean.* Oh, you don't? Never mind then. You've received a silver ablative coating that reflects light and lasers off your surface, but damn if it isn't distracting in a firefight. You increase your Damage Resistance against Energy Damage to 15, but the bright light reduces your Perception by 2 (to a minimum of 1). *Only Robots can choose this Trait.*

**Strong, Silent Type:** "Speak softly and carry a big stick." You've taken those words to heart, although you prefer not to speak at all and your stick ranges anywhere from a literal stick to a Rockwell CZ57 Avenger Minigun. Increase your Strength and Endurance by 1. However, you're no good at talking, and whenever you attempt a Charisma Test or a Barter or Speech Skill Test, you immediately reduce your Degree of Success by 1 if you succeed and increase your Degree of Failure by 1 if you fail. There's a reason you don't talk much – you're terrible at it.

**Targeting Computer:** You've been upgraded with a state-of-the-art onboard targeting computer. All attacks cost 1 extra AP to perform, but you gain a +10% bonus on attack rolls and a +5% bonus to your Critical Hit Chance. *Only Robots can choose this Trait.*

**Tech Wizard:** You spent your formative years hunched over a bench learning all about how things work. What makes them tick. That sort of thing. Unfortunately this came at the cost of your vision and your social skills. You get a +15% bonus to Mechanics, Science, and Security, and can





perform those actions in half the time it takes others to do them, but you suffer a -1 penalty to your Charisma and Perception Stats.

**Tight Nuts:** You were built Ford tough! Designed to withstand any and all forms of punishment! You increase your Damage Resistance against Ballistic Damage to 15, but the added weight reduces your Agility by 2 (to a minimum of 1). *Only Robots can choose this Trait.*

**Trigger Discipline:** You spent some time in the army and learned how to make each shot count. All attacks with Energy Weapons, Guns, and Explosive launcher weapons (grenade rifle, missile launcher, etc.) cost 1 extra AP to perform, but you gain a +20% bonus on attack rolls made with those weapons.

**Vat Skin:** Other people find you hideous to behold and disgusting to smell after your nice “bath” in the FEV vats. The good news is that your Damage Resistance has increased by 2 thanks to your extra tough hide. The bad news is that every animal, human, and ghoul within 5 hexes of your location, friend and foe alike, suffer a Degree of Failure whenever they attempt a Skill Test. Robots, having no nose, and other super mutants, having grown accustomed, are unaffected by your stank. *Only Super Mutants can choose this Trait.*

**Vault Dweller:** You're the descendant of some smart folks that went ahead and reserved themselves bunks in a Vault-Tec Vault! You begin play with a Pip-Boy 3,000. However, you were born under a rock and know nothing about the hardships of the world. As a result, you suffer a -5 penalty to all of your Skills and a -10% penalty to your Nerve. *Only Humans can choose this Trait.*

**Wild Wasteland:** Maybe you were shot in the head, or maybe you were stung by one too many radscorpions. Either way, you're a bit messed up in the ol' thinker. For most, the wasteland is a dark and serious place with death lurking around every corner, but for you it has its moments of fun and whimsy! You see strange sights and occasionally make strange insights about the world around you. Just how strange? Well that's up to the Overseer. On the plus side, seeing all of this weirdness as strengthened your resolve, somewhat, granting you a +5% bonus to your Nerve.



Once you've picked your Traits, be sure and note their effects on your Statistics and Skills, as well as their other effects on your character sheet.

# FINISHING TOUCHES

“Are you prepared for your quest?” – Arroyo Village Elder, *Fallout 2*

Once you have your Race, Stats, Traits, and Skills figured out, you’re almost ready to set out into the wastes. You’ll need to apply a few more finishing touches before heading out there.

What makes your character tick? What’s her motivation in life? Is she out there looking to help her town or is she searching for revenge? Perhaps your character is the Chosen One of her tribe or she’s the only one who knows how to stop a man with an evil, evil plan.

Where did she come from? Where is she going? Why is she out in the wastelands instead of in the safety of a Vault or a town? Is she a member of a tribe, an exile from a Vault, or a courier? Is she *even human*? You’ll want to discuss some of the details of your back story with the Overseer to make sure it fits in with the campaign he has in mind. You may also want to figure out what the rest of the party is planning so you know you’ll fit in. But you don’t want to give away too much. After all, you want a *few* surprises for your traveling companions.

Lastly, before going out into the wasteland you’ll need to pick out your starting equipment. From each bullet point, choose one piece of gear to add to your inventory. Consider how your character came across these items while you do it. Gifts from an old friend? Scavenged in the wastes? Stole ‘em? That’s up to you.

- An Energy Weapon or Gun with a Minimum Skill Requirement of 0, plus 20 rounds of ammunition.
- A Melee Weapon or Unarmed Weapon with a Minimum Skill Requirement of 0.
- 5 sticks of Dynamite *or* 5 Molotov Cocktails *and* a Lighter
- Leather Armor, Armored Vault Dweller’s Jumpsuit, Raider Armor, *or* Metal Armor
- 4 Stimpaks *or* 4 rolls of Duct Tape, 10 Bobby Pins, *and* 20 Caps

Once you have these details figured out and possibly written out you’re good to go. Get out into the wasteland and start exploring!



## SECTION THREE: CHARACTER ADVANCEMENT

After laying waste to enough enemies and completing enough quests, characters will gain enough Experience Points (XP) to level up. The table to the right shows you how much experience you need to reach each level as well as when your character would be receiving Perks based on his or her race. Humans receive a Perk every even-numbered level, while non-Humans receive Perks every three levels starting at Level 3. Leveling up provides several other benefits such as Skill Points and increased Hit Points.

### BIGGER AND STRONGER

Whenever a character levels up they gain a small number of Hit Points- proof that what doesn't kill someone only makes them stronger. Certain Perks (as well as the Super Mutant race) gain additional Hit Points each time they level up. Note that temporary increases and decreases to Endurance (chems, certain items, etc.) do not affect the amount of Hit Points a character gains whenever he or she gains a level.

A character increases his or her Hit Point maximum by the following amount each level: **5 + (1/2 x END, rounded up).**

| Level | XP Required | Human Perks      | Non-Human Perks  |
|-------|-------------|------------------|------------------|
| 1     | 0           | -                | -                |
| 2     | 500         | 1 <sup>st</sup>  | -                |
| 3     | 1,500       | -                | 1 <sup>st</sup>  |
| 4     | 3,000       | 2 <sup>nd</sup>  | -                |
| 5     | 5,000       | -                | -                |
| 6     | 7,500       | 3 <sup>rd</sup>  | 2 <sup>nd</sup>  |
| 7     | 11,500      | -                | -                |
| 8     | 14,000      | 4 <sup>th</sup>  | -                |
| 9     | 18,000      | -                | 3 <sup>rd</sup>  |
| 10    | 22,500      | 5 <sup>th</sup>  | -                |
| 11    | 27,500      | -                | -                |
| 12    | 33,000      | 6 <sup>th</sup>  | 4 <sup>th</sup>  |
| 13    | 39,000      | -                | -                |
| 14    | 45,500      | 7 <sup>th</sup>  | -                |
| 15    | 52,500      | -                | 5 <sup>th</sup>  |
| 16    | 60,000      | 8 <sup>th</sup>  | -                |
| 17    | 68,000      | -                | -                |
| 18    | 76,500      | 9 <sup>th</sup>  | 6 <sup>th</sup>  |
| 19    | 85,500      | -                | -                |
| 20    | 95,000      | 10 <sup>th</sup> | -                |
| 21    | 105,000     | -                | 7 <sup>th</sup>  |
| 22    | 115,500     | 11 <sup>th</sup> | -                |
| 23    | 126,500     | -                | -                |
| 24    | 138,000     | 12 <sup>th</sup> | 8 <sup>th</sup>  |
| 25    | 150,000     | -                | -                |
| 26    | 162,500     | 13 <sup>th</sup> | -                |
| 27    | 175,500     | -                | 9 <sup>th</sup>  |
| 28    | 189,000     | 14 <sup>th</sup> | -                |
| 29    | 203,000     | -                | -                |
| 30    | 217,500     | 15 <sup>th</sup> | 10 <sup>th</sup> |

### GET DEM SKILLS

Each time a character gains a level, they receive a number of Skill Points that they can distribute to their various Skills. There is no limit to how many Skill Points a character can put into any one Skill when she levels up. If a character wants to put 14 points into Explosives and 2 into

Barter, she may do so. A Skill maxes out at 100%, after which it cannot be further improved upon. Certain Perks can increase the number of Skill Points a character gains when she gains a level. Note that temporary increases and decreases to Intelligence (chems, certain items, etc.) do *not* increase the number of Skill Points a character gains when she levels up.

Skills are purchased on a one-for-one basis. Increasing a Skill from 15% to 16% only costs 1 Skill Point, as does increasing a Skill from 89% to 90%. Being more proficient in a Skill does not increase the cost of improving the Skill.

A character gains the following number of Skill Points each level: **5 + (2 x INT)**.

## HERE ARE THE PERKS

As a character gains levels, he or she gains Perks, which represent the knowledge of a character has acquired traveling through the wasteland. Not just knowledge of Skills, but of various techniques that they've learned through their wasteland journeys. Perks can affect SPECIAL Stats, Skills, Derived Stats, and sometimes they just offer something new for a character to do.



Some Perks will require a creative Overseer to implement. Many Perks have Level, Skill, and/or SPECIAL Stat requirements that must be reached before the Perk can be selected. Most Perks can only be taken once, but several Perks have two Ranks, with each rank increasing the effects of the Perk for the character taking it. A complete list of Perk is below, many of which are inspired by the original *Fallout* games, and others that are inspired by *Retropocalypse* (and the rest of them we made up!).

Most Perks can be taken by just about anyone, regardless of race or any personal Traits they may or may not possess. We in the trade like to call these “General Perks.” Perks in this section are available to most characters, with a very small number of limitations. Most do require a certain Level, SPECIAL Stat, or Skill Value to pick up, but overall these Perks don't require that you be dipped in FEV, exposed to an atom bomb blast, or have special gyroscopes to pick up.

Perks are organized by Level first, then alphabetically.

**Any Level:** The following Perks are available beginning at 2<sup>nd</sup> level.

|  |                 |
|--|-----------------|
| <b>Black Widow/Lady Killer</b>   | <i>One Rank</i> |
| <i>Requirements: Charisma 6</i>  |                 |
| In combat, you deal an additional +10 damage against targets of the opposite sex. This damage is the same type as the base damage of the weapon used (Guns deal an additional 10 points of Ballistic Damage, Incinerators deal an additional 10 points of Energy Damage, etc.). Outside of combat, you get a +10% bonus on all Barter, Investigation, and Speech Skill Tests made against members of the opposite sex. <b><i>Robots and Super Mutants cannot choose this Perk.</i></b> |                 |

---

**Cherchez La Femme/Confirmed Bachelor** *One Rank*

---

*Requirements:* Charisma 6

In combat, you deal an additional +10 damage against targets of the same sex. This damage is the same type as the base damage of the weapon used (Guns deal an additional 10 points of Ballistic Damage, Incinerators deal an additional 10 points of Energy Damage, etc.). Outside of combat, you get a +10% bonus on all Barter, Investigation, and Speech Skill Tests made against members of the same sex. **Robots and Super Mutants cannot choose this Perk.**

---

**Comprehension** *One Rank*

---

*Requirements:* Intelligence 6

Looks like all that time spent scavenging libraries for books and magazines paid off, *neeeeeerd!* With this perk, you gain one additional Skill Point each time you read a skill book and double the temporary bonus to your Skills you get for reading magazine articles.



---

**Drunken Master** *One Rank*

---

*Requirements:* Unarmed 50%

You \*hic\*! You don't have a problem! No sir! You can stop drinking whenever you want, you just don't want to yet, and anyone that tries to stop you is going to enter a world a pain. Whenever you're under the influence of alcohol you gain a +20% bonus to your Unarmed Skill. You lose this bonus during those rare moments of sobriety. **Robots cannot choose this Perk.**

---

**Duck and Cover!** *One Rank*

---

*Requirements:* Athletics 40%

Vault-Tec, in partnership with the U.S. Department of Civil Defense, guarantees the best working knowledge in Catastrophe Management. Whenever you are caught in an explosion and you succeed on your Athletics Test to reduce the damage, you take zero damage from the attack. If you fail, you take damage as normal.

---

**Fast Hands** *One Rank*

---

*Requirements:* Agility 6

Compared to you, if others were any slower with their hands they'd have birds nesting in them! Reduce the costs of reloading, drawing weapons, and swapping items between your hands and inventory by 1 AP each.



---

**Fleet of Foot** *One Rank*

---

*Requirements:* None

You've learned to take longer strides, allowing you to dash about the battlefield much faster. You can move up to two hexes per Action Point you spend moving in combat, rather than one.

---

**Flower Child***One Rank***Requirements:** Endurance 6

Hey man, we should, like ban the bomb and instead dig these groodalicious chems I... uh... found. Yeah. With this Perk, all chems you, how shall we say, partake in last twice as long for you.

---

**Friend of the Night***One Rank***Requirements:** Perception 6

Whether it was a mutation or just adapting to years of (no doubt illegal) nighttime activity, you've gained the ability to see perfectly in the dark. It doesn't matter if it's nighttime, you're indoors or underground, or if the sun just plain decided not to come up this morning, you can see just fine. You suffer no penalties to attack rolls, Stat Tests, or Skill Tests due to dark conditions.



---

**Intense Training***See Text***Requirements:** See Text

All that hard work (or cheating) has finally paid off! Add one point to any one of your SPECIAL Stats, provided it does not increase the Stat above 10 points. You may take this perk as many times as you'd like (or at least until all of your Stats are 10).

---

**Have Gun, Will Travel***One Rank***Requirements:** None

You were taught to handle a weapon from a young age, and sometimes you know it's best to take a moment and line up a shot against your target. By steadying your aim –whether it's with a rifle, a golf club, or a plasma grenade- you gain a +20% bonus to your next non-Burst attack. It costs 2 AP to line up a shot, and you only get the benefits of taking aim once per attack.

---

**Little Leaguer***One Rank***Requirements:** Strength 6

Years as the Vault little league MVP have honed your hitting and throwing skills. With this Perk, you increase your Melee Damage bonus by 2 and your throwing weapon range by 2 hexes. Swing for the fences, son!



---

**Mind Meld***One Rank***Requirements:** Psyker-Pathic Trait

You've learned to control your telepathic powers to some degree, allowing you to communicate with any living creature within 100 yards. In order to do this, you still need to share a language, so trying to use this ability on a tribal that doesn't speak your language or a ghoulish Chinese soldier would end up working about as well as talking normally. Communication this way is nearly instantaneous, although if you don't exercise proper control, you may wind up sending someone else the mental image of yourself naked.

---

**Never Tell Me the Odds!***One Rank***Requirements:** Luck 6

Your philosophy in life is to try something before you take a step back and think about whether or not you can actually do it. Some might call it foolhardy, but it hasn't let you down yet! Once in a 24-hour period when you fail a Test or Contest of any kind or miss with an attack you may attempt the Test, Contest, or attack one more time. You must accept the result of the second roll. Oh, and the odds are approximately three thousand, seven hundred twenty to one. Just in case you were wondering.



---

**Quick to Act!***One Rank***Requirements:** None

Mom and Dad always told you to sit still and be patient, but you've never been very good at that. You gain a +3 bonus to your Initiative.

**Level 4:** The following Perks are available beginning at 4<sup>th</sup> level.

---

**Adrenaline Rush***One Rank***Requirements:** Endurance 7, Level 4

You have a fear of death that allows you to fight harder when you are wounded. When your Hit Points drop below 25% of its maximum, you increase your Melee Damage bonus by 5 and increase your Ballistic and Energy Damage Resistance by 10.



---

**Artful Dodger***Two Ranks***Requirements:** Athletics 50%, Level 4

I guess all of those years playing underground games of dodge ball in the Vault reactor chambers have finally paid off! You gain a +5% bonus to your Armor Class for each rank of this perk that you take.



---

**Ballroom Blitz!***One Rank***Requirements:** Agility 7, Level 4

You know how to find the gap in an enemy's defense and make the tackle! You increase the range of all of your Melee Weapons and Unarmed attacks by 1 hex. In an unrelated note, you've got sweeter dance moves too!

---

**Cap Collector***One Rank***Requirements:** Barter 50%, Level 4

You've mastered the art of the deal! Whenever you attempt a Barter Skill Test to lower the price of an item you wish to buy or raise the price of an item you want to sell, you can re-roll the Skill Test if you don't like the first result, but you *must* accept the results of the second roll, even if it is worse.



---

**Cautious Nature***One Rank***Requirements:** Perception 7, Level 4

Discretion is the better part of valor, and so is cowardice the better part of discretion. Therefore in tense situations you often valiantly hide yourself in a nearby closet or locker. Whenever you're caught in an ambush, you can still take your turn, although you only start that turn with half of your normal amount of Action Points (rounded up). May I suggest bravely running away?

---

**Dr. Wasteland, M.D.***Two Ranks***Requirements:** Medicine 50%, Level 4

You've studied all your life, rummaging through ruins for ancient texts on medicine and piecing together torn medical journals. Fortunately (or perhaps unfortunately) this had made you one of the most qualified medical personnel in the wasteland. Whenever you use a Stimpak, you automatically achieve an additional Degree of Success and if you would fail your Skill Test or achieve no Degrees of Success, you achieve one Degree of Success instead. With the second rank of this Perk, you achieve three Degrees of Success instead.

---

**Home on the Wastes***One Rank***Requirements:** Luck 8, Level 4

You've spent time out in the wasteland, drifting through the wastelands in search of treasure? Enlightenment? Something along those lines? Anyway, you've picked up a few tricks along the way. Anytime you find food, you can attempt a Luck Test. If you succeed, double the amount of food you found.

---

**Lead Foot***One Rank***Requirements:** Mechanics 50%, Level 4

Your reflexes have developed to make you a very fast driver. Granted, we never said that you were a very *good* driver. You know how to coax a little more speed and power out of a vehicle's engine, increasing its maximum speed by 25%, rounded down.

---

**Oh Captain, My Captain***One Rank***Requirements:** Charisma 7, Level 4

You have a natural talent when it comes to issuing orders and getting others to follow your example. Any ally within 10 hexes of you gets a +5% bonus to his or her Armor Class and Critical Hit Chance and increases his or her Ballistic and Energy Damage Resistance by 2 (multiple bonuses from this Perk do not stack). You, however, do not get these benefits- that's the price of being a leader.

---

**Regular Maintenance***One Rank***Requirements:** Mechanics 50%, Level 4

You know the benefits of performing routine maintenance on your gear. While your friends and companions spend their nights drinking and gambling, you sit quietly and tinker with your guns, super sledges, Pip-Boys, and T-45d Power Armors making sure there ain't nothin' worse than a scratch on 'em. All weapons and armor in your possession gain an additional 5 condition boxes and it only takes you half the amount of time to repair your gear.



---

**Silent Running***One Rank***Requirements:** Sneak 50%, Level 4

You're silent, but deadly! In more ways than one! With this Perk you can run and sneak around at the same time, allowing you to dash from place to place unnoticed and unseen! You don't spend double AP to move around while trying to sneak past your enemies.

---

**Tunnel Snake***One Rank***Requirements:** Athletics 50%, Level 4

You slither about like a snake. A very fast snake. You can move at your normal rate (1 AP per hex) while crouching or prone. And remember, Tunnel Snakes *rule!*

**Use the Force***One Rank**Requirements: Psyker-Pathic Trait, Level 4*

After days of watching old pre-War science fiction films you've managed to tap into your innate telekinetic powers, allowing you to move stuff around with your mind! You can manipulate any object you see within ten hexes. To do so, you spend 3 AP and attempt a Nerve Test, applying a penalty equal to the object's weight. If you succeed, you can manipulate and use the object as you would any item in your hands. The effects of this Perk last until the end of the round, at which point you can no longer manipulate the object. If you fail, the object wobbles slightly.

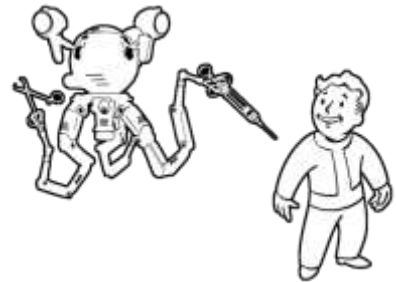
**Level 6:** The following Perks are available beginning at 6<sup>th</sup> level.

**Bonsai, the Way of the Fruit***One Rank**Requirements: Science 40%, Survival 50%, Ghoul, Level 6*

Through careful nurturing you've managed to get a small fruit tree to grow out of your head. Is it weird? You bet your ass it is! But is it useful? Hell yes! The tree grows enough fruit to provide you with all the nutrition you need, allowing you to spend less time foraging for expired cans of pork and beans and bottles of irradiated water and giving you more time to look for the things you want, like plasma rifles and Caps! Each day you wake up with enough fruit to last you through the day.

**Combat Medic***One Rank**Requirements: Medicine 60%, Level 6*

The Surgeon General has handed out his orders, and your ass is going to the front lines, soldier! While your allies are spending all their time shooting and being shot, you'll be running around trying to patch them up. You can heal people much faster than the usual wasteland doctor, so whenever you use a Stimpak you can choose to heal all of the target's HP *immediately* rather than one die per round. Furthermore, allowing use to use the "Healing an Ally" action at only 5 AP.

**Educated***Two Ranks**Requirements: Academics 40%, Level 6*

You can actually read! You're one of the lucky few who managed to receive some semblance of a proper education growing up. Every rank of this perk will grant you 2 additional Skill Points each time you gain a level (for a maximum of 6 additional Skill Points). Thank God for that fancy book-learnin'!



---

**Fortune Finder***One Rank***Requirements:** Luck 8, Level 6

You have an innate talent for sniffing out piles of Caps in the wasteland. Of course most of the time you'll have the take it off the cold, dead bodies of your enemies. Anytime you find Caps, you can attempt a Luck Test. If you succeed, double the amount of Caps you found.

---

**Gun Nut***Two Ranks***Requirements:** Guns 40%, Level 6

The only way you'll part with your guns is when they pry them from your cold, dead hands. You turn every fight into a firefight because you're so damn good with your guns. With the first rank of this Perk, you deal an additional 5 points of damage with all Guns. The second rank of this Perk increases the damage of your Guns by an additional 10 points (15 total) and you don't have to spend AP to reload your guns! It's your Constitutional right!



---

**I Make My Own Luck***Two Ranks***Requirements:** Luck 6, Level 6

Okay, the name's a bit of a misnomer since you don't *really* make your own luck... Now that we've cleared that up I'll let you know what taking this Perk will do for you: The first rank of this Perk increases your Critical Hit Chance by 5%! The second rank adds another 10% to that, making the total bonus +15%! Wow, what a deal!

---

**Heavy Weapons Guy***Two Ranks***Requirements:** Big Guns 40%, Level 6

You're a firm believer in the idea of bringing a gun to a knife fight, or more specifically, a big-ass gun to every fight! With the first rank of this Perk, you deal an additional 5 points of damage with all Big Guns. The second rank of this Perk increases the damage of your Big Guns by another 10 points (15 total) and you increase the Rate-of-Fire of your Burst Attacks by 1 (3-round-burst to 4-round-burst, 5-round-burst to 6-round-burst, etc.).



---

**Mad Bomber***Two Ranks***Requirements:** Explosives 40%, Level 6

You're a little unhinged, and nothing makes you happier than listening to a classic holotape and blowing up a building or three. With the first rank of this Perk, all Explosives weapons in your hands deal an additional 5 points of damage. The second rank of this Perk increases that damage by another 10 (to a grand total of 15), and all creatures that fail their Athletics Tests to avoid taking full damage are knocked prone in addition to taking damage from your things that go boom.

**Life Giver***Two Ranks**Requirements: Level 6*

You've been blessed with the gift of life! Each rank of this Perk grants you an immediate 10 extra Hit Points, and with the second rank you increase your Healing Rate by 5! With both ranks, that's just about enough to shrug off a hit from a light machine gun or a deathclaw if you're lucky!

**Rad Resistance***Two Ranks**Requirements: Endurance 6, Human, Level 6*

Whether by mutation or some quirk of genetics, you've developed a natural resistance to radiation, plus the ability to slowly purge radiation from your body. Each rank of this perk increases your Radiation Resistance by 15% and allows you to reduce the amount of rads in your body by 5 every 24 hours.

**Set Phasers to Fun!***Two Ranks**Requirements: Energy Weapons 40%, Level 6*

Mmm-MMM! The sweet tang of ozone, nothing like it! You love the feel of a good energy weapon in your hands. The heat of a laser beam or plasma glob. That warm fuzzy feeling you get when you see your enemy vaporized or turned into a puddle of goo. With the first rank of this Perk, you deal an additional 5 points of damage with all Energy Weapons. The second rank of this Perk increases the damage of your Energy Weapons by an additional 10 points (15 total) and whenever you score a Critical Hit, you don't expend a round of ammunition! How does it work? The world may never know.

**Spray 'n' Pray***Two Ranks**Requirements: Big Guns 50%, Guns 50% -or- Energy Weapons 50%, Level 6*

You've got an itchy trigger-finger and get a little too excited when a fight starts. However, this lends itself to your particular style of shooting- namely you shoot until the gun runs dry, reload, and shoot again. Thanks to your blatant disregard for accuracy, the first rank of this Perk burst attacks cost 1 less AP. With the second rank of this Perk, burst attacks no longer have the usual -10% penalty, as you've learned how to control and compensate for the recoil.

**Stunt Devil***One Rank**Requirements: Luck 7, Level 6*

Whether from deliberate or accidental practice, you've learned how to bounce when you hit the ground. You take half damage from falling and from vehicle wrecks. Alas, there are no more stunt dogs in the Fallout universe.

**Toughness***Two Ranks**Requirements: Level 6*

All the old holotapes and radio shows taught you that the tough guys get the girls, so you decided it was time for you to become tough. Each rank of this perk grants you 5 points of Damage Resistance against all forms of damage (Ballistic, Energy, Poison, and Radiation damage).

**Wasteland Samurai***Two Ranks**Requirements: Melee Weapons 50%, Level 6*

You wander the wastelands in search of a great enemy to best. Your goal in life is to prove that you are the best swordsman (or whatever) the wastelands have ever seen. With the first rank of this Perk you deal an additional 5 points of damage with all Melee Weapons. The second rank of this Perk grants you another 10 points of damage (that's 15 points total) and whenever you hit a creature with a Melee Weapon attack, you increase your DR against their attacks by 5 until your next turn.

**Way of the Iron Fist***Two Ranks**Requirements: Unarmed 50%, Level 6*

You have studied ancient fighting techniques that allow you to hit someone so hard that both their ancestors *and* their grandchildren will feel it in the morning! With the first rank of this Perk you deal an additional 5 points of damage with all Unarmed Weapons. The second rank of this Perk grants you another 10 points of damage for a grand total of 15 points and you a +10% bonus to your Armor Class against all attacks made by creatures you hit until the start of your next turn.

**Level 8:** The following Perks are available beginning at 8<sup>th</sup> level.

**Demolition Expert***Two Ranks**Requirements: Explosives 60%, Level 8*

You know how to make and detonate explosives of all natures, and all it costs you was a singed eyebrow, a forefinger, and the hearing in your right ear. With the first rank of this Perk, you automatically know if you fail to set or disarm an explosive trap (such as a land mine) properly and may make on final attempt to get it right (a second failure will result in an explosion). With the second rank, you can increase or decrease the Blast radius of any Explosive weapon you use by one.

---

**Here and Now***One Rank***Requirements:** Level 8

You're tired of waiting around! They're your levels and you want them *now!* With this perk, your character immediately gains enough experience points to go up to the next level, giving you more Hit Points and Skill Points. For example, if you take this perk at level 8, you immediately gain 8,000 XP and level up to Level 9.

---

**Light Step***One Rank***Requirements:** Agility 5, Luck 5, Level 8

Some might say you have petite feet, or a feminine step, but when a mine leaves them with stumps starting at their ankles you'll be the one laughing. You never risk accidentally setting off traps, although if you so desire you can still set them off deliberately.

---

**Nerves of Steel***Two Ranks***Requirements:** Level 8

You've got a steely resolve that others could only wish for. Each rank of this Perk increases your Nerve by 10%. With the second rank of this Perk, you regain 2 AP whenever you succeed on a Nerve Test. If you succeed on a Nerve Test when it's not your turn, you gain the bonus Action Points at the start of your next turn.

---

**Scrounger***One Rank***Requirements:** Luck 8, Level 8

You always seem to know where to look for ammunition out in the wastes. Whether it's an Old World survivalist's cache or an overlooked box of .22LR ammunition, you make out like a bandit when it comes to bullets. Anytime you find ammunition, you can attempt a Luck Test. If you succeed, double the amount of ammunition you found. This extra ammunition is the same type as the initial ammo, not new ammunition.

---

**Strong Back***Two Ranks***Requirements:** Endurance 5, Strength 5, Level 8

Growing up, your nickname was "Mule." Okay, so maybe it wasn't, but you're still about as strong as one of the stubborn beasts. Increase your Carrying Capacity by 50 lbs for each rank of this Perk.

---

**Team Player** *One Rank*

*Requirements:* Charisma 6, Level 8

There's no "I" in "Enclave!" You know that the best way for your party to succeed is for everyone to work together! After all, if everyone tries to hog the limelight, there won't be enough to share! With this Perk you reduce the cost of the "Aiding an Ally" action by 1 AP and you gain a +10% on all Skill Tests made for those actions. Furthermore, whenever you successfully aid an ally, you grant them a +20% bonus on the corresponding Skill or attack roll instead of the usual 10%.



**Level 10:** The following Perks are available beginning at 10<sup>th</sup> level.

**Better Criticals** *One Rank*

*Requirements:* Luck 7, Level 10

What can I say? When you've got it, you've got it! The critical hits you cause in combat are more devastating. You deal triple damage with Critical Hits rather than double damage! Now go out there and get your hands dirty.



**Cannibal** *One Rank*

*Requirements:* END 8, Level 10

You're a humanitarian in the most literal sense. Not very many people know it, but you enjoy delicacies of the forbidden nature- human flesh. Whenever you eat human flesh, you immediately restore 2d10 Hit Points, gain 1d6 Rads, and lose 1 point of Karma. If for some reason you want to chow down in combat, it costs 3 AP, much like using an item. Eat up!  
***Robots cannot choose this Perk.***

**Dances with Deathclaws** *Two Ranks*

*Requirements:* Charisma 6, Survival 40%, Level 10

You've got a sense for the way animals think, and as a result they won't harm you as long as you don't act with hostility toward them. With the first rank of this perk, any creature classified as an "animal" won't attack you. With the second rank of this perk, any creature classified as an "animal" will not only leave you alone, but will rush to your defense whenever you're attacked by another non-animal.



---

**Look At All These Traits!***One Rank**Requirements: Level 10*

Momma always said you were special, and now you've got the extra Traits to prove it! Upon gaining this Perk you can immediately choose up to two additional Traits. I bet all of your friends will be jealous of how many Traits you have!

---

**Mister Sandman***Two Ranks**Requirements: Sneak 60%, Level 10*

Bring *me* a dream! You're a sneaky, stabby kind of person that likes to work late hours. Each rank of this Perk increases your Critical Hit Chance by 10% whenever you attempt a sneak attack (before doubling your Critical Hit Chance). Furthermore, if you take the second rank of this Perk, you may attempt an Expert Sneak Test to smother the life out of a sleeping creature. If you succeed, they die (but you lose 10 Karma). If you fail, your target doesn't die because you screwed up! How? They were right there in front of you! You'll probably have some explaining to do...

---

**Mysterious Stranger** *One Rank**Requirements: Luck 6, Level 10*

You've got your own personal guardian angel... armed with a fully loaded .44 magnum. He shows up just when you need him most, and to devastating effect. At the beginning of each fight you can attempt a Luck Test. If you succeed, the Mysterious Stranger arrives to the sound a guitar riff to aid you in combat. He disappears the moment your enemies are defeated, leaving without a word. (The stats for the Mysterious Stranger can be found in the Bestiary). The Mysterious Stranger only appears once in a 24-hour period.



---

**Size Matters***One Rank**Requirements: Strength 9, Level 10*

You know what they say: it's not the size of the gun that matters, but how you use it! Okay, okay, it's definitely the size of the gun that matters. You can wield any two-handed weapon in one hand. And don't worry- no one thinks you're overcompensating for anything.

---

**The Sight***Two Ranks**Requirements: Perception 6, Psyker-Pathic Trait, Level 10*

You've honed your senses and focused your mind, allowing you to see into the future. By spending 4 AP, you gain a +15% bonus per rank on your next attack, Skill Test, or Stat Test and ignore any penalties to the roll. Thanks to this great gift, you are able to successfully navigate the waters of time and seek the best solution.

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**Level 12:** The following Perks are available beginning at 12<sup>th</sup> level.

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**Action Boy/Action Girl/Action Bot**

*Two Ranks*

*Requirements:* Level 12

You've always described yourself as a (wo)man of action, and now you can act like it! You know how to make the most of every moment. With the first rank of this Perk you gain 1 additional Action Point and with the second you gain 2 more for a grand total of 3 extra Action Points! Now get out there and see some action, boy (girl/bot)!

---

**Adamantium Skeleton**

*One Rank*

*Requirements:* Endurance 7, Level 12

Your bones are tougher than usual, likely the result of some experiment or maybe a mutation. You take normal damage from Critical Hits targeting your limbs and they cannot be crippled by Targeted Attacks, only by Critical Hits (a Targeted Attack that scores a Critical Hit will still cripple your limbs).

---

**Atomic Powered!**

*One Rank*

*Requirements:* Science 40%, Robot, Level 12

You've been outfitted with a state-of-the-art General Atomics International Radiation Processing Core! What's that, you ask? Well, it's a neat little device that converts radiation into clean atomic energy! Whenever you're in an area that would expose you to Moderate or severe radiation levels (see "Hazards of the Wastelands" in Section 4 for more details), you gain an additional 5 AP on each of your turns. Radical!

---

**Brutish Hulk**

*One Rank*

*Requirements:* Endurance 8, Super Mutant, Level 12

Sometimes you smash! Sometimes it's clobbering time! But all the time you're really, *really* tough! From this point on, whenever you level up you gain an additional 5 Hit Points (you don't gain additional Hit Points for the levels you missed, so take this as soon as possible!). All of those puny wastelanders will be jealous of how tough you are, until you squish their little heads!

---

**Living Anatomy**

*One Rank*

*Requirements:* Medicine 60%, Level 12

Years of hands-on experience and studying lots of charts has given you a better understanding of living creatures and their strengths and weaknesses. You can spend 1 AP to discern how many Hit Points a creature has as well as their Damage Resistances. Furthermore, thanks to your advanced anatomic knowledge you deal an additional +5 points of damage with every attack made against a living creature.



---

**Man's Best Friend***One Rank***Requirements:** Charisma 5, Level 12

A bit of brahmin jerky and you've made a friend for life! And truly, what more does a man need in this world than a trusty dog? You get a dog as an NPC companion (see "Dogmeat" in the Bestiary for its stats). Whenever you gain a level, increase your dog's Hit Points by 5. If your canine friend passes away, you can find another one after grieving for the appropriate amount of time (24 hours).

---

**Mr. (or Ms.) Fixit***One Rank***Requirements:** Mechanics 60%, Level 12

You're quite the handy(wo)man! Normally when you attempt to repair a weapon or piece of armor, you need to have an identical weapon or piece of armor from which you can salvage parts. However, thanks to some tinkering around, you've learned how to take scraps from different weapons and armor to repair your gear. You can repair weapons using parts from any weapon in the same category (Guns to Guns, Energy Weapons to Energy Weapons, etc.) and can patch up armor using parts taken from any other suit of armor in the same weight class (light to light, power armor to power armor, etc.). How does it work? Nobody know... except you.

---

**Pain Train***Two Ranks***Requirements:** Strength 7, Level 12

Choo choo motherfuckers! For each rank of this Perk, you increase your Melee Damage by 5 and deal a minimum of 5 points of damage to your opponents, even if your opponent's Damage Resistance would normally reduce it to 0. All aboard!

**Radiation, Baby!***Two Ranks***Requirements:** Endurance 6, Ghoul, Level 12

You've been exposed to so much radiation that it's twisted up your DNA like a kitten with string! The result? Your healing rate thanks to radiation is through the roof! Whenever you are exposed to radiation, you heal an amount of Hit Points equal to the rads, rather than only half! With the second rank of this perk, the latent radiation surrounding you at all times is enough to nourish you, preventing you from needing to eat food or consume water.

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**Road Warrior***One Rank***Requirements:** Guns 40%, Mechanics 60%, Level 12

You're an expert when it comes to driving and shooting at the same time. You do not suffer the normal 10% penalty when firing from a vehicle in motion, and creatures shooting at you while you're driving or riding in a moving vehicle suffer an additional -5% on their attack rolls (for a total of -15%). That's a cool jacket you've got there.

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**Tag!***One Rank**Requirements: Level 12*

Your skills have improved to the point where you can pick an additional Tag Skill. Choose one of your non-Tag Skills and immediately increase that skill by 15%.

**Weapon Handling***One Rank**Requirements: Strength <10, Level 12*

You're not the strongest gal around, so you had to get creative in order to effectively nuke the hell out of your enemies with your Fat Man. This perk increases your Strength Stat by 3 for the purposes of determining how effectively you can handle and fire certain weapons.



**Level 14:** The following Perks are available beginning at 14<sup>th</sup> level.

**Commando***One Rank**Requirements: Big Guns 60%, Level 14*

You've spent your life doing good, honesty infantry work for the United States Army, and boy has it paid off soldier! Thanks to your rigorous training regimen you deal an extra 5 points of damage with all ballistic Big Guns. Furthermore, you don't reduce the condition of these weapons whenever you use a Burst Attack. Keep it up soldier, and maybe we'll be able to end this God-damned war against the Reds once and for all! *Hoo-ah!*

**Cowboy***One Rank**Requirements: Guns 60%, Level 14*

You're a good ol' boy who feels more at home on the range watching over the brahmin than in the big city. You've grown accustomed to certain styles of weapon- namely the revolver and lever-action repeater. You deal an extra 5 points of damage with the .357 and .44 Magnum Revolvers, the 5.56mm Pistol, the lever-action rifle, the sawed-off shotgun, and the lever-action shotgun. Furthermore, thanks to all them Western holotapes you watched growing up, you've learned to shoot real good with those weapons, and can make a 3-round Burst Attack with each of them (except the sawed-off). This Burst Attack costs 1 more AP than the Standard Attack for the weapon (for example a .357 Magnum Revolver's regular attack costs 3 AP, so the Burst Attack would cost 4 AP). Any Perks or Traits you have that would alter your attacks' AP costs affect the AP cost of these Burst Attacks as well.



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**Crouching Tiger, Hidden Badass** *One Rank*

*Requirements:* Unarmed 70%, Level 14

You watched a lot of Jackie Chan and Bruce Lee holotapes growing up and you've managed to learn a thing or two from them. You attack faster than most with unarmed weapons and techniques, allowing you to make extra attacks in a turn. The AP cost to make an unarmed attack is reduced by 2.



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**Grim Reaper's Sprint**

*One Rank*

*Requirements:* Luck 8, Level 14

You know, I heard you shot a man in New Reno just to watch him die. Killing one man just isn't good enough for you, not when you can kill 'em all and let God sort 'em out. If at the end of the round, if the Overseer determines that you killed a creature during the round, you immediately regain all of your Action Points and can take an additional turn. If you kill one or more creatures during this bonus turn, you don't trigger this Perk again. If multiple creatures have this Perk, use Initiative to determine which creatures go first. Now put those suckers in the bag!

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**I'm a Pyro!**

*One Rank*

*Requirements:* Energy Weapons 60%, Level 14

If it makes things burn, you know how to use it without killing yourself in the process... usually. You deal an additional 5 points of damage when using fire-based weaponry such as the Flamer, Incinerator, Molotov Cocktail, the Gas Bomb, and the Shishkebab. And (to make things even better!) whenever you make an attack with one of the listed weapons, it leaves a small bonfire burning in the hex where you target was standing (or once stood). This fire deals 3d8 Energy Damage to any creatures passing through it and lasts until the start of your next turn.



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**I'm Firin' Mah Laser!**

*One Rank*

*Requirements:* Big Guns 60%, Level 14

*Pew! Pew! Pew! Zap! Zap! Pew! Pew!* There's nothing you love more than the sight of lasers and plasma flying through the air, bouncing around all over the Goddamn place! All that time you spent toying around with heavy energy weapons has taught you a thing or two (and singed off your eyebrow more than once). You deal an extra 5 points of damage with all energy Big Guns, and whenever you miss with a burst attack you may attempt a Luck Test. If you succeed, you deal half damage to the target you would have normally missed as the laser or plasma glob bounces off a nearby rock or wall and hits them from behind! *Pew! Pew! Pew!*

**Laser Commander***One Rank***Requirements:** Energy Weapons 70%, Level 14

Pew! Pew! Pew! You're a master *and* commander of all things laser! You deal an additional 5 points of damage with laser weapons such as the AER12 Laser Rifle and the Laser RCW and whenever you fire a laser weapon, it has the chance to not only hit your initial target, but to drill right through into the next creature (but somehow only your enemies). The second target must be within 2 hexes of your initial target and the attack roll must still be made against the second creature. If this second attack hits, the target only takes half the normal damage, as so much of the laser's energy was spent *punching through that first guy!*

**Mental Block***One Rank***Requirements:** Psyker-Pathic Trait, Level 14

You've learned to focus your will to tune out any outside mental interference. You probably picked this talent from a passing guru, or from a really late night at a bar. This Perk increases your Nerve by 20% and your Armor Class by 10% allowing you to resist the effects of hostile Psykers, and other, more mundane things.

**Plasma Spaz***One Rank***Requirements:** Energy Weapons 70%, Level 14

God! Plasma weapons are just... okay? Like, seriously! It's sending shivers down your spine just thinking about them! Fortunately for you, you've invested in this Perk and now plasma weapons are even more deadly in your hands! You deal an additional 5 points of damage with all plasma weapons and whenever you score a Critical Hit with a plasma weapon, all creatures within 1 hex of your target must succeed on an Athletics Skill Test or take the same amount of damage as your initial target. Success results in them taking no damage. Your allies are used to this kind of thing, and get a +50% bonus to their Tests made to avoid the damage.

**The Professional***One Rank***Requirements:** Guns 70%, Level 14

Up close and personal, that's how you like it. Pistols, submachine guns, and all other manner of decidedly not-nice weapons are your bread and butter. Some might call you a gangster, but you know better: you're a professional. All non-revolver pistols (such as the 10mm Pistol) and submachine guns (such as the 12.7mm SMG) deal an additional 5 points of damage and you increase the rate of fire for all of your Burst Attacks with these weapons by 2 (three becomes five, five becomes seven, etc.). N'yah! See?

**Sharpshooter***One Rank***Requirements:** Guns 70% -or- Energy Weapons 70%, Level 14

You don't mess around; you aim from the head just like ol' Mr. Crowley told you to. All scoped rifles (lever-action rifle, hunting rifle, sniper rifle, anti-material rifle, Gauss rifle, the Bozar, and any rifle with a scope modification) deal an additional 5 points of damage when in your hands. Furthermore, you increase your Perception by 5 for the purposes of determining your weapon's range and you get a +10% bonus on all Targeted Attacks.



**Level 16+:** The following Perks are available beginning at 16<sup>th</sup> level, although some have higher level requirements.

**Ain't Like That Now***One Rank***Requirements:** -500 or less Karma Points, Level 30

Maybe you were bad once, but you ain't like that now. Your Karma Points are immediately reset to 0, you immediately increase your maximum Action Points by 10, and all attacks you make cost 1 less AP. Furthermore, you are immune to Critical Hits and Sneak Attacks. You've finally been given a chance for redemption, a rare gift in the wastelands.

**Cult Leader***One Rank***Requirements:** Charisma 10, Level 16

No matter where you go, you seem to draw a crowd of adoring fans. There's just something about you that fascinates people. A sort of animal magnetism I suppose. Hell, you're practically the Fonz! So long as you don't attack a creature or perform other hostile actions (as determined by your Overseer), intelligent creatures cannot attack you without first succeeding on a Hard Nerve Test. However, all bets are off if you decide to open fire (or some similar action). Not even you are that cool!

**Eagle with Telescope***One Rank***Requirements:** Perception 10, Level 16

You've honed your senses to the razor's edge, practically making you some strange combination of Daredevil and Hawkeye! You ignore all the negative modifiers of vision conditions (such as darkness and weather), the effects of all cover except total cover (no hiding from you!) and you increase your Perception by 5 for the purposes of determining the range of your Big Guns, Energy Weapons, Explosives, and Guns (and yes, you can increase your Perception above 10 for the purposes of determining weapon range). Now get out there and find some stuff you... Hufflepuff... you... (Sorry...)

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**Hercules' Bigger Cousin** *One Rank*

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*Requirements:* Strength 10, Level 16

You're an indomitable, abominable mass of muscle! I mean God, look at you! You could grind meat on those abs! First of all, you double your Carrying Capacity. But it doesn't stop there, because frankly, that would be a disappointment! You also add your Strength Stat to your Nerve and whenever you would knock another creature prone with a Melee Weapon or Unarmed attack, you can also move them a number of hexes equal to your Strength! Gosh, mister, you're real strong!

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**Just Lucky I'm Alive** *One Rank*

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*Requirements:* Between 499 and -499 Karma Points, Level 30

You've had lots of close calls during your life. Your Karma Points are immediately reset to 0, your Critical Hits deal triple damage (and headshots deal quadruple damage), your Ballistic and Energy Damage Resistances each increase by 10, and whenever your Hit Points are dropped to 0 or lower, you can attempt an Expert Luck Test to reduce your Hit Points to 1 instead. You know how to do only one thing: survive.



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**Omniscient** *One Rank*

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*Requirements:* Intelligence 10, Level 16

Have you ever seen *A Beautiful Mind*? Well you're sort of like that guy now. I'm not entirely sure how, but you've managed to optimize the mathematics that run the very world we live in, reducing the Action Point costs of all actions (attacking, using items, aiding an ally, etc.) by 1, to a minimum of 1 AP. Now if only there was something you could do about all those floating letters and numbers...

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**Photokinetic Cloak** *One Rank*

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*Requirements:* Psyker-Pathic Trait, Level 18

You've mastered the art of how not to be seen! By putting your mind to the task and spending all of your AP, you can manipulate the electromagnetic radiation found in light to render yourself invisible. You get a +50% bonus on all Sneak Skill Tests and all attacks made against you suffer a -50% penalty for 5 minutes, as if under the effects of a Stealth Boy.



**Saturnite Alloy Plating***One Rank***Requirements:** Robot, Level 18 (See Text)

You've upgraded your external plating, replacing boring old steel with saturnite, the material of the *future*! What is saturnite? Why it's a space-age alloy much like ceramic, although it boasts considerably more durability than that stuff! Saturnite has already been used to create the Cosmic Knife™, the D-25A Power Fist, military artillery shells, and a whole mess of other things! It's got uncanny sharpness (if sharpened of course), hardness, and it can retain *a lot* of heat for long periods of time without becoming warped or damaged! "*But what does this mean?*" you ask. Well, lucky consumer, this means that your Damage Resistance to both Ballistic and Energy Damage increases by an additional 8 points each! If you have either the "Shiny and Chrome" or "Tight Nuts" Trait, you lower the level requirement by 3 (so Level 12 with one Trait or Level 15 with both)!

**Secret Ninja Art of Ninjutsu!** *One Rank***Requirements:** Sneak 80%, Melee Weapon 80% *-or-* Unarmed 80%, Level 18

You walk the shadows, hunting down your enemies, and looking really cool as you do it (too bad no one can see you)! Whenever you deal a successful sneak attack with an Unarmed or Melee Weapon you deal triple damage!

**Slayer***One Rank***Requirements:** Melee Weapons 80% *-or-* Unarmed 80%, Level 24

The slayer walks the earth! Like Grognak before you, you can dish out attacks with lightning speed! All Unarmed and Melee Weapon attacks, including Special Attacks, cost you 1 less AP, and you gain a +50% Critical Hit Bonus on all attacks made with Melee Weapons and Unarmed weapons.

**Thought You Died***One Rank***Requirements:** 500 or more Karma Points, Level 30

Your storied past has fallen from memory because everyone thought you died. Your Karma Points are immediately reset to 0, you immediately increase your maximum Hit Points by 30, and each morning when you wake up you immediately heal 30 Hit Points. Furthermore, you are immune to Critical Hits and Sneak Attacks. However, everyone you've ever known seems to have forgotten you, so you are forced to walk the wastelands as the Man With No Name.



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**Two-Headed Coin Flip** *One Rank*

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*Requirements:* Luck 10, Level 16

You're so lucky you literally bend the fabric of the universe to your will. The only way you could be luckier is if you opened up the console commands and set your Luck to 999! With this perk you add your entire Luck Stat to your Skills rather than half of your Luck Stat and can increase your Skills to 110% rather than 100%. Furthermore, you add half of your Luck to your Armor Class and Initiative. Aren't you just the luckiest sumbitch?

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**Unstoppable!** *One Rank*

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*Requirements:* Endurance 10, Level 16

Hey Bub, sorry about all that experimentation we did on you, but I swear to God it's gonna pay off! Your body heals from harm at an extraordinary (and frankly, a little ridiculous) rate now! Increase your Healing Rate by one, and during combat you heal a number of Hit Points at the end of each round by your Healing Rate and you heal any crippled limbs you may have at the end of combat.

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**Walks on Water** *One Rank*

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*Requirements:* Agility 10, Level 16

You're faster than a speeding bullet and capable of jumping really, *really* high! Your strength is not comparable to a locomotive, however. Whenever you use the Sprint action, you only have to spend 1 AP for every two hexes you move (or four hexes if you have the "Fleet of Foot" Perk) instead of spending all of your AP, effectively freeing extra Action Points for other actions. Furthermore, whenever a creature misses you with an attack, you can redirect it to a creature of your choice within the attack's range. The new target's Armor Class is doubled against the redirected attack (y'know, out of fairness). Oh, and you can *totally* walk on water!



## SECTION FOUR: ADVENTURING IN THE WASTES

*“The scars left by the war have not yet healed. And the Earth has not forgotten.”*

– The Narrator, *Fallout 2*

Once characters are created, it is up to the Overseer to provide the adventure and flesh out the wasteland and the people and critters that inhabit it. Adventures and campaigns (series of adventures leading into one another) are limited only by the imaginations of the Overseer and the players. Remember, while the Overseer provides the world and writes or runs the adventures, there is no game without contribution and participation from the players.



Section Four will cover some of the more important aspects of the game, such as questing and exploring the wastelands. Combat –an important part of most adventures- will be covered in Section Five.

### DAMAGE, DYING, and DEATH

Life in the wastelands is a nasty, brutish ordeal and people that go out there often get hurt –or get dead. Most damage suffered by the inhabitants of the wasteland occurs during violent combat ordeals with hostile critters and people, but occasionally there are other forms of damage that a creature can take.

Most forms of damage fall into either Ballistic (any sort of high-trauma physical damage) or Energy (lasers, fire, plasma, electricity). If you get shot in the foot, hit in the chest with a sledgehammer, or fall down a ravine you take Ballistic



Damage. If you get shot by a holorifle, catch on fire, or accidentally brush up against a live wire – that’s Energy Damage. Perks and armor that provide Damage Resistance usually provide resistance to one, the other, or both.

**On Death:** Ah Death, that unavoidable final chapter to any mortal being’s existence on Earth. Death comes in many forms in the wasteland: old age, vertibirds crashes, severe radiation poisoning, deathclaws, chem overdoses, and batshit-fucking-crazy-ass raiders. Here’s a hint though, it’s almost never old age.

In *Fallout: Wastelands*, creatures and characters face the possibility of death each and every day. That’s what makes the wasteland such an exciting place, right? ... Right? Sometimes, no matter how good a plan is or how cautious a character is being, he or she winds up deader than a doornail. Death is generally a one-way street: dead characters cannot come back to life. That being said, the wasteland is a big, wild, and downright strange place.

There are a few ways a creature might die: massive trauma, fatal radiation poisoning, and botched medical treatment.

*Massive Trauma:* Most of the time when a character is reduced to 0 or fewer Hit Points, they fall unconscious and start healing naturally as through resting. However, just because a character is knocked out, doesn’t mean that some asshole isn’t going to try and finish the job or that lingering damage effects (such as fire or poison) aren’t going to keep chipping away at the poor guy or gal.

If a character’s Hit Points ever reach a negative number equal to ten plus double their Endurance Stat [ $10 + (2 \times \text{END})$ ], the character must succeed on a Nerve Test or die. If he succeeds, everything pans out, but if he fails, only the timely intervention of a Medicine Test can save his life. In combat, an ally has until the end of the combat to successfully use the “Healing an Ally” action, while outside of combat said ally has one minute before the wastelander dies forever.

For example, let’s say a wastelander with an Endurance of 5 is knocked out and his Hit Points are at exactly 0. The raider that knocked him out decides to take another swing for good measure and deals 21 points of damage with a sledgehammer. This drops the wastelander to -21 Hit Points and forces the wastelander to succeed on a Nerve Test or kick the bucket.

*Botched Medical Treatment:* If a character is unconscious and a friendly (or not so friendly) doctor attempts to heal them, they run the risk of killing the patient. In such an instance, a failed Medicine Test would result in 1d4 points of damage per Degree of Failure, which could quite possibly kill the character due to massive trauma.

*Fatal Rad Poisoning:* As explained above, a character whose Hit Point maximum has been reduced to 0 by radiation poisoning suffers from fatal radiation poisoning and her organs

shut down one by one until she dies a short, but incredibly painful, death. There is no Nerve Test to be made to try and stay alive here.

## **Eat, Pray, LIVE**

Just about every creature needs food, water, and rest to survive long enough to get killed by deathclaws or radiation sickness. In order to remain full of piss and vinegar, a creature needs to consume food, drink water, and sleep regularly while being involved in heavy activity—which of course adventuring is considered.



So long as a creature meets these requirements they remain at the peak of fitness and function at their best. However, if a creature goes too long without food, water, or rest, they start to suffer the consequences of starvation, dehydration, and sleep deprivation. At first they might simply feel like extra hardships, but before too long they'll become killers.

In *Fallout: Wastelands*, this is measured by “fatigue,” which in turn reduces a creature’s ability to perform actions by lowering their maximum amount of Action Points. If a creature goes too long without food, water, or sleep, the penalties begin stacking up until finally they die.

- For every sixteen hours a character goes without sleeping, they reduce their maximum number of Action Points by 1.
- For every six hours a creature goes without eating food they reduce their maximum number of Action Points by 1.
- For every four hours a creature goes without drinking water they reduce their maximum number of Action Points by 1.

These effects are cumulative, and if a creature’s Action Point maximum is ever reduced to zero, they die. Eating food, drinking water, or getting at least eight hours of rest will remove one level of fatigue gained from the appropriate source (starvation, dehydration, and exhaustion respectively). So if a super mutant hasn’t eaten in twenty four hours, he would have to eat four food items to restore his Action Points. The same goes for water and sleep.

For example, that same super mutant has 8 total Action Points, but has pulled an all-nighter and hasn’t sleep in over twenty four hours. This reduces his total Action Points to 7 until he gets some shut eye. The same super mutant has also run out of rations and hasn’t eaten in ten hours, further reducing his Action Point total, this time to 6. Fortunately he has some water, so death by dehydration seems unlikely, but if the super mutant can’t find some food and manage to rest for a few hours, he risks his very life.

Robots are immune to the effects of starvation, dehydration, and exhaustion. Long live our robot overlords!

## ENERGY AND POWER

While the infrastructure required to build and maintain a power grid is incredibly rare (but not unheard of!) in the post-War world, there are still places where one can find old pre-War power plants and refineries chugging away. And of course there are still energy and microfusion cells waiting to be recovered by aspiring wastelanders. Each cell holds a certain amount of charge -which is almost never one-hundred percent when found out in the wasteland- and each weapon, vehicle, or object takes a certain amount of energy from them each time they are fired, driven, or used.



For the purposes of weapons, an energy cell, microfusion cell, or electron charge pack serves as both the ammunition and the clip or magazine (an energy weapon doesn't typically get filled with multiple cells at a time like a firearm is with bullets). When one cell is drained it is replaced with another, much like an empty magazine or clip is replaced with a fresh one. For most instances, this is purely a cosmetic distinction.

Energy cells are smaller and look similar to what we would call batteries (and in fact play that same role when not being used to power laser pistols). Aside from powering smaller objects like flashlights and alarm clocks, energy cells are used to power smaller energy weapons such as laser pistols and plasma defenders.

Microfusion cells are larger and typically power much larger items that require a larger supply of electricity. The famous pre-War toy Giddyup Buttercup was powered by microfusion cells, as are the slightly more prominent laser rifle and plasma rifle. Vehicles, such as a Chrysler Highwayman, are powered by microfusion cells.

Lastly there is the electron charge pack, the heavy-duty energy storage device. Used to power most robots and functioning pre-War military vehicles as well as the heaviest energy weapons such as the Gatling laser and Tesla Cannon. They are capable of storing enough energy to power an entire settlement if needed, although few people are willing to use such a rare power source for something like that.

There are some places in the wastes where a creature can recharge their energy cells and microfusion cells. However these recharging stations are extremely rare and are almost always found in



the hands of raider gangs or Brotherhood of Steel outfits. Sometimes the owners of a recharging station can be convinced to recharge cells for a small fee, although anyone less than a jerky vendor straight out of Junktown should expect to pay through the nose for such a service.

While it varies from station to station (for example a charger hooked up to a bicycle will be less efficient than a refurbished military establishment), it takes an average of two hours to charge an electron charge pack, one hour to fully charge a microfusion cell, and a half hour to charge the smaller energy cell.

Last but not least, there are still a few rare vehicles and pieces of equipment that run off of guzzolene (better known as gas or petrol). Gasoline is one of the rarest substances in the wastes, and it can be very difficult to come by. Sometimes a larger settlement might have access to an oil refinery, but they won't trade it for anything less than everything you own plus your first born. Fortunately, a clever mind can figure out how to make fuel out of other materials more readily available, like bighorner shit.

## **EXPLORATION AND TRAVEL**

Ah, the great outdoors! So many sights to see and ruins to plunder. Whether it's a vast, radioactive desert, the cramped and crowded skeletons of pre-War cities, or the irradiated swamps along the coasts, the wasteland is full of all sorts of places, which in turn contain treasures for those wastelanders crafty enough to get to them. However, it takes more than piss, vinegar, and the power of positive thinking to survive in the wastelands. No, it takes vim, vigor, and brains.

Exploring is fairly straightforward and handled primarily through the use of the Survival Skill, which can be used to navigate, find shelter, and acquire food and water. Traveling from one town to another town along a well-known caravan road and with a map wouldn't require a Survival check. Throw in a sandstorm or radiation storm –two very dangerous events- and you may have to roll a few Survival Skill Tests to keep from losing your way.

Traveling from a civilized town out into the wilderness in search of the ruins of a pre-War city, however, would be significantly more difficult. While it's up to the Overseer to determine when it's appropriate for a creature to make a Survival Skill Test to prevent from being lost, we recommend every four hours or whenever an event occurs that would call for one. Natural phenomena, dust ups and gun fights, or a few hours' rest are all things that would disrupt a creature's focus and require them to make another Survival Skill Test to get back on track.

## FUN TIMES WITH CHEMS!

I think we can all agree that chems are just terrific you guys, just terrific! They're fun, give you all sorts of kick-ass advantages, and *all* the cool kids are using them! Just ask Richie Marcus, the coolest kid of them all! There's pretty much no reason you shouldn't use chems, unless you're a *goddamn narc!* Are you a narc? *ARE YOU!?*



Anyway, while chems are super neat and stuff, they do come with a pretty severe drawback- addiction. While being up to your gills in chems can feel, well, let's face it, *pretty fucking awesome*, going through the symptoms of Psycho withdrawal is anything *but*. Addiction and withdrawal are a messy, nasty business that will leave you feeling like absolute dog shit. Each time you use a chem, you run the risk of becoming addicted.

Addiction rates vary from chem to chem, but the process of possible addiction is the same regardless of the chem. Whenever you take a chem, be it Buffout, Med-X, or Turbo, you must attempt a Nerve Test to resist becoming an addict. Subtract the chem's Addiction rating (listed in the chem's description) from your Nerve Value before you roll the dice. If you succeed on the Nerve Test you maintain your ability to function properly without the chem. If you fail, you become addicted to that chem.

For example, a wastelander with a Nerve Value of 50% takes a hit of turbo. Turbo's Addiction chance is 20%, so the wastelander's Nerve Value is reduced to 30%. She fails on her roll, and now she is addicted to Turbo and suffers a -1 to each of her SPECIAL Stats whenever she's not under the influence of the chem.

The effects of withdrawal vary from chem to chem and are listed in each chem's description in "Section 6: The Armory." Some, like booze, make you irritable and clumsy when you aren't riding that high. Others, like Mentats, make your brain feel all foggy when they aren't coursing through your bloodstream. The only way to alleviate the symptoms of withdrawal is to sober up. Sobering up can be done one of three ways: see a doctor, take some Addictol, or ride out the downsides until your body flushes the last traces of the chems out of your system.

Doctor's visits and Addictol can be expensive, so you may find yourself trying to sober up the old fashioned way. Addiction lasts for a number of weeks equal to eleven minus your Endurance Stat (11 – END). So, if the aforementioned wastelander has an Endurance of 5, she would have to go six weeks without Turbo to finally flush it out of her system. If withdrawal effects would reduce your Endurance, you calculate the number of weeks based on the new number. If at any time you take a hit of a chem that you're addicted to, you reset the counter.



*Editor's Note:* Take 10 Games does not condone or approve the use of drugs, fictional or otherwise, in any capacity outside the strictly defined and definitely legal uses as directed by a doctor or other medical professional.

## GOING "ROGUE"

Rogues, be they in dungeons or in dragons, everyone loves 'em. Except the people on the receiving end of their roguery, but fuck those guys, they probably deserved it. Playing the part of the dashing rogue takes equal parts skill, determination, panache, and plain dumb luck.



Now of course there are no official "rogues" in *Fallout: Wastelands* because there are no character classes or archetypes or anything of the mechanical sort. But the play style often utilized by rogues, thieves, and their shadowy ilk is possible in this game and can in fact be quite lucrative.

The rogue's skill set includes such dubious acts as sneaking around unseen, stealing from others, planting items where item ought not be planted, picking locks, and disarming and setting traps. While an unscrupulous sort may not be a master of all four, he certainly dabbles in at least one. These particular acts of larceny and subterfuge revolve around the following Skills: Investigation, Security, and Stealth.

**Sneaking:** Sneaking about unnoticed by your friends, family, and probably your enemies takes a certain amount of concentration, planning, and luck. When a character wants to sneak, he or she should announce their intentions. The Overseer should then attempt the character's Sneak Skill Test in secret and reroll whenever he or she deems it appropriate (additional creatures move into the area, the terrain changes significantly, the sneaking creature steps on something that makes a noise, etc.). The interesting thing about sneaking is that the character always thinks he or she is successfully doing it. Only the Overseer knows for sure.

Factors such as cover, light, movement speed, and the Perception of creatures and characters around the sneak effect the chances of success or failure. After all, sneaking past a blind man is probably going to be a little easier than sneaking past a robot with an advanced sensory array. While sneaking, a character has to move slowly or risk being discovered. To sneak without penalties, a character must spend 2 AP per hex she is traveling. Moving quickly creates sound, which could potentially result in discovery. If a character wants to move quickly while sneaking, she suffers a -20% penalty to her Sneak Skill.

One of the most common uses of sneaking is to set up what we here in the wasteland call a "sneak attack." Assuming that you are successfully hidden or otherwise unnoticed, you double

your Critical Hit Chance for any attacks you make against the unaware. The Overseer determines whether or not the target of the attack is aware of your presence, although this is usually determined by the target making an Investigation Skill Test or a Perception Stat Test against your Sneak Skill Test.

**Spotting a Sneak:** Sometimes the characters won't be the ones sneaking around and they'll have to worry about enemies trying to get the drop on them. If a character is actively looking for a hidden enemy, they would attempt an Investigation Skill Contest against the possible target's Sneak Skill Test. If the would-be detective has more Degrees of Success (or fewer Degrees of Failure) than the would-be sneak, he finds his opponent. If he does not, he remains unaware of his enemy's location.



If a character is not actively looking for a hidden enemy, the Overseer secretly rolls a Perception Stat Contest against the sneak's Sneak Skill Test. If the character achieves more Degrees of Success than the sneak, he'll suddenly realize that someone else is in the immediate area with him.

**Stealing:** Humankind, in some form or another, has existed on the Earth for millennia. For much of that time, people lived in relative harmony, without war and crime and all that generally awful stuff. A few thousand years ago, someone got the bright idea to start taking and locking up food. As soon as this one guy denied other humans access to his stuff, the art of stealing was born.

In *Fallout: Wastelands* there are still many people keeping many things under lock and key. Therefore, it sometimes becomes necessary to relieve them of their items, for the good of the people you see. Characters can attempt to steal from anyone or anything with goods, from people to caravans to stores. Already going about unseen can provide a bonus to the Sneak Tests made to steal goods, as can things like distractions or your target being asleep or unconscious (because if they're dead it's not stealing anymore, it's looting!).

To steal an item, the character designates their target and attempts a Sneak Skill Test. The Overseer may add bonuses or penalties to the attempt based on the circumstances (If the item's owner is awake and nearby that could be a penalty. If the item is in the owner's pocket, that could be an even bigger penalty. On the flip side, if the owner is in another room or is asleep, that would result in a bonus). If the character succeeds on his Sneak Skill Test, he successfully steals the item. If he fails, he might still get the item, but the owner notices and now wants to politely ask for it back, or politely ask for it back with a shotgun aimed at the character's forehead. Alternatively, failure may result in not getting the item at all, but possibly going unnoticed in the attempt. Ultimately it boils down to the Overseer's discretion.

**Planting Items:** At times, it becomes necessary for a character to plant an item on another person or creature, or between two books at an old library. Perhaps the character is carrying some incriminating evidence and needs to get rid of it on the double quick. Perhaps the character has just pulled the pin on a grenade and wants to slip it into the pocket of a particularly uncooperative guard. Either way, planting an item works in exactly the same way as stealing, except the item goes from the character's possession to the target's.



If the character fails his Sneak Skill Test to plant an item, it may not become readily apparent that he failed. The target may pretend not to notice so as not to alert the character, or perhaps the target noticed the item and wants it for their own nefarious ends. Sometimes a plant target will notice, be confused, and return the item to the character. However, the character should always think they succeed unless given a reason to assume otherwise.

**Picking Locks:** Generally speaking, locks exist to keep people out of places (or in places, in the case of a cage, holding cell, or prison). Characters can attempt Security Skill Tests to break through these defenses, which can range from simple padlocks on an old ruined high school locker to a state-of-the-art maglocks found in pre-War government and military facilities.

There are two types of locks: standard and electronic. Standard locks can be picked with regular lock picks or even bobby pins, whereas electronic locks either need to be picked with an electronic lock pick or by completely forging lock picks entirely and hacking into the corresponding computer to bypass the lock.

Picking a lock takes 1 minute (or 6 rounds if it's happening in combat, during which all APs are spent on the attempt) and requires the character to succeed on a Security Skill Test. Depending on the type of lock and the tools the character is using, the Overseer may see fit to provide bonuses or penalties to the Test. If the character rolls a Critical Failure in the attempt, the lock is busted, jammed, or otherwise impassable without the use of brute force and/or explosives. Attempting to bypass a lock in this manner may result in damaging whatever possible goods are behind the locked door or inside of the locked chest.

**Noticing and Disarming Traps:** Traps are a basic part of life in the wastes. Tribals use them to keep animals and raiders at bay, evil geniuses use them to keep intrepid adventurers out of their lairs, and clever people use them to get the drop on an enemy.

When traveling or fighting through an area rigged with traps, the Overseer should secretly attempt a Perception Stat Test for each character. Those who succeed notice the traps, while those who fail are likely to have a little "fun." Alternatively, if a character suspects that an area might be trapped, she can attempt an Investigation Skill Test and



actively search for traps in the surrounding area. In this case, the character rolls the Test and the Overseer provides the results.

Remember, regardless of who attempts what Test, a character can only see traps that are within her line of sight. If a character has no way of seeing a tripwire, for example, the Perception or Investigation Test isn't really going to matter and will immediately fail regardless of the result. However, if another part of the trap's mechanism is visible, the character could detect the trap from that.

After a character has seen a trap, she can attempt to disarm it with a Security Skill Test (or in the case of mines, an Explosives Skill Test if she so desires). If the attempt fails, the trap triggers and the character and any creatures within the trap's effective area suffer the consequences. It takes approximately 10 seconds (or one round of combat) to disarm a trap.

**Setting Traps:** A particularly wily character can also use her Security or Explosives Skills to set a trap, snare, or mine. If she is attempting to set up a complicated mechanism, such as a shotgun that fires when a tripwire is broken, she may need a little bit of time to set up. If it is something simpler, like a rope snare for hunting or a bear trap for teaching those damn kids a lesson about your lawn and their relative location to it, it shouldn't take more than few seconds or minutes.

When setting a trap, the character must have the proper materials. The Overseer can determine the amount of time required to set the trap, and at the end of that time, the Overseer makes a secret Security or Explosives Skill Test to see if the attempt was successful. Success means that the character has set the trap correctly. Failure means that the character messed up somehow, and the trap will either misfire or not go off at all. The character will always assume she set the trap correctly, unless it's a landmine and the landmine blows up.

**Triggering Traps:** If a creature does not notice a trap and walks into the area, he may attempt an Athletics Skill Test to avoid setting it off. The Overseer can either decide to make the reason known or leave it a secret, although a clever player will likely catch on to the fact that something is amiss. If the character succeeds on his Athletics Skill Test, he either avoids the damage entire (for traps like a bear trap or tripwire) or takes half damage (for a landmine with a wide blast radius or a shotgun rigged to fire). The Overseer determines which event occurs, and may take Degrees of Success into consideration. If the character fails his Athletics Skill Test, it means the trap was sprung and that character and anyone else within the trap's effective area will be subjected to the trap's nasty effects.

There are examples of traps in Section 7: Overseer's Guide. Landmines can be found in Section 6: The Armory.

## HAZARDS OF THE WASTELANDS

The wasteland is a harsh, cruel, dangerous, and frankly hellish mistress that is just as likely to chew you up, spit you out, and then take a solid dump on your for good measure as it is to reward your tenacity, courage, and stupidity with fame, fortune, and an impressive arsenal of pre-War weaponry.

So while most of the damage any particular creature is going to suffer will be at the hands of another living creature, there is a good chance that this bitter Earth we all call home will do something to hasten one's arrival at the Pearly Gates. There are four major hazards in the wasteland: Fire, Poison, Radiation, and Storms.

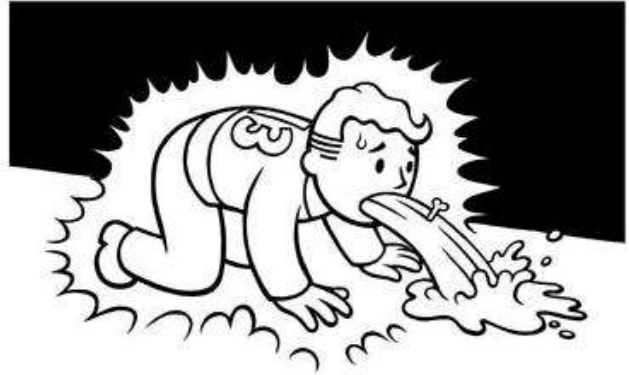


**Fire:** If a creature is on fire, they suffer 2d6 points of Energy Damage each round. Remember that a round is 10 seconds of real time, so outside of combat a creature would suffer 12d6 points of Energy Damage each minute. Fire can be extinguished by spending all of a creature's AP and rolling around on the ground, provided that the ground itself is not on fire or made of lava or something along those lines. A creature's Armor Class is reduced to the amount provided by his armor and any Perks, Traits, or effects, but his Agility Stat is removed. The creature ends his turn prone if in combat, and must spend 4 AP on his next turn standing up. Note that a creature on fire still takes damage on the turn that they spend extinguishing themselves.

**Poison:** Poison works a little something like fire. If a creature comes into contact with a poisonous substance or object (such as a radscorpion's stinger), they make an Endurance Test to resist the effects of the poison. If that roll fails, they are poisoned and take an amount of damage determined by the type of poison (Note that all creatures in the Bestiary with poisonous attacks denote the amount of poison damage dealt). The poison deals its damage one round for each Degree of Failure, or every 10 seconds if the poisoning occurs outside of combat. A creature that succeeds still takes the initial poison damage, but doesn't take additional damage beyond first contact. There are no ways to resist Poison Damage.

**Radiation:** Radiation is one of the most horrifying –and common- realities of the post-nuclear world. There is always a certain degree of background radiation out in the wastelands – just an unfortunate side-effect of nuclear annihilation and all that. A little bit of radiation encourages mutations in animals, some of which happen to be quite useful in an evolutionary sense (unfortunately for you, this means said animals tend to be considerably deadlier than their pre-mutated form). Humans, unfortunately, weren't really designed to handle high amounts of radiation, and exposure to such usually results in death, or for the "lucky," ghoulification.

Not every source of radiation poisoning is immediately obviously: a creature could just as easily accumulate rads camping in a highly radiated area for a few nights as they could walking through a blast crater. In fact, a creature won't necessarily realize that he is exposed to radiation at all if he doesn't have a Geiger counter or a Pip-Boy (so invest in one today!).



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Radiation levels are measured in “rads,” a standard unit that measures how many radioactive particles enter the bloodstream. In many ways, rads function like a form of damage, although instead of reducing your Hit Points, instead they lower your Hit Point total, making you weaker and more susceptible to getting gored by a brahmin, shot by a raider, or slashed in half by a deathclaw. For example, if a wastelander with 30 Hit Points is exposed to 5 rads, his maximum Hit Point total is reduced to 25. If a creature's Hit Point total is reduced to 0, they die an incredibly painful death after about five seconds of suffering. Or if you're Overseer feels like it, you turn into a ghoul (but that's not a hard rule, so don't try to use *us* to get around being an idiot with that Fat Man! We warned you!)

The more rads you have, the more you suffer. If the amount of rads you have exceeds half of your Hit Point total, you suffer a -10% penalty on all Ability Tests, Skill Tests, and attack rolls due to the nausea that comes from having more radioactive particles in your blood than normal human particles.

Radiation is classified in the following manner, based on how many rads bombard a creature during a ten-second time period (one round of combat):

- **Negligible:** Background radiation is almost everywhere in the post-War world, so creatures –even humans– have more or less gotten used to it. Negligible radiation deals 1 point of radiation damage every 10 seconds.
- **Minor:** Minor radiation can be found near leaking barrels that glow green at night or in sources of contaminated water and food. Minor radiation deals 1d4 points of radiation damage every 10 seconds.
- **Moderate:** Moderate radiation can be found near old craters from when the bombs fell, the blast zones of an M42 Fat Man launcher, or outside of a power plant suffering from containment issues. Moderate radiation deals 1d6 points of radiation damage every 10 seconds.
- **High:** High amounts of radiation are most commonly found in areas where a bomb fell but didn't necessarily detonate, and is now leaking rads like crazy. Many nuclear power

plants will also have high amounts of rads inside the building, making them dangerous places to go. High radiation deals 1d8 points of radiation damage every 10 seconds.

- **Severe:** Severe amounts of radiation often accompany military installations where nuclear weapons are kept, whether they are Mini Nukes or full-sized nuclear missiles and bombs. Power plants undergoing meltdowns also have severe amounts of radiation. Severe radiation deals 1d10 points of radiation damage every 10 seconds.
- **Lethal:** Fortunately, areas with lethal amounts of radiation are rare nowadays, since there has been over 200 years for the rads to dissipate. However, they still exist and are generally sites where the United States' enemies concentrated nuclear fire, such as the sight of the pre-War White House. Lethal radiation deals 1d12 points of radiation damage every 10 seconds.

Outside of combat the Overseer determines how many rads are appropriate for a specific area, based on the time spent there. This could be an arbitrary number or could be based on the amount of rads issued every 10 seconds as if in combat. In the case of the latter, an area containing moderate amounts of radiation would emit 6d6 points of radiation damage every minute (with other amounts having different dice values).

However, all hope is not lost! Rads can be removed through the use of Rad-Away (although that shit will make you sicker than a dog for a few hours), a medical professional, or through the "Rad Resistance Perk." That being said, Rad-Away isn't exactly the most common chem found out there in the wasteland and doctors can charge a pretty Cap for their services, so it's best to wear that gas mask and stay away from glowing craters.

**Storms:** Storms are not uncommon in the wasteland, what with how messed up the world became thanks to the Great War. There are four main kinds of storms your average wasteland will get killed by: sand storms, lightning storms, blizzards, and rad storms. All four are deadly and are something that you should do your best to avoid. Attempting to travel through a storm is stupid at best, and downright deadly at worst.

Attempting to navigate through a storm requires brass balls and a lot of difficult Survival Tests. While normal exploration and travel typically calls for a Survival Test every four hours, traveling during a storm should call for a Survival Test once every hour, or more if the Overseer calls for it.

*Sandstorms:* Sandstorms are one of the most common types of storm considering that most of the wasteland is either true desert or was blasted so hard that only dust and dirt remains. During a sandstorm, visibility is heavily obscured, severely reducing a creature's ability to see or fight (see "Vision Modifier" in Combat for more information on how this affects combat). The constant assault of stinging sand and dust deals damage. In combat, the sandstorm deals 1d6 points of Ballistic Damage each round. Outside of combat, the sandstorm deals 6d6 damage each minute (or 360d6 every hour). Because the sand and dirt can get in and around leather and

ceramic plates, it ignores Damage Resistance granted by armor. A suit of power armor seals the wearer inside, making the wearer immune to the damage caused by sandstorms.

*Lightning Storms:* Common along the coasts, post-War lightning storms often come with heavy winds, pelting rain, and hail. The fog and cloudbanks that accompany these storms impedes vision, but usually not to the extent of a sandstorm. The hail from a lightning storm deals 1d8 Ballistic Damage each round (or 6d8 Ballistic Damage every minute outside of combat). At the end of each round of combat, all creatures caught within a lightning storm must attempt a Luck Test, and the creature with the most Degrees of Failure (or creatures tied with the most Degrees of Failure) take 10d10 Energy Damage as they are struck by lightning. Outside of combat, have creatures attempt the Luck Test once every minute.

*Blizzards:* Common in the northern wastelands, a blizzard is in many ways the icy cousin of the sandstorm. Visibility is limited in much the same fashion, and the shards of ice and hail deal comparable damage to the sand and grit of a sandstorm. The endless snow and ice deals 1d4 Ballistic Damage each round of combat (or 6d4 Ballistic Damage each minute outside of combat). Lastly, every hour a creature without the proper cold weather protection is exposed to a blizzard, they suffer a -1 penalty to their SPECIAL Stats. If a SPECIAL Stat would be reduced to 0 in this manner, that creature dies.

*Rad Storms:* Of the four storms, rad storms are the only ones that didn't exist until after the Great War. While other storms are more or less independent of one another, a rad storm can accompany any other storm, and in fact it often does. During a rad storm the sky turns green, the clouds and fog become toxic, and visibility becomes poor. All creatures caught in a rad storm are exposed to severe amounts of radiation (1d10 rads every round/10 seconds). Ghouls and properly outfitted robots flourish during rad storms, but most other creatures tend to wither and die.

**Disease and Illness:** Nuclear war wiped out a lot of things, but sickness wasn't one of them. Just like deathclaws, diseases stalk the wasteland, preying on unsuspecting wastelanders. Eating uncooked meat, going long stretches without sleep, drinking dirty water, or fighting dirty animals all run the risk of contracting an ailment or disease. *Fallout: Wastelands* has six different generalized ailments that encompass many of the countless diseases that can be found in the real world.

- *Fatigue:* For every eight hours you go without sleeping, you reduce your maximum Action Points by 1.
- *Infection:* You suffer 1d6 damage every hour. This damage cannot be reduced by forms of Damage Resistance.
- *Insomnia:* You must succeed on an Endurance Test in order to sleep, gaining one hour of sleep per Degree of Success.
- *Lethargy:* Reduce your Action Point maximum by 2, to a minimum of 5 Action Points.



- *Parasites*: For every three hours you go without eating food, you reduce your maximum Action Points by 1.
- *Weakness*: Reduce your Damage Resistance by half.

Typically speaking, a disease or illness will run its course within a week (the exact amount of days is up to the Overseer), during which it will ravage your mind and body (and in some cases, soul). After a week, you can attempt an Endurance Test. Upon a success your body successfully fights off the disease, whereas failure means you must suffer through the sickness for another week.

Alternatively, taking antibiotics, visiting a doctor, or using a Doctor's Kit in conjunction with a successful Medicine Skill Test will all rid your body of disease, although such things can cost a pretty Cap to get.

## KARMA

As mentioned throughout this document, Karma in *Fallout: Wastelands* is a numerical measure of how "good" or "evil" a person is, and how they are perceived by others. Usually, the Overseer determines what actions will earn or lose a character Karma points, although adventures may outline changes in Karma points for performing specific actions or quests.



Furthermore, players themselves can help determine whether they gain or lose Karma by explaining to the Overseer the intention behind certain actions. However, as in most things, the Overseer has the final say in whether a character gains or loses Karma for their actions.

Some examples of actions that might affect a character's Karma points are:

- Helping a person in trouble: +10 Karma (Good)
- Attacking an innocent person: -10 Karma (Evil)
- Killing an innocent person: -30 Karma (Very Evil)
- Stealing from an honest merchant: -10 Karma (Evil)
- Stealing from a crooked merchant: 0 Karma (Neutral)
- Stealing from a crooked merchant to feed a homeless child: +30 Karma (Very Good)
- Running over someone's dog and then spitting on the corpse: -5 (Evil)
- Killing a notorious raider leader: +50 Karma (Very Good)
- Join a notorious raider gang: -30 Karma (Very Evil)
- Disable a ticking nuclear bomb: +100 (Very Good)
- Detonate a nuclear bomb in the middle of a town: -100 (Very Evil)

And so on. Overseers are encouraged to be as creative as they want when doling out Karma points, but not to use them to corral players into performing certain actions. A character or creature is considered “Good” if their Karma Points are between +500 and +1,000, and they are considered “Evil” if their Karma Points are between -500 and -1,000. One thousand, whether positive or negative, is the maximum amount of Karma Points a character or creature can have.

When encountering NPCs, the Overseer may use the characters’ Karma levels to determine how an NPC may interact with them the first time they meet. For example, a Follower of the Apocalypse would react favorably toward a character with Good Karma, but negatively toward a character with Evil Karma, while a raider boss would have opposite reactions. A Brotherhood of Steel Paladin likely wouldn’t care one way or another so long as the character isn’t trying to steal or horde pre-War technology.

Remember, Karma points are given to the *characters* for performing good or evil deeds, not the *players*. An evil character can be just as much fun to play as a good character, and a problem player is something that has to be handled outside of the game table.

## Maintaining Gear

Every character has gear, which in *Fallout: Wastelands* refers to weapons and armor. Gear needs to properly maintained in order to work, as a jammed gun is more likely to get you killed than it is to kill your enemies and worn out armor won’t protect you very well.



When your laser pistol or bumper sword breaks, it is a problem. If it breaks in the middle of a battle and you didn’t have the foresight to bring along a spare, it becomes a major problem. There’s really nothing to do but wait until combat is over and attempt to repair the item. The same can be said for armor- if you’re in the middle of a fight and your metal armor isn’t holding up anymore, you’re going to be in for a world of hurt.

Repairing and maintaining weapons and armor isn’t too difficult, although it does require the right tools. Repairing a weapon requires spare parts (or a Weapons Repair Kit), a successful Mechanics Skill Test, and an hour of your time. Most spare parts will come from other weapons, which destroys the scrapped weapon. For example, if a wastelander is trying to repair her N99 Pistol, she would either need a Weapons Repair Kit, the specific part she needs, or another N99 to scrap for parts.

Armor takes a little more time, although the parts for most of your standard types of armor aren’t too difficult to find. Repairing a suit of armor requires the proper materials (leather for leather-based armors, metal for metal-based armors, ballistic polymers for combat armors,

etc.), a successful Mechanics Test, and four hours of time. Most of the parts for armor are fairly easy to find, whether its scrap metal or animal hides.

Power armor is a whole different ballgame. Repairing the physical shell and the internal wiring for the servomotors requires the proper parts (usually metal and ceramics), a successful Mechanics Skill Test, and eight hours. Making sure the computer systems within the armor are still functioning requires military-grade circuitry, a successful Science Skill Test, and four hours. These two forms of repair can be done simultaneously, as the computer system really only needs about a half hour of attention before taking care of itself. The metal used for power armor isn't too difficult to acquire in most parts of the wasteland, although the circuitry for the computers is significantly harder to find.

Whenever you successfully repair a weapon or suit of armor you clear two condition boxes (up to the maximum of ten). You are not required to wait until a weapon breaks to repair it, but can perform daily maintenance on your gear to keep it in pristine condition. All the scum of the earth will be jealous of your shiny guns and armor!

Robots are similar to power armor in their complexity and need for specialized tools. Repairing a robot's chassis and outer metal or ceramic plating, as well as the servos or propulsion systems, requires a successful Mechanics Skill Test, eight hours of time, and the proper parts and materials. Making sure a robot's operating system is up to date requires a Science Skill Test, materials such as a circuit board if the physical drive is damaged, or a simple holotape with the proper operating protocols on it. Unlike power armor, a robot only requires a successful Science Test and one hour of time for the software fixes, as the robot can continue operating while the internal processes run in the background. Both processes can be done simultaneously, and a robot can repair itself if programmed to do so.

Successfully repairing a robot restores 10 Hit Points plus an additional 10 Hit Points per Degree of Success. It also clears two condition boxes of the robot's armor.

## **Rest and Relaxation**

After a hard day's scavenging and evacuating your enemies' brains from their skulls, you'll probably want to kick back, relax, and heal that concussion you're suffering thanks to a jack-ass super mutant and his equally jack-assy friends. This R&R can come in handy, as it's the best way to recover from



your injuries without spending all of your Caps on stimpaks or at a clinic.

There are two ways to heal a creature: naturally, through time, and quickly, through the use of Skills, chems, and clinics. Creatures naturally heal a certain amount of Hit Points every hour equal to their Healing Rate (or double their Healing Rate if they are resting or sleeping). Resting is defined as minimal activity: reading, eating, sleeping, and generally just sitting around the house not doing a whole lot. Stimpaks can be used to heal creatures more quickly, but finding them is challenging and purchasing them again and again will rack up the charges very quickly. A good alternative to stimpaks is food, although that carries the risk of exposure to radiation.

Lastly, a creature can go to a clinic or seek medical attention from a friend. In this case, the creature playing the part of the doctor (referred to as “the doctor” for the remainder of this section) would make use of his Medicine Skill and various medical supplies (such as those found in a doctor’s bag). Treatment in this manner requires 1 hour of time, and if the doctor succeeds, his patient recovers 1d10 Hit Points, plus an additional 1d10 per Degree of Success. If the doctor fails his Medicine Test, he still uses up his supplies and the hour, but the patient recovers no Hit Points.

Instead of healing Hit Points, the doctor can heal a crippled limb or remove a condition, poison, venom effect, or addiction. Hit Point recovery and condition removal can be interchanged, so if the doctor has three Degrees of Success, he can mend a crippled arm, remove a creature’s addiction to booze, *and* heal 1d10 Hit Points.

A doctor can also choose to reduce the patient’s radiation by 1d10 Rads for each Degree of Success. He cannot reduce radiation, heal Hit Points, and cure conditions all at once.

**Repairing a Robot:** As noted before, robots do not heal in the same way that living creatures do. Healing chems have no effect on a robot, and a robot does not heal naturally. In addition, using the Medicine Skill on a robot is a waste of time, as they aren’t biological creatures.

Robots can, however, recover lost Hit Points by applying the Mechanics Skill in much the same way as a flesh-and-blood creature is healed by the use of the Medicine Skill. The creature using the Mechanics Skill (referred to as “the mechanic” for the remainder of this section) would make use of his Mechanics Skill and various repairing supplies (such as those found in a vehicle or armor repair kit). Treatment in this manner requires 1 hour of time, and if the mechanic succeeds, his patient recovers 1d10 Hit Points, plus an additional 1d10 per Degree of Success. If the mechanic fails his Mechanics Test, he still uses up his supplies and the hour, but the patient recovers no Hit Points.

Instead of healing Hit Points, the doctor can heal a crippled limb or remove a condition. Hit Point recovery and condition removal can be interchanged, so if the mechanic has three Degrees of Success, he can mend a crippled arm *and* heal 2d10 Hit Points.

## TRADING AND BARTER

There are no banks in the wasteland, for better or for worse. Most of the economy is based on bartering, although more civilized areas have come to use pre-War bottle caps as a form of currency (creatively called “Caps”). Some places, like the New California Republic and the lands controlled by Caesar’s Legion have created their own currencies based on those from the Old World, and others use casino chips. Nine times out of ten, however, you’ll just as likely trade a can of pork ‘n’ beans for a fistful of bullets as you are to fork over some God honest Caps.



When going through the Armory, you’ll notice that weapons, armor, chems, equipment, and even random knickknacks will have different values. These are their values in Caps, the most commonly accepted form of currency across the wastes. If no physical Caps are being used in a trade, use the items’ Cap value to help determine the “fairness” of the trade. When trading, buying, and selling, most people will try to get as close to breaking even as they can, although they are more likely make sure they come out on top rather than give something away for free.

A creature’s Barter Skill influences what he or she can buy, how much they’ll wind up paying for it. Typically the creature with the higher Barter Skill Value will get the better end of the deal, but like in all things the underdog has the chance to win.

While it varies from Overseer to Overseer, typically a Barter Skill Contest is called between the buyer and the seller once all items being bought, sold, and traded are put on the table (rather than doing each item one at a time). The base value of the items equals those presented in the Armory, and the price is raised or lowered based on which creature has the most Degrees of Success. If the seller succeeds, they increase the price of the goods by 10% for each Degree of Success, while the buyer decreases the price of the goods by 10% for each Degree of Success.

For example, if a wastelander is trying to buy a flashlight valued at 10 Caps, she would engage the merchant in a Barter Skill Contest. The merchant, having spent the better part of his life doing this, has three Degrees of Success while the wastelander actually *fails* her Skill Test and suffers a Degree of Failure. The merchant, having four Degrees of Success over his buyer, sells the flashlight for 14 Caps.

Now of course an Overseer can disregard these rules and have the player characters role-play these interactions for a more realistic game experience, although said Overseer should make sure to either inform the players beforehand or make another use of the Barter Skill for player characters that have a higher Barter Skill Value.

**Determining Merchants' Caps:** In many role-playing games it is assumed that, unless otherwise stated, merchants have an infinite amount of the game's currency with which to buy goods and gear from player characters. In *Fallout: Wastlands*, the idea is to promote bartering, scavenging, and looting rather than simply collect a few guns and sell them off for Caps. As a result, merchants have a limited amount of Caps based on their Barter Skill.

In most cases, a merchant's Cap limit is usually equal to his or her Barter Skill Value multiplied by ten (so a merchant with a Barter Skill of 70% would have 700 Caps on them). This is not a hard rule, but instead more of a guideline, sort of like the pirate code. Particularly prominent merchants might have more Caps – for example, the Gun Runners or Crimson Caravans in New Vegas definitely have more Caps on hand than an independent “Mom ‘n’ Pop” shop in a backwater town. In this case, the Overseer can determine their Cap amount arbitrarily or can use an altered form of the basic formula (Barter x 20, for example).



## **SECTION FIVE: COMBAT, A.K.A. “HOW TO WASTE FOOLS IN THE WASTELAND”**

*"Seems like wherever I go it's always the same. Folks just never leave each other alone."*

– Doc Mitchell of Goodsprings, *Fallout: New Vegas*

Sometimes talks break down and bribes don't work. Those raiders pointing submachine guns at you and your caravan guards have decided that it'll be easier for them to get the chems and booze off your corpses rather than listen to you beg for your life and try to come to some sort of agreement. In instances like this, you may find yourself in the middle of a fight with bullets whizzing past your skull, lasers leaving the acrid smell of ozone in the air, and tire irons striking armor.



This is combat, and combat never changes. In *Fallout: Wastelands*, combat is designed to operate as a series of 10-second Rounds where every participant gets a Turn (an opportunity to perform actions) that resolves when all parties hostile to one another are either incapacitated, dead, or have run away with their tails tucked between their legs.

Combat is broken down into multiple Steps, described below:

### **COMBAT BEGINS**

Combat officially begins when one creature or character decides to attack someone or something else (sometimes, attacks can be made on inanimate objects such as doors, and in this case the entire combat procedure is not necessary, unless combat is going on around the character attempting to break the door down). The creature or character that initiated combat gets the opportunity to use all of their Action Points (AP) before Initiative is determined.

Unless the Overseer says otherwise (such as in the case of an ambush), assume that your characters have weapons in hand and are prepared for battle once Initiative has been determined. This keeps things moving more smoothly as the characters and NPCs don't have to spend their first turn drawing weapons.

## DETERMINING INITIATIVE

Because a character's Initiative doesn't change, this step only needs to be performed at the beginning of a particular combat, and only once unless there is a major shift in the tide of battle (an additional party enters the combat zone, for example).

Whichever creature or creatures have the highest Initiative values get to take their actions first, with the next highest Initiative moving second, and so on until the round is over. Ties in Initiative should be determined by the tied creatures engaging in a Luck Contest.

## ACTIONS

Any action in combat requires the use of Action Points (AP). The higher a creature's Agility, the more Action Points she has to spend each round. A creature's turn is over when all AP have been spent, or they declare that they are going to defend and forfeit the rest of their AP (although not entirely, see Defending, below). The possibilities for Actions are:

**Attacking:** Attacking is probably the most common action taken during combat and is easily the most complex. See the "Attacking and Damage" section below for more information on how to beat your opponents to hell.

**Movement:** This includes moving closer to a target, moving behind a tree or other cover, or bravely running away. It costs 1 AP to move 1 hex, which is roughly one yard (or three feet) across (this becomes much more important later when determining weapon ranges). Creatures cannot occupy the same hex as another living creature or large, inanimate objects.

| Combat Actions             |  |
|----------------------------|--|
| Action                     | Action Point Cost                                    |
| Attack                     | Varies, See Text                                     |
| Movement                   | 1 AP per hex   |
| Sprinting                  | All APs  |
| Interacting with an Object | 3 AP   |
| Reloading Weapons          | 2 AP   |
| Using Skills               | Varies, typically 2 AP per second                    |
| Healing a Comrade          | 10 AP  |
| Getting Up                 | 4 AP   |
| Setting Traps              | 6 AP   |
| Changing Positions         | 2 AP   |
| Suppressive Fire           | All APs  |
| Grappling                  | 5 AP   |
| Defending                  | Defending uses up the remainder of the creature's AP |
| Ready an Action            | See Text   |
| Aiding an Ally             | 3 AP   |



Any object larger than a medium-sized shrubbery gets a hex all to itself. Dead bodies (no matter how large or small) do not get their own personal space. They are dead and cannot object to you walking all over them.

| Terrain Type         | AP Cost Modifier |
|----------------------|------------------|
| Open or Flat Ground  | Normal           |
| Rough or Wet Ground  | x2               |
| Torn or Muddy Ground | x3               |

Battlefield terrain does have an impact on movement in battle, with more difficult terrain requiring more AP to traverse. See the table to the right for more information.

**Sprinting:** Sometimes you need an extra burst of speed to close the gap between you and that super mutant ready to crush your best friend’s skull. If you decide to sprint, you spend all of your Action Points and can move an additional hex for each AP you spend this way. For example, if you have 8 AP and decide to sprint, you can move up to 16 hexes during your turn (or 24 with the Fleet of Foot Perk). You are not required to move the maximum number of hexes you can move when you sprint.

**Interacting with an Object:** Interacting with an object can range from picking up a rusty crowbar on the battlefield, grabbing a stimpak and stabbing it into your chest, opening a door, or swapping out your .44 magnum for a Gauss rifle. Specific interactions include: equipping weapon, retrieving an item, and using an item, all of which are detailed below:



*Equipping a Weapon:* For when you’d rather melt than vaporize, or if your 10mm pistol has run dry you’ve got to equip a new weapon. Equipping a weapon is the simple act of swapping out the weapon in your hands for one in your inventory, or filling your empty hands with some sweet, sweet firepower. In order to equip an item you must have it on your person and within easy access (although picking up a weapon automatically equips it, see below). The act of stowing your current weapon and equipping the new weapon is a single action and only requires 3 AP, not 3 AP to stow and another 3 AP to equip.

*Retrieving an Item:* Sometimes you notice a nice, shiny gadget or doodad on the battlefield that you just *need* to have. Or maybe a raider’s lucky shot (or your own bad luck) caused you to fumble and drop your Flamer and you need to pick it back up. Retrieving an item puts it in your hand, and picking up a weapon automatically equips it.

*Using an Item:* Provided you have an item within easy access (in your pocket, backpack, belt pouch, or perhaps even in your hand), you can use it. Stimpaks, chems, Geiger counters, and a police whistle are all examples of items a creature can use in combat. Note that the item in question must be easily accessible. If you left an item in the truck of your Chrysler Highwayman or your backpack is ten feet to the left half buried in sand, you’re shit outta luck my friend. Alternatively, opening a door, turning on a computer, pushing a rock over to squash a

radscorpion, and hopping on to an Apache Chief motorcycle all count as “using” an item and fall under this category as well.

Interacting with an object or item in any capacity costs 3 AP.

**Reloading:** Guns, energy weapons, and certain explosive weapons all use up ammunition. When your firearm is empty, partially empty, or jammed you can reload it by spending 2 AP. If you have enough ammunition, this will completely fill the clip. If not, you can place as many bullets, energy cells, or grenades as you have in the clip. It’s generally a good idea to head into combat with fully loaded weapons, so you aren’t prancing around trying to get those rounds in while the baddies are shooting.

Note that a weapon can only be loaded with the kind of ammunition it is supposed to use, and that two different ammunition types – AP and Hollow Point for example – cannot be combined in one clip.

**Using Skills:** Sometimes, it becomes necessary to use certain skills in combat (besides the obvious combat-oriented skills). Although the battlefield isn’t always the best place to try and pick locks or repair a broken computer, there are times when using your talents are necessary, especially if it means you can escape those crazy Super Mutant commandos. Some skills, like Medicine, take too long to use in combat (outside of the most basic applications).

The Overseer should determine if the task that a character wants to perform can be done in combat (cracking a safe, for example, might be a little too time consuming). Once a character decides on a Skill Test to attempt, the Overseer should calculate how many AP and how many rounds (if necessary), the action will take. Typically the use of a Skill should cost 2 AP per second required to complete the Skill.

Characters using skills gain no Armor Class bonuses from Agility or unused AP during the round(s) they are using to perform the Skill Test, so their Armor Class is limited to what they are wearing when they are using their skills.

**Healing an Ally:** A character can use his Medicine Skill in combat to heal a fallen comrade (or foe, if they are so inclined), but only if the target has been knocked unconscious (see Combat: Damage and Death, below). This action requires that the character be in an adjacent hex to the target, and takes 10 AP. If the action cannot be performed in one round, they will spend the remaining AP necessary at the beginning of their next round. Note that once this action is started, it cannot be interrupted until complete.



When the action is complete, the healer makes a Medicine Skill Test. If the Test is a success, the injured person restores 1 Hit Point, plus additional Hit Point for each Degree of

Success. The target does not get any AP until the round *after* he/she/it was healed. If the fallen comrade or enemy is a robot, a creature can use the Mechanics Skill to achieve the same results.

*Note:* Using the “Healing an Ally” action is the *only* way to save a character or creature that has suffered massive trauma (enough damage to kill him or her) and failed his or her Nerve Test to stay alive. A stimpak or healing powder won’t cut it at this point, only a doctor’s kit and some medical know-how.

**Getting Up:** If you have been knocked down during the previous combat round, or for some reason are starting combat on the ground, it takes 4 AP to clamber to your feet. Characters who are on the ground receive no Armor Class bonus either from unused AP or their Agility, making their AC without armor equal to zero. Note that Getting Up is not the same as Changing Positions, below.

**Setting Traps:** Devious parties can use mines and traps to their advantage, having one or more members circle behind the enemy while the rest of the party engages them in combat. The trap setters then set up their cowardly weapons and clear out while the others drive the enemy into the traps. It takes 6 AP and a successful Explosives or Survival Skill Test to lay a trap, based on the type of trap being set.

**Changing Positions & Prone:**

Crouching and prone are great ways to improve your accuracy in combat, and to help you hide behind available cover, making

| Position  | Effects  |
|-----------|--|
| Standing  | None   |
| Crouching | +10% to ranged attack rolls, +10% Armor Class vs. ranged attacks. Movement costs 2 AP per hex  |
| Prone     | +25% to ranged attack rolls, +25% Armor Class vs. ranged attacks. Movement costs 4 AP per hex. |

much less of your body visible and available to an attacking enemy. They are also great ways to make yourself a sitting duck, allowing people to hit you more easily. Changing positions takes 2 AP, unless the character is going *from* Prone to Standing, in which case it costs 4 AP, just like Getting Up (see above). Note, however, that going from prone crouching to prone, prone to crouching, or crouching to standing takes only 2 AP, and is *not* the same as getting up.

When Crouching, a creature gains a +10% bonus to their ranged weapon attacks when making an attack and a +10% bonus to Armor Class versus ranged weapon attacks. However, movement costs 2 AP per hex. Prone creatures gain a +25% bonus to their ranged weapon attacks and a +25% bonus to Armor Class versus ranged weapon attacks, but movement costs 4 AP per hex.

**Suppressive Fire:** There are times when it’s not in your best interest to actually hit your target, but instead to unleash an unholy torrent of pipin’ hot lead and lasers to keep your enemies’ heads down. This is better known as “covering fire” or “suppressive fire,” and has saved the lives of many a wastelander. In order to use suppressing fire, a creature needs to possess a gun or energy weapon.

First the creature denotes a particular area that he wants to lay down covering fire, selecting a number of adjacent hexes equal to his Perception Stat. The shape of the area must also make sense and is ultimately up to the Overseer's discretion. Then the creature then determines how many rounds he wants to fire at that area and makes a Guns or Energy Weapon's Skill Test (rather than an attack roll). If the Test is a success, all creatures in the designated area must succeed on a Nerve Test, reducing their Nerve Value by 1% for each round of ammunition fired at the area.

A creature that succeeds on their Nerve Test may continue acting as normal, although any ranged attacks they make for the remainder of the round suffer a -10%, with an additional -10% per Degree of Success the shooter had on their Guns or Energy Weapons Skill Test. A creature that fails can only spend their APs to Move or Defend for the remainder of the round.

**Grappling:** Much like suppressive fire, grappling is a non-damaging maneuver used to disrupt an opponent. Unlike suppressive fire, however, all you need to grapple are your arms and legs (although some rope can help!). Grappling costs 5 AP and requires an Athletics Skill Contest with your target. If you achieve more Degrees of Success (or fewer Degrees of Failure) than your target, they are considered grappled and cannot attempt any actions without first spending 5 AP and engaging you in another Athletics Skill Contest.

To maintain a grapple, you must spend 5 AP each round, although you only have to attempt an Athletics Skill Test if you try to move your target or if they try to break out. You can still use items, attack with one-handed weapons, or attempt other Skill Tests while grappling (but not grappled), but you suffer a -50% penalty on all rolls while doing so.

**Defending:** Sometimes, discretion is the better part of valor. If a creature has some (or all) AP left and doesn't want to do anything else, they can defend. The leftover AP are then added to the creature's Armor Class (1 AP adds 1 point to the creature's Armor Class).

**Ready an Action:** Sometimes it's best to let your enemies make the first move and react to that rather than go in full-cocked and guns blazing. It's rare, granted, but it *does* happen. If a creature wants to ready an action they spend the appropriate amount of Action Points for the action, declare the trigger, and then end their turn. All remaining AP are lost.

When the creature's trigger is met (for example, a raider waiting for a caravan guard to come within thirty feet -10 hexes- of him), the creature immediately performs the action he or she had readied. A creature's place in the combat's initiative order is not changed by readying an action.

**Aiding an Ally:** Perhaps you're not exactly the most combat-savvy guy. Maybe you're a pacifist (for some dumb reason). Maybe, just maybe, you'd rather be a team player instead of



hogging all of the glory for yourself. There are times when it's best to not take upon a task by yourself, but instead to assist your allies.

To aid an ally, you select an ally and attempt a Skill Test of your choice. If you succeed, you grant said ally a +10% bonus on that Skill the next time he or she attempts the Skill Test (or attack that utilizes that Skill) you're helping them with. If you fail, you provide no bonus to the Skill Test. You can assist multiple allies during a turn or the same ally multiple times in one turn. However, you can only assist an ally with a particular Skill Test once each turn.

For example, a wastelander and his robot companion are fighting off a band of raiders. The wastelander wants to aid the robot in an Energy Weapons attack by calling out targets for him. The wastelander attempts the Skill Test and succeeds, granting her robot friend a +10% on the next attack or Energy Weapons Skill Test it attempts.

Aiding an ally costs 3 AP.

## Attacking and Damage

Occasionally even the most dedicated pacifist might wind up fighting for their life, and when they do, they'll need a system of rules and mechanics to help keep them alive (or help get them killed if you're going to be so negative about it). The backbone of this combat system is attacking- doing unto other before they can do unto you. It was in the Bible, don'tcha know?



Attacks cost varying amounts of Action Points depending on what kind of attack it is, and having varying ranges and targets. Unarmed and melee attacks, for example, can only target in an adjacent hex (in some rare cases, a melee attack might have a 2-hex range). Ranged attacks, such as those from a laser rifle or a throwing knife, may be made so long as the target is in range and there is a clear or semi-clear line of sight. You cannot attack someone behind a wall or other form of total cover. The Overseer (and common sense) ultimately determine what counts as "total cover." Attacks may only be announced if the character has enough AP to spend on the action. Those AP are deducted immediately.

There are three kinds of attacks in *Fallout: Wastelands*: **Normal (Single) Attacks**, **Targeted Attacks**, and **Burst Attacks**. Some weapons, like assault rifles, submachine guns, and combat shotguns can do all three. Single-shot and melee weapons can only make a Normal Attack or Targeted Attack. Other weapons, like the Flamer and Missile Launcher are too bulky and unpredictable to make Targeted Attacks. Still more weapons, like the Gatling Laser and Minigun, can only fire in Burst mode. The options for attack will be listed on the weapon's description in the Armory.

**Action Point Cost:** Unlike most actions, which simply have an AP cost attached to them, attacking has a variable AP cost based on the weapon a creature is using and the type of attack it is (Normal, Targeted, Burst). All of these values can be found in the entry for the weapon itself in Section 6: The Armory. Typically a Normal Attack will cost the least, followed by a Targeted Attack, and finally a Burst Attack.

**Burst Mode:** In *Fallout: Wastelands* Burst mode is an interchangeable term that covers the three-round burst and fully-automatic fire. A weapon's Burst is the number of bullets, lasers, plasma globs, or grenades launched through the air when a quick squeeze of the trigger is used to say howdy. This is a static number, rather than a range, which means that weapons with higher rates of fire *will* burn through ammunition much faster than semi-automatic or non-automatic weapons.

Some weapons, like miniguns, can burn through a lot more ammunition than assault rifles. As a result, they can fire more shots in a round. Note that creatures with more Action Points might be able to squeeze off just a little bit more (in other words, a second "burst") than characters lacking in that attribute. For information about rolling attacks in Burst mode, see "Firing Burst Weapons" below.

**Determining and Rolling Attacks:** Actually hitting your mark takes a bit of math (good thing it was your favorite subject in school!). A formula for calculating your attacks will be presented at the end to help simplify the process.

First, the target of an attack must be open and within range, and the attacker has to be able to see them or at least know with a degree of certainty where the target is located. If the target is out of an attack's range, penalties will be deducted from the attacker's Skill Value. Thrown weapons, such as throwing knives, spears, and grenades, are based on Strength as well as Perception- meaning they can potentially suffer penalties from both stats!

**Base Chance:** A creature's base chance to hit with any sort of weapon or attack is equal to their Skill Value in the appropriate weapon skill, as noted below:

- Energy Weapons: Laser rifles, plasma pistol, holorifles, flamethrowers, and the like.
- Explosives: Grenades, grenade launchers, missile and rocket launchers, and the like.
- Guns: Pistols, rifles, submachine guns, miniguns, and the like.
- Melee Weapons: Knives, sledgehammers, machetes, bumper swords, and the like.
- Unarmed: Fists, feet, brass knuckles, power fists, deathclaw gauntlets and the like.

**Armor Class Modifier:** The first modifier to an attack's Skill Value is Armor Class. Deduct the target's AC from the attacker's Skill Value.

**Cover Modifiers:** The second modifier is cover. In order to keep things simple, *Fallout: Wastelands* has four types of cover: partial (25% penalty to attacks made against the target), half

(50% penalty to attacks made against the target), three-quarters (75% penalty to attacks made against the target), and full. A creature behind full cover cannot be targeted by most attacks, although attacks with grenades and similar “splash” weapons can still deal damage to creatures behind total cover.

Melee weapon and unarmed attacks are not affected by cover, as there can't be anything between the attacker and his target in order for a melee attack to succeed at all.

**Range Modifiers:** The third modifier to an attack's accuracy is Range. Each weapon has its own base range in hexes (yards). A creature adds an additional number of hexes to the weapon's range equal to his or her Perception times two (2 x PER). For every hex beyond this combined value that the target is from the attacker, the attacker subtracts 5% from his or her weapon's Skill Value.



For throwing weapons, your additional range is determined by the lower of a creature's Strength or Perception Stat. A creature with a Strength of 4 and a Perception of 6 would have a throwing weapon range of 8. She can make out enemies beyond 8 hexes, but her arms can't generate enough force to propel weapons further than those 8 hexes.

**Vision Modifiers:** The fourth modifier to an attack's Skill Value is Vision, which can be affected by lighting, objects, weather, or just about anything else the Overseer can think of. A handy table is provided to the right to help players and Overseers determine any penalties based on Vision.

**Miscellaneous Modifiers:** The fifth modifier is open for any bonuses or penalties the character might receive for having a particularly well-made or poorly-crafted weapon, attachments and modifications, Perks, chems, or any other bonuses or penalties the Overseer might deem necessary and appropriate.

If a creature's Strength is below the minimum requirement needed to properly handle his weapon, said creature will have a harder time using the weapon in battle. For each point of Strength below the weapon's required Strength Stat, the creature suffers a -10% penalty on their base chance to hit with said weapon. For example,

| <b>Vision Modifiers</b>  |       |
|--|-------|
| Fair weather with a few clouds, a well-lit building  | -0%   |
| Medium cloud cover, medium-lit building, low rainfall or light dust storm, bright light    | -20%  |
| Heavy clouds, poor indoor lighting, moderate rainfall or dust storm, light fog or smoke    | -40%  |
| Heavy rainfall or dust storm, moderate fog or smoke, sudden bright light                   | -60%  |
| Severe weather (sandstorm, blizzard, hurricane, etc.), heavy fog or smoke, radiation storm | -80%  |
| Total darkness, blinding light   | -100% |
| <b>For Combat During the Night, Subtract an Additional:</b>                                |       |
| Full moon, lots of artificial lighting   | -10%  |
| Crescent or half moon, moderate artificial lighting  | -20%  |
| New or no moon, no artificial lighting   | -40%  |

a creature with a Strength Attribute of 4 trying to wield a weapon that requires a minimum Strength of 6 to properly handle would deduct 20% from his attack's base chance to hit. Lastly, deduct 20% from the chance to hit if the weapon's condition is 5 or less.

**Targeted Shots:** The sixth and final modifier is only for target shots, so these may not even apply in most instances. Shots may be targeted in one of four different locations: torso (main body), head, arms, and legs.

Targeted shots have an increased chance of dealing a Critical Hit to the area targeted, either crippling in the case of limbs, causing blindness in the case of the head, or causing extra damage. See Rolling for Criticals below for more information on Critical Hits.

Certain creatures lack humanoid anatomy, at which case the Overseer determines the various areas one can target, such as a robot's hover apparatus or a radscorpion's tail.

**Chance for Critical Hits:** Every successful attack means that the attacker has a chance to score a Critical Hit. If the roll on the d100 is less than or equal to the attacker's Critical Hit Chance, the attack becomes a Critical Hit.

Targeting specific body parts increases the chance to score a Critical Hit, as see on the table above. For example, if an NCR sniper with a Luck of 6 lines up a head shot against a chemmed out raider, his Critical Hit chance increases from 6% to 46%. The sniper rolls a 26 on his d100, causing the attack to become a Critical Hit. If said sniper is hidden from his target (and why wouldn't he be?) he doubles his Critical Hit Chance, increasing it to 92%!

A Critical Hit deals double damage and cripples whichever part of the body it targeted (if the attack targeted a specific part of the body). The effects of a crippled body part vary from part to part and last until the target is healed with a successful Medicine Test. The table above details the effects of Critical Hits against certain body parts. If an attack doesn't target a particular body

| <b>Targeted Shot Penalties<br/>Melee Attacks</b> |      |
|--|------|
| Torso  | -0%  |
| Legs   | -10% |
| Arms   | -20% |
| Head   | -30% |

| <b>Targeted Shot Penalties<br/>Ranged Attacks</b> |      |
|---|------|
| Torso   | -0%  |
| Legs  | -20% |
| Arms  | -40% |
| Head  | -60% |

| <b>Critical Hit Bonuses</b> |                        |
|-----------------------------|------------------------|
| Target                      | Critical Chance Bonus  |
| Torso                       | +10%                   |
| Arms                        | +20%                   |
| Legs                        | +30%                   |
| Head                        | +40%                   |
| Sneak Attack                | x2 Critical Hit Chance |

| <b>Crippled Limbs</b> |   |
|-----------------------|---|
| <b>Arms</b>           | Drop any object in that hand and the hand can't be used until healed, either for a one-handed weapon or for two-handed weapons. |
| <b>Legs</b>           | Double AP costs of movement per crippled leg (x2 for one, x4 if both legs are crippled).  |
| <b>Head</b>           | Reduces the target's Perception by 5 and if the target would die, they die immediately instead of at the end of the round.      |
| <b>Torso</b>          | Target suffers -50% on all Nerve Tests and reduces maximum AP by 1.   |



part, the Critical Hit simply deals double damage and the target must succeed on a Nerve Test to remain standing up, much like a Burst Attack.

The Crippled Limbs Table provides the basic effects of a crippled limb, but it is by no means the end-all. The Overseer can determine any additional penalties or effects of a crippled limb, such as crippled arms making it harder to climb, crippled legs making it harder to dodge the shrapnel from an explosion, or a crippled head making it harder to focus on a task at hand thanks to the concussion you're no doubt suffering from.



**The Formula:** Once all the modifiers are determined, follow the formula:

*Attack Accuracy = Base Chance % - AC Modifiers – Cover Modifiers +/- Range Modifiers – Vision Modifiers +/- Miscellaneous Modifiers – Targeted Modifiers*

**Canceling or Rolling the Shot:** At this time, if the chance to hit is less than 0%, the attacker has the option of canceling the shot. The shot is just beyond the attacker's skill and they have a one-in-a-million chance (well, technically a one-in-one-hundred chance) of hitting their target (remember, a roll of 1% is always a success). Should the attacker decide to cancel the shot, he does not recover any of the AP they have spent lining up the attack, but neither does he lose ammunition from firing random shots in the dark.

If the attacker decides to follow through with the shot (whether or not they think they can hit), now is the time to roll the dice.

**Accuracy Above 100%:** While you can scientifically only give 100% in any situation (since more than that is more than you are capable of doing, as dictated by the universal laws of the universe), it is possible to have an accuracy of more than 100% thanks to perks, traits, chems, or other modifiers. In such cases, you simply deduct penalties from your better-than-possible

accuracy rating. However, if you roll 100 on your attack roll, it's still a Critical Failure and the attack misses, even though your accuracy is through the roof.

**Firing Burst Weapons:** Rolling an attack in Burst Mode is similar to rolling an attack. You spent the weapon's Burst AP cost and make a number of attack rolls as determined by the weapon's rate of fire in its description (typically 3-round, 5-round, or 10-round). Each attack roll suffers a -10% penalty to its accuracy. Damage Resistance is applied to each individual attack. A weapon's burst fire can only target one creature with the burst, but individual bursts can target different creatures. A creature hit with a burst fire attack must succeed on a Nerve Test or be knocked prone.

If you make a Burst attack during combat, you check off an additional condition box on

your weapon after the fight is over. It doesn't matter if you make one or one hundred burst attacks during the same combat, you still only check off one condition box at the end (although we fully support any Overseer that breaks your weapon if you manage to fire off that many bursts in a single firefight). The sheer amount of lead or energy passing through the weapon in such a short period of time puts a lot of strain on the weapon.

**Double-Shot Weapons:** This particular type of weapon is usually found in the shotgun family, although some crafty denizens of the wasteland have made other weapons that involve firing ordinance out of one or more barrels at once. These weapons have two barrels, loaded (typically) with two shells, and two triggers that can be fired either simultaneously or independently. If a weapon is discharged in a double-shot, *only one* attack roll needs to be made, as both shots are going to the same place. However, *two* damage rolls should be made. See Damage below.

When attempting to unload both barrels of a double-shot weapon, the sheer force exerted by the blast will cause the weapon to become much more unwieldy. Making a double-shot reduces the range of the weapon by 5 hexes.

**Dual-Wielding:** If you have a weapon in each hand, you are considered to be dual-wielding weapons. Attacking while dual-wielding functions in an identical manner to attacking with just one weapon, except you have two weapons. Both weapons still require their regular AP cost to perform their attacks, which are made independently of one another. There are no penalties to accuracy, increases to Action Point costs, or anything along those lines, but at the same time you don't get to make a "free" attack simply for holding two weapons. Dual-wielding simply puts a weapon in each hand, hopefully freeing up some Action Points when you run out of ammunition or need to switch weapons, as you've already got two.

| Critical Failure Table |  |
|------------------------|--|
| d10                    | Effect   |
| 1                      | Ammo Problems: The magazine was damaged or the ammo was bad. The gun doesn't fire, and the rest of the magazine must be discarded.   |
| 2                      | Weapon Jammed: Should have cleaned your gun this morning! The weapon will take 1 turn to unjam, costing the owner all of his AP and the ammunition must be discarded.  |
| 3                      | Loss of AP: D'oh! The attacker loses all remaining Action Points for that round.   |
| 4                      | Dropped Weapon: Something slipped and the weapon flew out of your hands and hit the ground. You immediately drop the weapon and must spend AP to pick it back up.  |
| 5                      | Weapon Explodes: Something nasty happened, causing the bullet, missile, or fusion cell to explode (or your machete, somehow). The creature wielding the weapon and all creatures within 2 hexes take 3d10 Ballistic Damage.            |
| 6                      | Hit Something Else: You didn't hit what you were aiming at (so much for gun control), but you hit the next closest creature. If two creatures are equidistant to your target, the Overseer randomly selects one as the new target.     |
| 7                      | Damage Self: You cut yourself your knife or shot yourself in the foot. Half of the weapon's normal damage is dealt to you immediately. You klutz.  |
| 8                      | Have an Accident: You slip and fall. All remaining AP are gone and on the creature's next round, it must stand back up. While down, a creature loses all AC from AGL.  |
| 9                      | Weapon Breaks: The weapon breaks beyond repair. Time for a new one, I guess.   |
| 10                     | Anvil: A miniature anvil (or piano for you artsy types) falls out the sky -seemingly at random- and strikes the creature on the head for 1d10 points of Ballistic Damage that ignores DR. It seems God has a sense of humor after all. |

**After the Roll:** Once the chance to hit is determined (see, that wasn't so bad), the creature makes an attack roll. Rolling the d100 is akin to pulling the trigger- if the creature snuck up on an unsuspecting person, they had up until that point to stop and suffer no consequences. Once the roll is made, however, there is no turning back.

It is possible to screw up an attack so badly, so poorly, just fuck up so much that something bad happens to the attacker. This is called a Critical Failure and can be slightly comedic, if not downright hilarious, in a rather dark way. The chance for a Critical Failure is always 1%. If an attack rolls fails by rolling 1% on a d100, the Overseer rolls on the table to the right. The Overseer can, of course, make up his or her own list of Critical Failures. These are simply options for an Overseer to choose from.

**Pistol-Whipping/Rifle Bashing:** Sometimes you'll find that your enemy is too close for comfort and you don't have the Action Points to swap to a close-combat weapon *and* beat the hell out of them. In such instances, you may resort to using your firearm as a melee weapon. Doing so costs AP equal to your weapon's normal attack AP cost and a successful attack roll using your Melee Weapons Skill. The attack is otherwise made as normal, with a success resulting in damage and a failure resulting in a missed attack. Regardless of whether you hit or miss, attempting to pistol-whip or bash an enemy reduces your weapon's condition by 1, as most firearms, energy weapons, and explosive launchers were designed to be used as a club.

The amount of damage dealt by pistol-whipping and butt-stroking varies depending on the weapon type:

- *Pistols:* Whether it's an energy weapon or a gun, a pistol deals 2d6+MD Ballistic Damage when used as a Melee Weapon.
- *Rifles:* Rifles include shotguns, standard rifles, and explosive launchers such as the grenade rifle and grenade launcher and deal 2d8+MD Ballistic Damage when used as a Melee Weapon.
- *Heavy Weapons:* Miniguns, Gatling Lasers, Missile Launchers, Flamers, and other "heavy weapons" deal 2d10+MD Ballistic Damage when used as a Melee Weapon.

**Knockdown:** Getting hit with melee attacks (both Melee Weapons and Unarmed attacks) and a barrage of bullets from a machine gun or shotgun shell (but not a slug) not only hurts, but it also has the chance to knock the target flat on his or her ass.

If a creature fails on their Nerve Test, they fall prone and must spend the usual 4 AP to get up (see Getting Up, above). In addition, the creature does not receive any Armor Class from their Agility or Perception – their AC drops to the value of their armor and nothing more.



**Explosive Weapons:** Explosive weapons are perhaps the most unique of all weapon types when it comes to combat due to their “explosive” properties. Since explosive weapons have a splash radius that affects a large area, landing a precise shot isn’t as important as hitting a general area. It’s like playing horseshoes, but with hand grenades!



A creature using an Explosives weapon still makes a standard attack roll against his target and still deducts any sort of modifiers for Armor Class, sight, terrain, cover, chems, etc. He then rolls the attack like normal and determines if the attack would hit not only the “target” (the creature or object in the center of the blast radius) but also any other creatures, objects, or applicable targets caught in the blast radius. If the attack would “hit” a creature, that creature suffers full damage from the weapon unless he or she succeeds on an Athletics Skill Test (success reduces the damage by half). If the attack would “miss” a creature, that creature only suffers half damage from the weapon unless he or she succeeds on an Athletics Skill Test (success reduces the damage by half once again, for a total of quarter damage when all is said and done). One explosive could conceivably hit three creatures and miss three others, but all six creatures are going to take a little damage. After all, it’s kind of hard to dodge an explosion.

Now if the attacker has a Critical Failure on an attack with an Explosives Weapon, the Overseer can either roll on the Critical Failure Table as normal, or have something more thematically appropriate happen, like the ordinance going off in the user’s hands. For more information on Explosive weapons, see the Explosives entries in “Section 6: The Armory.”

**Damage:** The very best part of combat is when you get to roll all of those dice to turn your enemies into a fine red mist. Each weapon has a certain amount of damage that it does, usually expressed like  $2d12+8$  or a similar formula. Ammunition types can modify damage for a weapon, usually providing a static numeric bonus.



Remember that some weapons can make a double shot, requiring the damage dice to be rolled twice for one successful hit.

Damage is the one part of *Fallout: Wastelands* where dice other than the ten-sided dice are used.

However, just because something got hit doesn’t mean that it will take the maximum amount of damage. Armor, assuming the target is wearing it, will (what else?) reduce some of the damage. Damage from an attack cannot be reduced below 0, and if Damage Resistance would reduce an attack’s damage below 0, the attack deals 0 damage instead.

**Damage Types:** There are several types of weapons in *Fallout: Wastelands* and not all of them deal the same type of damage. In an effort to keep things fairly simplified, we’ve categorized all weapon damage into one of four types of damage.

- *Ballistic:* Ballistic Damage is the most common type of damage encountered in the wasteland. Bullets, melee weapons, explosives, unarmed attacks, most wild animal attacks, and even many natural hazards (such as rockslides) all deal Ballistic Damage. Most types of armor provide some form of protection Ballistic Damage.
- *Energy:* Energy weapons (of course) deal Energy Damage, as do flamethrowers, stun weapons, and just about any weapon that uses cells rather than bullets deals Energy Damage. Fires, natural or less so, deal Energy Damage.
- *Radiation:* Radiation damage is normally dealt through environmental effects, although some creatures deal radiation damage with their attacks, and ammunition like radium bullets can also deal radiation damage. Unlike other types of damage, radiation damage reduces a creature's maximum Hit Points rather than deals "regular" damage.
- *Poison:* Poison damage is dealt not only by sources such as poisonous gas and chemical exposure, but animal venom and even acid (we know it's not technically *not* poison). Of all of the types of damage, poison is the least common, although it's not unheard of.

**Applying Damage:** *Fallout: Wastelands* is a turn-based role-playing game, but all actions occurring during combat happen nearly simultaneously, with creatures possessing higher initiatives acting slightly faster than those with lower initiatives. In order to simulate this, we've taken an approach often used in tactical war games—damage isn't applied to a creature until the end of the round.



If you deal what you believe to be enough damage to drop an opponent to zero, you can select other targets for the rest of your attacks during the turn. If you're not sure, you may want to consider firing off another laser or giving that tire iron one more swing. At the same time, if you are hit with enough damage to drop your character to the dirt, you still have until the end of the round to soak up more damage and possibly make an attack of your own if you haven't gone yet. There are some weapons and abilities that will cause a creature to die immediately rather than at the end of the round, so keep that in mind.

For example, if a mercenary crew is in a shootout with a gang of raiders and one of the mercenaries suffers enough damage to reduce her Hit Points to 0 and knock her unconscious, she doesn't fall unconscious (or die) until the end of the round. If a creature would be reduced to zero Hit Points before it is their turn during a round, they continue taking their turn as normal.

In many cases this allows a creature to get a parting shot off before either falling over or outright kicking the bucket. At the same time, however, it does force the creatures involved in the fight to consider their actions carefully. Do you put that last bullet in the raider's brain to make sure? Or do you save yourself the ammunition and put it into his friend?

If a player character is dealt enough damage to kill him or her, the player attempts a Nerve Test at the end of the round. Success means the character slips into a coma but otherwise begins healing as normal, while failure means the character dies at the end of the combat. In such a case, another character or creature can attempt a Medicine Test, using the “Healing an Ally” action before the combat ends to keep that person alive.

## ENDING A ROUND

Once every creature in combat has taken their turn and acted, the Overseer will declare that the round has ended. At this point, he or she will determine if any natural hazards occur, if appropriate (such as a rockslide in a Rocky Mountain shootout), radiation damage, and go into *excruciating* detail about what occurred during the round, with the help of the players of course. It’s at this point where each player can get creative and say just how brutal it was when their baseball bat sent that raider’s head flying (or when that raider’s baseball bat sent *their* head flying).



Mechanically, the end of a round is when any creatures whose Hit Points have dropped to 0 would fall unconscious or kick the bucket and any players whose Hit Points have dropped to 0 or below would declare that they are out of commission or dead (remember that just because a creature’s Hit Points drop to 0 before their turn doesn’t mean that they lose their actions for that turn). The end of a round is also a good spot for the Overseer to determine if enemies or allies of the characters would retreat, or to give the characters the chance to retreat in case.

## AFTER COMBAT

As we mentioned earlier, combat ends when all members of one side or the other are either dead, incapacitated, or have run off with their tails tucked between their legs. The process of combat continues round by round – with damage effects being applied during the end step of each round – until only one side remains to fight, willingly or otherwise.

Once combat is complete, XP is awarded to each surviving combatant and the survivors get to loot the bodies of their fallen enemies (and possibly fallen allies as well!). To the victor go the spoils and all that. After combat ends, the Overseer and players can continue along with their adventures or retire to the country and start up a pleasant little farm.

## SECTION SIX: THE ARMORY (TOOLS OF THE TRADE)

*"I've got a weapon for every situation. Hunting, protection, cold blooded murder, HOT blooded murder."*

– KL-E-0, *Fallout 4*

Alright, so you've read (or skimmed, or skipped) all of the rules, you've picked your Perks, your Tag Skills, and have a general idea as to what you want to do with your character. So, what's next? Weapons and armor of course! Without those you'd have a hell of a time trying to grind your enemies into a red paste (although if you're good enough with your fists you might not need weapons).

The Cap value of each weapon and suit of armor is given for ease of trading purposes, along with all of the appropriate information for weapons, ammunition, and armor.



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### WEAPONS

The weapons are divided and organized based on the Skill they use, starting with Energy Weapons and moving on alphabetically from there. Each category of weapon will have a short description of what that particular "school" of weapon does, its history, and the primary types of ammunition and damage one should expect from those weapons.

At the end of each weapon entry will be a table with the weapon's stats and information, as listed below. Note that not all weapons will have all of these pieces of information in their stat blocks.

- **Minimum Strength:** The minimum Strength Requirement required to properly wield the weapon. If your character's Strength is lower than the weapon's Strength Requirement, your character suffers a -10% to his base attack value for each point below the minimum requirement.
- **Minimum Skill Requirement:** The minimum Skill Requirement required properly use the weapon. If your character's Skill is lower than the weapon's base Skill Requirement, attacking (for all weapons) and reloading (for Guns, Energy Weapons, and appropriate

Explosives) costs an additional 2 Action Points. You cannot use the Special Attacks of any Melee Weapons and Unarmed Weapons if you don't meet the Minimum Skill Requirement.

- **Damage:** The base damage dealt by the weapon. Notated with a series of dice and static numerals. Shotguns will have two damage types: one for shells and the other for slugs.
- **Range:** The base distance (in hexes) that a weapon can reach. A character adds double her Perception to this amount for ranged weapons, and can technically fire beyond that, but begins to suffer penalties beyond her initial range. For those not using a hex grid, the weapon's range in hexes is equal to its range in yards.
- **Rate of Fire:** How many bullets, lasers, bolts of plasma are fired with a Normal or Burst Attack.
- **Ammo:** The ammunition capacity of a weapon and how many shots can be fired before needing to be reloaded.
- **Weight:** The weapon's weight in pounds.
- **AP Normal:** The amount of Action Points required for a Normal Attack.
- **AP Targeted:** The amount of Action Points required for a Targeted Attack.
- **AP Burst:** The amount of Action Points required for a Burst Attack.
- **Blast:** The blast radius for explosive weapons, listed in hexes.
- **Special Attack:** A Melee or Unarmed Weapon's unique attack.

For as many weapons and suits of armor as possible we've provided images to help both the players and the Overseers get a sense for what they're handling.

## WEAPON CONDITION

Guns and bumper swords don't last forever, no matter how hard we wish it were true. Each time you get involved in a fight, kerfuffle, or straight up shootout, your weapons' condition will degrade. At the end of each fight (whether you live or die) you must check off one condition box for each weapon you used by one (or two if you have the "Built to Destroy" Trait). Likewise, each time you make a burst attack, such as with an assault rifle or Gatling laser, you check off a condition box. Finally, anytime you do something incredibly stupid, like using your rifle as a crowbar or throwing a super sledge over the edge of a cliff, you check off one or more condition boxes.

When boxes are checked off it represents normal wear and tear on a weapon, but when the last box is checked off the weapon is broken or jammed and must be repaired or thrown away. If 5 or more boxes are checked off (basically, if the weapon is half-way to the scrap heap), the user suffers a -20% penalty to any attack rolls made with the weapon.



## BIG GUNS

Sometimes you need dakka in order to solve a problem out in the wasteland. And sometimes you need even *more* dakka!

Big Guns are there for the people who just aren't satisfied with your everyday laser pistol or hunting rifle. When you just *have* to fill the air with a literally cloud of bullets or rain of laserfire, big guns are the weapon for you! While heavier than a pig dipped in shit and as cumbersome as a three-legged brahmin, big guns are second-to-none when it comes to sheer firepower and ammunition output. Big guns can vary from your traditional squad-support weapon like the light machine gun all the way to the high-tech L30 Gatling Laser. Who needs silly things like "accuracy" when you can just keep shooting bullets and lasers and plasma until your problems literally disintegrate before you?



Some big guns fire traditional ballistic ammunition while others utilize charged photon particles and super-heated plasma. Despite the difference in munitions, most big guns operate in a similar matter, hence their grouped categorization, and require specialized (yet surprisingly similar) training that one does not get from traditional guns and energy weapons. In fact, big guns are unique in the fact that they have an even mix of weapons that deal Ballistic and Energy Damage, unlike most other weapon categories, which focus on one over the other.

Don't forget that the range of your weapon is equal to the weapon's base range (**Rng**) plus double your Perception Stat.

### Big Guns Quick-Reference Table:

| Weapon Name                  | Min. STR | Min. Skill | DMG      | RNG (hexes) | Ammo | AP Normal | AP Targeted | AP Burst |
|------------------------------|----------|------------|----------|-------------|------|-----------|-------------|----------|
| Automatic Rifle              | 8        | 25         | 5d6+10   | 30          | 20   | 7         | 8           | 9        |
| Bozar                        | 8        | 75         | 10d10+15 | 80          | 30   | N/A       | N/A         | 8        |
| Light Machine Gun            | 8        | 0          | 3d4+10   | 30          | 50   | N/A       | N/A         | 8        |
| Rockwell CZ25 Vindicator     | 9        | 50         | 8d8+10   | 25          | 120  | N/A       | N/A         | 9        |
| Rockwell CZ53 Minigun        | 9        | 25         | 7d4+5    | 25          | 120  | N/A       | N/A         | 9        |
| Rockwell CZ57 Avenger        | 9        | 75         | 6d6+10   | 30          | 120  | N/A       | N/A         | 9        |
| Shoulder-Mounted Machine Gun | 7        | 50         | 8d8+5    | 30          | 60   | N/A       | N/A         | 8        |
| Arc Welder                   | 7        | 25         | 5d6+5    | 25          | 30   | N/A       | N/A         | 8        |
| Flamer                       | 8        | 25         | 5d8+10   | See Entry   | 30   | 8         | N/A         | N/A      |

| Weapon Name       | Min. STR | Min. Skill | DMG     | RNG (hexes) | Ammo | AP Normal | AP Targeted | AP Burst |
|-------------------|----------|------------|---------|-------------|------|-----------|-------------|----------|
| Incinerator       | 7        | 0          | 6d4+10  | See Entry   | 15   | 6         | N/A         | N/A      |
| L30 Gatling Laser | 8        | 50         | 5d8+10  | 35          | 30   | N/A       | N/A         | 9        |
| P94 Plasma Caster | 9        | 75         | 9d8+10  | 30          | 30   | N/A       | N/A         | 9        |
| Sprtel-Wood 9700  | 8        | 50         | 7d12+20 | 35          | 30   | N/A       | N/A         | 9        |
| Tesla Cannon      | 9        | 75         | 6d12+15 | 35          | 5    | 6         | N/A         | N/A      |

**Ballistic Big Guns:** The ultimate tool in any survivalist’s self-defense army, the ballistic big gun (or “squad support weapon” as they are more professionally called) are designed to hurl enormous volumes of pipin’ hot lead at the enemy. They typically trade accuracy for sheer firepower, but who the hell cares? Most machine guns require two hands to use and fire in burst mode only.

**Automatic Rifle:** The automatic rifle was designed back before the war as a squad-support weapon. It had some moderate success and popularity thanks to its flexibility, durability and relative ease of maintenance, but the weight, bulk, and comparatively small clip resulted in many militaries dropping it in favor of other squad automatic weapons. Nowadays it’s become fairly popular amongst mercenary groups since it can take a beating and the ammunition type, while not the most common, is abundant and fairly inexpensive. The automatic rifle fires a single shot or a 5-round burst. The clip holds 20 rounds of .308 ammunition. It is a two-handed weapon. *Value:* 1,500 Caps



|             |                |              |                |                              |
|-------------|----------------|--------------|----------------|------------------------------|
| Min. STR: 8 | Min. Skill: 25 | Dmg: 5d6+10  | Rng: 30 hexes  | RoF: Single or 5-Round Burst |
| Ammo: 20    | Wgt: 16 lbs.   | AP Normal: 7 | AP Targeted: 8 | AP Burst: 9                  |

**Bozar:** The ultimate refinement of the sniper’s art, the Bozar is a scoped, accurate, light machine gun with an ammunition capacity of thirty 5.56mm rounds. It was initially designed for U.S. special forces teams to take out small vehicles and combines phenomenal firepower with great precision and can easily pierce the strongest of defenses. Though somewhat finicky and prone to jamming if not kept scrupulously clean and in good repair, its many good qualities more than make up for its extra maintenance requirements. The Bozar fires 3-round bursts only and the magazine holds 30 5.56mm rounds. However, the scope makes aiming in close combat difficult, resulting in no point-blank bonus and a -10% penalty on all attacks made within 10 hexes. It is a two-handed weapon. *Value:* 10,000 Caps



|             |                |                |                  |                    |
|-------------|----------------|----------------|------------------|--------------------|
| Min. STR: 8 | Min. Skill: 75 | Dmg: 10d10+15  | Rng: 60 hexes    | RoF: 3-Round Burst |
| Ammo: 30    | Wgt: 15 lbs.   | AP Normal: N/A | AP Targeted: N/A | AP Burst: 8        |

**Light Machine Gun (LMG):** A favorite amongst the NCR's Heavy Trooper Corps, the light machine gun is a fully automatic 5.56mm machine gun with a rapid rate of fire. It also boasts a fairly quick reload speed when compared to other machine guns. It does, however, have a bit of weight to it and shouldn't be used by someone unfamiliar with firearms. The LMG fires 5-round bursts only and the ammunition belt holds 50 shots of 5.56mm ammo. It is a two-handed weapon. *Value:* 4,000 Caps



|             |               |                |                  |                    |
|-------------|---------------|----------------|------------------|--------------------|
| Min. STR: 8 | Min. Skill: 0 | Dmg: 3d4+10    | Rng: 30 hexes    | RoF: 5-Round Burst |
| Ammo: 50    | Wgt: 15 lbs.  | AP Normal: N/A | AP Targeted: N/A | AP Burst: 8        |

**Rockwell CZ25 Vindicator:** The third minigun in Rockwell's famed CZ line, the Vindicator is unique in the sense that it utilizes 5.56mm rounds rather than the more typical 5mm round utilized by the CZ53 and the CZ57 variants. The Vindicator has a slower rate of fire than its cousins (not that most people would notice), but makes up for its lack of speed with a reduced spread and larger bullet. The Vindicator utilizes six carbon-polymer barrels specially designed to disperse excess heat, allowing the weapon to fire for longer periods of time before replacement barrels are needed. The Vindicator fires a 10-round burst only and the magazine holds 100 rounds of 5.56mm ammunition. It is a two-handed weapon. *Value:* 5,000 Caps



|             |                |                |                  |                     |
|-------------|----------------|----------------|------------------|---------------------|
| Min. STR: 9 | Min. Skill: 75 | Dmg: 8d8+10    | Rng: 20 hexes    | RoF: 10-Round Burst |
| Ammo: 100   | Wgt: 30 lbs.   | AP Normal: N/A | AP Targeted: N/A | AP Burst: 9         |

**Rockwell CZ53 Minigun:** The Rockwell CZ53 personal minigun is capable of fire 5mm ammunition at over 60,000 RPM with an ammunition capacity of 120x 5mm rounds. Goddamn. This baby makes up for the small size of the 5mm



round by sending a veritable hail of bullets toward its target. Its sheer size, coupled with its trademark sound, is enough to send anyone in its path running for cover. This weapon was the favorite of the Mariposa super mutants during Unity's time, and although they are dispersed, this weapon remains. The CZ53 fires a 10-round burst only and the big ol' box magazine holds 120 rounds of 5mm ammunition. It is a two-handed weapon. *Value: 3,500 Caps*

|             |                |                |                  |                     |
|-------------|----------------|----------------|------------------|---------------------|
| Min. STR: 9 | Min. Skill: 25 | Dmg: 7d4+5     | Rng: 25 hexes    | RoF: 10-Round Burst |
| Ammo: 120   | Wgt: 25 lbs.   | AP Normal: N/A | AP Targeted: N/A | AP Burst: 9         |

**Rockwell CZ57 Avenger:** Designed as the replacement for the CZ53 Personal Minigun. The Avenger's design improvements include improved gel-fin cooling and chromium plated barrel bores, giving it a greater range and lethality. It also has an ammo capacity 120x 5mm round like the earlier versions of the CZ53 model. It also possesses a high-speed motor that nearly doubles the weapon's RPM compared to its predecessor. The Avenger fires a 10-round burst and the magazine holds 120 rounds of 5mm ammunition. It is a two-handed weapon. *Value: 8,000 Caps*



|             |                |                |                  |                     |
|-------------|----------------|----------------|------------------|---------------------|
| Min. STR: 9 | Min. Skill: 50 | Dmg: 6d6+10    | Rng: 30 hexes    | RoF: 10-Round Burst |
| Ammo: 120   | Wgt: 18 lbs.   | AP Normal: N/A | AP Targeted: N/A | AP Burst: 9         |

**Shoulder-Mounted Machine Gun (SMMG):** Similar in many ways to the minigun, the SMMG boasts a larger round and is easier to carry thanks to the shoulder rigging, which distributes the weapon's weight more evenly across the body. However, it suffers from a noticeable reduction in rate-of-fire and due to a lack of widespread production before the Great War, parts for this particular weapon are hard to come by, making maintenance for the SMMG *very* important. A notable bit of information about the SMMG is the fact that it is the only one-handed machine gun available, allowing the wielder to free up a hand for a stimpak or side arm in case they find themselves in a particularly sticky situation. The SMMG fires a 5-round burst and the magazine holds 60 rounds of 10mm ammunition. It is a one-handed weapon. *Value: 5,000 Caps.*



|             |                |                |                  |                    |
|-------------|----------------|----------------|------------------|--------------------|
| Min. STR: 7 | Min. Skill: 50 | Dmg: 8d8+5     | Rng: 30 hexes    | RoF: 5-Round Burst |
| Ammo: 60    | Wgt: 17 lbs.   | AP Normal: N/A | AP Targeted: N/A | AP Burst: 8        |

**Energy Big Guns:** While fairly rare in the wasteland, energy big guns are some of the most powerful and potent arms that a wastelander can get her hands on. All heavy energy weapons require two hands to use and most of them require some proper training before they are ready to be used.

**Arc Welder:** Much like the chainsaw, auto axe, industrial hand, and thermic lance, the arc welder is another example of a pre-War tool utilized as a weapon of war in the wasteland. This weapon is essentially an electrostatic discharge gun that uses Electron Charge Packs to power a constant, high-voltage stream of lightning in a manner not altogether unlike an unrefined L30 Gatling Laser or P94 Plasma Caster. Utilized mainly by raider gangs who can't get their hands on military-grade heavy energy weapons. The arc welder only fires a 5-round burst. It holds 30 charges, and uses Electron Charge Packs to recharge. The arc welder is a two-handed weapon. *Value:* 3,000 Caps



|             |                |                |                  |                    |
|-------------|----------------|----------------|------------------|--------------------|
| Min. STR: 7 | Min. Skill: 25 | Dmg: 5d6+5     | Rng: 25 hexes    | RoF: 5-Round Burst |
| Ammo: 30    | Wgt: 15 lbs.   | AP Normal: N/A | AP Targeted: N/A | AP Burst: 8        |

**Flamer:** The M9E1-7 “Flamer” Flamethrower is your basic flamethrower. A nozzle with a gun-like trigger is attached to a hose, which in turn is attached to a special backpack containing fuel. Useful for taking out large groups of people. Unlike most energy weapons, the Flamer uses flamer fuel rather than energy cells or microfusion cells. The Flamer fires a jet of jellied petroleum (or similar flammable substance) in a 15-foot cone.



A Flamer’s tank holds 30 units of Flamer Fuel. It is a two-handed weapon. *Value:* 2,500 Caps

|             |                |              |                  |                    |
|-------------|----------------|--------------|------------------|--------------------|
| Min. STR: 8 | Min. Skill: 25 | Dmg: 5d8+10  | Rng: See Text    | RoF: 3-Round Burst |
| Ammo: 30    | Wgt: 15 lbs.   | AP Normal: 8 | AP Targeted: N/A | AP Burst: N/A      |

**Incinerator:** The Flambe 450 Flamethrower –more commonly called the “Incinerator”- was designed as a squad support weapon and was employed during the Great War to take out nests of machineguns and to torch civilian villages as a form of terrorism (we never said it was a nice weapon). It’s comparative light weight and increased weapon range make it a formidable weapon in the right hands. Like the flamer, the



Incinerator uses flamer fuel rather than energy cells or microfusion cells and fires a jet of jellied petroleum in a 15-foot cone. The Incinerator tank holds 15 units of Flamer Fuel. It is a two-handed weapon. *Value:* 1,500 Caps

|             |               |              |                  |               |
|-------------|---------------|--------------|------------------|---------------|
| Min. STR: 7 | Min. Skill: 0 | Dmg: 6d4+10  | Rng: See Text    | RoF: Single   |
| Ammo: 15    | Wgt: 12 lbs.  | AP Normal: 6 | AP Targeted: N/A | AP Burst: N/A |

**L30 Gatling Laser:** The H&K L30 Gatling Laser was thought to be the only energy weapon capable of firing in burst mode and for years it was true. Then a cache of plasma weapons that could match the L30 were discovered and quickly spread throughout the wastelands. Designed specifically for military use, these were in the prototype stage at the beginning of the Great War. Multiple barrels allow longer firing before overheating. The Gatling laser only fires a 10-round burst. The L30 holds 30 charges, and uses Electron Charge Packs to recharge. It is a two-handed weapon. *Value:* 5,000 Caps



|             |                |                |                  |                     |
|-------------|----------------|----------------|------------------|---------------------|
| Min. STR: 8 | Min. Skill: 25 | Dmg: 5d6+5     | Rng: 35 hexes    | RoF: 10-Round Burst |
| Ammo: 30    | Wgt: 18 lbs.   | AP Normal: N/A | AP Targeted: N/A | AP Burst: 9         |

**P94 Plasma Caster:** The plasma caster is to the plasma rifle what the Gatling laser is to the laser rifle. It is a powerful energy weapon that outclasses its smaller cousins in both firepower and rate of fire at the cost of being as big as a whale and twice as hungry. Due to the sheer power of the plasma caster, anyone with less than damn near mastery over all things energy weapons (and the strength of a mule) is unlikely to be able to use this weapon properly, or at all. The plasma caster only fires in 10-round bursts. It holds 30 charges and uses a Microfusion Cell to recharge. It is a two-handed weapon. *Value:* 7,000 Caps.



|             |                |                |                  |                     |
|-------------|----------------|----------------|------------------|---------------------|
| Min. STR: 9 | Min. Skill: 75 | Dmg: 9d8+10    | Rng: 30 hexes    | RoF: 10-Round Burst |
| Ammo: 30    | Wgt: 20 lbs.   | AP Normal: N/A | AP Targeted: N/A | AP Burst: 9         |

**Sprtel-Wood 9700:** This weapon only left the prototype stage days before the Great War and as a result didn't see much use on the battlefield, with most of them remaining locked up in military bases and warehouses. Thanks to advanced focus optics and a carbon fiber frame, the SW 9700 boasts a superior range, accuracy, stopping power, and an altogether lighter weight than its predecessor – the L30 Gatling Laser. However, despite all of these improvements, the SW 9700 lacks the ammunition capacity of the L30 due to the weapon's drain on the Electron Charge Pack. The Sprtel-Wood 9700 only fires a 10-round burst, holds 20 charges, and uses Electron Charge Packs to recharge. It is a two-handed weapon. *Value:* 6,000 Caps



|             |                |                |                  |                     |
|-------------|----------------|----------------|------------------|---------------------|
| Min. STR: 8 | Min. Skill: 50 | Dmg: 5d8+10    | Rng: 40 hexes    | RoF: 10-Round Burst |
| Ammo: 20    | Wgt: 15 lbs.   | AP Normal: N/A | AP Targeted: N/A | AP Burst: 9         |

**Tesla Cannon:** The Tesla cannon is an incredibly rare, pre-War, portable directable energy weapon. It was designed to be a lightweight, compact anti-tank weapon, although it saw very limited use during the Great War, making an appearance in Anchorage and a few other locations before the bombs fell. The design was named for Nikola Tesla, whose designs for the technology were seized by the U.S. government after his death. When used, the cannon projects a blast that will damage the enemy on impact. Single shot only, and the bulk of the Tesla cannon prevents it from being able to perform targeted shots. If a robot or a creature wearing a suit of power armor is hit with the Tesla cannon, it must succeed on a Nerve Test or lose all of their APs on their next turn.. The Tesla cannon holds 5 charges and uses Electron Charge Packs to recharge. Single shot only. It is a two-handed weapon. *Value:* 9,000 Caps



|             |                |              |                  |               |
|-------------|----------------|--------------|------------------|---------------|
| Min. STR: 9 | Min. Skill: 75 | Dmg: 7d12+20 | Rng: 35 hexes    | RoF: Single   |
| Ammo: 5     | Wgt: 8 lbs.    | AP Normal: 6 | AP Targeted: N/A | AP Burst: N/A |

## ENERGY WEAPONS

Ahh! Who doesn't love the smell of ozone in the morning? I know I do!

Energy weapons were developed in the early 21<sup>st</sup> century and were deployed by almost every major governmental body during the years leading up to the Great War. Pistols do not require two hands to use, although all other energy weapons do. There are two main types of energy weapons: laser and plasma, although other weapons (such as the Flamer) fall under this category as well. Energy Weapons use the Energy Weapons Skill to determine a creature's proficiency and accuracy.



Lasers are highly concentrated beams of light that melt through pretty much everything and leave behind that sweet tange of ozone. Plasma, on the other hand, is completely different, using superheated, ionized gas that pretty much melts through everything and turning it into a gloopy, glowing goo. Flamers and their ilk simply burn everything to ash, leaving behind a veritable scorched earth.

Remember, the range of your weapon is equal to the weapon's base range (**Rng**) plus double your Perception Stat.

### Energy Weapons Quick-Reference Table:

| Weapon Name                   | Min. STR | Min. Skill | DMG      | RNG (hexes) | Ammo | AP Normal | AP Targeted | AP Burst |
|-------------------------------|----------|------------|----------|-------------|------|-----------|-------------|----------|
| AEP7 Laser Pistol             | 2        | 25         | 4d10+5   | 30          | 10   | 3         | 4           | N/A      |
| MIPLX Novasurge Plasma Pistol | 3        | 50         | 2d12+5   | 25          | 12   | 3         | 4           | N/A      |
| Plasma Defender               | 4        | 75         | 8d10+15  | 25          | 16   | 3         | 4           | N/A      |
| Solar Scorcher                | 3        | 75         | 6d10+10  | 25          | 6    | 4         | 5           | N/A      |
| Wattz 1000 Laser Pistol       | 1        | 0          | 2d8+10   | 30          | 12   | 3         | 4           | N/A      |
| YK32 Pulse Pistol             | 2        | 50         | 5d12+10  | 25          | 10   | 3         | 4           | N/A      |
| AER9 Laser Rifle              | 5        | 25         | 4d12+10  | 40          | 20   | 6         | 7           | N/A      |
| AER12 Laser Rifle             | 6        | 50         | 8d12+10  | 40          | 20   | 6         | 7           | N/A      |
| Laser RCW                     | 6        | 50         | 5d8+10   | 25          | 60   | 5         | 6           | 7        |
| M72 Gauss Rifle               | 8        | 75         | 10d10+20 | 120         | 12   | 6         | 7           | N/A      |
| V.35 Quantum Multiplas Rifle  | 7        | 75         | 6d10+15  | 35          | 12   | 6         | 7           | 8        |
| V.34 Quantum Plasma Rifle     | 6        | 25         | 3d12+15  | 30          | 15   | 6         | 7           | N/A      |
| YK42B Pulse Rifle             | 5        | 50         | 7d12+15  | 30          | 15   | 6         | 7           | N/A      |
| Tri-Beam Laser Emitter        | 6        | 50         | 3d10+10  | 20          | 12   | 6         | 7           | N/A      |
| Wattz 2000 Laser Rifle        | 5        | 0          | 3d10+10  | 45          | 24   | 5         | 6           | N/A      |



**Energy Pistols:** The simplest, and arguably the weakest, of the energy weapons. However, they are the most common of energy weapons and are good for concealing and scaring folks who maybe haven't had an energy weapon pointed at their face before. Most energy weapons use energy cells as ammunition, which are more common than the microfusion cells required by larger energy weaponry.

**AEP7 Laser Pistol:** The AEP7 laser pistol was put into service to replace the AEP5 and boasts a generous battery size, tight shot grouping at range, resilience to extended use, and a decent damage output for its size, making it an excellent choice for a sidearm. After the Great War, the AEP7 became a very popular energy weapon thanks to the high number of surviving models and its overall durability. The AEP7 is the favorite sidearm amongst members of the Brotherhood of Steel all across the wasteland. Single shot only, the AEP7 holds 10 charges and uses Energy Cells to recharge. It is a one-handed weapon. *Value:* 300 Caps



|             |                |              |                |               |
|-------------|----------------|--------------|----------------|---------------|
| Min. STR: 2 | Min. Skill: 25 | Dmg: 4d10+5  | Rng: 30 hexes  | RoF: Single   |
| Ammo: 10    | Wgt: 3 lbs.    | AP Normal: 3 | AP Targeted: 4 | AP Burst: N/A |

**MPLX Novasurge Plasma Pistol:** Better known as the “plasma pistol,” the MPLX was a pre-War attempt to create a weapon both more powerful and more reliable than the AEP7 (it succeeded in one category). The weapon design utilizes an electromagnetic propeller to push a bolt of plasma through the barrel and sending it flying at its target. Unfortunately, the MPLX’s plasma bolt is rather slow moving compared to the AEP7’s lasers and the Plasma Defender’s own bolts. The MPLX holds 12 charges, is a single shot weapon, and uses Small Energy Cells to recharge. It is a one-handed weapon. *Value:* 500 Caps



|             |                |              |                |               |
|-------------|----------------|--------------|----------------|---------------|
| Min. STR: 3 | Min. Skill: 50 | Dmg: 2d12+5  | Rng: 25 hexes  | RoF: Single   |
| Ammo: 12    | Wgt: 3 lbs.    | AP Normal: 3 | AP Targeted: 4 | AP Burst: N/A |

**Plasma Defender:** The official name for the “Plasma Defender” is the Glock 86 Plasma Pistol. This little beauty was designed by the Gaston Glock AI in an attempt to create the “perfect sidearm” for military special forces and police task forces. It is an all-round upgrade of the MPXL, the Defender shoots a small bolt of superheated plasma capable of tearing through most materials and is powered by easy to find and carry energy cells – a requirement laid forth by the AI that designed it. The slower projectile speeds of the MPLX’s plasma bolts is a non-issue for the Plasma



Defender, which comes standard with an electron accelerator to make the speed of the bolts comparable to a traditional firearm. A single-shot weapon, the Plasma Defender holds 16 charges and uses Energy Cells to recharge. It is a one-handed weapon. *Value:* 2,000 Caps

|             |                |              |                |               |
|-------------|----------------|--------------|----------------|---------------|
| Min. STR: 4 | Min. Skill: 75 | Dmg: 8d10+15 | Rng: 25 hexes  | RoF: Single   |
| Ammo: 16    | Wgt: 3 lbs.    | AP Normal: 3 | AP Targeted: 4 | AP Burst: N/A |

**Solar Scorcher:** The Solar Scorcher is not named because it can actually damage the sun (That'd be crazy though, right? Someone should fund that!), but because it harnesses the incandescent power of sunlight rather than the boring old energy of energy cells. The battery does need to be replaced every century or so, but you probably won't have to worry about changing it (unless you're a ghoul or robot I suppose). This basically means that with this weapon you'll have unlimited energy for the rest of your life (or at least a long portion of it)! While in direct sunlight, the solar scorcher recharges in about 30 seconds. In overcast weather it takes closer to a minute, and if there is no sunlight to be had it won't recharge, making nighttime activities a little more difficult with this particular weapon. The Solar Scorcher holds 6 charges, is a single shot weapon, and recharges with the power of the sun! It is a one-handed weapon. *Value:* 2,000 Caps



|             |                |              |                |               |
|-------------|----------------|--------------|----------------|---------------|
| Min. STR: 3 | Min. Skill: 75 | Dmg: 6d10+10 | Rng: 25 hexes  | RoF: Single   |
| Ammo: 6     | Wgt: 5 lbs.    | AP Normal: 4 | AP Targeted: 5 | AP Burst: N/A |

**Wattz 1000 Laser Pistol:** The Wattz 1000 Laser Pistol was one of the first mass-produced laser pistols. Due to its status as a civilian model, the Wattz 1000 has a lower wattage than other energy weapons, such as the AEP7 Laser Pistol. This stems from the fact that it uses a laser focusing diode instead of a crystal array, which in turn produces a reduced amount of penetration against the target. While the AEP7 is more popular amongst military organizations like the Brotherhood of Steel and the Gunners, the Wattz 1000 is favored by civilian types due to its more affordable cost and access to parts. Single shot only. The Wattz 1000 Laser Pistol is powered by a standard Energy Cell and holds 12 charges. It is a one-handed weapon. *Value:* 300 Caps



|             |               |              |                |               |
|-------------|---------------|--------------|----------------|---------------|
| Min. STR: 1 | Min. Skill: 0 | Dmg: 2d8+10  | Rng: 30 hexes  | RoF: Single   |
| Ammo: 12    | Wgt: 4 lbs.   | AP Normal: 3 | AP Targeted: 4 | AP Burst: N/A |

**YK32 Pulse Pistol:** A weapon that fires high energy pulses of light and sound at an opponent, causing them to start destabilizing at a molecular level. Fun and educational for kids and grownups alike! It looks a little like a Captain Cosmos gun. This weapon is designed to incapacitate robots and power armor in particular, and while it can deal damage to organic creatures, it is extra effective against machines. It's single shot only. The YK32 Pulse Pistol is a single shot weapon, holds 10 charges and uses Energy Cells to recharge. If a robot or a creature wearing a suit of power armor is hit with the YK32 Pulse Pistol, it must succeed on a Nerve Test or lose all of their APs on their next turn. The YK32 Pulse Pistol counts as an EMP weapon. It is a one-handed weapon. *Value:* 2,000 Caps



|             |                |              |                |               |
|-------------|----------------|--------------|----------------|---------------|
| Min. STR: 2 | Min. Skill: 50 | Dmg: 5d12+10 | Rng: 25 hexes  | RoF: Single   |
| Ammo: 10    | Wgt: 2 lbs.    | AP Normal: 3 | AP Targeted: 4 | AP Burst: N/A |

**Energy Rifles:** Back before the Great War energy rifles were the standard arms for the United State's military forces. Soldiers from all branches rolled into the battlefield with their AER9 and AER12 laser rifles and a good-old fashioned laser pistol on their hip. Elite units were given plasma weaponry, particularly the urban variants of the plasma rifle. Nowadays they are considered to be the backbone of any self-respecting armory and any wastelander, super mutant, ghoul, or robot that finds themselves a working energy rifle will find themselves to be a formidable member of the wasteland community. Most energy rifles use microfusion cells or electron charge packs rather than energy cells to recharge, unless otherwise stated.

**AER9 Laser Rifle:** Manufactured in part by General Atomics International, the AER9 wasn't actually the top-of-the-line laser rifle in service at the time of the Great War. The weapon to hold that distinct honor was the AER12, which saw service in a handful of specialty units across the globe. However, almost every AER12 Laser Rifle was destroyed during the war while the AER9 survived thanks to its superior durability and larger production. The AER9 features a titanium housed crystal array, which provides significantly more protection than the gold alloy housing the AER12 and other later models. It's a highly versatile, weapon that's easily repaired and modified to suit the individual needs of the user. It does occasionally overheat, so be careful. The AER9 Laser Rifle is a single shot weapon, the AER9 holds 20 charges and uses Microfusion Cells to recharge. It is a two-handed weapon. *Value:* 2,000 Caps



|             |                |              |                |               |
|-------------|----------------|--------------|----------------|---------------|
| Min. STR: 5 | Min. Skill: 25 | Dmg: 4d12+10 | Rng: 40 hexes  | RoF: Single   |
| Ammo: 20    | Wgt: 9 lbs.    | AP Normal: 6 | AP Targeted: 7 | AP Burst: N/A |

**AER12 Laser Rifle:** The state-of-the-art, best-of-the-best, and all-around-greatest laser rifle ever built on God's green earth, the AER12 Laser Rifle outshines the AER9 in nearly every way, shape, and form (except that whole durability detail we mentioned earlier). Just make sure that you take excellent care of one of these badboys if you happen to find one, as they have a tendency to break down rather quickly compared to many other energy weapons. The AER12 Laser Rifle holds 20 charges, is a single shot weapon, and uses Microfusion Cells to recharge. This weapon comes standard with a scope, allowing the wielder to quadruple his or her Perception bonus to range instead of doubling it. However, the scope makes aiming in close combat difficult, resulting in no point-blank bonus and a -10% penalty on all attacks made within 10 hexes. It is a two-handed weapon. *Value:* 3,000 Caps



|             |                |              |                |               |
|-------------|----------------|--------------|----------------|---------------|
| Min. STR: 6 | Min. Skill: 50 | Dmg: 8d12+10 | Rng: 40 hexes  | RoF: Single   |
| Ammo: 20    | Wgt: 9 lbs.    | AP Normal: 6 | AP Targeted: 7 | AP Burst: N/A |

**Laser RCW:** The Laser Rapid Capacitor Weapon –better known as the Laser RCW- is a laser assault rifle that sports a rotating drum containing six capacitors centered around an electron charge pack. The capacitors in the drum are rotated as they fire in succession, producing a single continuous laser beam. While each capacitor is firing, the ECP is used to recharge the previously discharged capacitor. This capacitor rotation allows the Laser RCW to operate like a multi-barreled ballistic weapon and avoids the rate-of-fire limitations that most energy weapons suffer from. The Laser RCW fires single shot or in a 3-round burst, holds 60 charges, and uses Electron Charge Packs to recharge. It is a two-handed weapon. *Value:* 2,500 Caps



|             |                |              |                |                              |
|-------------|----------------|--------------|----------------|------------------------------|
| Min. STR: 6 | Min. Skill: 50 | Dmg: 5d8+10  | Rng: 25 hexes  | RoF: Single or 3 Round Burst |
| Ammo: 60    | Wgt: 4 lbs.    | AP Normal: 5 | AP Targeted: 6 | AP Burst: 7                  |

**M72 Gauss Rifle:** The final product of endless research in railgun technology, the M72 Gauss Rifle comes from the laboratories of old Germany. It uses an electromagnetic field to propel rounds at a tremendous speed and is the unique in that it's the only energy weapon that doesn't require the use of Microfusion Cells, Energy Cells, Electron Charge Packs or Flamer Fuel. A shot can go through just about any material, including flesh. Stone, concrete, rock, and thick metal are just about the only things that can stop a shot from this gun. There is a telltale spiral trail of ionized particles visible for a couple seconds after this gun is fired. Single shot only. The M72 holds 12 shots



and uses the rare 2mm Electromagnetic Cartridge as ammunition. This weapon comes standard with a scope, allowing the wielder to quadruple his or her Perception bonus to range instead of doubling it. However, the scope makes aiming in close combat difficult, resulting in no point-blank bonus and a -10% penalty on all attacks made within 10 hexes. Whenever you hit a creature with the M72 Gauss Rifle, they must succeed on a Nerve Test or be knocked prone. It is a two-handed weapon. *Value: 3,500 Caps*

|             |                |               |                |               |
|-------------|----------------|---------------|----------------|---------------|
| Min. STR: 8 | Min. Skill: 75 | Dmg: 10d10+20 | Rng: 60 hexes  | RoF: Single   |
| Ammo: 12    | Wgt: 7 lbs.    | AP Normal: 6  | AP Targeted: 7 | AP Burst: N/A |

**V.35 Quantum Multiplas Rifle:** An upgraded version of the standard plasma rifle, the multiplas rifle was designed with urban combat in mind. Unlike most personal energy weapons, the multiplas weapon is actually capable of firing a burst of plasma, making it quite valuable in firefights. However, in order to do this the weapons draws more energy from the microfusion cell that powers it, resulting in shorter battery life. The multiplas rifle can be fired in single shot mode or in 3-round bursts. The multiplas rifle holds 12 charges and uses Microfusion Cells to recharge. It is a two-handed weapon. *Value: 3,000 Caps*



|             |                |              |                |                              |
|-------------|----------------|--------------|----------------|------------------------------|
| Min. STR: 7 | Min. Skill: 75 | Dmg: 6d10+15 | Rng: 35 hexes  | RoF: Single or 3-Round Burst |
| Ammo: 12    | Wgt: 9 lbs.    | AP Normal: 6 | AP Targeted: 7 | AP Burst: 8                  |

**V.34 Quantum Plasma Rifle:** An industrial-grade energy weapon manufactured by Winchester Arms as an urban assault weapon. The V.34 performed admirably in its role during the Great War, although it was quite expensive to manufacture and required specialized training to use that not every soldier was given. It fires superheated bolts of plasma down a superconducting barrel that accelerates the plasma, allowing it to hit the target with some actual stopping power unlike the weightless laser of the AER9 and AER12. The plasma rifle holds 15 charges and uses Microfusion Cells to recharge. Single shot only. It is a two-handed weapon. *Value: 1,500 Caps*



|             |                |              |                |               |
|-------------|----------------|--------------|----------------|---------------|
| Min. STR: 6 | Min. Skill: 25 | Dmg: 3d12+15 | Rng: 30 hexes  | RoF: Single   |
| Ammo: 15    | Wgt: 8 lbs.    | AP Normal: 6 | AP Targeted: 7 | AP Burst: N/A |

**YK42B Pulse Rifle:** This little number was developed by the Yuma Flats Energy Consortium and is designed to use an electrical pulse to destabilize its targets on the molecular level, *especially* if those targets are dirty robots! It is considered an all-around superior weapon to the



pulse pistol, but its higher power output is offset by its increased size and weight. What more could you ask from a weapon? The pulse rifle is single shot only and holds 15 charges. The YK42B uses Microfusion Cells to recharge. If a robot or a creature wearing a suit of power armor is hit with the YK42B Pulse Rifle, it must succeed on a Nerve Test or lose all of their APs on their next turn. The YK42B Pulse Rifle counts as an EMP weapon. It is a two-handed weapon. *Value:* 8,000 Caps

|             |                |              |                |               |
|-------------|----------------|--------------|----------------|---------------|
| Min. STR: 5 | Min. Skill: 50 | Dmg: 7d12+15 | Rng: 30 hexes  | RoF: Single   |
| Ammo: 15    | Wgt: 8 lbs.    | AP Normal: 6 | AP Targeted: 7 | AP Burst: N/A |

**Tri-Beam Laser Emitter:** The Tri-Beam Laser Emitter looks like someone took an AER9 and cut the end off, although anyone with half a brain for energy weapons knows that doing that would only result in a rather impressive discharge of energy. The tri-beam laser emitter sports a unique emitter aperture and attached wires, allowing it to fire three lasers at once (this counts as a “double shot” despite being three shots). The tri-beam emitter can fire one or all lasers at once, and unlike ballistic shotguns, choosing the double-shot action doesn’t reduce the weapon’s effective range due to a lack of kickback. The tri-beam laser emitter holds 12 charges and uses Microfusion Cells to recharge. It is a two-handed weapon. *Value:* 4,000 Caps



|             |                |              |                |                       |
|-------------|----------------|--------------|----------------|-----------------------|
| Min. STR: 6 | Min. Skill: 50 | Dmg: 3d10+10 | Rng: 20 hexes  | RoF: Single or Triple |
| Ammo: 12    | Wgt: 9 lbs.    | AP Normal: 6 | AP Targeted: 7 | AP Burst: N/A         |

**Wattz 2000 Laser Rifle:** The Army’s weapon of choice against the Chinese before the AER9 and AER12 laser rifles rolled out from the assembly lines and into the hands of the frontline soldiers. Also called the “Sunbeam laser rifle,” the Wattz 2000 uses a laser focusing diode instead of a crystal array, much like the Wattz 1000 laser pistol. It has been upgraded with a magnetic field targeting system that tightens the laser emissions and a recharging system upgrade that reduces the drain on the microfusion cels by fifty percent, thereby increasing the weapon’s ammunition capacity. While it fails to meet the AER9 and AER12’s laser penetration, the Wattz 2000 laser rifle is a favorite among wastelanders due to its (comparatively) larger numbers and ease of use. The Wattz 2000 laser rifle holds 24 charges and uses Microfusion Cells to recharge. It is a two-handed weapon. *Value:* 1,000 Caps



|             |               |              |                |               |
|-------------|---------------|--------------|----------------|---------------|
| Min. STR: 5 | Min. Skill: 0 | Dmg: 3d10+10 | Rng: 45 hexes  | RoF: Single   |
| Ammo: 24    | Wgt: 8 lbs.   | AP Normal: 5 | AP Targeted: 6 | AP Burst: N/A |

## EXPLOSIVES

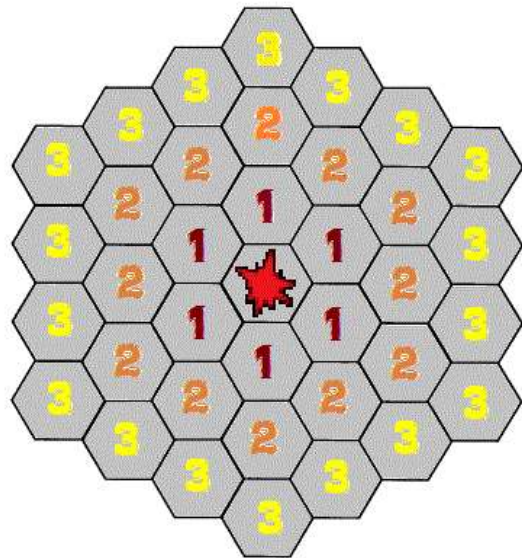
Sometimes you've got to kill a lot of super mutants and you don't want to waste a lot of bullets. Sometimes you want to make a really dramatic entrance and laser weapons won't cut it. Desperate times call for desperate measures, and desperate measures call for explosions! And who doesn't love a kick-ass explosion in the morning?



Explosives have been around for centuries and have always served the same purpose: make a lot of noise, cause a lot of damage, and disorient the enemies that aren't immediately killed. Explosive weapons are rarely used alone and tend to be the opening or closing "statement" in any given battle.

If not handled properly, explosives can be quite dangerous, not only for the user, but anyone remotely close to them. That being said, it best to exercise the utmost caution when handling explosives- whether its dyanmite, a fragmentation mine, or a Fat Man Launcher.

There are three categories of Explosives: Launchers, Mines, and Thrown. Unlike other types of weapons, Explosives cannot be used to make a targeted attack, as while one could argue that you could aim a grenade at someone's head, the resulting explosion would still envelope their entire body. Instead, each explosive has a blast radius (**Blast**), which is the explosive's affected area. This is the radius, originating from the targeted creature or hex.



The figure on the right shows what hexes are effected depending on the blast radius of the weapon. Most explosive weapons have a blast radius of one or two, although a few have a blast radius of three.

Objects that provide cover can affect an explosive's blast radius, possibly reducing or even stopping the blast. Quarter cover or less does nothing to slow or prevent an explosion, but half cover reduces the blast by one radius, and full cover stops a blast completely. Note that cover only affects an explosion in the hexes the cover itself exists in and potentially hexes behind or in front of the cover.

## Explosives Quick-Reference Table:

| Weapon Name                  | Min. STR | Min. Skill | DMG      | RNG (hexes) | Ammo | Blast    | AP Normal | AP Burst |
|------------------------------|----------|------------|----------|-------------|------|----------|-----------|----------|
| Grenade Launcher             | 6        | 25         | 4d8+10   | 35          | 4    | 1        | 6         | N/A      |
| Grenade Machinegun           | 8        | 75         | 4d12+15  | 20          | 30   | 1        | N/A       | 8        |
| Grenade Rifle                | 5        | 0          | 3d12+5   | 30          | 1    | 1        | 6         | N/A      |
| M42 Fat Man                  | 10       | 75         | 10d10+20 | 25          | 1    | 3        | 7         | N/A      |
| “Red Glare” Missile Launcher | 7        | 50         | 6d8+20   | 50          | 13   | 2        | 7         | N/A      |
| Bottlecap Mine               | 1        | 0          | 2d20     | N/A         | N/A  | See Text | 3         | N/A      |
| C-4 Plastic Explosive        | 1        | 50         | 5d8+10   | N/A         | N/A  | 2        | 3         | N/A      |
| Fat Mine                     | 3        | 75         | 10d10+20 | N/A         | N/A  | 3        | 3         | N/A      |
| Frag Mine                    | 1        | 25         | 5d6+10   | N/A         | N/A  | 1        | 3         | N/A      |
| Gas Bomb                     | 3        | 25         | 4d8+10   | N/A         | N/A  | 3        | 3         | N/A      |
| Plasma Mine                  | 2        | 75         | 8d8+15   | N/A         | N/A  | 2        | 3         | N/A      |
| Pulse Mine                   | 2        | 50         | 5d8+10   | N/A         | N/A  | 3        | 3         | N/A      |
| Dynamite                     | 1        | 0          | 3d6+10   | 10          | N/A  | 1        | 3         | N/A      |
| Flash Bang                   | 2        | 25         | 1d6      | 10          | N/A  | 1        | 3         | N/A      |
| Frag Grenade                 | 2        | 25         | 4d6+10   | 10          | N/A  | 1        | 3         | N/A      |
| Incendiary Grenade           | 2        | 50         | 6d8+10   | 10          | N/A  | 2        | 3         | N/A      |
| MFC Grenade                  | 3        | 25         | 4d8+5    | 10          | N/A  | 3        | 3         | N/A      |
| Molotov Cocktail             | 1        | 0          | 2d8+5    | 10          | N/A  | 1        | 3         | N/A      |
| Nuka-Grenade                 | 3        | 75         | 10d10+20 | 10          | N/A  | 3        | 3         | N/A      |
| Plasma Grenade               | 2        | 50         | 4d6+10   | 10          | N/A  | 2        | 3         | N/A      |
| Pulse Grenade                | 2        | 25         | 6d4+5    | 10          | N/A  | 2        | 3         | N/A      |
| Tin Grenade                  | 1        | 0          | 3d4+5    | 10          | N/A  | 1        | 3         | N/A      |

**Launchers:** Launchers are weapons designed to fire an explosive a greater distance farther than a human, ghoul, super mutant, or robot can throw. They sling small explosive rounds at a target and tend to look similar to rifles or shotguns. All explosive launchers require two hands to use and deal Ballistic Damage.

Remember, the range of your weapon is equal to the weapon’s base range (Rng) plus double your Perception Stat.

**Grenade Launcher:** The grenade launcher is a pump-action operated weapon that fires 40mm grenades from a tubular magazine. It is a superior version of the grenade rifle, boasting a longer range and delivering more deadly ordinance. However, it has the minor drawback of weighing twice as much as its smaller cousin. The grenade launcher is found most commonly in the hands and armories of high-profile and well-funded mercenary companies as well as in the NCR’s military. Some say this baby was based on an old Chinese design, but the





Great War is over now, so who the hell cares? Single shot only, the grenade launcher holds four 40mm grenades. It is a two-handed weapon. *Value:* 3,000 Caps

|             |                |              |               |               |
|-------------|----------------|--------------|---------------|---------------|
| Min. STR: 6 | Min. Skill: 25 | Dmg: 4d8+10  | Rng: 35 hexes | RoF: Single   |
| Ammo: 4     | Wgt: 12 lbs.   | Blast: 1 hex | AP Normal: 6  | AP Burst: N/A |

**Grenade Machinegun:** Why anyone felt the need to develop this weapon is beyond me. That being said, why anyone feels the need to use any other weapon is equally beyond me. It's a machinegun... *THAT LAUNCHES GRENADES!* Developed by the United States Army to help combat Chinese Hei-Gui commandoes in the American Southwest, the grenade machine was designed to cover a large area in grenade fire in a very short period of time- essentially serving as a handheld carpet bombing device. It was *very* effective. The grenade machinegun has an attached computer monitor that shows the weapon's feed system, although it takes some knowledge of computers to understand the scripts. Three shot burst only. The grenade machinegun's magazine holds 30 25mm grenades. It is a two-handed weapon. *Value:* 5,000 Caps



|             |                |              |               |                    |
|-------------|----------------|--------------|---------------|--------------------|
| Min. STR: 8 | Min. Skill: 75 | Dmg: 4d12+15 | Rng: 20 hexes | RoF: 3-Round Burst |
| Ammo: 30    | Wgt: 15 lbs.   | Blast: 1 hex | AP Normal:N/A | AP Burst: 8        |

**Grenade Rifle:** A fairly simple and easy-to-use grenade launching device, the grenade rifle excels over standard grenades due to the fact that it is easier to aim and fires at a longer distance. Also it doesn't tire out your arm nearly as fast as repeated throwing does. Where the grenade rifle falls short, however, is the fact that its 40mm grenades have less stopping power than the traditional hand grenade and the single-shot, break-action design makes rapid fire impossible. This little number is old –older than most weapons you'll find from before the war even- but it's better to have her on your side than against you. Single shot only. The grenade rifle holds one 40mm grenade. It is a two-handed weapon. *Value:* 500 Caps



|             |               |              |               |               |
|-------------|---------------|--------------|---------------|---------------|
| Min. STR: 5 | Min. Skill: 0 | Dmg: 3d12+5  | Rng: 30 hexes | RoF: Single   |
| Ammo: 1     | Wgt: 6 lbs.   | Blast: 1 hex | AP Normal: 6  | AP Burst: N/A |

**M42 Fat Man:** The M42 Fat Man is a pre-War heavy weapon designed to turn a single soldier into a walking, talking artillery piece. It is a shoulder-mounted catapult that is deadly, precise, and weighs about as much as a baby brahmin. It launches a miniature nuclear warhead (“Mini Nuke” for short) over one hundred and fifty yards to deliver a devastating nuclear explosion. They are incredibly rare in the post-Great War world and any individual or organization that manages to get their hands on one (and a handful of Mini Nukes) has the keys to their very own kingdom. The radioactivity of the Fat Man’s blast releases 1d6 rads every round for a good ten minutes. Single shot only, the M42 Fat Man holds one Mini Nuke. It is a two-handed weapon. *Value:* 10,000 Caps



|              |                |                |               |               |
|--------------|----------------|----------------|---------------|---------------|
| Min. STR: 10 | Min. Skill: 75 | Dmg: 10d10+20  | Rng: 25 hexes | RoF: Single   |
| Ammo: 1      | Wgt: 30 lbs.   | Blast: 3 hexes | AP Normal: 7  | AP Burst: N/A |

**“Red Glare” Missile Launcher:** You don’t get much more American than this particular weapon! I mean, it’s even got an American flag painted on it! *Goddamn* this is a patriot’s best friend! This particular model of missile launcher is believed to be a prototype weapon developed in the Hopeville Missile Base in the Southwest Commonwealth during the months leading up to the Great War. Officially it’s never been used outside of firing ranges and combat simulations, but unofficially I’m sure it’s blown several Chinese Chimera tanks to hell. The Red Glare includes many aesthetic features including –but not limited to- the beautiful Stars and Stripes mentioned before, a unique digital interface connected to the range-finding laser system to aid in the aiming and firing of the device, a scope, a modified retractable barrels for easier carrying when not in use, and a self-compressing, pump-action reloading mechanism to allow for faster cycling of shots. This weapon comes standard with a scope, allowing the wielder to quadruple his or her Perception bonus to range instead of doubling it. However, the scope makes aiming in close combat difficult, resulting in no point-blank bonus and a -10% penalty on all attacks made within 10 hexes. Single shot only. The “Red Glare” is loaded with cannisters that hold up to 13 high-velocity missiles. God Bless America! It is a two-handed weapon. *Value:* 5,000 Caps



|             |                |                |               |               |
|-------------|----------------|----------------|---------------|---------------|
| Min. STR: 7 | Min. Skill: 50 | Dmg: 6d8+20    | Rng: 30 hexes | RoF: Single   |
| Ammo: 13    | Wgt: 20 lbs.   | Blast: 2 hexes | AP Normal: 7  | AP Burst: N/A |

**Mines:** Sometimes called “landmines” or “proximity mines,” mines are explosive weapons that are placed on the ground, armed, and then left to sit patiently until some fool unknowingly (or knowingly) sets it off, resulting in an all-around impressive explosion and, according to standard

operating military procedure, jumping “up two hundred feet into the air and [scattering] yourself over a wide area.” They are generally considered ungentlemanly, but people that complain about landmines complain about everything.

Note that all mines have an AP cost of 3. Also, mines don’t have a range, as they are always placed in a hex adjacent to the creature setting the mine. See “Section 5: Combat” for more information on setting mines. All mines are considered two-handed weapons, since you’ve got to use both hands to place them gently and safely (only idiots toss them like frisbees).

A mine will detonate if a creature enters the same square as the mine or if the creature is standing in a hex adjacent to the landmine when he ends his turn. Unless otherwise noted, all mines deal Ballistic Damage.

**Bottlecap Mine:** An improvised explosive crafted from a lunch box (either Vault-Tec approved or otherwise), some duct tape, nitrogen rich fertilizer, a cherry bomb, a sensor device, and anywhere between ten and twenty Nuka-Cola bottlecaps. While some people consider this to be a foolish waste of Caps, others realize that the sheer amount of damage these things can do outweighs any material cost. Well, the *potentially* sheer amount of damage. Like many improvised weapons, the bottlecap mine *can* deal incredible amounts of damage, but it’s not exactly the most reliable weapon out there. When a bottlecap mine explodes, the Overseer rolls a d6 and divides the result in half (rounding down) to determine the weapon’s blast radius for the explosion. *Value:* 150 Caps



|             |                 |              |               |
|-------------|-----------------|--------------|---------------|
| Min. STR: 1 | Min. Skill: 0   | Wgt: 1 lbs.  | Dmg: 2d20     |
| Rng: N/A    | Blast: See Text | AP Normal: 3 | AP Burst: N/A |

**C-4 Plastic Explosive:** Also known as Composition 4, C-4 plastic explosive packs quite a punch for such a small package. The “Charge, Demolition, M112,” a 1.25 pound brick or plasticized RDX being the standard-issue demolitions charge for the United States Army before the Great War, is still finding much use in the harsh environment of the post-War wasteland. A remotely denoated charge, it can be implemented in many ways for effect and entertainment. Mercenaries (and incredibly fortunate raiders) often use C-4 charges to set up ambushes or blow up enemy hardpoints. Pre-War, military grade C-4 is some of the best explosive ordinance Caps can buy. *Value:* 1,000 Caps



|             |                |              |               |
|-------------|----------------|--------------|---------------|
| Min. STR: 1 | Min. Skill: 50 | Wgt: 1 lb.   | Dmg: 5d8+10   |
| Rng: N/A    | Blast: 2 hexes | AP Normal: 3 | AP Burst: N/A |

**Fat Mine:** The mother of all landmines, the Fat Man is a very simple device consisting of a proximity sensor and a Fat Man Mini Nuke. That's basically it. There is a certain beauty in its simplicity, namely that blinding flash followed by a glorious mushroom cloud. And the screams of your enemies? Pure music the likes that not even the King himself could match. The Fat Mine is a popular explosive weapon amongst Super Mutants, particularly in the Commonwealth, but it also sees use amongst raider groups in other parts of the wasteland. You have to be a certain kind of crazy to strap a small explosive onto a larger explosive. The radioactivity of the Fat Mine's blast releases 1d6 rads every round for a good ten minutes. *Value:* 5,000 Caps



|             |                |              |               |
|-------------|----------------|--------------|---------------|
| Min. STR: 3 | Min. Skill: 75 | Wgt: 4 lbs.  | Dmg: 10d10+20 |
| Rng: N/A    | Blast: 3 hexes | AP Normal: 4 | AP Burst: N/A |

**Frag Mine:** The frag mine looks like a tan shaped disk with a black gear and red button on top. The tan paint is most likely used to camouflage – whether in the blasted wastes of today or the vast Gobi Desert of yesterday. It is a simple device designed more to incapacitate than actually kill so that enemy forces have to spend time and resources recovering injured soldiers and nursing them back to health. The fragmentation mine has a sensor that, when triggered, initiates a rapid countdown complete with beeping and a blinking light. Why they designer wanted to add acoutrimants that make a landmine stand out is beyond me, but the look on a raider's face when they realize they're standing on a fragmentation mine is priceless. *Value:* 200 Caps



|             |                |              |               |
|-------------|----------------|--------------|---------------|
| Min. STR: 1 | Min. Skill: 25 | Wgt: 1 lb.   | Dmg: 5d6+10   |
| Rng: N/A    | Blast: 1 hex   | AP Normal: 3 | AP Burst: N/A |

**Gas Bomb:** The gas bomb is an improvised explosive incendiary device made from (ironically) a fire extinguisher filled with explosives –usually jellied petroleum or a cocktail of highly flammable pre-War chemical materials- duct taped to a sensor module, and placed in a convenient location where it patiently waits to blow up. Its simple construction makes it a favorite amongst raiders and the super mutants of the East Coast. It functions in a similar manner to other land mines, with the notable exception of the fact that the gas bomb deals Energy Damage. *Value:* 200 Caps



|             |                |              |               |
|-------------|----------------|--------------|---------------|
| Min. STR: 3 | Min. Skill: 25 | Wgt: 5 lbs.  | Dmg: 4d8+10   |
| Rng: N/A    | Blast: 3 hexes | AP Normal: 3 | AP Burst: N/A |

**Plasma Mine:** An anti-personnel device believed to have been developed by the Enclave shortly after the Great War while they were still in hiding, biding their time. It functions identically to the frag mine, with two notable exceptions. One: it releases a blast of super-heated plasma rather than shards of shrapnel or ball bearings. Two: it has a clumsy, top-heavy design that often results in it tipping over if not placed on a level surface. Fortunately, it blows up all the same no matter how it sits. These days plasma mines are found mostly in regions once occupied by the Enclave, such as the Core Region and the Capital Wasteland. Unlike most other mines, the plasma mine deals Energy Damage. *Value:* 500 Caps



|             |                |              |               |
|-------------|----------------|--------------|---------------|
| Min. STR: 2 | Min. Skill: 75 | Wgt: 1 lb.   | Dmg: 8d8+15   |
| Rng: N/A    | Blast: 2 hexes | AP Normal: 3 | AP Burst: N/A |

**Pulse Mine:** The pulse mine was developed during the last years leading up to the Great War to combat the increasing amounts of robots and power armor on the battlefield. It consists of a proximity fuse and minitaurized EMP device enclosed in a gray metal casing screwed to the base. Armed status is indicated by four red diodes situated on the cover. It will begin beeping when its proximity alarm is triggered and detonate within seconds. While it was designed to destroy robotic targets, the pulse mine's electromagnetic pulse will still deal damage to regular flesh-and-blood creatures. If a robot or a creature wearing a suit of power armor is hit with the pulse mine, it must succeed on a Nerve Test or lose all of their APs on their next turn. The pulse mine counts as an EMP weapon. *Value:* 200 Caps



|             |                |              |               |
|-------------|----------------|--------------|---------------|
| Min. STR: 2 | Min. Skill: 50 | Wgt: 1 lb.   | Dmg: 5d8+10   |
| Rng: N/A    | Blast: 3 hexes | AP Normal: 3 | AP Burst: N/A |

**Thrown:** The most common type of explosive device, thrown explosives range from dynamite to standard-issue fragmentation grenades to homemade Nuka grenades and gas bombs. Many mercenaries and soldiers carry one or two thrown explosives on their person, as they are useful for clearing rooms and forcing enemies to flee cover or keep their heads down. They can also be used to destroy vehicles and inflict severe amounts of damage to power armor.

**Dynamite:** An explosive typically used for excavation and mining, dynamite has also found use as a weapon in the hands of several gangs, most notably the Mojave's Powder Gangers. Easy to make, easy to acquire, and easy to use, dynamite is a favorite amongst lower-tier raiders and gangsters.



Typically thrown as a single stick when used as a thrown explosive, dynamite lacks the stopping power and blast radius of several other types of explosives, but it's still an incredibly effective weapon. Dynamite deals Ballistic Damage. *Value:* 50 Caps

|               |               |              |               |
|---------------|---------------|--------------|---------------|
| Min. STR: 1   | Min. Skill: 0 | Wgt: 1 lb.   | Dmg: 3d6+10   |
| Rng: 10 hexes | Blast: 1 hex  | AP Normal: 3 | AP Burst: N/A |

**Flash Bang:** The flash bang is a non-lethal explosive device designed to incapacitate rather than harm, although it does have enough explosives packed within it to cause minor irritation. Upon detonation, the flash bang releases a large explosion of bluish white energy that dazes and disorients. The flash effectively blinds the target and the bang leaves behind a ringing sound that blocks all other noises. All creatures caught within the blast radius of a flash bang have their Perception reduced by 5 (minimum of 1) and start each turn with two fewer Action Points for six rounds. The minor amount of damage the flash bang deals is Energy Damage that bypasses all Damage Resistance. *Value:* 100 Caps



|               |                |              |               |
|---------------|----------------|--------------|---------------|
| Min. STR: 1   | Min. Skill: 25 | Wgt: 1 lb.   | Dmg: 1d6      |
| Rng: 10 hexes | Blast: 1 hex   | AP Normal: 3 | AP Burst: N/A |

**Frag Grenade:** The standard throwing explosive device utilized by militaries worldwide before the Great War. It contains a small amount of high explosives, but the external shell itself forms most of the damaging fragments. Designed to be used against groups of enemies, the frag grenade's detonation sends shards of metal shrapnel flying in all directions. It is particularly effective against lightly or unarmored enemies, although it still wreaks havoc against heavier armor. Power armor wearers tend to be able to walk right through fragmentation grenade explosions. Frag grenades deal Ballistic Damage. *Value:* 150 Caps.



|               |                |              |               |
|---------------|----------------|--------------|---------------|
| Min. STR: 2   | Min. Skill: 25 | Wgt: 1 lb.   | Dmg: 4d6+10   |
| Rng: 10 hexes | Blast: 2 hexes | AP Normal: 3 | AP Burst: N/A |

**Incendiary Grenade:** The AN-2051 model 0531 incendiary grenade is a thrown explosive device comparable to the fragmentation grenade with the notable exception that it utilizes flames rather than shrapnel and concussive force. It is in many ways an improved Molotov Cocktail that utilizes explosive effects to spread white hot phosphorus across a small area in a short period of time. There are few places that manufacture these today, meaning



most of the AN-2051s are salvage from pre-War military bases and wrecked convoys. The incendiary grenade deals Energy Damage and deals an additional 4d8 Energy Damage to all creatures within its blast radius during the following turn. *Value:* 200 Caps

|               |                |              |               |
|---------------|----------------|--------------|---------------|
| Min. STR: 2   | Min. Skill: 50 | Wgt: 1 lb.   | Dmg: 6d8+10   |
| Rng: 10 hexes | Blast: 2 hexes | AP Normal: 3 | AP Burst: N/A |

**MFC Grenade:** A favorite amongst the Brotherhood of Steel –especially their less-funded chapters outside of the Core Regions- the MFC Grenade is a powerful improvised explosive created by converting three Microfusion Cells into a small thrown device. It’s similar to the plasma grenade in many ways, although it is considerably less powerful. On the plus side, the parts needed to make a Microfusion Cell Grenade are easy to come by, especially compared to plasma grenades. This makes them quite common amongst raiders and wastelanders – especially those with a love of energy weapons and explosions! The MFC grenade deals Energy Damage. *Value:* 150 Caps



|               |                |              |               |
|---------------|----------------|--------------|---------------|
| Min. STR: 3   | Min. Skill: 25 | Wgt: 1 lb.   | Dmg: 4d8+5    |
| Rng: 10 hexes | Blast: 3 hexes | AP Normal: 3 | AP Burst: N/A |

**Molotov Cocktail:** Also called a fire bomb, the Molotov Cocktail is a simple explosive device that consists of a bottle full of gasoline, oil, or some other flammable substance, with an oil-soaked rag as the fuse. They break on impact, spraying an area with a flaming liquid that continues to burn over time. They are quite popular amongst raiders since they take almost no skill to make, and many wasteland tribes carry them as well. The Molotov Cocktail deals Energy Damage and deals an additional 2d8 Energy Damage to all creatures within its blast radius during the following turn. *Value:* 100 Caps



|               |               |              |               |
|---------------|---------------|--------------|---------------|
| Min. STR: 1   | Min. Skill: 0 | Wgt: 1 lb.   | Dmg: 2d8+5    |
| Rng: 10 hexes | Blast: 1 hex  | AP Normal: 3 | AP Burst: N/A |

**Nuka-Grenade:** This unassuming weapon is crafted from Abraxo cleaner, Nuka-Cola Quartz, and turpentine all mixed together and stored in an old can of pork ‘n’ beans. It incorporates the radioactive properties of a relatively rare Nuka-Cola variant to produce an enhanced plasma blast... *through SCIENCE!* The device itself is fairly simple to use: three shakes, ignite the fuse, take aim, and throw! Three shakes! Two and you won’t have much of an explosion. Four and that explosion will happen before you can throw it. The damage from a Nuka-Grenade is comparable to that of a Fat Man or Fat Mine, and the



ingredients are at least as rare. The Nuka-Grenade deals Energy Damage. The radioactivity of the Nuka-Grenade's blast releases 1d6 rads every round for a good ten minutes. *Value:* 5,000 Caps

|               |                |              |               |
|---------------|----------------|--------------|---------------|
| Min. STR: 3   | Min. Skill: 75 | Wgt: 1 lb.   | Dmg: 10d10+20 |
| Rng: 10 hexes | Blast: 3 hexes | AP Normal: 4 | AP Burst: N/A |

**Plasma Grenade:** The plasma grenade is a magnetically-sealed plasma delivery unit, with detonating explosives, creating a large blast of green superheated plasma on detonation. It is a strictly superior weapon to the fragmentation grenade, but at the cost of being more difficult to locate and even harder to manufacture for anyone outside of the Brotherhood of Steel, the Van Graffs, and the possible Enclave Remnants scattered across the wasteland. All of that being said, the plasma grenade is a good weapon to have thanks to its wide blast radius and significant stopping power. Did I mention that it gooifies its target's bodies? The plasma grenade deals Energy Damage. *Value:* 300 Caps



|               |                |              |               |
|---------------|----------------|--------------|---------------|
| Min. STR: 2   | Min. Skill: 50 | Wgt: 1 lb.   | Dmg: 4d6+10   |
| Rng: 10 hexes | Blast: 2 hexes | AP Normal: 3 | AP Burst: N/A |

**Pulse Grenade:** A handy weapon when dealing with rogue robots (or regular robots for that matter), the pulse grenade releases a powerful electromagnetic pulse upon detonation, severely crippling any robotics –be they part of a robot or power armor- caught in the blast. Against biological targets the pulse grenade is less than effective. They are a favorite of the Brotherhood of Steel, as they can use them to disable robots without necessarily destroying them. Scavengers also like these weapons for similar reasons, although they tend to scrap their prey down to the last bolt when they're done. If a robot or a creature wearing a suit of power armor is hit with the pulse grenade, it must succeed on a Nerve Test or lose all of their APs on their next turn. The pulse grenade counts as an EMP weapon. *Value:* 200 Caps



|               |                |              |               |
|---------------|----------------|--------------|---------------|
| Min. STR: 2   | Min. Skill: 25 | Wgt: 1 lbs.  | Dmg: 6d4+5    |
| Rng: 10 hexes | Blast: 2 hexes | AP Normal: 3 | AP Burst: N/A |

**Tin Grenade:** The tin grenade is an improvised explosive device made by taking nearly a pound of gun powder, a handful of ball bearings, packing it into an old tin can, threading a dynamite fuse into it, taping the whole thing together, and lighting the fuse just before you throw it. It is most commonly found in the hands of junkies and raiders, as most properly armed mercs and wastelanders will arm themselves with real weapons before setting out. All of this being said, the tin





grenade can be quite deadly, especially since those who use them tend to launch an entire salvo. The tin grenade deals Ballistic Damage. *Value: 50 Caps*

|               |               |              |               |
|---------------|---------------|--------------|---------------|
| Min. STR: 1   | Min. Skill: 0 | Wgt: 1 lb.   | Dmg: 3d4+5    |
| Rng: 10 hexes | Blast: 1 hex  | AP Normal: 3 | AP Burst: N/A |

## Guns

The sound of gunshots, the smell of powder and smoke, that kick as your gun jumps to life in your hands. Ahh, what a time to be alive!

Guns are the staple weapons choice for most of the post-apocalyptic world. Something about how the American people felt about guns managed to survive the bombs. Perhaps it's the old school feel, or maybe the satisfaction one gets from blowing out a raider's brains with a .44 Magnum, or maybe, just maybe, it's because it doesn't take a Computer Science degree to build, maintain, and fire a gun (unlike those fancy energy weapons), but rather just some piss, vinegar, and grit.



Guns shoot bullets. It's pretty simple, really. Nothing fancy like "lasers," or "plasma," or "*charged photon particles*" (whatever the hell *that* means!). Guns fall into several classes: pistols, rifles, submachine guns, and shotguns. Of them, pistols are the only guns that are guaranteed to be one handed, although a few SMGs and shotguns can be used in one hand. While energy weapons tend to be more compatible with one another, guns all fire different types of ammunition, although some do overlap. On the plus side you don't have to worry about accidentally using up all your bullets on one gun, but the downside is you're gonna need a lot of different bullets.

Remember, the range of your weapon is equal to the weapon's base range (**Rng**) plus double your Perception Stat.

### Guns Quick-Reference Table:

| Weapon Name              | Min. STR | Min. Skill | DMG      | RNG (hexes) | Ammo | AP Normal | AP Targeted | AP Burst |
|--------------------------|----------|------------|----------|-------------|------|-----------|-------------|----------|
| .357 Magnum Revolver     | 2        | 0          | 4d8+5    | 25          | 6    | 3         | 4           | N/A      |
| .44 Magnum Revolver      | 4        | 50         | 7d10+10  | 20          | 6    | 3         | 4           | N/A      |
| .45 Automatic Pistol     | 3        | 25         | 4d6+5    | 25          | 9    | 4         | 5           | 6        |
| 5.56mm Pistol            | 5        | 75         | 8d8+15   | 25          | 5    | 3         | 4           | N/A      |
| Li'l Devil 12.7mm Pistol | 6        | 75         | 9d8+15   | 25          | 7    | 3         | 4           | N/A      |
| N99 10mm Pistol          | 1        | 0          | 3d8+10   | 25          | 12   | 3         | 4           | N/A      |
| Abilene Kid LE BB Gun    | 1        | 0          | 2d4+5    | 20          | 100  | 5         | 4           | N/A      |
| Anti-Material Rifle      | 8        | 75         | 8d12+20  | 150         | 8    | 6         | 7           | N/A      |
| DKS-501 Sniper Rifle     | 7        | 50         | 10d10+10 | 100         | 16   | 5         | 7           | N/A      |
| Hunting Rifle            | 6        | 25         | 6d10+10  | 60          | 5    | 6         | 7           | N/A      |

| Weapon Name             | Min. STR | Min. Skill | DMG    | RNG (hexes) | Ammo | AP Normal | AP Targeted | AP Burst |
|-------------------------|----------|------------|--------|-------------|------|-----------|-------------|----------|
| Lever-Action Rifle      | 5        | 0          | 3d8+5  | 60          | 10   | 5         | 6           | N/A      |
| R91 Assault Rifle       | 6        | 50         | 5d8+10 | 35          | 18   | 6         | 7           | 8        |
| Service Rifle           | 5        | 25         | 4d8+5  | 35          | 20   | 6         | 7           | N/A      |
| Combat Shotgun          | 7        | 25         | 3d20   | 10          | 18   | 6         | 7           | 8        |
| Double-Barrel Shotgun   | 5        | 25         | 2d20   | 10          | 2    | 6         | 7           | N/A      |
| Hunting Shotgun         | 6        | 50         | 6d20   | 10          | 10   | 6         | 7           | N/A      |
| Lever-Action Shotgun    | 5        | 25         | 7d12   | 10          | 5    | 5         | 6           | N/A      |
| Over-Under Shotgun      | 5        | 0          | 4d10   | 10          | 2    | 6         | 7           | N/A      |
| Riot Shotgun            | 8        | 75         | 5d20   | 10          | 12   | 5         | 6           | 7        |
| Sawed-Off Shotgun       | 4        | 0          | 4d12   | 5           | 2    | 6         | 7           | N/A      |
| .45 Auto Submachine Gun | 5        | 50         | 5d6+10 | 20          | 50   | 5         | 6           | 7        |
| 12.7mm Submachine Gun   | 6        | 75         | 8d6+5  | 20          | 20   | 4         | 5           | 6        |
| H&K MP9 10mm SMG        | 4        | 25         | 4d6+10 | 20          | 30   | 4         | 5           | 6        |

**Pistols:** The smallest of firearms, pistols often serve the purpose of sidearm to a larger gun. Most are fairly lightweight, possess small magazines, and pack enough of a punch to ward off a would-be mugger but usually not enough to scare off hardened raiders. The most common use of a pistol is as a concealed weapon used to protect when the chips are down. They are easily the most common of all firearms, and most wastelanders wouldn't be caught dead without one.

**.357 Magnum Revolver:** This piece is a single action, fixed-cylinder revolver that fires a .357 magnum round. It has an average firing rate, but makes up for it by packing a bigger punch than its cousins. It sports a fairly long barrel, making it more accurate at longer ranges, although its sights aren't large enough to let it fire at ranges comparable to even the cheapest of rifles. A durable weapon, getting a .357 to jam or break down takes a Herculean effort. Single shot only, the revolver chamber holds 6 rounds of .357 caliber Magnum ammunition. It is a one-handed weapon. *Value:* 110 Caps



|             |               |              |                |               |
|-------------|---------------|--------------|----------------|---------------|
| Min. STR: 2 | Min. Skill: 0 | Dmg: 4d8+5   | Rng: 25 hexes  | RoF: Single   |
| Ammo: 6     | Wgt: 2 lbs.   | AP Normal: 3 | AP Targeted: 4 | AP Burst: N/A |

**.44 Magnum Revolver:** The .44 Magnum Revolver is a double action, swing out cylinder revolver that was, for a time, the king of all side arms, although it has since been displaced by a little number made by a man named Irwin. Before the Great War it was considered one of the more high-end revolvers on the civilian



market and even after two centuries most models have maintained their accuracy, functionality, and aesthetic appear- bearing testament to their craftsmanship. Now the only question is: “Do I feel lucky? Well, do ya, punk?” The .44 Magnum is single shot only and the chamber holds 6 rounds of .44 Magnum ammunition. It is a one-handed weapon. *Value:* 1,000 Caps

|             |                |              |                |               |
|-------------|----------------|--------------|----------------|---------------|
| Min. STR: 4 | Min. Skill: 50 | Dmg: 7d10+10 | Rng: 20 hexes  | RoF: Single   |
| Ammo: 6     | Wgt: 4 lbs.    | AP Normal: 3 | AP Targeted: 4 | AP Burst: N/A |

**.45 Automatic Pistol:** The trademarked weapon of the New Canaanites, the .45 Automatic Pistol is a recreation of an ancient design said to be more than four centuries old. While not particularly unique or interesting in any way, the .45 Automatic Pistol is reliable and thanks to the New Canaanites has received an almost legendary status among tribals and raiders- a blessing and protector for one and a divine strike from heavens for the other. The sensitive trigger mechanism of the .45 Automatic Pistol does allow for a slightly higher rate of fire when compared to similar guns. The .45 Automatic Pistol is single shot weapon primarily, but can fire a 3-round burst and holds 9 rounds of .45 Auto ammunition. It is a one-handed weapon. *Value:* 900 Caps



|             |                |              |                |                              |
|-------------|----------------|--------------|----------------|------------------------------|
| Min. STR: 3 | Min. Skill: 25 | Dmg: 4d6+5   | Rng: 25 hexes  | RoF: Single or 3-Round Burst |
| Ammo: 9     | Wgt: 2 lbs.    | AP Normal: 4 | AP Targeted: 5 | AP Burst: 6                  |

**5.56mm Pistol:** Hey it’s that gun! You know the one! Originally crafted in the Hub, the 5.56mm Pistol has since spread across the New California Republic and beyond, although unfortunately mostly in the hands of organized criminals. It is easily the most powerful handgun in the wasteland, although it’s offset slightly by its mammoth weight. A motorized cylinder and crane allow for quicker shooting and reloading than a typical revolver, and a small LED on the side lets the wielder know when it is empty or in the process of being reloaded. The 5.56mm Pistol is single shot only and holds 5 rounds of 5.56mm ammunition. It is a one-handed weapon. *Value:* 1,200 Caps



|             |                |              |                |               |
|-------------|----------------|--------------|----------------|---------------|
| Min. STR: 5 | Min. Skill: 75 | Dmg: 8d8+15  | Rng: 25 hexes  | RoF: Single   |
| Ammo: 5     | Wgt: 5 lbs.    | AP Normal: 3 | AP Targeted: 4 | AP Burst: N/A |

**Li'l Devil 12.7mm Pistol:** A Swiss SIG-Sauer 14mm handgun rechambered for 12.7mm ammunition. It was developed in the European Commonwealth, likely for long-ranged pistol hunting or target shooting. It was imported to the United States before the



Great War and made decent sales as a civilian self-defense weapon and was very prominent during the “survivor era” – the years just after the bombs fell before civilization picked itself back up again – but has since become quite scarce. While quite powerful, its parts are hard to find in workable condition and the 12.7mm ammunition isn’t exactly the easiest to find or the cheapest to buy. All of that being said, the Li'l Devil 12.7mm pistol is an all-around reliable sidearm favored by experienced wastelanders. The 12.7mm pistol is single shot weapon primarily, but can fire a 3-round burst and holds 9 rounds of 12.7mm ammunition. It is a one-handed weapon. *Value:* 1,500 Caps

|             |                |              |                |                              |
|-------------|----------------|--------------|----------------|------------------------------|
| Min. STR: 6 | Min. Skill: 75 | Dmg: 9d8+15  | Rng: 25 hexes  | RoF: Single or 3-Round Burst |
| Ammo: 9     | Wgt: 4 lbs.    | AP Normal: 4 | AP Targeted: 5 | AP Burst: 6                  |

**N99 10mm Pistol:** After the phase out of the N80 in 2051, the N99 sidearm became standard issue military gear. The N99 was known for its ability to survive in the harshest of conditions and did so in many tests, as the weapon was able to be restored to working condition after an extended period of time exposed to hard elements and without maintenance. As a result, the N99 is one of the most commonly found handguns in the wastes. The N99 is is single shot weapon primarily, but can fire a 3-round burst and the clip holds 12 rounds of 10mm ammunition. It is a one-handed weapon. *Value:* 100 Caps



|             |               |              |                |                              |
|-------------|---------------|--------------|----------------|------------------------------|
| Min. STR: 1 | Min. Skill: 0 | Dmg: 3d8+10  | Rng: 25 hexes  | RoF: Single or 3-Round Burst |
| Ammo: 12    | Wgt: 3 lbs.   | AP Normal: 4 | AP Targeted: 5 | AP Burst: 6                  |

**Rifles:** Designed to hit targets at a long range reliably and repeatedly, the rifle is the workhorse of the firearms family. They are typically a long barrel connected to a metal, wooden, or polymer stock, allowing for a greater degree of accuracy over longer distances. Rifles are usually fired from the shoulder, with the shooter looking down the barrel to aim. Most rifles have iron sights or scopes to assist in aiming.

**Abilene Kid LE BB Gun:** The Abilene Kid LE BB Gun is a rare pre-War weapon of which only two hundred were said to be made. However, that was probably some sort of marketing gimmick, seeing as how one or two can be found in just about every settlement and merchant’s inventory. A good weapon for practicing sharpshooting, the BB gun doesn’t demand much from its wielder in terms of strength or



competence. Single shot only. The chamber holds 100 teeny-tiny little stinging BBs. It is a two-handed weapon. *Value:* 50 Caps

|             |               |              |                |               |
|-------------|---------------|--------------|----------------|---------------|
| Min. STR: 1 | Min. Skill: 0 | Dmg: 2d4+5   | Rng: 20 hexes  | RoF: Single   |
| Ammo: 100   | Wgt: 2 lbs.   | AP Normal: 5 | AP Targeted: 6 | AP Burst: N/A |

**Anti-Material Rifle:** The mother of all rifles, the anti-material rifle wasn't made for simple potshots at raiders.



No, it was designed to take down *tanks*. Unfortunately for the anti-material rifle, there aren't many tanks left to shoot, but I'm sure a pissed-off deathclaw would make for a good target in their place. The anti-material rifle is a magazine-fed, bolt-action, .50 caliber rifle designed for use against military targets and equipment – a.k.a. “material.” It is a rather heavy gun with significant recoil that has the potential to actually push the marksman back a few inches with each shot. All anti-material rifles were built standard with scopes, which has been calculated into the range below, and most were made from steel and carbon fiber parts to keep the thing from weighing as much as the tanks they were designed to destroy. The anti-material rifle is single-shot only and holds 8 rounds of .50 caliber ammunition. This weapon comes standard with a scope, allowing the wielder to quadruple his or her Perception bonus to range instead of doubling it. However, the scope makes aiming in close combat difficult, resulting in no point-blank bonus and a -10% penalty on all attacks made within 10 hexes. It is a two-handed weapon. *Value:* 4,000 Caps

|             |                |              |                |               |
|-------------|----------------|--------------|----------------|---------------|
| Min. STR: 8 | Min. Skill: 75 | Dmg: 8d12+20 | Rng: 55 hexes  | RoF: Single   |
| Ammo: 8     | Wgt: 13 lbs.   | AP Normal: 6 | AP Targeted: 7 | AP Burst: N/A |

**DKS-501 Sniper Rifle:** An old pre-War sniper rifle, the DKS-501 is a long range projectile weapon that boasts good damage, excellent range, and plentiful ammunition.



It is, unfortunately, a rather fragile weapon that requires regular repair and maintenance to keep it in working condition. It also requires a fair amount of knowledge of military-grade firearms to properly use, what with all the dials on the scope. This weapon comes standard with a scope, allowing the wielder to quadruple his or her Perception bonus to range instead of doubling it. However, the scope makes aiming in close combat difficult, resulting in no point-blank bonus and a -10% penalty on all attacks made within 10 hexes. Single shot only. The magazine holds 6 rounds of .308 ammunition. It is a two-handed weapon. *Value:* 2,000 Caps

|             |                |               |                |               |
|-------------|----------------|---------------|----------------|---------------|
| Min. STR: 7 | Min. Skill: 50 | Dmg: 10d10+10 | Rng: 55 hexes  | RoF: Single   |
| Ammo: 16    | Wgt: 8 lbs.    | AP Normal: 5  | AP Targeted: 7 | AP Burst: N/A |

**Hunting Rifle:** The wastelander’s best friend, the .308 caliber hunting rifle can be found all across the blasted remains of the continental U.S., from the NCR to the Capital Wasteland and from Texas to the Commonwealth.



This bolt -action rifle is perhaps the second-most popular firearm in the wasteland (second, of course, only to the N99) thanks to its durability and dependability, and its relatively common ammunition. In the right hands the hunting rifle can be a viable weapon for long-range sniping and overall combat. The hunting rifle is a single shot weapon that holds 5 rounds of .308 ammunition. This weapon comes standard with a scope, allowing the wielder to quadruple his or her Perception bonus to range instead of doubling it. However, the scope makes aiming in close combat difficult, resulting in no point-blank bonus and a -10% penalty on all attacks made within 10 hexes. It is a two-handed weapon. *Value:* 1,000 Caps

|             |                |              |                |               |
|-------------|----------------|--------------|----------------|---------------|
| Min. STR: 6 | Min. Skill: 25 | Dmg: 6d10+10 | Rng: 40 hexes  | RoF: Single   |
| Ammo: 5     | Wgt: 6 lbs.    | AP Normal: 6 | AP Targeted: 7 | AP Burst: N/A |

**Lever-Action Rifle:** The staple weapon of brahmin herders and caravan guards alike, the lever-action rifle is a large-caliber rifle that uses a lever action to cycle ammunition.



Nicknamed “brush guns” by the folks that use them thanks to their durability and ability to be handled easily in brush and other tight spaces. These attributes have made the lever-action rifle popular amongst wastelanders along the edges of New World civilizations and the lucky tribals that manage to get their hands on one. It doesn’t require much training or know-how to properly fire or maintain a lever-action either. This weapon comes standard with a scope, allowing the wielder to quadruple his or her Perception bonus to range instead of doubling it. However, the scope makes aiming in close combat difficult, resulting in no point-blank bonus and a -10% penalty on all attacks made within 10 hexes. Single shot only. The lever action rifle’s tubular magazine holds 10 rounds of .357 magnum ammunition. It is a two-handed weapon. *Value:* 200 Caps

|             |               |              |                |               |
|-------------|---------------|--------------|----------------|---------------|
| Min. STR: 5 | Min. Skill: 0 | Dmg: 3d8+5   | Rng: 40 hexes  | RoF: Single   |
| Ammo: 10    | Wgt: 5 lbs.   | AP Normal: 5 | AP Targeted: 6 | AP Burst: N/A |

**R91 Assault Rifle:** The assault rifle is a magazine-fed, compact automatic weapon with a high rate of fire and comparatively low spread, making it ideal for both the pre- and post-War infantryman. Designed by Stent Security Solutions before the Great War, this weapon’s accuracy is maintained even at longer ranges, although it can’t compete with a dedicated sniper rifle. Unlike some other firearms, the assault rifle isn’t particularly durable or easy to maintain and is best in the hands of a veteran



mercenary or soldier rather than a greenhorn. The assault rifle fires a single shot or a 3-round burst and the magazine holds 18 rounds of 5.56mm ammunition. It is a two-handed weapon. *Value:* 1,500 Caps

|             |                |              |                |                              |
|-------------|----------------|--------------|----------------|------------------------------|
| Min. STR: 6 | Min. Skill: 50 | Dmg: 5d8+10  | Rng: 35 hexes  | RoF: Single or 3-Round Burst |
| Ammo: 18    | Wgt: 6 lbs.    | AP Normal: 6 | AP Targeted: 7 | AP Burst: 8                  |

**Service Rifle:** A semi-automatic, medium power rifle, the service rifle is chambered with a 5.56mm cartridge and designed to fire in just about any condition or environment. A post-War weapon designed by the Gun Runners, the service rifle borrows ideas from various pre-War firearms such as the AK-47 and the AR family. Like the 5.56mm Pistol, the Service Rifle is mainly localized to NCR and the lands immediately surrounding it, although similar firearms have popped up in other parts of the wasteland. Single shot only. The service rifle holds 20 rounds of 5.56mm ammunition. It is a two-handed weapon. *Value:* 600 Caps



|             |                |              |                |               |
|-------------|----------------|--------------|----------------|---------------|
| Min. STR: 5 | Min. Skill: 25 | Dmg: 4d8+5   | Rng: 35 hexes  | RoF: Single   |
| Ammo: 20    | Wgt: 9 lbs.    | AP Normal: 6 | AP Targeted: 7 | AP Burst: N/A |

**Shotguns:** Shotguns, also called “scatterguns,” are firearms designed to shoot a multitude of lead or steel balls of varying sizes. They hurt. A lot. Most look a bit like rifles and usually take two hands to fire correctly. They have a wide spread, allowing them to cover a wider area. Thanks to this spread, they are well-liked by amateur gunslingers, since it takes significantly less skill to hit your target with a shotgun than it does with a revolver or rifle.

Shotguns are somewhat unique among weapons in that they have two primary ammunition types: shells and slugs. All shotguns in the *Fallout: Wastelands* universe use 12-gauge ammunition thanks to its popularity just before the Great War, however, the owner of any shotgun can decide if they want to use a more traditional shotgun shell or swap out stopping power for range by switching to a slug.

When a shotgun fires a shell, the buckshot creates a small cloud of pellets that have the potential to knock a creature on its ass, much like a melee or unarmed weapon. A creature hit with an attack from a shotgun shell must succeed on a Nerve Test or be knocked prone. A slug doesn’t have this same kind of stopping power, but instead has a longer range and deals more consistent damage, rather than the swingier damage of the shell.



In each weapon's table, you will see "Shl" and "Slg," the first being "Shell" and the second being "Slug."

**Combat Shotgun:** This particular model of combat shotgun was deployed as a close assault fire team's primary weapon, often supplemented with explosives, an N99 pistol, and a power fist. While the weapon's durability and reliability were often called into question thanks to the manufacturer using cheap parts, the military-industrial complex of pre-War America ensured that thousands of combat shotguns survived the bombs to litter the wasteland to this day, making them incredibly easy to come by. The combat shotgun has a semi-automatic and an automatic firing mode, allowing the user to switch between single shots and three-round bursts, and its drum barrel magazine, while small, allows it to carry up to 12 rounds of 12-gauge shells or 12 rounds of 12-gauge slugs. It is a two-handed weapon. *Value:* 800 Caps



|                                 |                |                    |                        |                     |                        |
|---------------------------------|----------------|--------------------|------------------------|---------------------|------------------------|
| Min. STR: 7                     | Min. Skill: 25 | Dmg (Shl):<br>3d20 | Rng (Shl):<br>10 hexes | Dmg (Slg):<br>8d4+5 | Rng (Slg):<br>20 hexes |
| RoF: Single or<br>3-Round Burst | Ammo: 12       | Wgt.: 7 lbs.       | AP Normal: 6           | AP Targeted: 7      | AP Burst: 8            |

**Double-Barrel Shotgun:** Nicknamed "the Widowmaker" is a short, double-barreled shotgun that boasts a very nice mahogany grip. Thanks to their status as a civilian weapon during pre-War times, double-barrel shotguns are quite common in the modern wasteland and are easy to maintain and modify. These two-handed shotguns are a favorite amongst town militias, caravaneers and their guards, sportsmen, and would-be mercenaries. However, more experienced mercs and wastelanders generally shy away from the old double-barrels once they can get their hands on something with a little more pomp and circumstance. The double-barrel shotgun can be fired as a single or double shot and the chamber holds two 12-gauge shells at a time or two 12-gauge slugs. It is a two-handed weapon. *Value:* 600 Caps



|                          |                |                    |                        |                     |                        |
|--------------------------|----------------|--------------------|------------------------|---------------------|------------------------|
| Min. STR: 5              | Min. Skill: 25 | Dmg (Shl):<br>2d20 | Rng (Shl):<br>10 hexes | Dmg (Slg):<br>6d4+5 | Rng (Slg):<br>20 hexes |
| RoF: Single or<br>Double | Ammo: 2        | Wgt.: 7 lbs.       | AP Normal: 6           | AP Targeted: 7      | AP Burst: N/A          |

**Hunting Shotgun:** A traditional pump-action shotgun, the hunting shotgun was designed for game hunting, particularly waterfowl, but became popular as a home defense weapon. It boasts a considerable range for a shotgun and it boasts a superior chamber size, allowing the



wielder to go longer without reloading. For those who are lucky enough to find or afford such a weapon, a hunting shotgun can be a man's best friend. The hunting shotgun is single shot only and holds 6 rounds of 12-gauge shells or 6 rounds of 12-gauge slugs. It is a two-handed weapon. *Value:* 1,500 Caps

|             |                |                    |                        |                       |                        |
|-------------|----------------|--------------------|------------------------|-----------------------|------------------------|
| Min. STR: 6 | Min. Skill: 50 | Dmg (Shl):<br>6d20 | Rng (Shl):<br>10 hexes | Dmg (Slg):<br>10d8+10 | Rng (Slg):<br>20 hexes |
| RoF: Single | Ammo: 6        | Wgt.: 8 lbs.       | AP Normal: 6           | AP Targeted: 7        | AP Burst: N/A          |

**Lever-Action Shotgun:** The lever-action shotgun is a smaller firearm that requires less experience to handle than many other members of the shotgun family. Its lever action makes it a little faster between shots than a standard pump-action shotgun and it boasts a slightly larger ammunition capacity than the double-barreled or sawed-off shotguns. Besides, when you carry this thing around you look like a goddamn cowboy, and what's cooler than that? The lever-action shotgun holds 5 rounds of 12-gauge shotgun shells or 5 rounds of 12-gauge slugs. Single shot only. It is a two-handed weapon. *Value:* 1,000 Caps



|             |                |                    |                        |                      |                        |
|-------------|----------------|--------------------|------------------------|----------------------|------------------------|
| Min. STR: 5 | Min. Skill: 25 | Dmg (Shl):<br>7d12 | Rng (Shl):<br>10 hexes | Dmg (Slg):<br>8d6+10 | Rng (Slg):<br>20 hexes |
| RoF: Single | Ammo: 5        | Wgt.: 4 lbs.       | AP Normal: 5           | AP Targeted: 6       | AP Burst: N/A          |

**Over-Under Shotgun:** The over-under shotgun is a firearm with a shorter barrel than most other shotguns and two barrels stacked one on top of the other. The iron sight for this particular model appears to be a screw that also serves to hold the action release lever to the receiver. The over-under shotgun is fairly popular amongst caravan guards and in some parts of the wasteland is better known as the "caravan shotgun" due to its role. Its durability, ease of use, and fairly commonplace parts have made the over-under shotgun a go-to choice for many wastelanders looking for a weapon with stopping power that doesn't require months of training to properly handle. The over-under shotgun holds 2 rounds of 12-gauge shotgun shells or 2 rounds of 12-gauge slugs. Single or double shot. It is a two-handed weapon. *Value:* 700 Caps



|                       |               |                    |                        |                     |                        |
|-----------------------|---------------|--------------------|------------------------|---------------------|------------------------|
| Min. STR: 5           | Min. Skill: 0 | Dmg (Shl):<br>4d10 | Rng (Shl):<br>10 hexes | Dmg (Slg):<br>4d6+5 | Rng (Slg):<br>20 hexes |
| RoF: Single or Double | Ammo: 2       | Wgt.: 4 lbs.       | AP Normal: 6           | AP Targeted: 7      | AP Burst: N/A          |

**Riot Shotgun:** One of the finest firearms ever manufactured, the riot shotgun is a semi-automatic weapon with a large drum magazine and the ability to deliver a devastating burst attack. This



bad boy delivers all the stopping power of your traditional shotgun without that pesky reload every one or two shots. Thanks to its all-metal frame it is incredibly durable, meaning that hundreds have survived the Great War. Due to its role on the battlefield, the combat shotgun can fire both single shots and a 3-round burst. The riot shotgun is a two-handed weapon and can hold 12 rounds of 12-gauge shotgun shells or 12 rounds of 12-gauge slugs. It is a two-handed weapon. *Value:* 2,000 Caps

|                                 |                |                    |                        |                      |                        |
|---------------------------------|----------------|--------------------|------------------------|----------------------|------------------------|
| Min. STR: 8                     | Min. Skill: 75 | Dmg (Shl):<br>5d20 | Rng (Shl):<br>10 hexes | Dmg (Slg):<br>12d6+5 | Rng (Slg):<br>20 hexes |
| RoF: Single or<br>3-Round Burst | Ammo: 2        | Wgt.: 4 lbs.       | AP Normal: 5           | AP Targeted: 6       | AP Burst: 7            |

**Sawed-Off Shotgun:** The sawed-off shotgun is a break action, 20-gauge shotgun with most of the original barrel and stock removed to make it smaller and more easily concealed at the expense of range. Pulling the trigger fires both barrels at once, restricting the weapon to double shot only (the range deduction is represented below). It's not designed for sniping, but it'll turn your enemies into Brahmin burger in a matter of seconds. Double shot only (the range penalty and the damage have already been calculated into the stat block below), so each time you squeeze the trigger you're using up two shells. One or two-handed. The chamber holds two 12-gauge shells or two 12-gauge slugs. It is a one-handed weapon. *Value:* 600 Caps



|             |               |                    |                       |                      |                        |
|-------------|---------------|--------------------|-----------------------|----------------------|------------------------|
| Min. STR: 4 | Min. Skill: 0 | Dmg (Shl):<br>4d12 | Rng (Shl):<br>5 hexes | Dmg (Slg):<br>4d4+10 | Rng (Slg):<br>15 hexes |
| RoF: Double | Ammo: 2       | Wgt.: 3 lbs.       | AP Normal: 6          | AP Targeted: 7       | AP Burst: N/A          |

**Submachine Guns:** Often called “grease guns,” submachine guns can fire off single shots and bursts of lead alike. They were designed to put the stopping and suppressive power of early machine guns like the Gatling gun into the hands of infantry soldiers. Used as early as late World War I, submachine guns soon changed the face of warfare in the 20<sup>th</sup> Century.

**.45 Auto Submachine Gun:** Nicknamed the “Storm Drum”, the .45 Auto SMG is an old two-handed automatic weapon that was stored in U.S. Army National Guard armories during the Great War. A large number of them surfaced after looters and prospectors broke into the armories and they have spread across the wasteland, becoming the signature weapon of various gangs and tribes. It boasts a large drum magazine capable of holding fifty rounds of .45 auto ammunition and possesses a moderate range. The .45 Auto



SMG fires single shots or up to a 3-round burst. The ammunition drum holds 50 rounds of .45 Auto ammunition. It is a two-handed weapon. *Value:* 1,500 Caps

|             |                |              |                |                              |
|-------------|----------------|--------------|----------------|------------------------------|
| Min. STR: 5 | Min. Skill: 50 | Dmg: 5d6+10  | Rng: 20 hexes  | RoF: Single or 3-Round Burst |
| Ammo: 50    | Wgt: 11 lbs.   | AP Normal: 5 | AP Targeted: 6 | AP Burst: 7                  |

**12.7mm Submachine Gun:** This little number is a heavy-duty large caliber monster that features an unconventional top-mounted magazine that lies parallel to the weapon's barrel. It boasts a rather impressive amount of stopping power, but suffers from a small magazine capacity and large spread. Not too many 12.7mm SMGs survived the war, and most of those in circulation today were built by groups like the Gun Runners. The 12.7mm SMG can be fired in single shot or a 5-shot burst and the clip holds 20 rounds of 12.7mm ammunition. It is a two-handed weapon. *Value:* 2,500 Caps



|             |                |              |                |                              |
|-------------|----------------|--------------|----------------|------------------------------|
| Min. STR: 6 | Min. Skill: 75 | Dmg: 8d6+5   | Rng: 20 hexes  | RoF: Single or 5-Round Burst |
| Ammo: 20    | Wgt: 5 lbs.    | AP Normal: 4 | AP Targeted: 5 | AP Burst: 6                  |

**H&K MP9 10mm SMG:** The 10mm SMG is a one handed automatic weapon with an excellent rate of fire, although it suffers from having a rather large spread. While it's certainly not the best primary weapon anyone can have, it makes for a decent sidearm. It's a fairly common weapon with an abundant source of ammunition, making it rather popular amongst raider gangs. This weapon can fire a single shot as well as a 3-shot burst. The clip holds 30 rounds of 10mm ammunition. It is a one-handed weapon. *Value:* 1,500 Caps



|             |                |              |                |                              |
|-------------|----------------|--------------|----------------|------------------------------|
| Min. STR: 4 | Min. Skill: 25 | Dmg: 4d6+10  | Rng: 20 hexes  | RoF: Single or 3-Round Burst |
| Ammo: 30    | Wgt: 3 lbs.    | AP Normal: 4 | AP Targeted: 5 | AP Burst: 6                  |

## MELEE WEAPONS

Sometimes a gun just doesn't cut it. Sometimes you want to hearken back to the old days and reconnect with your primal, caveman roots. Sometimes you want to dispatch your enemies a little more *personally*. When you want to get up in someone's face but don't want to get your hands too dirty, you use melee weapons.



Ranging from knives to tire irons to super sledge, Melee Weapons are some of the most common weapons found in the wasteland. Most people carry at least one on their person either as a primary weapon or as a backup for when you run out of bullets and energy cells. They require little in the way of maintenance, and most people have an innate knack for beating the tar out of another living creature with a blunt object.

Melee Weapons have a base damage, depicted in the weapon's "Dmg" box. Whenever you attack with a melee weapon, you'll deal the weapon's base damage and add your Melee Weapon Bonus, determined by your Strength. Most melee weapons deal Ballistic Damage, although a select few deal Energy Damage. Specific damage types are mentioned in the weapon's description.

While Energy Weapons and Guns have a variety of ammunition types, Melee Weapons (and Unarmed Weapons, as you'll see below) have a Special Attack (**Sp. Atk**) that can be performed in combat. These attacks vary from weapon to weapon, although some weapons share Special Attacks. The Action Point cost and description of a weapon's Special Attack is listed in its weapon stat block. In order to use a Melee Weapon's Special Attack, you must meet the weapon's Minimum Skill Requirement.

### Melee Weapon Quick-Reference Table:

| Weapon Name  | Min. STR | Min. Skill | DMG     | RNG (hexes) | AP Normal | AP Targeted | Special Attack                  |
|--------------|----------|------------|---------|-------------|-----------|-------------|---------------------------------|
| 9 Iron       | 1        | 0          | 4d8+MD  | 1           | 3         | 4           | Fore!                           |
| Auto Axe     | 6        | 25         | 5d8+MD  | 2           | 4         | 5           | Man Opener                      |
| Baseball Bat | 3        | 0          | 4d8+MD  | 1           | 3         | 4           | Grand Slam                      |
| Bumper Sword | 8        | 50         | 8d10+MD | 2           | 4         | 5           | Bald Bullrush                   |
| Chainsaw     | 8        | 75         | 8d10+MD | 1           | 5         | 6           | Chainsaw Massacre               |
| Cleaver      | 1        | 0          | 3d10+MD | 1           | 3         | 4           | Choppin' That Meat              |
| Combat Knife | 2        | 25         | 5d8+MD  | 1           | 3         | 4           | Dirt Nap                        |
| Fire Axe     | 5        | 50         | 7d12+MD | 2           | 4         | 5           | I'm a Lumberjack, and I'm Okay! |
| Katana       | 5        | 75         | 8d12+MD | 1           | 3         | 4           | Unlabored<br>Flawlessness       |
| Machete      | 3        | 0          | 3d12+MD | 1           | 3         | 4           | Choppin' That Meat              |

| Weapon Name           | Min. STR | Min. Skill | DMG     | RNG (hexes) | AP Normal | AP Targeted | Special Attack                    |
|-----------------------|----------|------------|---------|-------------|-----------|-------------|-----------------------------------|
| Nail Board            | 7        | 25         | 4d12+MD | 2           | 3         | 4           | Mauler                            |
| Pool Cue              | 1        | 0          | 4d6+MD  | 2           | 3         | 4           | Shit Shot                         |
| Protonic Inversal Axe | 7        | 75         | 10d8+MD | 2           | 4         | 5           | Inverse Protonic Electrocuttioner |
| Rebar Club            | 8        | 50         | 10d8+MD | 2           | 4         | 5           | Goin' Clubbin'                    |
| Ripper                | 4        | 50         | 7d8+MD  | 1           | 3         | 4           | Rippin' and Tearin'               |
| Shishkebab            | 4        | 50         | 5d10+MD | 1           | 3         | 4           | Flambé Cut                        |
| Sledgehammer          | 7        | 25         | 6d8+MD  | 2           | 4         | 5           | Mauler                            |
| Spear                 | 5        | 25         | 5d8+MD  | 2           | 3         | 4           | Mauler                            |
| Stun Baton            | 2        | 50         | 6d8+MD  | 1           | 3         | 4           | Lights Out!                       |
| Super Sledge          | 9        | 75         | 10d8+MD | 2           | 5         | 6           | Mauler                            |
| Switchblade           | 1        | 25         | 4d8+MD  | 1           | 3         | 4           | Blood Nap                         |
| Thermic Lance         | 7        | 75         | 10d8+MD | 2           | 5         | 6           | Scrap Heap                        |
| Tire Iron             | 2        | 0          | 3d10+MD | 1           | 3         | 4           | Lights Out!                       |
| Proton Throwing Axe   | 3        | 75         | 6d8+MD  | 15          | 3         | 4           | Beep! Beep! Boom!                 |
| Throwing Hatchet      | 2        | 0          | 4d8+MD  | 15          | 3         | 4           | Chopping Block                    |
| Throwing Knife        | 1        | 25         | 4d8+MD  | 10          | 3         | 4           | Go For the Throat                 |
| Throwing Spear        | 4        | 50         | 8d6+MD  | 20          | 3         | 4           | Nailed It!                        |
| Tomahawk              | 2        | 50         | 8d6+MD  | 15          | 3         | 4           | Last of the Meheecans             |

**Hand-to-Hand Weapons:** The overwhelming majority of Melee Weapons are hand-to-hand weapons designed for use in close quarters combat (the other group are throwing weapons). Handy in a fight, hand-to-hand weapons have a range of one or two hexes, although they can be thrown as a last-ditch effort. Throwing a hand-to-hand weapon requires a Melee Weapons attack, but you subtract twice the weapon's weight from your Melee Weapon Skill Value. The range for a thrown hand-to-hand weapon is equal to your Strength Attribute.

**9 Iron:** A fairly common "weapon" often found around old country clubs and teenage dating sites, this bent up old 9 iron is utilized by raiders and down-on-their-luck junkies as a last-ditch tool of self-defense. It's lightweight, easy to find and maintain (all you've really got to do is straighten it out after a fight) and doesn't take much in the way of training to use properly- just line it up and give it a swing! Getting hit in the face with the ol' 9 iron tends to knock one on his ass or break one's nose. It's also handy to have if you manage to find an intact pre-War Mini Putt-Putt Course or for "disabling" mines in an old war zone! The 9 iron requires two hands to use and deals Ballistic Damage. *Value:* 50 Caps



|   |                  |             |                |               |                 |                |
|---|------------------|-------------|----------------|---------------|-----------------|----------------|
| Min. STR:<br>1  | Min. Skill:<br>0 | Wgt: 3 lbs. | Dmg:<br>4d8+MD | Rng: 1<br>hex | AP Normal:<br>3 | AP Targeted: 4 |
| Sp. Atk: <i>Fore!</i> (5 AP)- Deals 4d8+MD Ballistic Damage and the target suffers a -50% penalty on their Nerve Test to remain standing. |                  |             |                |               |                 |                |

**Auto Axe:** A modified industrial tool that resembles a concrete saw or industrial grinder modified with scrap parts from various cars and vehicles. The original blade appears to have been replaced with a different blade with four roughly circular holes at the edges which creates four individual axe-like blades. Like the chainsaw, the auto axe is powered by a miniature nuclear battery, giving it an almost unlimited amount of power (good for over two hundred years!). A favorite amongst raiders, the auto axe is requires two hands to use and deals Ballistic Damage. *Value:* 200 Caps



|   |                   |                 |                |                 |                 |                   |
|---|-------------------|-----------------|----------------|-----------------|-----------------|-------------------|
| Min. STR:<br>6  | Min. Skill:<br>25 | Wgt: 20<br>lbs. | Dmg:<br>5d8+MD | Rng: 2<br>hexes | AP Normal:<br>4 | AP<br>Targeted: 5 |
| Sp. Atk: <i>Man Opener</i> (8 AP)- Make two attacks against a single target. If that creature would die, they die immediately instead of at the end of the round. |                   |                 |                |                 |                 |                   |

**Baseball Bat:** The baseball bat, nicknamed “the Swatter” is a common melee weapon found in the Wasteland. Back before the War, the U.S. was quite a patriotic nation, and baseball was the sport of America. Some people have differing opinions on what baseball actually was. Was it a game involving balls and runs, or a vicious blood sport where only one team left the stadium alive? I guess we’ll never know... Anyway, it looks like someone added a few nails to this particular model, a rather common modification to the ol’ swatter. The baseball bat requires two hands to use and deals Ballistic Damage. *Value:* 75 Caps



|  |                  |             |                |               |                 |                   |
|--|------------------|-------------|----------------|---------------|-----------------|-------------------|
| Min. STR:<br>3   | Min. Skill:<br>0 | Wgt: 4 lbs. | Dmg:<br>4d8+MD | Rng: 1<br>hex | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Grand Slam</i> (5 AP)- Deals 4d8 Ballistic Damage, plus double your Melee Damage Bonus. If you kill a creature with a Grand Slam, they die immediately and you send their head flying toward the fences! |                  |             |                |               |                 |                   |

**Bumper Sword:** A favorite amongst super mutants, the bumper sword, as the name suggests, is forged from the bumpers of pre-War cars and trucks. The bumper is flattened and sharpened into a thick, heavy blade and an exhaust pipe is strapped to the unsharpened end to serve as the handle. It is by no means an elegant weapon, but damn does it suck to be on the receiving end of one of its swings! The bumper sword requires two hands to use and deals Ballistic Damage. *Value:* 2,000 Caps



|   |                   |                 |                 |                 |                 |                   |
|---|-------------------|-----------------|-----------------|-----------------|-----------------|-------------------|
| Min. STR:<br>8  | Min. Skill:<br>50 | Wgt: 12<br>lbs. | Dmg:<br>8d10+MD | Rng: 2<br>hexes | AP Normal:<br>4 | AP<br>Targeted: 5 |
| Sp. Atk: <i>Bald Bullrush</i> (6 AP)- Deals 8d10+MD Ballistic Damage, and if you moved at least four hexes before making this attack, you get a +10% bonus to your attack roll and you deal double your Melee Damage instead. |                   |                 |                 |                 |                 |                   |

**Chainsaw:** This H&H Tools' fusion-powered chainsaw is powered by a miniature nuclear battery that drives a toothed chain along a grooved bar at up to 8,000 RPM. This allows the sharp teeth to shred virtually anything they come into contact with. It was originally designed as a hardware tool for heavy construction and forest clearing, but since the Great War, raiders and the likes have repurposed this heavy-duty machine for use as a weapon, particularly against feral ghouls, which love to attack in packs. The chainsaw requires two hands to use and deals Ballistic Damage. Now listen to that engine *purr!* *Value:* 3,000 Caps



|   |                   |                 |                 |               |                 |                   |
|---|-------------------|-----------------|-----------------|---------------|-----------------|-------------------|
| Min. STR:<br>8  | Min. Skill:<br>75 | Wgt: 20<br>lbs. | Dmg:<br>8d10+MD | Rng: 1<br>hex | AP Normal:<br>5 | AP<br>Targeted: 6 |
| Sp. Atk: <i>Chainsaw Massacre</i> (10 AP)- Make two attacks against a single target. If that creature would die, they die immediately instead of at the end of the round. |                   |                 |                 |               |                 |                   |

**Cleaver:** The favorite of men named Pete and Barry across the wasteland, the cleaver was designed centuries ago to chop hunks of meat for use in butcher's shops, restraints, and at home in the kitchen, but has since gained popularity as a melee weapon. The shape and weight of the weapon makes it ideal for hackin' and whackin' and smackin' and choppin' that meat. The light-weight cleaver only requires one hand to use and deals Ballistic Damage. *Value:* 50 Caps



|   |                  |             |                 |               |                 |                   |
|---|------------------|-------------|-----------------|---------------|-----------------|-------------------|
| Min. STR:<br>1  | Min. Skill:<br>0 | Wgt: 2 lbs. | Dmg:<br>3d10+MD | Rng: 1<br>hex | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Choppin' That Meat!</i> (5 AP)- Deals 3d10+MD Ballistic Damage to your target and the creature must succeed on a Nerve Test or have a random limb crippled. |                  |             |                 |               |                 |                   |

**Combat Knife:** A simple, utilitarian knife designed by the U.S. military for both combat and survival purposes. It has a long, clip-point blade with serrations along the back intended for cutting rope and small branches. While not designed to be thrown, the combat knife is balanced enough that you can throw it if need be. The combat knife only requires one hand to use and deals Ballistic Damage. *Value:* 250 Caps



|  |                   |             |                |               |                 |                   |
|--|-------------------|-------------|----------------|---------------|-----------------|-------------------|
| Min. STR:<br>2   | Min. Skill:<br>25 | Wgt: 1 lbs. | Dmg:<br>5d8+MD | Rng: 1<br>hex | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Dirt Nap</i> (5 AP)- Deals 5d8+MD Ballistic Damage to your target, plus an additional 2d6 points of damage at the end of the round (this extra damage cannot be reduced by Damage Resistance). |                   |             |                |               |                 |                   |



**Fire Axe:** The fire axe is a wooden handled axe with a heavy steel head intended for firefighting use. It has a broad, finely sharpened front blade and a sharp pick point on the rear of the head. The long hardwood handle allows for sweeping attacks at a reasonable distance and the handle is covered in part by a rubber coating to ensure a good grip on the weapon. It was originally designed for breaking down walls and doors to help get to people trapped in burning buildings, this weapon can inflict severe damage to a soft target. The fire axe requires two hands to use and deals Ballistic Damage. *Value:* 1,000 Caps



|  |                   |             |                 |                 |                 |                   |
|--|-------------------|-------------|-----------------|-----------------|-----------------|-------------------|
| Min. STR:<br>5   | Min. Skill:<br>50 | Wgt: 8 lbs. | Dmg:<br>7d12+MD | Rng: 2<br>hexes | AP Normal:<br>4 | AP<br>Targeted: 5 |
| Sp. Atk: <i>I'm a Lumberjack, and I'm Okay!</i> (6 AP)- Deals 7d12+MD Ballistic Damage and target must succeed on a Nerve Test or have their legs crippled. This Nerve Test is made after the creature's normal Nerve Test to remain standing. |                   |             |                 |                 |                 |                   |

**Katana:** The katana is the staple weapon of the Wasteland Samurai and is characterized by its distinctive appearance: a curved, slender, single-edged blade, circular or squared guard, and a long grip that can accommodate two hands. It is renowned for its sharpness and cutting ability, and the fact that its steel has been folded at least a thousand times. The katana requires two hands to use and deals Ballistic Damage. *Value:* 2,500 Caps



|  |                   |             |                 |               |                 |                   |
|--|-------------------|-------------|-----------------|---------------|-----------------|-------------------|
| Min. STR:<br>5   | Min. Skill:<br>75 | Wgt: 4 lbs. | Dmg:<br>8d12+MD | Rng: 1<br>hex | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Unlabored Flawlessness</i> (All APs)- You spend you turn focusing, then striking with extreme precision! Deals 7d12+MD Ballistic Damage plus double your Melee Damage Bonus, then increases your Armor Class by 10% (as though you were Defending) until your next turn! You cannot perform any other actions during you turn if you wish to use this ability. |                   |             |                 |               |                 |                   |

**Machete:** A practical weapon and tool for the practically-minded wastelander and the conquest-minded legionary of Caesar. The machete is as good at hacking apart limbs as it is cutting through the overgrowth of the Tangle. The machete is generally made from a sharpened lawnmower blade and attached to a wooden handle, although some pre-War variants have survived. The machete is easy to make, easy to maintain, and easy to use in battle, making it a damn near perfect weapon. The machete only requires one hand to use and deals Ballistic Damage. *Value:* 100 Caps



|   |                  |             |                 |               |                 |                   |
|---|------------------|-------------|-----------------|---------------|-----------------|-------------------|
| Min. STR:<br>3  | Min. Skill:<br>0 | Wgt: 2 lbs. | Dmg:<br>3d12+MD | Rng: 1<br>hex | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Choppin' That Meat!</i> (5 AP)- Deals 3d12+MD Ballistic Damage to your target and the creature must succeed on a Nerve Test or have a random limb crippled. |                  |             |                 |               |                 |                   |

**Nail Board:** A primitive, simple weapon comprised of a simple two by four with nails or rail spikes driven through one end and a fancy, high-end duct tape wrapped handle on the other. It's a favorite amongst super mutants, particularly the less evolved varieties in the Capital Wasteland and Commonwealth. Raiders and angry fathers can also be found using these weapons as well, although it's less common. Thanks to its simple design and the ease of acquiring the components, it only takes half the time to repair a nail board than it does for most other weapons. The nail board requires two hands to use and deals Ballistic Damage. *Value:* 200 Caps



|  |                   |        |                 |                 |                 |                   |
|--|-------------------|--------|-----------------|-----------------|-----------------|-------------------|
| Min. STR:<br>7   | Min. Skill:<br>25 | Wgt: 4 | Dmg:<br>4d12+MD | Rng: 2<br>hexes | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Mauler</i> (5 AP)- Deals 4d12+MD Ballistic Damage plus double your MD. The target has a -50% penalty to their Nerve Test to remain standing. |                   |        |                 |                 |                 |                   |

**Pool Cue:** A simple weapon that consists of a long, pointy stick. Yep, that's it: a stick. I mean, it's a nice laminated stick that lets you play some pretty fun games at the local pub, but it's not much as far as weapons go. You could always break it in half and use the pointy end to deal some *real damage* (bump it up to a d8, but drop the range to 1 hex). The pool cue is often found in the hands of raiders, junkies, and scavengers that haven't found a better weapon yet. Despite all of the shit we give the pool cue, it does boast a decent reach and takes almost no skill to handle, making it slightly better than nothing at all. Plus, you can always use it to play a game of pool at the Atomic Wrangler. The pool cue requires two hands to use and deals Ballistic Damage. *Value:* 20 Caps



|  |                  |            |                |                 |                 |                   |
|--|------------------|------------|----------------|-----------------|-----------------|-------------------|
| Min. STR:<br>1   | Min. Skill:<br>0 | Wgt: 1 lb. | Dmg:<br>4d6+MD | Rng: 2<br>hexes | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Shit Shot</i> (5 AP)- Deals 4d6+MD Ballistic Damage and target loses 2 AP at the start of their next turn. If the target's APs would be reduced to 0, their turn ends immediately. |                  |            |                |                 |                 |                   |

**Protonic Inversal Axe:** An upgrade to Big MT's Proton Axe, the Protonic Inversal Axe is an advanced war-axe with a glowing blue-violet blade, white capacitors, and a black haft. It was designed to incapacitate robots and power armor-wearing mechanized infantry. The blade is a current of pure energy that overloads the circuitry of mechanized foes, dealing increased damage to them. It's a pretty sweet high-tech weapon that requires a bit of know-how to properly handle. The protonic inversal axe requires two hands to use and deals Energy Damage. Against robots and creatures wearing power armor, the protonic inversal axe deals an additional 2d8 Energy Damage. *Value:* 3,000 Caps



|   |                   |             |                 |                 |                 |                   |
|---|-------------------|-------------|-----------------|-----------------|-----------------|-------------------|
| Min. STR:<br>7  | Min. Skill:<br>75 | Wgt: 8 lbs. | Dmg:<br>10d8+MD | Rng: 2<br>hexes | AP Normal:<br>4 | AP<br>Targeted: 5 |
| Sp. Atk: <i>Inverse Protonic Electrocuttioner</i> (8 AP)- You attack with a great, sweeping swing that threatens not only your initial target, but each creature adjacent to it that is within your range! Each successful attack deals 5d8+MD Energy Damage, plus an additional 2d8 Energy Damage to robots and power armor wearers (this stacks with the weapon's standard bonus damage vs. robots and power armor wearers for a total of 4d8). |                   |             |                 |                 |                 |                   |

**Rebar Club:** A crude weapon favored by the super mutant armies roaming around the wastelands. It is made from a piece of concrete with several pieces of rebar sticking through it. These pieces of rebar are bound together at the base by a pair of leather belts, forming a makeshift handle. While primitive (and *very* heavy), it is an effective weapon capable of dealing incredible amounts of damage in the right hands. The rebar club requires two hands to use and deals Ballistic Damage. *Value:* 500 Caps



|  |                   |             |                 |                 |                 |                   |
|--|-------------------|-------------|-----------------|-----------------|-----------------|-------------------|
| Min. STR:<br>8   | Min. Skill:<br>50 | Wgt: 9 lbs. | Dmg:<br>10d8+MD | Rng: 2<br>hexes | AP Normal:<br>4 | AP<br>Targeted: 5 |
| Sp. Atk: <i>Goin' Clubbin'</i> (6 AP)- Deals 10d8+MD Ballistic Damage and target loses 4 AP at the start of their next turn. If the target's APs would be reduced to 0, their turn ends immediately. |                   |             |                 |                 |                 |                   |

**Ripper:** Designed by the pre-War military for use against the Chinese, the Ripper is essentially a chainsaw compacted into knife form so that it can be wielded with just one hand. Nevertheless, the Ripper inherits many of the qualities of its larger version. The attack button can be held down and it will dismember anything it comes into contact with, much like its big brother. Like the chainsaw, the Ripper runs on a small nuclear-powered battery with enough juice to keep it going for decades. The Ripper only requires one hand to use and deals Ballistic Damage. *Value:* 1,000 Caps



|  |                   |             |                |               |                 |                   |
|--|-------------------|-------------|----------------|---------------|-----------------|-------------------|
| Min. STR:<br>4   | Min. Skill:<br>50 | Wgt: 6 lbs. | Dmg:<br>7d8+MD | Rng: 1<br>hex | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Rippin' and Tearin'</i> (9 AP)- Make three attacks against a single target. If that creature would die, they die immediately instead of at the end of the round. |                   |             |                |               |                 |                   |

**Shishkebab:** This weapon originated in the Capital Wasteland and serves as a makeshift "flaming sword" crafted from a motorcycle gas tank, handbrake, an over mitt, and a sharpened lawn mower blade. The shishkebab's fuel is stored in the motorcycle tank and is pumped onto the blade with the



handbrake. Thanks to relatively easy-to-follow building instructions, the weapon has traveled both north and west in the hands of wastelanders, popping up in NCR lands and the Commonwealth alike, with some variations. The Shishkebab only requires one hand to use and deals Ballistic Damage. *Value:* 2,500 Caps

|   |                   |             |                 |               |                 |                   |
|---|-------------------|-------------|-----------------|---------------|-----------------|-------------------|
| Min. STR:<br>4  | Min. Skill:<br>50 | Wgt: 3 lbs. | Dmg:<br>5d10+MD | Rng: 1<br>hex | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Flambé Cut</i> (5 AP)- You ignite the blade and make an attack, dealing an additional 4d10 Energy Damage on the attack. The Shishkebab's tank can hold enough Flamer fuel to make 20 of these attacks before it needs to be refilled. |                   |             |                 |               |                 |                   |

**Sledgehammer:** The sledgehammer is a simple tool designed to do one thing: smash. It's essentially a wooden pole with a chunk of heavy, shaped metal on the end. Like many melee weapons, the sledgehammer started out as a tool and quickly became a weapon. Beloved by raiders, super mutants, and wastelanders alike for its relative ease of use and the massive amounts of trauma it can inflict on living bodies, robot chassis, and walls – in case one needs to make a quick escape. The main downside of the sledgehammer is its weight, which can make it feel unbalanced to folks not used to the heft of the sledge. The sledgehammer requires two hands to use and deals Ballistic Damage. *Value:* 200 Caps



|   |                   |                 |                |                 |                 |                   |
|---|-------------------|-----------------|----------------|-----------------|-----------------|-------------------|
| Min. STR:<br>7  | Min. Skill:<br>25 | Wgt: 12<br>lbs. | Dmg:<br>6d8+MD | Rng: 2<br>hexes | AP Normal:<br>4 | AP<br>Targeted: 5 |
| Sp. Atk: <i>Mauler</i> (6 AP)- Deals 6d8+MD Ballistic Damage plus double your MD. The target has a -50% penalty to their Nerve Test to remain standing. |                   |                 |                |                 |                 |                   |

**Spear:** The spear has long been associated with war and thanks to its nearly perfect design it has barely changed at all since its inception. Nowadays spears are made from knives or sharpened bits of metal duct taped or tied to broomsticks and pole cues rather than proper spearheads forged in fire and affixed to properly shaped hafts. They are a favorite amongst tribal folks and wastelanders that spend more time out in the wilderness than in civilized lands. The spear only requires one hand to use and deals Ballistic Damage. *Value:* 100 Caps



|   |                   |             |                |                 |                 |                   |
|---|-------------------|-------------|----------------|-----------------|-----------------|-------------------|
| Min. STR:<br>5  | Min. Skill:<br>25 | Wgt: 3 lbs. | Dmg:<br>5d8+MD | Rng: 2<br>hexes | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Mauler</i> (5 AP)- Deals 5d8+MD Ballistic Damage plus double your MD. The target has a -50% penalty to their Nerve Test to remain standing. |                   |             |                |                 |                 |                   |

**Stun Baton:** More common along the West Coast in lands controlled by the New California Republic and the Commonwealth in the north east, the stun baton is a proper law enforcement tool and a must for any brahmin herder. Most stun batons are repurposed cattle prods, although some are actually true stun batons found from pre-War police stations and military barracks.



The stun baton is powered by a Microfusion cell, which provides enough power for 10 attacks before it needs to be recharged. The stun baton only requires one hand to use and deals Energy Damage. *Value:* 500 Caps

|  |                   |             |                |               |                 |                   |
|--|-------------------|-------------|----------------|---------------|-----------------|-------------------|
| Min. STR:<br>2   | Min. Skill:<br>50 | Wgt: 3 lbs. | Dmg:<br>6d8+MD | Rng: 1<br>hex | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Lights Out!</i> (6 AP)- Deals 6d8+MD Energy Damage and if the target fails their Nerve Test to remain standing, they fall unconscious as well. |                   |             |                |               |                 |                   |

**Super Sledge:** The Super Sledge is a high-tech sledgehammer manufactured from high-strength, ultra-light, ultra-dense materials and fitted with a kinetic energy storage device and a rocket booster to increase the force of impact when it strikes its target. Based off of the civilian sledgehammer, the Super Sledge was designed by the Brotherhood of Steel to help combat the super mutants making up the Master's Army. In a cruel twist of fate, it has since become a popular weapon amongst super mutants, as it takes considerable strength to wield the weapon. The Super Sledge requires two hands to use and deals Ballistic Damage. *Value:* 5,000 Caps



|  |                   |                 |                 |                 |                 |                   |
|--|-------------------|-----------------|-----------------|-----------------|-----------------|-------------------|
| Min. STR:<br>9   | Min. Skill:<br>75 | Wgt: 20<br>lbs. | Dmg:<br>10d8+MD | Rng: 2<br>hexes | AP Normal:<br>5 | AP<br>Targeted: 6 |
| Sp. Atk: <i>Mauler</i> (7 AP)- Deals 10d8+MD Ballistic Damage plus double your MD. The target has a -50% penalty to their Nerve Test to remain standing. |                   |                 |                 |                 |                 |                   |

**Switchblade:** The favorite weapon of my old buddy Mack, the switchblade is a small, lightweight, and compact melee weapon favored amongst gangsters and organized criminals. While it doesn't boast a lot of stopping power on its own, it is easy to conceal and when it hits the right spot it can drop even a super mutant. Whenever you attempt a Sneak Skill Test to conceal the weapon, you get a +20% bonus to your Sneak Skill Value. Just don't do anything rash, alright? The switchblade only requires one hand to use and deals Ballistic Damage. *Value:* 50 Caps



|   |                   |            |                |               |                 |                   |
|---|-------------------|------------|----------------|---------------|-----------------|-------------------|
| Min. STR:<br>1  | Min. Skill:<br>25 | Wgt: 1 lb. | Dmg:<br>4d8+MD | Rng: 1<br>hex | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Blood Nap</i> (5 AP) Deals 4d8+MD Ballistic Damage to your target, plus an additional |                   |            |                |               |                 |                   |

2d6 points of damage at the end of the round (this extra damage cannot be reduced by Damage Resistance).

**Thermic Lance:** The thermic lance is an industrial metalworking tool that heats and melts an iron tube packed with iron rods in the presence of pressurized oxygen, producing the high temperatures required for cutting through steel girders and other thick metal objects. It is heavy, but deals considerable damage. It has been found mainly in the Midwest Wasteland, but has made its way west in the hands of Caesar's Legionaries. It has become feared by the Brotherhood of Steel, as it renders their famed power armor almost completely useless. What makes the thermic lance so special is that it ignores 5 points of your target's Damage Resistance, meaning that it's always going to hurt, at least a little bit. The thermic lance requires two hands to use and deals Energy Damage. *Value:* 5,000 Caps



|  |                   |                 |                 |                 |                 |                   |
|--|-------------------|-----------------|-----------------|-----------------|-----------------|-------------------|
| Min. STR:<br>7   | Min. Skill:<br>75 | Wgt: 20<br>lbs. | Dmg:<br>10d8+MD | Rng: 2<br>hexes | AP Normal:<br>5 | AP<br>Targeted: 6 |
| Sp. Atk: <i>Scrap Heap</i> (10 AP)- Make two attacks against a single target. If that creature would die, they die immediately instead of at the end of the round. |                   |                 |                 |                 |                 |                   |

**Tire Iron:** A tool normally used for loosening nuts from car tires, the tire iron has become a common weapon often utilized by raiders and sometimes by those lucky enough to find a working pre-War vehicle. It's not a particularly damaging weapon, but it's fairly lightweight, allowing for quick swings. Legend has it that a man wanders the wasteland with little more than a sawed-off shotgun and a tire iron, but I've never met him myself, so I can't be sure. The tire iron only requires one hand to use and deals Ballistic Damage. *Value:* 50 Caps



|  |                  |             |                 |               |                 |                   |
|--|------------------|-------------|-----------------|---------------|-----------------|-------------------|
| Min. STR:<br>2   | Min. Skill:<br>0 | Wgt: 3 lbs. | Dmg:<br>3d10+MD | Rng: 1<br>hex | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Lights Out!</i> (6 AP)- Deals 3d10+MD Ballistic Damage and if the target fails their Nerve Test to remain standing, they fall unconscious as well. |                  |             |                 |               |                 |                   |

**Throwing Weapons:** The second category of Melee Weapons, throwing weapons, cover any non-explosive weapon designed to be thrown at a target. As mentioned in the Combat Rules, all throwing weapons, the additional range is equal to double the creature's Strength or Perception Stat, whichever is lower (you can't hit something too far for your puny arms to reach, and you can't properly aim at something you can't see!). Unlike hand-to-hand weapons, throwing

weapons do not have a special attack, but instead have an extra effect, usually based on which part of the body they hit.

**Proton Throwing Axe:** Similar in appearance to the Protonic Inversal Axe, the proton throwing axe is a smaller, more compact, and more aerodynamic weapon that not only has a decent throwing range, but detonates on impact, unleashing an electromagnetic pulse as it does so. While the explosion is impressive, it doesn't deal as much as damage as a dedicated explosive weapon. Against robots and creatures wearing power armor, the proton throwing axe deals an additional 2d8 Energy Damage. The proton throwing axe only requires one hand to use and deals Energy Damage. *Value:* 200 Caps



|   |                   |             |                |                  |                 |                   |
|---|-------------------|-------------|----------------|------------------|-----------------|-------------------|
| Min. STR:<br>3  | Min. Skill:<br>75 | Wgt: 1 lbs. | Dmg:<br>6d8+MD | Rng: 15<br>hexes | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Effect: <i>Beep! Beep! Boom!</i> - A proton throwing axe explodes on impact, dealing an additional 3d8 Energy Damage (5d8 to robots and power armor wearers) within 2 hexes of the original target. |                   |             |                |                  |                 |                   |

**Throwing Hatchet:** An axe shaped and balanced for accuracy at a range, the throwing hatchet is a favorite amongst hardened pioneer types and more savage tribals. They are fairly sturdy and thanks to their (comparatively) heavy weight, they have a fair amount of force behind them when thrown by a strong creature. If a throwing hatchet is thrown at a limb, it deals double damage on a successful hit. The throwing axe only requires one hand to use and deals Ballistic Damage. *Value:* 50 Caps.



|  |                  |             |                |                  |                 |                   |
|--|------------------|-------------|----------------|------------------|-----------------|-------------------|
| Min. STR:<br>2   | Min. Skill:<br>0 | Wgt: 2 lbs. | Dmg:<br>4d8+MD | Rng: 15<br>hexes | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Effect: <i>Chopping Block</i> - A throwing axe deals 6d8+MD Ballistic Damage when it hits a limb (arm or leg). |                  |             |                |                  |                 |                   |

**Throwing Knife:** The deadly weapon of choice for assassins, throwing knives are as silent as they are cunning. They are small, light weight, quick, and quiet. The standard throwing knife is between six and seven inches in length and made from a lightweight alloy with a cloth grip. They lack the damage of hatchets and spears, but they can be thrown more quickly and are particularly deadly when they hit a vital area. The target of choice for most knife throwers is the throat. The throwing knife only requires one hand to use and deals Ballistic Damage. *Value:* 50 Caps



|           |             |            |      |         |            |    |
|-----------|-------------|------------|------|---------|------------|----|
| Min. STR: | Min. Skill: | Wgt: 1 lb. | Dmg: | Rng: 10 | AP Normal: | AP |
|-----------|-------------|------------|------|---------|------------|----|

|  |    |  |        |       |   |             |
|--|----|--|--------|-------|---|-------------|
| 1  | 25 |  | 4d8+MD | hexes | 3 | Targeted: 4 |
| Effect: <i>Go For the Throat</i> - A throwing knife deals 6d8+MD Ballistic Damage when it hits the throat (a targeted strike against a creature's head). Robots are immune to this effect. |    |  |        |       |   |             |

**Throwing Spear:** A primitive, but effective, weapon used by tribals and made popular by Caesar's Legion. While it's designed primarily for hunting game, it has become a popular weapon for combat for those unable to find bullets and incapable of understanding the finer points of energy weapons. Throwing spears are simple to make, usually consisting of a six-foot wooden handle, a cloth grip, and a sharp piece of scrap metal cut into a crude spear point. While throwing spears lack the range of other throwing weapons, they have the most stopping power, especially when aimed at a creature's center of mass. The throwing spear only requires one hand to use and deals Ballistic Damage. *Value:* 50 Caps



|  |                   |            |                |                  |                 |                   |
|--|-------------------|------------|----------------|------------------|-----------------|-------------------|
| Min. STR:<br>4   | Min. Skill:<br>50 | Wgt: 1 lb. | Dmg:<br>8d6+MD | Rng: 20<br>hexes | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Effect: <i>Nailed It!</i> - A throwing spear deals 10d6+MD Ballistic Damage when it hits a creature's chest (a targeted strike against a creature's torso). If the attack is successful, the creature is pinned to the the nearest perpendicular surface (such as a wall, withered tree, or car) within 2 hexes. |                   |            |                |                  |                 |                   |

**Tomahawk:** A makeshift weapon crafted from a pair of railroad spikes secured to a section of PVC pipe with electrical cable and bungee cord. Tomahawks were "reinvented" by tribal warriors throughout the wasteland, and as a result many of them are adorned with feathers, paint, and beads that serve to distinguish the tribes they hail from. They are light in weight, easy to assemble and maintain, and are tied with the proton throwing axe for having the best base throwing range. *Value:* 100 Caps



|   |                   |            |                |                  |                 |                   |
|---|-------------------|------------|----------------|------------------|-----------------|-------------------|
| Min. STR:<br>2  | Min. Skill:<br>50 | Wgt: 1 lb. | Dmg:<br>8d6+MD | Rng: 15<br>hexes | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Effect: <i>Last of the Meheecans</i> - When you score a Critical Hit with the tomahawk, it deals 8d6 plus double your Melee Damage bonus, and if the target would die, they die immediately instead of at the end of the round. |                   |            |                |                  |                 |                   |



## UNARMED WEAPONS

All across the wasteland there are people who hone their bodies, working to make themselves into the perfect weapon. Then there are the folks who like to expedite the process with neat tools like the power fist and the deathclaw gauntlet, because why punch someone with your fist when you can punch them with a *deathclaw's* fist!?



There are two categories of Unarmed Weapon- the Traditional Unarmed Weapons (your very own fists and feet), and Augmented Unarmed Weapons (brass knuckles, bladed gauntlets, and the like). Just about everyone has some innate talent in beating one another to death, but it takes a true master of the unarmed craft to do with in style.

Like Melee Weapons, Unarmed Weapons have a base damage, depicted in the weapon's "Dmg" box. Whenever you attack with an Unarmed Weapon, you'll deal the weapon's base damage and add your Melee Weapon Bonus, determined by your Strength. Most unarmed weapons deal Ballistic Damage, although the Zap Glove deals Energy Damage. Specific damage types are mentioned in the weapon's description.

While Energy Weapons and Guns have a variety of ammunition types, Unarmed Weapons (like Melee Weapons) have a Special Attack (**Sp. Atk**) that can be performed in combat. These attacks vary from weapon to weapon, although some weapons share Special Attacks. The Action Point cost and description of a weapon's Special Attack is listed in its weapon stat block. In order to use an Unarmed Special Attack, you must meet the weapon's Minimum Skill Requirement.

### Unarmed Weapons Quick-Reference Table:

| Weapon Name        | Min. STR | Min. Skill | DMG     | RNG (hexes) | AP Normal | AP Targeted | Special Attack              |
|--------------------|----------|------------|---------|-------------|-----------|-------------|-----------------------------|
| Kick               | 2        | 0          | 2d4+MD  | 1           | 3         | 4           | Roundhouse Kick             |
| Punch              | 1        | 0          | 1d6+MD  | 1           | 2         | 3           | Haymaker                    |
| Slam               | 3        | 0          | 2d6+MD  | 1           | 4         | 5           | Take Down                   |
| Ballistic Fist     | 9        | 75         | 7d12+MD | 1           | 3         | 4           | Two-Step Goodbye            |
| Bear Trap Fist     | 6        | 25         | 4d12+MD | 1           | 3         | 4           | It's a Trap!                |
| Bladed Gauntlet    | 4        | 25         | 5d8+MD  | 1           | 3         | 4           | Cram Opener                 |
| Boxing Gloves      | 1        | 0          | 4d8+MD  | 1           | 3         | 4           | Punch Out!                  |
| Brass Knuckles     | 1        | 0          | 5d6+MD  | 1           | 2         | 3           | Sucker Punch                |
| Deathclaw Gauntlet | 9        | 75         | 9d10+MD | 2           | 3         | 4           | Audible Sharpness           |
| Displacer Glove    | 5        | 75         | 9d10+MD | 2           | 3         | 4           | Pushy                       |
| Industrial Hand    | 7        | 50         | 5d12+MD | 1           | 3         | 4           | Scrap Heap                  |
| Mantis Gauntlet    | 5        | 25         | 6d6+MD  | 2           | 3         | 4           | Embrace of the Mantis King! |

| Weapon Name          | Min. STR | Min. Skill | DMG     | RNG (hexes) | AP Normal | AP Targeted | Special Attack               |
|----------------------|----------|------------|---------|-------------|-----------|-------------|------------------------------|
| Power Fist           | 8        | 50         | 6d10+MD | 1           | 3         | 4           | Greased Lightning            |
| Saturnite D-25A Fist | 6        | 50         | 4d10+MD | 1           | 2         | 3           | Super-Heated Saturnite Fist! |
| Scientist Glove      | 2        | 25         | 6d8+MD  | 1           | 2         | 3           | Conscientious Objector       |
| Spiked Knuckles      | 3        | 25         | 6d8+MD  | 1           | 2         | 3           | Dirt Nap                     |
| Yao Guai Gauntlet    | 6        | 50         | 7d8+MD  | 2           | 3         | 4           | Bear's High Five             |
| Zap Glove            | 6        | 75         | 9d10+MD | 1           | 3         | 4           | Robot Toaster                |

**Traditional Unarmed Attacks:** A wise old man once said “A true warrior only needs one’s fists!” Said old man also had a pet bear that served as his sparring partner and beat up trees and rocks for a living. These techniques are for those who have honed their bodies into the perfect weapon. All creatures can attempt these attacks (provided they have arms and legs), but they follow the same rules for Minimum Strength and Skill Requirements. All Special Unarmed Attacks deal Ballistic Damage. Unlike standard weapons, traditional Unarmed Attacks don’t have a condition- as long as you’re alive you can keep punching and kicking.



**Kick:** A standard kick delivered not unlike that of a pissed-off brahmin. A little slower than a punch, but it has more stopping power behind it. A skilled martial artist can perform a roundhouse kick, the staple maneuver of any Texas Ranger.

|  |                  |          |                |               |                 |                |
|--|------------------|----------|----------------|---------------|-----------------|----------------|
| Min. STR:<br>2   | Min. Skill:<br>0 | Wgt: N/A | Dmg:<br>2d4+MD | Rng: 1<br>hex | AP Normal:<br>3 | AP Targeted: 4 |
| Sp. Atk: <i>Roundhouse Kick</i> (6 AP)- Make one attack against a target, and a second attack against a creature adjacent to the first target. |                  |          |                |               |                 |                |

**Punch:** Just your everyday, ordinary, average swing, usually aimed at the target’s torso, just under the ribs. Anyone can do it, and it hurts quite a bit. With a little bit of elbow grease, a pugilist can perform a haymaker to really ruin someone’s day.

|   |                  |          |                |               |                 |                |
|---|------------------|----------|----------------|---------------|-----------------|----------------|
| Min. STR:<br>1  | Min. Skill:<br>0 | Wgt: N/A | Dmg:<br>1d6+MD | Rng: 1<br>hex | AP Normal:<br>2 | AP Targeted: 3 |
| Sp. Atk: <i>Haymaker</i> (6 AP)- Deals 2d6+MD Ballistic Damage, and has a +15% bonus to your Critical Hit Chance. |                  |          |                |               |                 |                |

**Slam:** A typical full-body tackle often made with the intent to knockdown or push into a wall or other obstacle. It has the most damage out of the three standard unarmed attacks, but also requires the most Action Points. With the right leverage, a combatant can knock his opponent to the ground with a well-placed tackle.

|   |                  |          |                |               |                 |                   |
|---|------------------|----------|----------------|---------------|-----------------|-------------------|
| Min. STR:<br>3  | Min. Skill:<br>0 | Wgt: N/A | Dmg:<br>2d6+MD | Rng: 1<br>hex | AP Normal:<br>4 | AP<br>Targeted: 5 |
| Sp. Atk: <i>Take Down</i> (6 AP)- Deals 2d6+MD Ballistic Damage and the target must succeed on a Hard Nerve Test or be knocked prone. If you knock the target prone, deal an additional 1d6 Ballistic Damage. |                  |          |                |               |                 |                   |

**Enhanced Unarmed Weapons:** Ever want to punch someone and send them flying back a dozen feet? Or have a buzz saw attached to your hand? You're in luck! As the name would suggest, enhanced unarmed weapons serve to make your standard punches stronger thanks to the power of scientific ingenuity! In many ways Enhanced Unarmed Weapons work like Melee Weapons. The overwhelming majority of Unarmed Weapons only have a range of one hex, and they cannot be thrown.

**Ballistic Fist:** One of the most powerful unarmed weapons around, the Ballistic Fist is an upgraded version of the classic Power Fist. It consists of a heavy metal gauntlet with a trigger plate along the knuckles. When engaged, the ballistic fist fires a 12-gauge shell into the target's body. Sometimes, the buckshot can pass through the initial target and hit a creature behind them. The ballistic fist fires a single 12-gauge shotgun and must be reloaded between uses. The Ballistic Fist is a one-handed weapon and deals, what else? Ballistic Damage. *Value:* 3,000 Caps



|  |                   |             |                 |               |                 |                   |
|--|-------------------|-------------|-----------------|---------------|-----------------|-------------------|
| Min. STR:<br>9   | Min. Skill:<br>75 | Wgt: 6 lbs. | Dmg:<br>7d12+MD | Rng: 1<br>hex | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Two-Step Goodbye</i> (7 AP)- Deals 5d12+MD Ballistic Damage to the target and 3d12 Ballistic Damage to a creature directly behind them. Roll these attacks separately. |                   |             |                 |               |                 |                   |

**Bear Trap Fist:** A primitive unarmed weapon fashioned from a medical brace, a bear trap, and sheets of scrap metal. The jaws of the trap are folded back past the normal open position, exposing the pressure plate. When a punch connects, the pressure plate makes contact with the target, causing the trap to snap shut. The bear trap can be released with a quick squeeze of the handle, allowing the wearer to chomp down on multiple



enemies. You can, of course, always decide to keep the trap clamped down to limit their mobility. The Bear Trap Fist deals Ballistic Damage and is a one-handed weapon. *Value:* 800 Caps

|   |                   |             |                 |               |                 |                   |
|---|-------------------|-------------|-----------------|---------------|-----------------|-------------------|
| Min. STR:<br>6  | Min. Skill:<br>25 | Wgt: 6 lbs. | Dmg:<br>4d12+MD | Rng: 1<br>hex | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>It's a Trap!</i> (5 AP)- Deals 4d12+MD Ballistic Damage and engages the bear trap. Whenever you or the trapped creature wants to move you must attempt a Strength Skill Contest. The winner can move about normally, but must spend twice the normal AP cost to do so. The loser cannot move. |                   |             |                 |               |                 |                   |

**Bladed Gauntlet:** A rather simple weapon consisting of jagged blades forged from scrap metal and strapped to a reinforced leather armband. The blades are sharpened and twisted for stabbing rather than slashing, and that rust is just perfect for infecting your enemies with the tetanus! It's a fairly common weapon in mercenary circles and with raider gangs thanks to its abundance and the ease of maintenance and repair. It also doubles as a handy can opener! The Bladed Gauntlet is a one-handed weapon and deals Ballistic Damage. *Value:* 200 Caps



|   |                   |                 |                |               |                 |                   |
|---|-------------------|-----------------|----------------|---------------|-----------------|-------------------|
| Min. STR:<br>4  | Min. Skill:<br>25 | Wgt: 10<br>lbs. | Dmg:<br>5d8+MD | Rng: 1<br>hex | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Cram Opener</i> (7 AP)- Deals 5d8+MD and ignores half of the target's Damage Reduction. |                   |                 |                |               |                 |                   |

**Boxing Gloves:** These gloves are designed to inflict as little injury as possible to your knuckles while inflicting as much damage as possible to the opponent's face, allowing you to go ten rounds and probably not kill someone. This allows the user to "safely" knock someone out without killing them. That being said, it still hurts like all holy hell when you get clocked in the face. A must-have for any up-and-coming pugilist or prize fighter! Boxing gloves deal Ballistic Damage and are two-handed weapons. *Value:* 100 Caps



|  |                  |             |                |              |                 |                   |
|--|------------------|-------------|----------------|--------------|-----------------|-------------------|
| Min. STR:<br>1   | Min. Skill:<br>0 | Wgt: 6 lbs. | Dmg:<br>4d8+MD | Rng:<br>1hex | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Punch Out!</i> (7 AP)- Deals 4d8+MD Ballistic Damage and if the target fails their Nerve Test to remain standing, they are knocked unconscious in addition to being knocked prone. |                  |             |                |              |                 |                   |

**Brass Knuckles:** Developed in antiquity, this weapon is nevertheless quite prevalent in the post-Great War wastelands. Also called knuckledusters, brass knuckles take the form of four linked metal rings



in a shallow convex formation with a bumper attached to the concave face. The rings are slipped over a combatant's fingers with the bumper pressed into the palm of the hand. When a punch is thrown, the brass knuckles take the majority of the impact impulse, transferring much of the punch's kinetic energy to the target by the way of the harder, smaller impacting surface of the metal knuckles. This, in turn, drastically increases the likelihood of serious tissue disruption and bone damage for the user. Brass knuckles deal Ballistic Damage and is a one-handed weapon. *Value:* 100 Caps

|   |                  |            |                |               |                 |                   |
|---|------------------|------------|----------------|---------------|-----------------|-------------------|
| Min. STR:<br>1  | Min. Skill:<br>0 | Wgt: 1 lb. | Dmg:<br>5d6+MD | Rng: 1<br>hex | AP Normal:<br>2 | AP<br>Targeted: 3 |
| Sp. Atk: <i>Sucker Punch</i> (5 AP)- Deals 5d6+MD Ballistic Damage and target loses 2 AP at the start of their next turn. If the target's APs would be reduced to 0, their turn ends immediately. |                  |            |                |               |                 |                   |

**Deathclaw Gauntlet:** A very powerful weapon crafted from a deathclaw hand, medical brace for structure, a leather belt for rigidity and to serve as a handle, and a healthy amount of duct tape and Wonderglue to hold it all together. The claws of the wasteland's deadliest predator are now in your hands! Literally! These razor sharp claws can cut through leather, steel, and advanced polymers like they were paper. The length of the claws also allows you to strike enemies beyond the range of most other unarmed weapons. Deathclaw gauntlets are quite rare in the wasteland, as few are brave – or stupid- enough to actually go toe to toe with a living deathclaw. The deathclaw gauntlet deals Ballistic Damage and is a two-handed weapon (the second hand provides support when you're not actively swinging). *Value:* 2,000 Caps



|  |                   |                 |                 |                 |                 |                   |
|--|-------------------|-----------------|-----------------|-----------------|-----------------|-------------------|
| Min. STR:<br>9   | Min. Skill:<br>75 | Wgt: 10<br>lbs. | Dmg:<br>9d10+MD | Rng: 2<br>hexes | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Audible Sharpness</i> (All APs)- You lunge at your target, striking with your great claws! Deals 9d10+MD Ballistic Damage, ignore your target's Damage Resistance, and automatically removes two condition blocks from your enemy's armor. You cannot perform any other actions during you turn if you wish to use this ability. |                   |                 |                 |                 |                 |                   |

**Displacer Glove:** A variant of the power fist, the displacer glove generates a shockwave upon impact that is quite similar to the effects of a M72 Gauss Rifle's 2mm Electromagnetic Cartridge's impact. Not only does this extra force deal additional damage, but has a chance to send your opponents flying through the air. Handy if you happen to be fighting near a cliff. This shockwave is generated by the speaker on the knuckles, and there's even a slot for holotapes if you want to change the sound it plays on impact. It's rumored that the mighty Caesar has equipped his elite Praetorian Guard with displacer gloves and that he himself is a master of this weapon as well. A creature hit with a displacer glove suffers a -20%



on their Nerve Tests made to remain standing. The displacer glove is a one-handed weapon that deals Ballistic Damage. *Value:* 3,000 Caps

|  |                   |             |                 |                 |                 |                   |
|--|-------------------|-------------|-----------------|-----------------|-----------------|-------------------|
| Min. STR:<br>5   | Min. Skill:<br>75 | Wgt: 6 lbs. | Dmg:<br>9d10+MD | Rng: 2<br>hexes | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Pushy</i> (6 AP)- Deals 9d10+MD Ballistic Damage and target must succeed on an Expert Strength Test or be knocked prone and back one hex for each Degree of Failure (minimum 1 hex). This Strength Test is made after the creature's normal Nerve Test to remain standing. |                   |             |                 |                 |                 |                   |

**Industrial Hand:** The industrial hand was a tool developed by H&H Tools and first used in Hopeville for military construction. It consists of a mechanical glove with a circular saw blade mounted on the back, self automated by a nuclear fission battery. It was used in industrial work for cutting materials such as metals or plastics, now re-purposed for use as a devastatingly powerful unarmed weapon. The blade extends forward when the weapon is engaged and begins spinning rapidly for maximum devastation. Please remember to wear your safety goggles whenever you operate the H&H Tools Industrial Hand. The industrial hand is a one-handed weapon that deals Ballistic Damage. *Value:* 2,500 Caps



|   |                   |                 |                 |               |                 |                   |
|---|-------------------|-----------------|-----------------|---------------|-----------------|-------------------|
| Min. STR:<br>7  | Min. Skill:<br>50 | Wgt: 10<br>lbs. | Dmg:<br>5d12+MD | Rng: 1<br>hex | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Scrap Heap</i> (6 AP)- Make two attacks against a single target. If that creature would die, they die immediately instead of at the end of the round. |                   |                 |                 |               |                 |                   |

**Mantis Gauntlet:** The mantis gauntlet is the least impressive of the three unarmed gauntlets made from animal parts, but it is still quite deadly (and pretty fuckin' metal, seeing as it's made out of animal parts). It consists of a severed mantis foreleg, fitted to the wielder's forearms and reinforced with metal bars and leather straps. A handle beneath the "blade" allows for extra stability. It's believed that the White Legs tribe out of the Salt Lake region created the first mantis gauntlets, though it has migrated outside of Utah, likely as a result of the ever expanding raids of the White Legs. The mantis gauntlet deals Ballistic Damage and is a one-handed weapon. *Value:* 700 Caps



|   |                   |                 |                |                 |                 |                   |
|---|-------------------|-----------------|----------------|-----------------|-----------------|-------------------|
| Min. STR:<br>5  | Min. Skill:<br>25 | Wgt: 10<br>lbs. | Dmg:<br>6d6+MD | Rng: 2<br>hexes | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Embrace of the Mantis King!</i> (6 AP)- Deals 6d6+MD Ballistic Damage as you pierce your foe. They take another 6d6 Ballistic Damage on their next turn unless they spend all of their Action Points "safely" dislodging the claw. You cannot attack with the Mantis Gauntlet while it's lodged in your opponent's squishy flesh. |                   |                 |                |                 |                 |                   |

**Power Fist:** The “Big Frigger” power first was designed by BeatCo. before the Great War and was long said to be the ultimate weapon in unarmed combat until BeatCo. released the Ballistic Fist and a competitor later released the displacer glove. The Big Frigger Power Fist is a pneumatic-type weapon consisting of a large metal glove with a piston and ram built in above the wearer’s fist. The piston shoots the ram forward with every punch, allowing the fist to deal more damage than an non-augmented unarmed strike. The entire rig is powered by a nuclear battery with enough juice to keep the device operating for a few hundred years. Convenient! The power fist is a one-handed weapon that deals Ballistic Damage. *Value:* 1,000 Caps



|  |                   |             |                 |               |                 |                   |
|--|-------------------|-------------|-----------------|---------------|-----------------|-------------------|
| Min. STR:<br>8   | Min. Skill:<br>50 | Wgt: 6 lbs. | Dmg:<br>6d10+MD | Rng: 1<br>hex | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Greased Lightning</i> (6 AP)- Deals 6d10+MD Ballistic Damage, plus an additional 3d10 Energy Damage as you release the electrical energy generated by the battery’s isotopes! The wearer and the target both become exposed to 1d8 (the creatures can attempt to resist the Rads as normal). |                   |             |                 |               |                 |                   |

**Saturnite D-25A Fist:** Before the Great War, Saturnite Incorporated was commissioned to create a advanced, futuristic ceramic alloy that would be both stronger and lighter than standard stainless steel. The result was a weapon almost identical to the Big Frigger Power Fist, except it weighs only a fraction of the Power Fist’s weight. There were some accusations of corporate espionage, but no judge would come within miles of the case due. Another side-effect of using the Saturnite ceramic alloy is the ability to superheat the ram without causing the user to suffer third-degree burns (the recipient of the attack is not so fortunate). Mmm! Toasty! Doing this converts the D-25A Fist’s attack from normal Ballistic Damage to the ultra-futuristic (and scientific!) Energy Damage! The Saturnite D-25A Fist is a one-handed weapon and deals Ballistic Damage. *Value:* 1,500 Caps



|  |                   |             |                 |               |                 |                   |
|--|-------------------|-------------|-----------------|---------------|-----------------|-------------------|
| Min. STR:<br>6   | Min. Skill:<br>50 | Wgt: 4 lbs. | Dmg:<br>4d10+MD | Rng: 1<br>hex | AP Normal:<br>2 | AP<br>Targeted: 3 |
| Sp. Atk: <i>Super-Heated Saturnite Fist!</i> (4 AP)- Deals 4d10+MD Energy Damage, and the target takes another 4d10 Energy Damage at the beginning of their next turn. |                   |             |                 |               |                 |                   |

**Scientist Gloves:** These gloves were originally designed to allow scientist to handle dangerous chemicals (and we mean *dangerous*) “safely.” The thick rubber combined with the Saturnite ceramic plate across the knuckles actually helps make these gloves rather useful in a fight. In such a capacity, they more or less functions as slightly more advanced (and expensive) boxing gloves. The real power of the scientist gloves are their strength in a slap fight,



the most intellectual of physical altercations. Wearing these gloves does make you look a little bit smarter, and grants you a +5% bonus to your Science Skill. Also comes in green, red, and black. The Scientist Gloves deal Ballistic Damage and are two-handed weapons. *Value:* 500 Caps

|   |                   |             |                |               |                 |                   |
|---|-------------------|-------------|----------------|---------------|-----------------|-------------------|
| Min. STR:<br>2  | Min. Skill:<br>25 | Wgt: 2 lbs. | Dmg:<br>6d8+MD | Rng: 1<br>hex | AP Normal:<br>2 | AP<br>Targeted: 3 |
| Sp. Atk: <i>Conscientious Objector</i> (4 AP)- Deals 6d8+MD Ballistic Damage and the target must succeed on a Nerve Test or drop the weapon(s) currently in their hands. This Nerve Test is in addition to the regular Nerve Test made to remain standing |                   |             |                |               |                 |                   |

**Spiked Knuckles:** A simple, spiked variation of the brass knuckles. They were quite popular amongst big city gangsters in pre-War times and have remained as such in post-War times as well, particularly in New Reno. It functions identically to the brass knuckle in nearly every way, with the spikes serving to puncture both armor and flesh with greater ease, causing increased trauma to the site of impact. Handy in a fight, but handle them carefully lest you stab yourself. Spiked knuckles are two-handed and deal Ballistic Damage. *Value:* 500 Caps



|  |                   |            |                |               |                 |                   |
|--|-------------------|------------|----------------|---------------|-----------------|-------------------|
| Min. STR:<br>3   | Min. Skill:<br>25 | Wgt: 1 lb. | Dmg:<br>6d8+MD | Rng: 1<br>hex | AP Normal:<br>2 | AP<br>Targeted: 3 |
| Sp. Atk: <i>Dirt Nap</i> (4 AP)- Deals 6d8+MD Ballistic Damage to your target, plus an additional 2d8 points of damage at the end of the round (this extra damage cannot be reduced by Damage Resistance). |                   |            |                |               |                 |                   |

**Yao Guai Gauntlet:** Originally created by the Sorrows tribe of Zion Canyon, the yao guai is crafted from the forearm of an adult yao guai. Like the deathclaw gauntlet, it is reinforced with a medical brace and a leather belt. Unlike the deathclaw gauntlet, however, it is worn like a glove rather than strapped to the arm. Unfortunately, this snug fit prevents the wearer from using that hand for other tasks. Thanks to the gauntlet's claws, it possesses a bit of reach, allowing the wearer to strike enemies from afar. While the yao guai gauntlet has some weight to it that slows down its swings, its weight has the benefit of an increased stopping power that can knock enemies on their asses. The Yao Guai Gauntlet deals Ballistic Damage and is a one-handed weapon. *Value:* 1,000 Caps



|   |                   |                 |                |                 |                 |                   |
|---|-------------------|-----------------|----------------|-----------------|-----------------|-------------------|
| Min. STR:<br>6  | Min. Skill:<br>50 | Wgt: 10<br>lbs. | Dmg:<br>7d8+MD | Rng: 2<br>hexes | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Bear's High Five</i> (6 AP)- Deals 7d8+MD Ballistic Damage, and if you moved at least four hexes before making this attack, you get a +10% bonus to your attack roll and you deal double your Melee Damage instead. |                   |                 |                |                 |                 |                   |



**Zap Glove:** A variant of the power fist originally designed for non-lethal law enforcement, the zap glove has since been transformed into a powerful and incredibly lethal unarmed weapon. Visibly it similar to the power fist, although it replaces the pneumatic ram with a taser knuckle piece which releases a burst of electricity when it strikes an object. While it wasn't the original intention of the weapon, this burst of electricity makes it quite effective against robots and those wearing power armor. The zap glove is a one-handed weapon that deals Energy Damage and counts as an EMP weapon. *Value:* 5,000 Caps



|   |                   |        |                 |               |                 |                   |
|---|-------------------|--------|-----------------|---------------|-----------------|-------------------|
| Min. STR:<br>6  | Min. Skill:<br>75 | Wgt: 6 | Dmg:<br>9d10+MD | Rng: 1<br>hex | AP Normal:<br>3 | AP<br>Targeted: 4 |
| Sp. Atk: <i>Robot Toaster</i> (6 AP)- Deals 9d10+MD Energy Damage. If a robot or a creature wearing a suit of power armor is hit with the Zap Glove's Robot Toaster, it must succeed on a Nerve Test or lose all of their APs on their next turn. |                   |        |                 |               |                 |                   |

## Weapon Modifications

Sometimes weapons need a little dressing up to give them that extra pizzazz or make them just a little more reliable in the heat of battle. These are known as weapon modifications and can range from improved iron sights to a high-tech recon scope to an extended magazine so you can carry more ammunition.



Most weapon modifications come from a kit (usually pre-War police or military), but some require a master craftsman to make. All weapon modifications can be bought or sold, although merchants aren't going to part with them without charging a large number of Caps.

A weapon can have up to three weapon modifications applied to it, which can provide similar to identical bonuses, or provide vastly different bonuses. For example, if two modifications both provide bonuses to damage, those bonuses are added together.

**Energy Weapon Modifications:** While energy weapons are the most advanced form of weaponry, there are ways to make them better, obviously. Many energy weapon modifications serve a similar purpose to gun modifications, only they're cooler and more high-tech. For the most part, energy weapon modifications serve to make weapons more durable or to increase accuracy and ammunition capacity. Almost every energy weapon modifier has to be recovered from a pre-War military installation, and those found in the hands of merchants are very expensive indeed.

**Auxiliary Recharger Chip:** This high-tech gadget attaches to an energy weapon and slowly recharges energy cells and microfusion cells by capturing the wasted energy and diverting it back to the power source. For every five shots fired, the auxiliary recharger chip recharges one shot, effectively giving you a free shot every five shots. *Value:* 2,000 Caps

**Bayonet:** The bayonet is a simple weapon modification: a sharp, long-bladed knife attached to the end of your weapon. Equipping a bayonet increases your weapon's damage for those cases when you have to use it as a close-combat weapon. A bayonet deals 2d12+MD whenever you pistol-whip or bash an opponent in combat. *Value:* 1,500 Caps.

**Combat Sights:** Whether they are the iron sights of a laser pistol or a Gatling laser, improved sights must be specifically crafted for a particular weapon. Adding improved sights reduces the penalties to a weapon's accuracy for not meeting the Minimum Strength requirement to use the weapon by 10%. Cannot be added to a weapon with a recon scope. *Value:* 500 Caps

**Expanded Flamer Tanks:** For use only with the flamer and incinerator, the expanded tanks double the weapon's ammunition capacity. *Value:* 250 Caps

**Focused Laser Optics:** The focused laser optics can only be attached to a laser weapon and serves to increase the intensity of the laser. Attaching this modification to a laser weapon increases its Critical Hit Chance by 10%. *Value:* 1,000 Caps

**High-Capacity Terminal:** The high-capacity terminal is a cool piece of pre-War tech that attaches to the outside of an energy weapon and stores an additional energy or microfusion cell. Wires connect the terminal to the main weapon, allowing it to draw power from both the terminal's cell and the weapon's primary cell. The high-capacity terminal doubles the weapon's ammunition capacity. *Value:* 250 Caps

**High-Energy Ionizer:** The high-energy ionizer can only be attached to a plasma weapon and adds additional charge to a bolt of plasma. Attaching this modification to a plasma weapon increases its Critical Hit Chance by 10%. *Value:* 1,000 Caps

**Laser Sight:** What's cooler than a laser? Attaching a laser *to* a laser! The laser sight increases the accuracy of all attacks made within point-blank range (attacks made within a number of hexes equal to the shooter's Perception) by an additional 10% (20% total). *Value:* 500 Caps

**Magnetic Accelerator:** The Magnetic Accelerator is a series of electromagnetic coils that increases the rate at which a bolt of plasma or a laser beam is generated – or a 2mm EC round is accelerated down the barrel. Adding a magnetic accelerator decreases the AP costs of a weapon's attacks by 1, to a minimum of 1 Action Point. *Value:* 500 Caps

**Recon Scope:** The recon scope allows a person to easily examine a target and effectively increases the range of the weapon. Complete with target tracking and night vision, the recon scope allows the wielder of the equipped weapon to quadruple their Perception bonus to range rather than double it. However, a scope makes aiming in close combat difficult, resulting in a -10% penalty on all attacks made against targets within 10 hexes and no point blank bonus. Cannot be added to a weapon with combat sights or weapons that already have a scope. *Value:* 1,500 Caps

**Reinforced Components:** These parts were developed to make energy weapons (which are notoriously fragile) a bit more durable so that they don't fall apart in the middle of a fire fight. By replacing parts with reinforced components, a weapon gains an additional five condition boxes. *Value:* 500 Caps

**Explosive Weapon Modifications:** Explosive weapon modifications are only applied to launchers such as the Fat Man launcher and grenade rifle. Non-launchers cannot be modified (or rather, modifications would be



useless since explosives tend to be once and done). Below are some examples of explosive weapon modifications, along with the kinds of weapons that can be upgraded by each improvement.

**Carbon Fiber Parts:** Carbon fiber parts are military-grade modifications designed to decrease the weight of a weapon without reducing its structural integrity. Replacing the heavier parts of a weapon with carbon fiber parts decreases the weapon's weight by 50%, rounded down (10 lbs. to 5 lbs., 5 lbs. to 2 lbs., etc.). *Value:* 500 Caps

**Combat Sights:** Whether they are the iron sights of a grenade rifle or an improved laser range finder on the missile launcher, improved sights must be specifically crafted for a particular weapon. Adding improved sights reduces the penalties to a weapon's accuracy for not meeting the Minimum Strength requirement to use the weapon by 10%. *Value:* 500 Caps

**Custom Action:** A customized action has to be specially crafted for a particular weapon. Adding a custom action decreases the AP costs of a weapon's attacks by 1, to a minimum of 1 Action Point. *Value:* 500 Caps

**Long Barrel:** An elongated barrel (or lengthened catapult launch way for the Fat Man) serves to increase the effective firing range of a weapon. Adding a long barrel to a launching weapon increases the weapon's range by 50%, rounded down (10 hexes becomes 15 hexes). *Value:* 250 Caps

**Gun Modifications:** Specifically designed for firearms, these modifications will enhance the statistics of nearly every gun- be it the BB gun or the anti-material rifle. The best part about gun modifications is the fact that they tend to remain largely inexpensive thanks to the fact that there are thousands of them that survived the Great War and they don't require an Engineering Degree to manufacture (lookin' at you, energy weapon modifications).



**Bayonet:** The bayonet is a simple weapon modification: a sharp, long-bladed knife attached to the end of your weapon. Equipping a bayonet increases your weapon's damage for those cases when you have to use it as a close-combat weapon. A bayonet deals 2d12+MD whenever you pistol-whip or bash an opponent in combat, and prevents the normal reduction to condition for using your firearm in such a fashion. *Value:* 1,500 Caps.

**Carbon Fiber Parts:** Carbon fiber parts are military-grade modifications designed to decrease the weight of a weapon without reducing its structural integrity. Replacing the heavier parts of a

weapon with carbon fiber parts decreases the weapon's weight by 50%, rounded down (10 lbs. to 5 lbs., 5 lbs. to 2 lbs., etc.). *Value:* 500 Caps

**Custom Bolt/Receiver:** A customized bolt or receiver has to be specially crafted for a particular weapon. Adding a custom bolt or receiver decreases the AP costs of a weapon's attacks by 1, to a minimum of 1 Action Point. *Value:* 500 Caps

**Extended Magazines:** A magazine that allows a person to carry additional ammunition. Comes in the form of standard magazines, drum barrels, or elongated tubes (for repeater-style weapons). Attaching an extended magazine doubles the weapon's ammunition capacity. *Value:* 250 Caps

**Heavy Duty Parts:** A set of better metals, more durable wooden parts, and overall stronger components designed to make your average firearm more durable and dependable. By replacing parts with reinforced components, a weapon gains an additional five condition boxes. *Value:* 500 Caps

**Improved Iron Sights:** Improved sights that glow, increasing a weapon's accuracy. Adding improved sights reduces the penalties to a weapon's accuracy for not meeting the Minimum Strength requirement to use the weapon by 10%. *Value:* 500 Caps

**Marksman's Scope:** The recon scope allows a person to easily examine a target and effectively increases the range of the weapon. Complete with night vision, the marksman's scope allows the wielder of the equipped weapon to quadruple their Perception bonus to range rather than double it. However, a scope makes aiming in close combat difficult, resulting in a -10% penalty on all attacks made against targets within 10 hexes and no point blank bonus. Cannot be added to a weapon with improved iron sights or weapons that already have a scope. *Value:* 1,500 Caps

**Laser Sight:** A laser sight modification that increases a weapon's accuracy in close-range scenarios. The laser sight increases the accuracy of all attacks made within point-blank range (attacks made within a number of hexes equal to the shooter's Perception) by an additional 10% (20% total). *Value:* 500 Caps

**Long Barrel:** An elongated barrel can only be attached to a pistol or revolver and serves to increase the effective firing range of a weapon. Adding a long barrel to a handgun increases the weapon's range by 50%, rounded down (10 hexes becomes 15 hexes, etc.). *Value:* 250 Caps

**Shotgun Choke:** A choke designed to reduce pellet spread by squeezing them together so they remain closer in flight, effectively increasing range. Adding a long barrel to a shotgun increases the weapon's range by 50%, rounded down (10 hexes becomes 15 hexes, etc.). *Value:* 500 Caps

**Silencer:** The silencer serves to muffle the sound of a firearm, forcing creatures trying to locate the shooter to attempt an Expert Perception Test rather than an Easy Perception Test. *Value:* 250 Caps

**Melee and Unarmed Weapon Enhancements:** Since the Great War, firearms have become more scarce and intelligent people have begun to innovate ways to make melee weapons more effective in combat. Below are some examples of melee and unarmed weapon enhancements, along with the kinds of melee weapons that can be upgraded by each improvement.



**Alloy Frame:** A series of lightweight, alloy parts designed to decrease the weight of a weapon. Replacing the heavier parts of a weapon with the kit's alloy parts decreases the weapon's weight by 50%, rounded down (10 lbs. to 5 lbs., 5 lbs. to 2 lbs., etc.). *Value:* 500 Caps

**Balanced Grip:** A redesigned grip made with the intention of restoring proper balance to a weapon. Replacing the previous grip with the improved, balanced grip decreases the AP costs of a weapon's attacks by 1, to a minimum of 1 Action Point. *Value:* 250 Caps

**Barbed Wire:** Barbed wire can only be applied to blunt weapons, such as a baseball bat or super sledge (it's ultimately up to the Overseer's discretion). Wrapping barbed wire around a weapon increases its Critical Hit Chance by 10%. *Value:* 200 Caps

**Electric Charge:** A series of copper wires rigged to a microfusion cell designed to unleash a jolt of electrical energy upon contact. Adding an electrical charge to a melee or unarmed weapon adds +10 Energy Damage to all attacks. The microfusion cell has to be replaced after ten attacks. *Value:* 1,000 Caps

**Heavy Duty Chromed Parts:** Parts manufactured before the Great War for heavy-duty machinery, these parts can be applied to a weapon to increase its condition. By replacing parts with HD chromed parts, a weapon gains an additional five condition boxes. *Value:* 1,000 Caps

**Serrated Edge:** A serrated edge can only be applied to bladed weapons, such as a fire axe or bumper sword (it's ultimately up to the Overseer's discretion). Applying a serrated edge causes a creature to bleed profusely. A bleeding creature loses 1d6 Hit Points at the end of each round until medical aid is administered, whether via the Medicine Skill or an item. *Value:* 200 Caps

**Sharpened:** A sharpened edge can only be applied to bladed weapons, such as a switchblade or machete (it's ultimately up to the Overseer's discretion). Applying a sharpened edge increases the weapon's Critical Hit Chance by 10%. *Value:* 200 Caps

## ARMOR

Weapons are good, great, and wonderful and all that, but if you wander out into the wasteland with nothing more than a gun, some bullets, and your canteen, you're probably gonna die. Fortunately for you, there are men and women (and robots) out there who specialize in making armor so that way fools like you don't immediately die.

Armor provides a variety of bonuses, but its main function is boosting the wearer's **Armor Class** –the ability to completely negate damage- and providing **Damage Resistance** –the ability to reduce incoming damage from enemy fire. All armor, regardless of type, provides some measure of Ballistic Damage resistance and Energy Damage resistance. Some types of armor provide radiation resistance as well.



At the end of each armor entry is a table with the armor's stats and information including its Weight (Wgt), its Armor Class (AC), Ballistic Damage Resistance (BDR), Energy Damage Resistance (EDR), its weight class (Light, Medium, Heavy, or Power) and lastly any miscellaneous bonuses such as radiation resistance and Stat and Skill modifiers.

Humans and ghouls can wear armor interchangeably without any real penalty or discomfort (although truth be told, ghoulish-crafted armor tends to be a little snug on your average human). Super mutants, however, can only wear armor specifically crafted for super mutants and cannot wear power armor. Robots do not wear armor, because that would look silly.

## ARMOR CONDITION

Like weapons and vehicles, armor also loses its effectiveness over time if not maintained and repaired. Sometimes you'll just be minding your business when some dickhead raider shoots at you point blank with his sawed-off. What an asshole.

After every encounter during which you were hit by an attack (whether you suffered damage or not), you reduce your armor's condition by one. Additionally, if you are struck by a Critical Hit, you reduce your armor's condition by one immediately. Any other damage that may occur, such as being caught in an explosion or buried under a collapsed building, may cause your armor to degrade as well.

Every suit of armor has 10 condition boxes (making each condition box effectively 10% of an armor durability). When boxes are checked off it represents normal wear and tear on a suit of armor, but when the last box is checked off the armor is broken and provides no defensive

measures until it's repaired or replaced. If 5 or more boxes are checked off (basically, if the armor is equal parts holes and actual armor), the weapon's Armor Class bonus and Damage Resistances are reduced by half, rounded down.

For example, a suit of leather armor in pristine condition provides an Armor Class bonus of +10%, a Ballistic Damage Resistance of 10, and an Energy Damage Resistance of 8. If the armor loses two condition boxes, it's still more or less in working condition and provides the full bonus to AC and DR. However, if five or more boxes are checked off, the leather armor would provide an AC bonus of +5%, 5 points of BDR, and 4 points of EDR. If it is reduced to zero condition boxes, it provides no defense of any kind.

**Armored Vault jumpsuit:** Vault jumpsuits are the regulation clothing issued to vault dwellers by Vault-Tec. They are made from leather, blue with a yellow zipper, and the number of the Vault is on the back of the suit and on the outside of the collar. Most vault jumpsuits come with a utility belt that carries an array of tools to help with specific tasks, most commonly toolkits for machine maintenance and repair, although some have other items. While the base jumpsuit doesn't offer much in the way of protection, vault dwellers that head out into the wasteland often reinforce their suits with leather straps and metal and ceramic plates for added durability and protection. Armored Vault jumpsuits are worn almost exclusively by Vault dwellers or former Vault dwellers. *Value:* 200 Caps

|   |         |        |        |             |
|---|---------|--------|--------|-------------|
| Wgt: 12 lbs.  | AC: +5% | BDR: 6 | EDR: 8 | Light Armor |
| Misc: +5% bonus to two Skills (determined by the Overseer). |         |        |        |             |

**Combat Armor, Mk. I:** First created and issued in 2051, the military-grade combat armor was designed to protect key sections of the human body from ballistic trauma with hard armored plates made from a complex polymer and ceramic. Underneath these plates is a flexible body suit interwoven with thermal-dissipative membranes and bulletproof material. The earliest models of combat armor –often known as “Mk. I” – were manufactured as specific plates mounted on combat webbing and came with a matte-finish olive drab for woodland and urban camouflage. Most suits of combat armor were worn by military personnel or special-forces police units, although it was marketed to the private sector and average American citizen for a time. These days, most suits of combat armor are used by law-enforcement or better-funded mercenary groups, though a particularly wealthy gangster or wastelander could easily afford a suit for himself. *Value:* 3,000 Caps



|              |          |         |         |              |
|--------------|----------|---------|---------|--------------|
| Wgt: 25 lbs. | AC: +10% | BDR: 15 | EDR: 15 | Medium Armor |
| Misc: None   |          |         |         |              |



**Leather Armor:** A durable (and fashionable!) leather jacket reinforced with additional leather pads and ballistic fibers. It offers modest protection without weighing the wearer down and can be easily patched up and repaired after a nasty gunfight. The relative abundance of parts (leather jackets seemed to survive the Great War all over) makes it easy to repair a suit of leather armor. Last, but certainly not least, it looks really, really cool. *Value:* 200 Caps



|              |         |        |        |             |
|--------------|---------|--------|--------|-------------|
| Wgt: 10 lbs. | AC: +5% | BDR: 7 | EDR: 9 | Light Armor |
| Misc: None.  |         |        |        |             |

**Lightweight Metal Armor:** A suit of metal armor modified for long-range travel, this lightweight metal provides excellent protection without weighing so much that the wearer can't travel across the wastelands. The weight is still significant enough to reduce the wearer's mobility, although many claim that the protection it provides is worth the inconvenience. *Value:* 500 Caps

|                  |          |         |         |              |
|------------------|----------|---------|---------|--------------|
| Wgt: 20 lbs.     | AC: +10% | BDR: 14 | EDR: 12 | Medium Armor |
| Misc: -1 Agility |          |         |         |              |

**Mercenary Outfit:** A lightweight armor usually consisting of a ballistic jacket worn beneath a standard leather jacket with some minor reinforcement in terms of leather or metal plates on the shoulders and shins. Bandoleers and sheaths are kept in easy to reach places, granting the wearer a bit of an edge when using traditional firearms and hand-to-hand weapons. These types of outfits are, of course, quite popular amongst seedier mercenary crews. *Value:* 150 Caps

|                                   |         |        |        |             |
|-----------------------------------|---------|--------|--------|-------------|
| Wgt: 15 lbs.                      | AC: +5% | BDR: 5 | EDR: 5 | Light Armor |
| Misc: +2% Guns, +2% Melee Weapons |         |        |        |             |

**Metal Armor:** Usually built from the shells of decommissioned robots (a fact that they just *love*, by the way), metal armor provides a significant amount of protection compared to leather armor. It is one of the most common types of armor and is a favorite among mercenaries due to its protection and the fact that it can be repaired rather easily. It is incredibly cumbersome, however, and therefore isn't recommended for those who want to travel long distances. *Value:* 1,000 Caps

|                  |          |         |         |             |
|------------------|----------|---------|---------|-------------|
| Wgt: 30 lbs.     | AC: +15% | BDR: 16 | EDR: 14 | Heavy Armor |
| Misc: -1 Agility |          |         |         |             |

**Pre-War Riot Gear:** An updated version of police force and military police riot gear consisting of advanced ballistic fiber plates, a riot helmet, and a badass longcoat. Designed before the Great War to help deal with the riots across the United States, the pre-War riot gear is tough, durable, provides easy access to the wearer’s ammunition, and comes standard with a helmet that reduces exposure to radiation, lights to combat dark conditions, tinted lenses that reduce glare, and sound dampeners to negate the effects of flash bangs and concussive grenades. The chest and shoulder plates of the pre-War riot gear are comparable to the materials of the reinforced combat armor lines, possibly serving as a prototype to their design. Suits of pre-War riot gear are incredibly rare, especially in NCR lands where most have been taken by the NCR Ranger Corps. *Value:* 8,000 Caps



|  |          |         |         |              |
|--|----------|---------|---------|--------------|
| Wgt: 20 lbs.   | AC: +10% | BDR: 16 | EDR: 16 | Medium Armor |
| Misc: +20% Rad Resistance, no penalties for lighting, immune to flash bang effects, -1 AP to reload weapons. |          |         |         |              |

**Neural Interface Jumpsuit:** Designed before the Great War to be worn by soldiers operating the T-45d, T-51b, and T-60f suits of power armor, the neural interface jumpsuit (nicknamed “recon armor” by the Brotherhood of Steel) provides a superior interfacing experience when operating a suit of power armor. This vacuum-sealed asbestos jumpsuit covers the entire body, except the face, allowing the user to operate the armor more easily thanks to hardpoints that connect directly to the power armor frame, which in turn allows the armor to respond more readily to user movements and commands. It also has the added bonus of protecting soft tissue from the heat generated by the suit and abrasions from the moving parts. The power armor interfacing jumpsuit is an uncommon suit of armor, usually found in pre-War military facilities or in the armories of Brotherhood of Steel chapters, where it is often worn by lower-ranking members of the Brotherhood, albeit with the addition of ceramic plates. *Value:* 1,500 Caps



|   |          |         |         |              |
|---|----------|---------|---------|--------------|
| Wgt: 13 lbs.  | AC: +10% | BDR: 10 | EDR: 15 | Medium Armor |
| Misc: +5% Sneak, +1 Perception; Increases the wearer’s AP by 1 when worn beneath a suit of power armor. |          |         |         |              |

**Radiation Suit:** A radiation suit is necessary if someone is going to do any prolonged activity in an irradiated area- such as the Commonwealth’s Glowing Sea. While in a radiation suit, a person is protected from all radioactivity and radiation as well as protection from airborne poisons and



toxins. Needless to say, these suits are quite rare and incredibly valuable. *Value:* 500 Caps

|                                 |         |        |        |             |
|---------------------------------|---------|--------|--------|-------------|
| Wgt: 5 lbs.                     | AC: +5% | BDR: 4 | EDR: 4 | Light Armor |
| Misc: 100% Radiation Resistance |         |        |        |             |

**Raider Armor:** The go-to armor of the scum of the earth, raider armor is usually just layers of leather, cloth, and metal connected with wires and belts to form a loose-fitting banding. It doesn't offer the greatest protection in the wasteland, but it can be repaired very easily thanks to its low craftsmanship and the easy to acquire parts. *Value:* 200 Caps

|   |         |        |        |             |
|---|---------|--------|--------|-------------|
| Wgt: 15 lbs.  | AC: +5% | BDR: 8 | EDR: 8 | Light Armor |
| Misc: +2% Sneak; Can be repaired in half the normal time. |         |        |        |             |

**Reinforced Combat Armor, Mk. I:** This particular suit of combat armor is an experimental prototype of the Mk. I that utilized a different material that offered increased protection. The suit consists of a split breastplate, pauldrons, gorget, and an abdominal ring. The sleeves of this particular model full sleeves and include armor plate protection for the upper and lower arms. The lower body is protected by woven trousers and incorporate no hard armor, saved the boots. In the interests of comfort and mobility, the armor encasing the foot and lower leg is articulated, not sealed. This permits longer wear times and more comfortable and sure footing, but it does compromise the armor integrity. The helmet is designed to protect the wearer from a variety of battlefield hazards ranging from projectiles to energy weapon impacts to simple dust and grit. The helmet incorporates a laser rangefinder, although none of the helmets that managed to survive the Great War seem to have working units. *Value:* 5,000 Caps

|              |          |         |         |              |
|--------------|----------|---------|---------|--------------|
| Wgt: 25 lbs. | AC: +10% | BDR: 17 | EDR: 17 | Medium Armor |
| Misc: None   |          |         |         |              |

**Reinforced Combat Armor, Mk. II:** While the combat armor Mk. I consisted of webbing and plates mounted on specific spots, the Mk. II is an improved, fully enclosed suit of armor designed for and issued to United States shock troopers and special forces units during the conflicts leading up to the Great War. It has considerably thicker plates than the Mk. I line that not only completely cover the torso, shoulders, knees, and lower legs, but has forearm guards along with several pouches located along the upper thighs and waist. The combination layers of a suit of adequately-maintained combat armor grant the wearer significant protection from most types of damage, including laser, plasma, ballistic, and blast damage – uncommon for personal armor. Furthermore, it does so without the extreme weight inherent in most battle armor systems of the



20<sup>th</sup>, 21<sup>st</sup>, and 23<sup>rd</sup> centuries. In summary, the Mk. II combat armor system provides outstanding protection at comparatively low weight and high comfort. *Value: 7.000 Caps*

|              |          |         |         |              |
|--------------|----------|---------|---------|--------------|
| Wgt: 25 lbs. | AC: +10% | BDR: 20 | EDR: 20 | Medium Armor |
| Misc: None   |          |         |         |              |

**Reinforced Leather Armor:** Someone took a cool leather jacket and made it even cooler by slapping some metal plates on that baby. While still not as good as a suit of combat armor or metal armor, the reinforced leather model is considerably lighter and more affordable than many other forms of armor. The reinforced plates provide better protection against both standard ballistic fire and energy weapons fire as well. *Value: 700 Caps*

|              |         |         |         |             |
|--------------|---------|---------|---------|-------------|
| Wgt: 15 lbs. | AC: +5% | BDR: 10 | EDR: 12 | Light Armor |
| Misc: None.  |         |         |         |             |

**Reinforced Metal Armor:** Sometimes standard metal armor isn't enough. In those cases, one needs *reinforced* metal armor. Reinforced with what, you ask? Well typically a Kevlar undershirt and even more metal, particularly steel and lead. Unlike typical suits of metal armor, this reinforced variant is rare and usually only found in civilized areas due to the fact that it takes a skill metalworker to create. *Value: 2,000 Caps*

|   |          |         |         |             |
|---|----------|---------|---------|-------------|
| Wgt: 35 lbs.                                | AC: +15% | BDR: 18 | EDR: 16 | Heavy Armor |
| Misc: -1 Agility; +10% Radiation Resistance |          |         |         |             |

**Super Mutant Armor:** Most commonly seen on super mutants (hence the name), super mutant armor is an oversized, hodgepodge assortment of metal plates (usually rusty), leather swatches, bits of cloth and tires, and the occasional assortment of bones (human and otherwise). It is heavy and generally unwieldy for those folks who aren't seven feet of solid bone and muscle, but provides a considerable amount of protection thanks to the sheer amount of materials used to craft it – comparable to combat armor in some regards. Thanks to the commonplace materials used to put the armor together, super mutant armor can be repaired very easily. *Value: 600 Caps*



|  |          |         |         |             |
|--|----------|---------|---------|-------------|
| Wgt: 18 lbs.   | AC: +15% | BDR: 20 | EDR: 14 | Heavy Armor |
| Misc: +5% Melee Weapons; -2 AGL (except for Super Mutants); Can be repaired in half the normal time. |          |         |         |             |

**Tesla Armor:** A suit of armor that appears similar in design to the X-01 Power Armor, although in truth it is a suit of heavy armor. The armor is covered in Tesla Attraction Coil Rods that serve to attract electrical energy, granting the wearer superior Energy Damage Resistance. This energy is channeled to not only power the armor, but actually enhance the wearer's skills with energy weapons by providing additional power to the weapons. Tesla armor is particularly rare, although it is slightly more common in areas once controlled by the Enclave. *Value:* 4,500 Caps

|   |          |         |         |             |
|---|----------|---------|---------|-------------|
| Wgt: 65 lbs.  | AC: +15% | BDR: 32 | EDR: 45 | Heavy Armor |
| Misc: +10% Energy Weapons; -1 Charisma; +50% Radiation Resistance |          |         |         |             |

**Tribal Armor:** Similar in many respects to raider armor, tribal armor is a fairly primitive and easy to manufacture and maintain. Made from animal hides and scrap metals, tribal armor provides some protection against ballistic fire, but is rather lacking when it comes to energy emissions since the crafters have little experience with such weaponry. The muted tones of the armor allow for the wearer to more effectively sneak through the wasteland, and deep pockets and pouches create additional space for storing food and water supplies. *Value:* 500 Caps



|                               |          |        |        |              |
|-------------------------------|----------|--------|--------|--------------|
| Wgt: 20 lbs.                  | AC: +10% | BDR: 8 | EDR: 4 | Medium Armor |
| Misc: +5% Sneak, +5% Survival |          |        |        |              |

**Vandal Armor:** A better-crafted version of the raider armor, vandal armor is pieced together from scraps of armor that provides modest protection without impacting mobility. Unlike standard raider armor, vandal armor is layered with purpose and utilizes Kevlar and ballistic fibers to protect the more vulnerable parts of the human body. *Value:* 400 Caps

|   |          |         |         |              |
|---|----------|---------|---------|--------------|
| Wgt: 15 lbs.  | AC: +10% | BDR: 12 | EDR: 10 | Medium Armor |
| Misc: +5% Sneak, +1 Agility; Can be repaired in half the normal time. |          |         |         |              |

**Power Armor:** Perhaps more than anything else, power armor is what makes the post-apocalyptic world of *Fallout* so unique. It is the definitive armor of both the Brotherhood of Steel and the Enclave, two of the most influential factions in the wasteland. Capable of turning a single man or woman into a small army that can turn the tide of any fight, power armor is the ultimate wasteland treasure. Power armor is constantly being sought out and prized by



various factions ranging from the aforementioned Brotherhood to ambitious and bloodthirsty raider warlords.

Power armor provides excellent damage resistances to the two main forms of damage and resistance versus the pervading radiation throughout the wasteland. However, the single biggest boon of power armor suits are the bonuses to various SPECIAL Stats. Unlike most items that increase SPECIAL Stats, suits of power armor can elevate a SPECIAL Stat beyond the normal maximum of 10. Power armor: making the ordinary, extraordinary!

Now there is a downside (sort of) to power armor. While anyone can don a suit of leather armor and benefit from the protection it provides, a creature needs to undergo special training to operate it (denoted under the “Min. Skill” tab in each suit’s information table). Provided a creature’s Mechanics Skill equals or exceeds the Skill Requirement, he receives all the benefits of the suit of armor (any SPECIAL bonuses, Rad Resistance, Knockdown Immunity, etc.). If a creature doesn’t meet the Minimum Skill Requirement for the suit of power armor, he still benefits from the Damage Resistance it provides, but receives no other benefits and must spend 2 AP per hex to move while in the suit.

**Salvaged Power Armor:** Not every suit of T-45d or X-01 Mk. I has survived the decades since the Great War unscathed. In fact, it’s rather rare to find a complete, working set of pre-War power armor anywhere in the wasteland. However, particularly crafty folks, be they wastelanders, raiders, or members of scientific communities, have managed to take functioning power armor frames and modify them with a myriad assortment of metal plates, bits of military-grade power armor, or even scrap to form a functioning suit of makeshift power armor. While not nearly as advanced or protective as even a suit of T-45d power armor, salvaged power armor can still be a deciding factor between life and death out in the wasteland. *Value:* 10,000 Caps

|   |          |         |         |             |                 |
|---|----------|---------|---------|-------------|-----------------|
| Wgt: 305 lbs.   | AC: +20% | BDR: 20 | EDR: 20 | Power Armor | Min. Skill: 25% |
| Misc: +2 Strength, -2 Agility; +50% Radiation Resistance, Immunity to Knockdown; Can be repaired in half the normal time. |          |         |         |             |                 |

**T-45d Power Armor:** Originally developed and manufactured for the United States Army by West-Tek, the T-45d power armor was the very first version of power armor to be successfully deployed in battle and is said to have been the turning point in the Sino-American War. In the post-War world, it has –alongside the T-51b and T-60f models- become the symbol of the Brotherhood of Steel in the wasteland, especially along the East Coast.



The T-45d consists of a powered armor frame, a metal chassis, and a helmet complete with radiation scrubbers and a spotlight. The armor is shaped and reinforced to allow it to withstand fire from just about every imaginable weapon. The entire rig is powered by a TX-28 MicroFusion Core, which generates enough energy to power the HiFlo hydraulics. These cores generate enough energy to power a suit for centuries, although if removed the entire rig will be rendered inert. *Value:* 12,000 Caps

|   |          |         |         |             |                 |
|---|----------|---------|---------|-------------|-----------------|
| Wgt: 305 lbs.   | AC: +20% | BDR: 27 | EDR: 30 | Power Armor | Min. Skill: 50% |
| Misc: +2 Strength, -2 Agility; +75% Radiation Resistance, Immunity to Knockdown |          |         |         |             |                 |

**T-51b Power Armor:** The second suit of power armor developed by West-Tek, the T-51b is considered an advancement in nearly every way. While its servos provide a smaller bonus to the wearer's physical abilities, the lighter frame has a lower restriction on the operator's mobility. The armor itself is a poly-laminate composite capable of absorbing over 2500 Joules of kinetic impact and is coated with a 10-micron-thick silver ablative coating that can reflect laser and plasma emissions.



The helmet houses a spotlight, radiation scrubbers, and a built-in computer system that is full of pre-War military information (although the computers could feasibly be reset), and a bulletproof visor. The main body is completely sealed, providing excellent radiation resistance, and contains a recycling system that can convert human waste into drinkable water, although it can only do so for so long before the waste is too contaminated. *Value:* 15,000 Caps

|  |          |         |         |             |                 |
|--|----------|---------|---------|-------------|-----------------|
| Wgt: 295 lbs.  | AC: +20% | BDR: 31 | EDR: 35 | Power Armor | Min. Skill: 50% |
| Misc: +1 Strength, +1 Charisma; +80% Radiation Resistance, Immunity to Knockdown |          |         |         |             |                 |

**T-60f Power Armor:** The pinnacle of pre-War power armor, the T-60f was deployed after the Battle of Anchorage alongside the T-51b, although in significantly reduced numbers. It is considerably larger than the T-45d or T-51b, but thanks to advancements with its kinetic dynamos and motion-assisted servos, it doesn't reduce the operator's mobility in the slightest. It is slightly heavier than its less advanced variants, but makes up for it with its improved durability.



The helmet contains a spotlight, radiation scrubbers, and a pre-War computer system containing information- much like the T-51b. However, it also contains a variant of the Vault-

Tec Assisted Targeting, allowing the operator to track enemy combatants and place shots with a greater degree of accuracy. The body is completely sealed and regularly purges irradiated materials from the suit. The T-60f houses a waste recycling system that is more efficient than that of the T-51b, allowing a creature to reuse their body's liquid waste for up to a week before needing to replenish with outside materials. *Value: 20,000 Caps*

|  |          |         |         |             |                 |
|--|----------|---------|---------|-------------|-----------------|
| Wgt: 315 lbs.  | AC: +20% | BDR: 35 | EDR: 40 | Power Armor | Min. Skill: 75% |
| Misc: +2 Strength, +1 Charisma, +1 Intelligence; +10% on all weapon attack rolls; +90% Radiation Resistance, Immunity to Knockdown |          |         |         |             |                 |

**X-01 Mk. I Power Armor:** The first suit of power armor to be manufactured after the Great War, the X-01 line was developed and employed by the remnants of the United States Government. It's believed that the armor was first put into development in 2198 as part of a larger project to develop various technologies. When it was finally unveiled by the Enclave, the X-01 Mk. I suit out-performed the T-51b in nearly every way.



It is composed of lightweight metal alloys reinforced with ceramic castings at key stress points. The motion-assist servo-motors used in the armor are of a high-quality. Furthermore, it has an auto-gyro system to keep it upright and the knees can be locked into position, to prevent the wearer from falling over in case the operator loses consciousness on duty. It also possesses a waste recycling system believed to be developed from the same prototype system used to develop the waste recycling system in the T-60f power armor. *Value: 20,000 Caps*

|  |          |         |         |             |                 |
|--|----------|---------|---------|-------------|-----------------|
| Wgt: 290 lbs.  | AC: +20% | BDR: 36 | EDR: 40 | Power Armor | Min. Skill: 75% |
| Misc: +1 Strength, -1 Charisma; +85% Radiation Resistance, Immunity to Knockdown |          |         |         |             |                 |

**X-01 Mk. II Power Armor:** A few years after fielding the X-01 Mk. I, the Enclave developed and manufactured the Mk. II for use by their elite soldiers. It is built almost entirely from a lightweight ceramic composite rather than the usual combination of metal and ceramic plates. The standard-issue version has a matte black finish to make nighttime operations easier.

The helmet comes standard with radiation filters, audio amplifiers for both incoming and outgoing transmissions, built-in night vision (negating any negative modifiers from light sources or a lack thereof). It is also hermetically sealed, providing excellent radiation resistance, and has an even more advanced waste recycling system, allowing the operator to go for weeks without external sources of water. *Value: 35,000 Caps*



|  |          |         |         |             |                  |
|--|----------|---------|---------|-------------|------------------|
| Wgt: 295 lbs.  | AC: +20% | BDR: 40 | EDR: 45 | Power Armor | Min. Skill: 100% |
| Misc: +2 Strength, -1 Charisma; +90% Radiation Resistance, Immunity to Knockdown |          |         |         |             |                  |

## ARMOR MODIFICATIONS

Just like weapons, armor can be modified by particularly crafty wastelanders. While most armor modifications provide a modest boost to a piece of armor's defensive properties, there are some that provide other types of bonuses, ranging from radiation resistance to extending the duration of chems.



While most weapon modifications come from some sort of pre-War kit, armor modifications require a craftsman to apply specifically, although some of the parts – like ceramic plates, can be found scavenging through Old World ruins. All armor modifications can be bought or sold, although your average merchant isn't going to part with them without receiving a fair number of Caps in exchange.

A single suit of armor can have up to three different modifications applied to it, which can provide similar to identical bonuses or vastly different bonuses. These modifications cannot be the same or be upgraded versions of one another. For example, a suit of raider armor can have Ballistic Fiber Weave and Alloyed Metal Plates, but not Ballistic Fiber Weave and Microcarbon Weave.

**Standard Armor Modifications:** These types of modifications can be applied to any non-Power Armor suit, ranging from a simple suit of leather armor to a hazmat suit to a metal suit. Standard armor modifications are fairly common throughout the wasteland.

**Ballistic Fiber Weave:** Ballistic fiber weave is a rare modification utilizing pre-War fabrics capable of withstanding small- to medium-arms fire (if a Fat Man's mini nuke comes your way, you're on your own friend). Applying a ballistic fiber weave increases a suit of armor's Ballistic Damage Resistance and Energy Damage Resistance by 4 each and increases the armor's weight by 1 lb. *Value:* 500 Caps

- **Microcarbon Weave:** This upgraded version of the ballistic fiber weave provides a BDR and EDR of 6 and increases the armor's weight by 3 lbs. *Value:* 1,000 Caps.
- **Nanofilament Weave:** The ultimate form of personal protection, this advanced form of ballistic fiber provides significant protection, increasing the wearer's BDR and EDR by 12 each and increases the armor's weight by 5 lbs. *Value:* 2,000 Caps

**BioComm Mesh:** BioComm was a pre-War company specializing in chems and chem-accessories for military use. This high-tech mesh increases the duration of all chems that the user takes by 50%. The armor's weight increases by 5 lbs. *Value:* 1,500 Caps

**Ceramic Plates:** Ceramic plates are a useful defensive addition to any suit of armor that needs a little bump. These military-grade plates increase a suit of armor's BDR by 3 and EDR by 5. The armor's weight is increased by 10 lbs. *Value:* 500 Caps

- **Fiberglass Plates:** Fiberglass plating is a more advanced version of ceramic plating and provides moderate protection from both ballistic arms and energy weapons fire. These military-grade plates increase a suit of armor's BDR by 5 and EDR by 10. The armor's weight is increased by 10 lbs. *Value:* 1,000 Caps
- **Polymer Plates:** The most advanced form of ceramic plating, polymer plates that provide considerable protection from ballistic arms and energy weapons fire. Polymer plating increases a suit's BDR by 10 and EDR by 15, but increase the armor's weight by 10 lbs. *Value:* 2,000 Caps

**Combat Webbing:** A series of straps, pockets, holsters, and harnesses that redistribute the weight of items carried so as to reduce their encumbrance. Furthermore, these storage containers are located in spots to allow for easy access, making it easier for the user to retrieve valuable items in the middle of a firefight. Combat webbing increases the wearer's Carrying Capacity by 25 lbs and reduces the AP cost of the "Use Item" action by 1 (to a minimum of 1 AP). *Value:* 500 Caps

**Composite Plating:** Composite plates are for metal suits of armor only (lightweight metal armor, metal armor, reinforced leather armor, raider armor, super mutant armor, vandal armor) that replace many of the heavy metal plates with a lightweight alternative that provides a similar level of protection. Composite plating reduces the suit's weight by 50% and reduces any penalties to Agility by 1 (to a minimum of 0). *Value:* 500 Caps

**Lead-Lined:** This lead-lining is generally a makeshift addition to a suit of armor, although some suits of armor from pre-War military installations have professional installations of lead-lining that one would swear is an original part of the armor. Applying lead-lining to a suit of armor increases its Rad Resistance by 25% and the item's weight by 25 lbs. *Value:* 200 Caps

**Metal Plates:** Metal plates can provide a modest bonus to a suit of armor's ballistic resistance and a fair bonus against energy weaponry. Applying metal plates to a suit of armor increases its BDR by 5 and EDR by 3. The armor's weight is increased by 15 lbs. *Value:* 500 Caps

- **Welded Plates:** Thanks to some reinforcements and welding, these metal plates provide additional damage resistance above and beyond that of standard metal plating. Applying reinforced metal plates to a suit of armor increases its BDR by 10 and EDR by 5. The armor's weight is increased by 15 lbs. *Value:* 1,000 Caps
- **Alloyed Plates:** An advanced pre-War alloy that provides a considerable bonus to a suit of armor's ballistic resistance and a fantastic bonus against energy weaponry. Applying alloyed metal plates to a suit of armor increases its BDR by 15 and EDR by 10. The armor's weight is increased by 10 lbs. *Value:* 2,000 Caps

**Pneumatic Frame:** This high-tech modification adds a small pneumatically powered frame to the suit of armor, which in turn provides a series of advantages. Firstly, a character wearing a suit of armor with a pneumatic frame increases his or her carrying capacity by 20 lbs. In addition to this, a pneumatic frame provides a 25% bonus to all Nerve Tests to remain standing after being hit by a melee or unarmed weapon attack. The armor's weight increases by 50 lbs, although the pneumatic frame negates this weight for the purposes of determining how much weight a character is carrying. *Value:* 1,000 Caps

**Power Armor Modifications:** Advanced power armor modifications can range anywhere from reinforced armor plating to goddamn jetpacks! Unlike standard armor modifications, your average power armor modification can only be found deep within pre-War military and science facilities, requiring a wastelander to venture deep into dangerous ruins and fight all manner of monster to even acquire them. Good luck!

**Rad Scrubbers:** Rad scrubbers are a modification added to a suit's helmet that remove any radioactive particulates from food and water consumed while a person is inside a suit of power armor. Reduce all rads gained from food and water to 0 while inside your power armor. *Value:* 2,000 Caps

**Core Assembly:** The core assembly mod allows for a faster, more efficient use of the energy generated by a suit's MicroFusion Core. By removing some of the more redundant and unnecessary systems put into place by pre-War bureaucrats, the MicroFusion Core can supply additional power to a suit's arms and legs, increasing the suit wearer's Action Points by 5 while they wear the suit. *Value:* 5,000 Caps

**Blood Cleanser:** Created by BioComm before the Great War, the blood cleanser mod filters the wearer's blood and removes any foreign materials deemed hazardous. Thanks to this rigorous and not altogether pleasant process, the addiction rating of all chems ingested by the suit's wearer by 50%, to a minimum of 10%. *Value:* 3,000 Caps

**Medic Pump:** An advanced medical modification originally deployed in Anchorage in small numbers alongside the T-45d power armor. The medic pump works with the suit's sensory arrays to detect hits in combat and monitor the wearer's vital signs. Whenever the wearer's health falls below 25% of his or her maximum Hit Point total, it automatically uses a Stimpak at no AP cost in an attempt to stabilize the wearer. The wearer of the suit attempts a Medicine Test as normal. *Value:* 10,000 Caps

**Jet Pack:** What's cooler than flying? Flying in a personalized, miniature tank of course! This modification was highly experimental during the Great War, but put to great use in the Yangtze Campaign against the Reds. The jet pack modification allows the suit's wearer to fly upwards of fifty feet into the air and has enough fuel to sustain a full minute of flight before needing to be

refilled. While in the air, the suit's wearer can move 2 hexes for every 1 AP they spend on movement (this does not stack with the "Fleet of Foot" Perk or the Optimized Servos modification). *Value:* 15,000 Caps

**Calibrated Shocks:** A system of shocks designed to redistribute weight to reduce the burden of carried weapons and gear. The calibrated shocks increase the wearer's Carrying Capacity by 50 lbs. *Value:* 1,000 Caps



**Reactive Plates:** A series of high-tech, integrated plates linked to the suit's sensor array to anticipate incoming attacks to deflect and absorb ballistic trauma. Applying the reactive plates modification to a suit of power armor increases its Ballistic Damage Resistance by 15. *Value:* 3,000 Caps

**Tesla Coils:** A series of Tesla Coils originally designed as a form of riot control during the last days of the Great War when the American citizenry started protesting and rioting across the nation. By drawing power from the Microfusion Core, these Tesla Coils emit pulses of energy that shock any creature that the suit's sensor array deems as problematic. Whenever a hostile creature is adjacent to the suit's wearer or attacks the suit's wearer, they must succeed on a Hard Athletics Test or take 3d6 Energy Damage. *Value:* 7,500 Caps

**Optimized Servos:** While the standard servos in most suits of power armor are more than enough to move the massive bulk that is each model of suit, for some they just don't cut it. While purely experimental during pre-War times (thanks to a severe overheating issue that would melt joints and render entire suits immobile), post-War tinkerers have managed to get around these issues and get the optimized servos up and running. A suit utilizing optimized servos can move 2 hexes for every 1 AP spent (or 3 three if the wearer has the "Fleet of Foot" Perk). *Value:* 5,000 Caps

**Titanium Plating:** Lightweight, rust-proof, and damn-near indestructible titanium plates designed before the Great War to make the T-45d, T-51b, and T-65f lines of power armor lighter in weight, more mobile, and more durable. While very effective, the cost and time required to manufacture these plates resulted in a minimal production and use on the battlefield, although several warehouse across the wasteland still contain full sets of titanium plates. Applying the titanium plates to a suit of power armor increases its Ballistic and Energy Damage Resistance by 10 each and decreases the suit's weight by 50 lbs. *Value:* 6,000 Caps

**Photovoltaic Coating:** This high-tech modification applies a thin layer of photovoltaic cells designed to absorb excess light – i.e. the energy generated by energy weapons. Applying the photovoltaic coating to a suit of power armor increases its Energy Damage Resistance by 15. *Value:* 3,000 Caps

## TRAPS

What sort of world would the post-War wasteland be without booby-trapped mailboxes, tripwires, grenade bouquets, and shotguns rigged to go off at any second? A *boring* one, that's what! Whether they're set by a particularly sadistic raider, a wastelander trying to defend her home, or pre-War traps left over from the Great War, traps are a staple in the wasteland. An incredibly dangerous staple.



To locate a trap, a creature must succeed on an Investigation or Survival Test (as determined by the Overseer). Once located, a creature can attempt to disarm or trigger the trap in question, which requires a variety of Skill Tests, as determined by the type of trap. Once a trap is successfully disarmed, it can be taken for later use or scrapped for parts. A failed disarm attempt results in the trap triggering, often with deadly results.

In this section are several sample traps for use in *Fallout: Wastelands* campaigns (although we encourage Overseers and players to create their own). They range from home-made, do it yourself jobs to high-tech laser tripwires. Each entry has a description of the item and its general effects and the Skill or Skills necessary to construct or disarm the trap (most require the use of a Security Test). The traps listed here are but a small assortment of those that can be created, so talk with your Overseer about creating your own types of traps!

Land mines are also incredibly common traps, but they are covered in the Explosives section of “Section 6: The Armory.” All land mines use the Explosives Skill to determine one’s ability to arm or disarm them.

**Automated Turret:** The epitome of pre-War defense technology, the automated turret is a trap typically utilized in Vault-Tec Vaults, U.S. military and government facilities, Brotherhood of Steel bases, and Enclave strongholds. Powerful and portable, the automated turret is as much an enemy combatant as it is a trap. Unlike most traps, automated turrets actually perform attacks, firing a three-round burst of either 10mm ammunition or laser fire with a base accuracy of 60% (it ignores both positive and negative vision modifiers), dealing 3d8+4 Ballistic or Energy Damage, depending on the load out. The automated turret can act once per round, fires in a three-round burst, has an ammo capacity of 100 rounds, 30 Hit Points, and a Ballistic and Energy Damage Resistance of 10. The automated turret can be destroyed through typical arms fire, or disarmed using a Security Skill Test. *Value:* 500 Caps



**Bear Trap:** Bear traps are a fairly simple and quite common form of trap, often used for hunting mutated animals. They consist of a spring-operated pair of spiked jaws that snap shut on a creature’s leg should the pressurized pad in the middle be



triggers. A triggered bear trap deals 4d8+8 Ballistic Damage and cripples the limb it grapples. Disarming a bear trap requires a Security Test. *Value: 25 Caps*

**Dart Trap:** A simple spring-loaded dart trap that triggers when a nearby tripwire or pressure plate is set off. The target must succeed on an Athletics Test or take 3d6+3 Ballistic Damage. Some folks like to tip their dart traps with poison, adding an additional layer of deadliness. Such a trap would deal an additional 2d6+3 Poison Damage. Disarming a dart trap requires a Security Test. *Value: 25 Caps*

**Grenade Bouquet:** When flowers just won't do, try a grenade bouquet! A fairly common defensive measure amongst raider gangs, the grenade bouquet is an incredibly deadly weapon usually connected to a tripwire or pressure plate. When triggered, the trio of grenades fall and explode upon impact, dealing 12d6+24 to all creatures in a three hex radius. Disarming a grenade bouquet requires an Explosives Test. *Value: 450 Caps*

**Laser Tripwire:** The laser tripwire is an advanced trap designed before the Great War and utilized in government and military facilities. While laser tripwires don't do anything on their own, they are often connected to automated turrets, alarm systems, robotic patrols, or other security measures. Disarming a laser tripwire requires a Security Test. *Value: 1,000 Caps*

**Pressure Plates/Tripwires:** Pressure plates aren't exactly traps, per say, but they play an important role in the setting up and execution of traps. Like the laser tripwire, pressure plates and tripwires don't do anything on their own, but they are often used to set off other traps, such as a grenade bouquet or a rigged shotgun. Disarming a pressure plate or a tripwire requires a Security Test. *Value: 25 Caps*



**Rigged Shotgun:** A standby for wasteland raiders, the rigged shotgun is an old hunting shotgun (usually on its last legs) set up to fire if a nearby pressure plate or tripwire is triggered. The target must succeed on an Athletics Test or take 8d8+10 Ballistic Damage as both barrels are unloaded. A rigged shotgun needs to be reloaded and set up again before it can be reused. Disarming a rigged shotgun requires a Security Test. *Value: 200 Caps*

**Rigged Terminal:** Rigged computer terminals can be found in old business centers, laboratories, or even homes. Outwardly it looks just like a normal terminal, but if someone tries to use said terminal, the overcharged batteries will discharge, dealing 3d4+6 Energy Damage to all creatures within 2 hexes that fail an Athletics Skill Test. Disarming a rigged terminal requires a Security Test. *Value: 75 Caps*



**Tin Can Chimes:** Tin can chimes aren't a deadly trap by any means, but they are a useful way to set up a perimeter. Triggering a tin can chime will alert any nearby creatures to your location, but deals no damage on its own. Disarming a tin can chime requires a Security Test. *Value: 5 Caps*

## EQUIPMENT

Equipment is any item that is not a weapon, armor, or a weapon modification and can range from ammunition, chems, and general utility gear. These are common, or at least not insanely rare, and useful items found in the wasteland. All equipment has a Cap Value and a weight, which is recorded in the item's description.

Equipment can be found, scavenged, bought, stolen, or even crafted. Merchants happily buy and sell it, or trade it for similar goods. The most commonly traded equipment are ammunition and chems, although food is a close third.

The four Equipment categories are Ammunition, Chems, Food, and Gear, the latter of which is a catch-all for general items that serve a utilitarian purpose.



**Ammunition:** Ammunition is required to shoot guns, energy weapons, and certain explosives. As such, it is quite valuable, and in many peoples' eyes, worth its weight in Caps. There are several types of ammunition, which are listed below. Unlike other types of Equipment, ammunition does not have a weight. While it's not overly realistic, we didn't want to bog people down with an insane amount of bookkeeping. The value of ammunition is for a single round.

**.308:** The "Grandad's" brand of .308 caliber ammunition is a full-sized cartridge used primarily in hunting rifles in the pre-War United States. In the post-War wasteland it has become a popular brand of ammunition for high-power conventional weapons and long-range sharpshooters. *Value:* 4 Caps

**.357 Magnum:** The .357 magnum round was most commonly manufactured by Big Chief and has a significant powder load, which makes it a very powerful cartridge for a pistol round, and acceptable for use in carbine length lever-action rifles. *Value:* 3 Caps

**.44 Magnum:** The .44 magnum round is a high powered magnum pistol cartridge derived from the .44 special pistol round. The round was originally developed for revolvers, but with its high velocity and heavy bullet, manufacturers quickly developed revolvers chambered in .44 magnum. Ancient as it is, .44 magnum still delivers quite a punch and proves to be quite effective in the field. *Value:* 7 Caps



**.45 Auto:** The .45 Auto round is manufactured by Union Cartridge, and is a large caliber auto-pistol cartridge used in pistols and submachine guns. It was rather rare for a time, but in recent years has been manufactured in New Canaanite lands and sold across the wastes. *Value:* 5 Caps



**.50 MG:** The .50 MG is a large caliber heavy machine gun and long-range anti-material rifle round. It is the largest, heaviest, and oftentimes the most expensive conventional firearm ammunition around. The only known weapon to utilize .50 MG is the anti-material rifle, although some savvy wastelanders have rechambered more common weapons to fire this particular ammunition. *Value:* 10 Caps

**2mm Electromagnetic Cartridge:** Relatively rare compared to other ammunition types, the 2mm EMC is a specially-designed round used only by the Gauss Rifle. It combines the sciences behind conventional firearms ammunition (namely a solid “bullet”) with the high-tech science behind energy weaponry. The Enclave is said to have once had a large stash of these rounds, as does a shadowy organization existing in the Commonwealth and Capital Wasteland... *Value:* 40 Caps

**5mm:** The 5mm round is a small caliber, high velocity rifle cartridge most commonly utilized by miniguns. It is commonly belt-fed and is available in rather high quantities, something made necessary by the notably large “magazine” sizes on the weapons that use it. It boasts a high penetration rating, which offsets its smaller size considerably. *Value:* 5 Caps



**5.56mm:** The 5.56mm round is a high velocity small caliber rifle cartridge and is considered a general-purpose round for all guns, spanning the wasteland’s arsenal from the service rifle to the Bozar. 5.56mm is common, light, cheap, easy to make, and is considered one of the two “small rifle” cartridges, the other being 5mm. It is a solid, all-around dependable round. *Value:* 5 Caps

**10mm:** In the pre-War era, 10mm was the standard ammunition for the Bureau of Alcohol, Drugs, Tobacco, Firearms and Lasers and for the branches of the military that weren’t transitioning over to experimental energy weapons. It is a medium caliber, high velocity auto-pistol round. *Value:* 3 Caps

**12.7mm:** The Hauer Premium Show Stopper 12.7mm civic defense round is a consumer-grade pistol round of identical bullet diameter to the military-grade .50 caliber, but with less stopping power. While it shares the same bullet diameter, the cartridge case is much shorter, holding far less powder than the full-sized .50 MG cartridge. *Value:* 6 Caps

**12-Gauge Shell:** The Purebore Buckslayer Shure Shot 12-gauge shotgun shell is a large bore shotshell that has become the standard across the wasteland due to its prominence before the Great War. While most people use hand loaded ammunition these days, the occasional box of true Purebore Buckslayer Shure Shot still exists. *Value:* 3 Caps

**12-Gauge Slug:** From the Masterson company comes the 12-gauge slug: a single, large lead projectile promoting better accuracy and kinetic energy over a distance than pellets from shells. The spread of the weapon is traded out for a greater range and more concentrated point of impact. *Value:* 5 Caps

**25mm Grenade:** This is standard ammunition for the grenade machinegun. It is designed to explode on impact, and does so 96.4% of the time. *Value:* 15 Caps

**40mm Grenade:** This is the projectile fired from the 40mm grenade launcher and grenade rifle. They are much larger than 25mm grenades, making them heavier and harder to fire at great speed. *Value:* 20 Caps

**BBs:** BBs are lead free metal pellets for use in air guns. They are usually propelled using compressed air or gas – particularly pump-action guns- there is no need for common ammunition ingredients such as gunpowder or primers. *Value:* 1 Caps

**Electron Charge Packs:** A more advanced version of the Microfusion Cell capable of holding a large amount of energy. Electron charge packs are some of the rarest forms of ammunition in the wasteland, usually found inside of pre-War military installations or power plants. They are used primarily to power energy weapons with a large consumption rate, such as the Tesla Cannon. *Value:* 15 Caps

**Energy Cells:** Small, self-contained energy storage units often associated with one-handed energy weapons. Energy cells essentially act as a very powerful battery or capacitor. They are the standard ammunition used by the majority of the pistol-sized energy weapons. *Value:* 4 Caps

**Flamer Fuel:** Flamer fuel is a mixture of petro-chemicals and other flammable compounds for use in specialty flamethrowers. Most flamer fuel is either military grade found in old pre-War Army bases or a homemade concoction made from corn-based ethanol combined with laundry detergent. Sometimes people mix all four! *Value:* 50 Caps

**High-Velocity Missiles:** A guided, self-propelled projectile armed with a high explosive charge, these are used by missile launchers. Missiles are incredibly rare, as they are difficult to manufacture in the post-War world, although rumor has it they're being churned out of a small settlement called the Pitt. *Value:* 50 Caps

**Microfusion Cells:** The microfusion cell model No. 1040 MRC is a medium-sized energy production unit. It is a self-contained fusion plant with an output of 1040.8 VDC used as ammunition for energy weapons, particularly rifle-sized energy weapons and larger. They are more powerful than energy cells, but at the same time are more expensive. *Value:* 8 Caps

**Mini Nuke:** Alright, so we lied. Mini Nukes *do* have a known weight, and it's about three pounds. A mini nuke is similar to an American football in both shape and size. When the red tab on the nose is pressed down, the atomic fission is activated and creates a small nuclear explosion. However, the only way to detonate them is to use a M42 Fat Man (or strap another explosive to it). They have a powerful explosion,



causing the characteristic mushroom cloud, and leave moderate residual radioactivity. *Value:* 200 Caps

**Variant Ammunition:** While most wastelanders are content with standard ammunition, not everyone is. For such individuals there are specialty rounds such as armor piercing and hollow point ammunition. These rounds have a variety of beneficial effects, but they come at a cost. Each entry contains the name of the variant ammunition, the effect, the ammunition types it affects, and the cost modifier.

**Armor Piercing:** The name says it all. Armor piercing rounds are specially designed to penetrate armor, rendering it less useful. AP rounds ignore 5 points of Ballistic Damage Resistance and deal an additional point of condition damage at the end of combat. Armor Piercing can be applied to all standard ballistic ammunition types, such as 10mm, 5.56mm, .50 MG, but not BBs or shotgun shells. *Cost:* Double standard.

**Explosive:** When you want the destruction of a high-yield explosive with the accuracy of a long-ranged sniper rifle you reach for the explosive round. This specialized .50 MG round deals the same amount and type of damage as a standard .50 MG, but with the added advantage of having a one hex blast radius. .50 MG only. *Cost:* Triple standard (30 Caps).

**Flechette:** While these were banned by the Geneva Convention for being “inhuman” in pre-War times, there’s no such body to forbid the use of flechettes these days. Simply put, a flechette is a small metal dart launched from a shotgun shell in place of standard buckshot. Flechettes increase the Critical Hit Chance of the weapon by 5%. Shotgun shells only. *Cost:* Double standard.

**Gamma Emitter Cells:** All energy cells –be they standard energy cells, microfusion, or electron charge packs- contain trace amounts of radioactive material, but when discharged so little of it is actually emitted as radiation. However, some clever folks have modified their energy cells to emit concentrated doses of radiation alongside the lasers and plasma from their weapons, making their weapons increasingly dangerous to animals and humans. Ghouls, robots, super mutants, and most abominations will simply shrug off the extra rads. Gamma emitter cells deal 1d6 points of Radiation Damage in addition to their standard Energy Damage. Laser and Plasma weapons only. *Cost:* Triple Standard.

**Hand Load/Homemade:** For the more crafty, do-it-yourself types there are hand loads. Hand loaded ammunition is cheaper, but at the cost of being somewhat less effective. A hand-loaded round deals 2 less damage (minimum of 1 point of damage before applying Damage Resistances). Any type of ballistic ammunition can be hand loaded, while any ammunition for energy weapons or explosives can be homemade. *Cost:* Half standard.

**Hollow Point:** Hollow points are designed to expand rapidly once they come in contact with a target. While they deal less initial damage, they have an increased chance of dealing a Critical Hit. Hollow points deal 5 less damage (minimum of 1 point of damage before applying Damage Resistances), but increase the Critical Hit Chance of the weapon by 5%. Ballistic ammunition only, no shotgun shells. *Cost:* Double standard.

**Junk Round:** Junk rounds are mass produced, pieces of shit that can deal just as much damage as normal ammunition, but at the cost of causing more wear and tear to the weapon. Junk rounds can be of any variety including standard ballistic rounds, energy weapon batteries, flamer fuel, or grenades. Junk rounds deal normal damage, but they reduce the condition of the weapon by an additional condition box at the end of combat. *Cost:* Half standard.

**Max Charge:** Maximum charge for maximum damage. Max charge cells are designed to deal additional damage and render armor obsolete (or at least less useful). Maximum charge cells ignore 5 points of Energy Damage Resistance and deal an additional point of condition damage at the end of combat. Maximum charge can be applied to all standard energy ammunition types, except flamer fuel. *Cost:* Double standard.

**Optimized:** Optimized cells are designed and charged with the idea of sending the charge through the body more evenly, rather than a specific area. Much like the hollow point round, optimized cells deal 5 less damage (minimum of 1 point of damage before applying Damage Resistances), but increase the Critical Hit Chance of the weapon by 5%. Optimized charge can be applied to all standard energy ammunition types, except flamer fuel. *Cost:* Double standard.

**Overcharge:** Overcharged cells are standard energy cells with inhibitors removed to allow for more energy to be unleashed with each pull of the trigger (or push of a button). Overcharge cells deal an additional 10 points of damage and increase the Critical Hit Chance of the weapon by 5%. However, overcharged cells stress the weapons, reducing the condition of the weapon by an additional condition box at the end of combat. Overcharge can be applied to all standard energy ammunition types, except flamer fuel. *Cost:* Triple standard.

**Radium Rounds:** Radium rounds are a newer type of ammunition in the wasteland believed to have originated in the Commonwealth or Capital Wasteland. The usual lead and steel alloy of a bullet is replaced with uranium, making it quite dangerous to animals and humans, although ghouls can actually heal damage from them and super mutants, robots, and most abominations will shrug it off. Radium rounds deal 1d6 points of Radiation Damage in addition to their standard Ballistic Damage. Ballistic ammo only. *Cost:* Triple standard.

**Timed:** Timers can be added to grenades and mini nukes, allowing the user to delay the explosion of the charge, allowing for the setting of traps and ambushes. A timed explosive can be set to delay one to three rounds. *Cost:* Double standard.

**Tracer:** Tracers are a handy item that allow the user to better line up shots. Tracer rounds can be applied to any standard ballistic round (not including BBs and shotgun shells) and the Gauss Rifle's 2mm EMC. Tracer rounds deal Energy Damage rather than Ballistic Damage, and grant a +5% bonus on the next attack roll made against the same target that the tracer round targets (whether the tracer hits or not). *Cost:* Double standard.

**Chems:** Chems (a truncation of “chemical”) is post-apocalyptic slang for “drug.” A chem is any chemical –medicinal or otherwise- used to cause changes in a person’s behavior or biological system. The origin of the post-War chem trade is unknown, although many signs point to the Great Khans tribe, at least in the Core Regions. Chems can range from simple things like booze and cigarettes to military-grade Psycho to medicinal stimpaks.



Some chems are addictive and can have adverse effects on you if you aren't up to your gills in them twenty-four seven. Resisting addiction requires a Nerve Test (your combined mental and physical fortitude to resist both the psychological and biological effects). Each addictive chem has an **Addiction Rating**, which is a number subtracted from a creature's Nerve Value before the Nerve Test is attempted. If a creature succeeds on the Nerve Test, they are not addicted. If they fail, the creature is addicted and suffers the effects of addiction whenever they aren't using.

If a creature takes multiple doses of a chem, the durations stack together (for example three hits of Jet would result in the effects lasting for 90 minutes, unless otherwise stated in the entry for a specific chem.

**Addictol:** Nicknamed “Fixer” by junkies and dealers, Addictol is a chemical cure-all developed by West-Tek designed to help addicts recover from chem and alcohol addictions. It induces a full system purge that flushes out all lingering chems and after a brief, six hour bout of severe nausea leaves you clean as a whistle and ready to pass that chem test for work! *Value:* 50 Caps

**Antibiotics:** Whether they've managed to survive from the Old World or a tribal shaman made them out of mashed gulper guts and xander root, antibiotics serve the purpose of ridding your body of illness and disease. Taking antibiotics removes any trace of sickness from your body, leaving you healthy and ready to take on the wasteland once more! *Value:* 100 Caps

**Booze:** Booze is a distilled product with a high alcohol content made from fermenting corn, grain, potatoes or spores plant. Some booze – the good stuff – may even be left over from the Great War. There are several variants of alcohol: Gamma Gulp brand beer, moonshine, rot gut, scotch, vodka, whiskey, wine, absinthe, and of course wasteland tequila. Drinking booze gives you a +1 bonus to your Strength and Charisma and a -1 penalty to your Intelligence for 30

minutes. If you become addicted to Booze, you suffer a -1 penalty to Charisma and Agility whenever you aren't under the effects of the chem. *Addiction Rating: 10%. Value: 20 Caps*

**Buffout:** Buffout is a highly advanced steroid that was popularized before the Great War by professional athletes and their clandestine use of the drug. Taking Buffout increases your Strength by 2, your Endurance by 3, and your Hit Points by 60 for 30 minutes. If you become addicted to Buffout, you suffer a -1 penalty to Strength and Endurance whenever you aren't under the effects of the chem. *Addiction Rating: 10%. Value: 200 Caps*

**Coyote Tobacco:** This typically comes in chew form, although some people make cigarettes from the leaves. Coyote tobacco is a naturally growing plant that when used increases your Perception and Agility by 1 for 30 minutes. If you become addicted to Coyote tobacco, you suffer a -1 penalty to Perception and Charisma whenever you aren't under the effects of the chem. *Addiction: 10%. Value: 25 Caps*

**Expired Stimpak:** A stimpak, or stimulation delivery package, is a type of hand-held medication used for healing the body. The item consists of a syringe for containing and delivering the medication and a gauge for measuring the status of the stimpak's contents. When the medicine is injected, it provides immediate healing of the body's minor wounds. Most stimpaks that survived the Great War have long since expired, and while they provide some healing properties, they aren't as good as the rare few that are still fresh. Whenever you administer an expired Stimpak, you may attempt a Medicine Skill Test as part of the action. You heal Hit Points equal to 2d4 plus the target's Healing Rate (2d4 + HR), plus 2d4 plus the target's Healing Rate in Hit Points each round on your turn for a number of rounds equal to your Degrees of Success. If you fail your Skill Test, you still heal 2d4 plus Healing Rate in Hit Points when you first use the expired Stimpak. *Value: 50 Caps*



**Hydra:** Hydra is a drug developed from antivenom, nightstalker blood, and cave fungus. While under the effects of Hydra, you suffer no penalties for crippled limbs for 30 minutes and you heal 1 Hit Point every 10 seconds (1 HP per round in combat). If you become addicted to Hydra, you suffer a -3 penalty to Endurance whenever you aren't under the effects of the chem. *Addiction: 10%. Value: 400 Caps*

**Jet:** An inhalant chem with a mysterious origin. Some say it was developed by a man in New Reno, while others claim that it was developed before the Great War. Regardless of where it came from, Jet has ravaged the wasteland as one of the most addictive chems out there. While fucked up on Jet (there's really no other way to describe it), your Action Point maximum increases by 5 for 30 minutes. If you become addicted to Jet, you suffer a -1 penalty to Strength, Perception, Charisma, and Agility whenever you aren't high as a kite. *Addiction: 80%. Value: 25 Caps*



**Med-X:** Med-X is a potent opiate analgesic that binds to opiod receptors in the brain and central nervous system, reducing the perception of pain as well as the emotional response to pain. Essentially, it is a painkiller delivered by a hypodermic needle. It was used before the War as an anesthetic before surgery- particularly battlefield surgery. While under the effects of Med-X, you increase your Damage Resistance by 15 for 30 minutes. If you become addicted to Med-X, you suffer a -1 penalty to Agility and Intelligence whenever you aren't under the effects of the chem. *Addiction: 10%. Value: 200 Caps*

**Mentats:** This pre-War chem was developed and created by Med-Tek. They were designed to increase the memory related functions and speed up other mental processes. These chalky red pills were a popular party drug once favored for the boost it gave to creativity – turn on, tune in, drop out.



While under the effects of Mentats, you increase your Intelligence and Perception by 2 and your Charisma by 1 for 1 hour. If you become addicted to Mentats, you suffer a -1 penalty to Perception and Intelligence whenever you aren't under the effects of the chem. *Addiction: 5%. Value: 150 Caps*

**Party Time Mentats:** For when you *really* want to be the hit at a party! With the addition of a few organic ingredients (and a healthy dose of whiskey), regular Mentats now provide you with all that artificial courage you need to have a good time. While under the effects of Party Time Mentats, you increase your Intelligence and Perception by 2 and your Charisma by 5 for 1 hour. If you become addicted to Party Time Mentats, you suffer a -1 penalty to Perception and Intelligence whenever you aren't under the effects of the chem. *Addiction: 15%. Value: 200 Caps*

**Psycho:** Psycho appears as a form of injected drug composed of strange, unknown chemicals of military origin that comes with its own unique delivery system. It was designed at the orders of General Chase specifically for military use. *BRING IT ON!* It increases a user's damage resistance and its dampening effect on higher brain functions make for tough, but uncontrollable, troops. This drug was very popular for human-wave assaults. Nowadays raider gangs use it for the same thing. While under the effects of Psycho, you deal an additional +10 points of damage on attacks and increase your Damage Resistance by 5 for 30 minutes. *FUCKING KILL!* If you become addicted to Psycho, you suffer a -2 penalty to Intelligence and a -1 penalty to Strength and Endurance whenever you aren't under the effects of the chem. *Addiction: 20%. Value: 200 Caps*



**RadAway:** RadAway is an intravenous chemical solution that bonds with radiation particles and passes them through the body's system. It takes some time to work, and is also a potent diuretic. While it is not addictive, the use of RadAway often results in severe headaches, stomach pains, and in some instances hair loss. When you use RadAway, you remove 1d6 rads from your system every round (6d6 rads every minute outside of combat) for 30 minutes. *Value: 150 Caps*

**Rad-X:** An ounce of prevention is worth a pound of cure, and that was the idea behind Rad-X. While it wasn't marketed for consumer use before the Great War, the use of Rad-X in the military was widespread enough to allow for several thousand bottles to survive the apocalypse. It didn't take long for scientists to figure out how to make more, and Rad-X continues to thrive to this day. By taking Rad-X, you increase your Radiation Resistance by 50% for 30 minutes. Obviously humans are the only sentient creature that benefits from taking Rad-X. *Value:* 50 Caps

**Rebound:** A variant of Jet, Rebound is usually held in a metal hip flask filled with liquid jet and a pair of glass vials of pre-War adrenaline drugs taped to the side, which flow up through tubes into the mouth of the flask. A needle on the top administers the drug cocktail, causing a steady rush of energy rather than an instant energy rush. When under the effects of Rebound, you start each round of combat with an additional Action Point (1 on the first round, 2 on the second round, 3 on the third round, and so on until combat ends or you reach 10 bonus Action Points). This effect lasts for 30 minutes. If you become addicted to Rebound, you suffer a -1 penalty to Agility and Charisma whenever you aren't under the effects of the chem. *Addiction:* 90%. *Value:* 75 Caps

**Rocket:** Also known as "UltraJet" in some regions, Rocket is Jet's cooler younger brother. It packs an even greater punch than Jet and the high lasts twice as long. The recipe is still largely undetermined, but most call for Jet, Abraxo Cleaner, and either a bottle of Nuka-Cola or a box of Sugar Bombs. While fucked up on Rocket, your Action Point maximum increases by 15 for 1 hour. If you become addicted to Rocket, you suffer a -2 penalty to Strength, Perception, Charisma, and Agility whenever you aren't high as a kite. *Addiction:* 90%. *Value:* 100 Caps



**Slasher:** A potent potable made by combining Psycho, a stimpak, and usually a pulpy fruit like banana yucca. It provides the typical rage inducing effects of Psycho, but with added damage resistance thanks to the adrenaline in the stimpak. Some folks have tried experimenting by combining Psycho with Med-X to make Slasher, but those people are dead now. While under the effects of Slasher, you deal an additional +15 points of damage on attacks and increase your Damage Resistance by 10 for 30 minutes. If you become addicted to Slasher, you suffer a -2 penalty to Intelligence and a -1 penalty to Strength and Endurance whenever you aren't under the effects of the chem. *Addiction:* 25%. *Value:* 400 Caps



**Smooch:** A greasy, green goo developed in the Reservation, Smooch is an extremely mellow chem that provides feelings of incredibly ecstasy, and notably provides the same effects to ghouls as it does humans. While under the effects of Smooch, you gain a +1 bonus to your Charisma and Luck for 1 hour. If you become addicted to Smooch, you suffer a -2 penalty to Charisma and Agility whenever you aren't under the effects of the chem. Ghouls do not gain



their typical +10% on Nerve Tests to resist the chance of becoming addicted to Smooch. *Addiction: 15%. Value: 200 Caps*

**Steady:** A combat chem made from unknown chemicals and hailing from unknown lands, Steady provides the user with a steady aim that makes it damn near impossible to miss in sharpshooting, making it perfect for snipers trying to line up the perfect shot. Due to the potency and untested nature of the chem, however, it is also highly addictive. While under the effects of Steady, you suffer no penalties for not meeting the minimum Strength or Skill requirements of a particular weapon for 30 minutes. If you become addicted to Steady, you suffer a -1 penalty to your Strength and Agility whenever you aren't under the effects of the chem. *Addiction: 80%. Value: 2500 Caps*

**Stimpak:** Occasionally you'll get lucky and stumble upon a cache of Pre-War stimpaks that haven't expired. Most are found in military bases or hospitals, but some can be found in random first aid kits. Most fresh stimpaks are actually manufactured by chemists, as the ingredients and instructions on how to prepare one were quite common in Old World ruins. However, they are also rather pricey. Whenever you administer a Stimpak, you may attempt a Medicine Skill Test as part of the action. You heal Hit Points equal to 2d6 plus the target's Healing Rate (2d6 + HR), plus 2d6 plus the target's Healing Rate in Hit Points each round on your turn for a number of rounds equal to your Degrees of Success. If you fail your Skill Test, you still heal 2d6 plus Healing Rate in Hit Points when you first use the Stimpak. *Value: 150 Caps*

**Super Stimpak:** After the success of their "Stimpak," Lee Rapid Pharmaceuticals researched and developed the "Super Stimpak," the latest in the line of personal medical administration devices. While largely the same as a stimpak, the super stimpak contains an additional vial that contains even more powerful painkillers and adrenaline boosters. While normally safe, some people have complained about "stimpak sickness." Not that *you* need to worry about that! Whenever you administer a Super Stimpak, you may attempt a Medicine Skill Test as part of the action. You heal Hit Points equal to 2d8 plus the target's Healing Rate (2d8 + HR), plus 2d8 plus the target's Healing Rate in Hit Points each round on your turn for a number of rounds equal to your Degrees of Success. If you fail your Skill Test, you still heal 2d8 plus Healing Rate in Hit Points when you first use the Super Stimpak. *Value: 300 Caps*



**Turbo:** Turbo is one hell of a chem that is made from Jet, turpentine, the poison gland of a cazador or radscorpion, and broc flower juices. The combination of these three deadly poisons (and the broc flower) put the user in an almost zen-like state where the rest of the world moves so very slowly. While under the effects of Turbo, you get a +2 bonus to your Agility and double your total Action Points and your Armor Class for 1 minute. If you would take multiple hits of turbo in a quick succession, unlike with most chems you don't increase the duration of the effect, but instead double the potency of the chem (the bonuses max out after three hits of turbo). If you become addicted to Turbo, you suffer a -1 penalty to each of your SPECIAL Stats (minimum 1

in each stat) and reduce your AP maximum by 2 (to a minimum of 4) whenever you aren't under the effects of the chem. *Addiction: 20%. Value: 400 Caps*

**Voodoo:** A tribal concoction made from the parts of dead critters (yum!). Eating this powder makes the user feel damn near invincible. While under the effects of Voodoo, your eyes will be keen, your limbs will not break, and your claws will strike like thunder! You gain a +15 bonus to damage with any Melee Weapon or Unarmed attacks and your limbs cannot be crippled for 15 minutes. If you become addicted to Voodoo, you suffer a -2 penalty to each of your SPECIAL Stats (minimum 1 in each stat) whenever you aren't under the effects of the chem. *Addiction: 20%. Value: 250 Caps*

**Food:** *Fallout: Wastelands* refers to any non-Chem healing item as “food,” a catch-all phrase that covers what most people consider food as well as beverages. Food and drink also serve the incredibly important role of keeping you alive (See Section 4: Adventuring in the Wastes for details). Without food, a creature would starve. Without water, a creature would die of dehydration. Unless said creature is a robot. Robots don't need that shit. While food and drinks are incredibly beneficial, they also have a dangerous side-effect: the deadly radiation that saturates so much of the wasteland.

**Animal Meat:** Whether it's from a brahmin, a radstag, a mirelurk, a deathclaw, or a dog, animal meat is one of the more abundant types of food out in the wasteland. Eating raw animal meat is dangerous, as you combine the exposure to radiation with the risk of food borne illness. Whenever you eat properly prepared animal meats, you heal Hit Points over time, much like you would when using a stimpak. Whenever you eat animal meat, you may attempt a Survival Skill Test as part of the action. You heal Hit Points equal to 1d8 plus the target's Healing Rate (1d8 + HR), plus 1d8 plus the target's Healing Rate in Hit Points each round on your turn for a number of rounds equal to your Degrees of Success. If you fail your Skill Test, you still heal 1d8 plus Healing Rate in Hit Points when you first eat the meat. Animals are quite abundant in the wasteland, as is their delicious, delicious meat. Eating animal meat increases your Rads by 1d4 and reduces your fatigue from starvation by one stage. If you cook animal meat with a successful Survival Test, you heal 1d10 plus your Healing Rate instead, and suffer no rads. *Value: 20 Caps*



**Aqua Pura:** With a name that literally means “pure water,” you know it's got to be good! Aqua Pura is a rather rare water item that, so far, can only be found in the Capital Wasteland and the Commonwealth and is tightly controlled and regulated by the East Coast Brotherhood of Steel chapter. It's created by a process known as “Project Purity” that not only strips out all radioactive material, but actually leaves a little bit of the radiation cleansing particles in the water itself. Drinking Aqua Pura



automatically restores 2d8 Hit Points, reduces your fatigue from dehydration by one stage, and decreases your Rads by 1d10. *Value:* 100 Caps

**Bug Meat:** While you may not like it, you can't deny that bloatflies, radroaches, cazadors, stingwings, and bloodbugs have *some* nutritional value to them. Plus there's a lot more bugs out there than damn near anything else, meaning the meat is dirt cheap to buy if you can't find it on your own. Whenever you eat properly prepared bug meat, you may attempt a Survival Skill Test as part of the action. You heal Hit Points equal to 1d6 plus the target's Healing Rate (1d6 + HR), plus 1d6 plus the target's Healing Rate in Hit Points each round on your turn for a number of rounds equal to your Degrees of Success. If you fail your Skill Test, you still heal 1d6 plus Healing Rate in Hit Points when you first eat the bug meat. Eating bug meat increases your Rads by 1d4 and lowers your fatigue from starvation by one stage. If you cook bug meat with a successful Survival Test, you heal 1d8 plus your Healing Rate instead, and suffer no rads. *Value:* 5 Caps

**Canned Food:** Whether it's the Greasy Prospector's Improved Pork and Beans or a good old fashioned can of CRAM, canned foods are one of the most common items to survive the Great War, and as a result they are one of the most common items found on a wastelander's dinner plate. While it's probably not the freshest thing you'll ever eat, canned food has kept well enough that when you eat it, it stays eaten. Eating a can of canned food automatically restores 2d8 Hit Points, reduces your fatigue from starvation by one stage, and increases your Rads by 1d4. *Value:* 10 Caps



**Cave Fungus:** Cave fungi are pieces of fungus skewered on a stick, like a kebab of sorts. They can be found all over the wasteland –particularly in swamps and caves- and are used not only as a food item, but as an ingredient for several chems and medicines. Eating cave fungi automatically restores 2d6 Hit Points, reduces your fatigue from starvation by one stage, and decreases your Rads by 10. *Value:* 15 Caps

**Dirty Water:** So-called “dirty” water is the most common type of water found in the wasteland. It is water that contains radioactive particles, and so drinking it can be a little risky. However, drinking irradiated water is slightly better than dying of dehydration, which I've heard can suck pretty hard. Drinking dirty water immediately restores 2d6 Hit Points, reduces your fatigue from dehydration by one stage, and increases your Rads by 1d4. *Value:* 25 Caps

**Fresh Fruits and Vegetables:** While some feared that the wastelands would remain blasted and barren for all eternity, slowly forcing mankind to turn to cannibalism as the last of the pre-War junk food and canned goods ran out, others realized that all of that was pretty gloomy (and a little stupid) and decided to start farming again. The fruits of their labors (pun intended) have resulted in a myriad of edible plants ranging from razorgrain to mutfruit and maize to tatos. While these may not be the *exact* fruits and vegetables you're used to, they're genetically similar

enough, and perfectly edible. Eating fresh fruits and vegetables automatically heals 2d8 Hit Points and reduces your fatigue from starvation and dehydration each by one stage. *Value: 25 Caps*

**Junk Food:** Back before the Great War junk food was something enjoyed by people during recreation. Nowadays it can mean the difference between life and death if nothing else is on hand. Junk food can range from Potato Crisps to Dandy Boy Snack Cakes. It's still *real* tasty, although it doesn't provide much in the way of nutritional value. Eating junk food immediately restores 2d6 Hit Points, reduces your fatigue from starvation by one stage, and increases your Rads by 1d4. *Value: 20 Caps*

**MRE:** Meals, Ready-to-Eat are incredibly nutritious field rations developed and used by the United States Armed Forces in combat and field conditions where organized food facilities weren't available. The main meals in the pouch come pre-cooked in "boil in the foil" packets that can be warmed by immersing them in water, which in turn activates heating cells in the MRE pouch. They are, of course, commonly found in old military installations, although the Brotherhood of Steel and the New California Republic have both developed their own MREs. The meals can range from pork chops to lasagna to sushi (although that last one is admittedly quite rare) and contains enough food and water –and a dose of caffeine- to keep a soldier on her feet. Eating an MRE automatically restores 2d8 Hit Points, reduces your fatigue to zero (restoring your AP maximum to full) and increases your Rads by 1d4. *Value: 30 Caps*

**Nuka-Cola:** What's better than an ice cold Nuka-Cola? Nothin', that's what. This famous drink was invented in 2044 by a man by the name of John-Caleb Bradberton, and its unique taste gained widespread popularity, quickly becoming the most popular soft drink in the United States (certainly better than *Bawls Guarana!*). The recipe of Nuka-Cola is a closely guarded secret, but that hasn't stopped several wastelanders from trying to recreate it over the years. Drinking Nuka-Cola immediately restores 2d8 Hit Points, 5 Action Points, reduces your fatigue from dehydration and exhaustion by one stage each, increases your Rads by 1d6, and puts a Cap back in your pocket! There are several flavors of Nuka-Cola out there (Nuka-Cola, Nuka-Cherry, Nuka-Cola Quartz, and the Special Edition Nuka-Cola Victory). Try them all! *Value: 50 Caps*



**Nuka-Cola Quantum:** The ultimate in Nuka-Cola brand beverages, Nuka-Cola Quantum is an incredibly rare drink that glows bright blue thanks to the radioactive Strontium-90 isotope. The recipe of Nuka-Cola Quantum is an even more closely guarded secret than original Nuka-Cola. So secret, in fact, that no one's managed to crack it yet to reproduce the beverage. Sure, some people have tried, but you can always tell the fakes from the real deal. As such, Nuka-Cola Quantum has become incredibly rare as more and more are consumed without being replaced. Drinking Nuka-Cola Quantum immediately restores all Hit Points and Action Points, removes all

fatigue from dehydration and exhaustion, increases your Rads by 1d6, and puts a Cap right back in your pocket! *Take the leap... enjoy a Quantum!* *Value:* 500 Caps

**Purified Water:** Most purified water comes from small water purifiers or the rare natural water source that hasn't been radiated to hell and back. Lakes and rivers in the western regions of the United States wasteland tend to have less radiation than those closer to the East Coast, likely due to the number of valuable military targets dotting the Eastern Seaboard. Purified water is free of radiation, but unlike Aqua Pura, it doesn't provide any sort of resistance or recovery from radiation sickness. Drinking purified water immediately restores 2d8 Hit Points and reduces your fatigue from dehydration by one stage. *Value:* 50 Caps

**Strange Meat:** Where did this come from? Who knows? Whatever this mysterious meat is, it's not the *worst* tasting thing you've ever had. Eating strange meat like this automatically restores 2d10 Hit Points, reduces your fatigue from starvation by one stage, and increases your Rads by 1d6. I've heard that if you eat too much of this stuff it'll give you the shakes, so watch out. If you cook strange meat with a Survival Test, you heal 2d12 Hit Points and suffer no Rads instead. *Value:* 15 Caps

**Gear:** And finally we come to gear, the catch-all for any particularly handy object that you might come across in your travels. Gear can be anything from a flare gun to a bobby pin. As there isn't a unified purpose amongst "gear" unlike food, chems, or ammo, you'll have to pay particular attention to what each item does.

Gear can be found out in the wastelands hidden away in the ruins of the Old World, or in the inventories of wandering merchants. Some parts of the wasteland have been developed enough to begin manufacturing – regions such as the NCR and the Pitt – and have begun making some of this gear themselves.



**Armor Repair Kit:** A bag containing pieces of leather, ballistic fiber, duct tape, epoxy, and ceramic plates. Having an armor repair kit allows a creature to use his or her Mechanics Skill to restore the condition of a piece of armor. Without it, a creature has to use another piece of armor to provide the spare parts or scrounge around for something nearby. Using an armor repair kit grants the user a +10% on all Mechanics Skill Tests used to repair armor. An armor repair kit has enough supplies in it to repair a suit of armor up to 10 times. *Weight:* 15 lbs. *Value:* 500 Caps

**Bobby Pins:** A flexible, double-pronged hairpin made of metal or plastic, normally used to hold hair in place. After the Great War, bobby pins became commonly used for the arts of breaking and entering. While a bobby pin and a screwdriver can be used to open locks, they aren't designed for and therefore provide no bonus to a creature's Security Skill. If a creature fails a Security Test while trying to open a lock with bobby pin, the pin breaks. Bobby pins can only be used on standard locks. A mechanized or electronic door requires an electronic lock pick, or a skilled hacker and a nearby terminal. *Weight:* Practically nothing. *Value:* 5 Caps



**Books:** Most books were destroyed during the Great War, as paper and glue don't do much to withstand atomic fire. In some parts of the wasteland, those that survived were destroyed out of fear that they contained the secrets to another apocalypse. In other, less crazy, parts of the wasteland organizations and individuals took books and protected them, sometimes even working to copy or restore them. Unlike magazines, which only provide a temporary bonus, owning a book gives you a +5% bonus to the corresponding Skill, provided that you have the book on your person. Losing the book means you can't reference it anymore, and you lose the bonus. Below are the various books that found throughout the wastelands, with the Skills that they modify. Remember, knowledge is power! *Weight:* 2 lbs. *Value:* 500 Caps



- *Astoundingly Awesome Tales:* Big Guns
- *Big Book of Science:* Science
- *Chinese Army: Special Ops Training Manual:* Sneak
- *Counting Cards for Dummies:* Gambling
- *D.C. Journal of Internal Medicine:* Medicine
- *Dean's Electronics:* Mechanics
- *Duck and Cover!:* Athletics
- *Grognak the Barbarian:* Melee Weapons
- *Guns and Bullets:* Guns
- *Gwinnett Book of World Records:* Academics
- *Lying, Congressional Style:* Speech
- *Nikola Tesla and You:* Energy Weapons
- *Pugilism Illustrated:* Unarmed
- *Tales of a Junktown Jerky Vendor:* Barter
- *Tumblers Today:* Security
- *U.S. Army: 30 Handy Flamethrower Recipes:* Explosives
- *Wasteland Survival Guide:* Survival
- *Where's Walden?:* Investigation

**Cigarette Lighter:** Useful for lighting cigarettes and cigars, as well as Molotov cocktails and just about anything else that will burn. Lighters are typically used to light recreational chems and improvised explosives, but they can also be used as a source of light, in which case they'll shed light in a three yard radius (3 hex radius). Traditional lighter fluid is hard to come by, so most people refill their



lighters with homemade Flamer fuel. *Weight:* 0 lbs. *Value:* 10 Caps

**Doctor's Bag:** The best friend of any wasteland medicinal practitioner, the doctor's bag contains a variety of medical tools – forceps, medical brace, scalpel, surgical tubing, bone saw, bottle of whiskey. Typical doctor stuff. If a creature has a doctor's bag, she gets a +10% on all Medicine Skill Tests made for the purposes of treating crippled limbs, blindness, poison, and disease. A doctor's bag has enough supplies in it to treat up to 10 patients of ailments. *Value:* 450 Caps

**Duct Tape:** They say duct tape can fix anything, and boy howdy are they right.

This roll of gray adhesive tape used before the Great War to seal ducts, patch pipes, and fix anything ranging from weapons to houses to robots. The biggest use of duct tape is to provide patchwork repairs on robots in the middle of heated scenarios. Whenever you use duct tape on a robot, you may attempt a Mechanics Skill Test as part of the action. You heal 2d4 Hit Points, plus 2d4 Hit Points each round on your turn for a number of rounds equal to your Degrees of Success. If you fail your Skill Test, you still heal 2d4 Hit Points when you first use the duct tape. *Value:* 50 Caps



**Electronic Lock Pick, Mk. II:** The Wattz Electronics Micromanipulator FingerStuff electronic lock pick is an advanced lock picking device used for cracking security on electrically-powered and maglocked doors, such as though found in military installations and Vaults. While it's intention is to be used on electronic locks, the electronic lock pick can also be used on standard locks as well. Failing a Security Skill Test with an electronic lock pick just result in failure to opening the lock, the device won't break unless a 100 shows up on the dice. Using an electronic lock pick gives a creature a +20% bonus on all Security Skill Tests made to open locks. *Weight:* 1 lb. *Weight:* 10 lbs. *Value:* 500 Caps

**Electronics Repair Kit:** A toolbox containing some necessary equipment for repairing a vehicle, power armor, robot, or any other complex mechanical device. The kit contains a Pip-Boy-like computer for interfacing with the vehicle to analyze the problem, and more than a dozen different tools to complete the actual repairs, including a blowtorch, auto-axe, wrench, power drill, and duct tape. Having a vehicle repair kit allows a creature to use his or her Mechanics Skill to restore the condition of a complex machine. Using a vehicle repair kit provides a +10% bonus on all Science and Mechanics Skill Tests used to fix vehicles, power armor, and robots. *Weight:* 20 lbs. *Value:* 500 Caps



**Eyeglasses:** A simple pair of Sunco-brand eyeglasses, they don't provide much value except for those who are vision impaired. With the "Four Eyes" trait, these eyeglasses provide a +1 bonus to your Perception. Without that trait they do nothing, except maybe make you look a little smarter. They do have lens that provide slight magnification properties, so a clever man could probably build a death ray out of them. *Weight:* 0 lbs. *Value:* 10 Caps



**Flare Gun:** A small gun-like tool that, when fired, will launch a flare approximately ten yards (10 hexes) away. The flare will remain lit for approximately one hour and provide bright light in a 5-hex radius. A flare gun can be used as a weapon, for which it uses the Guns Skill, although the shooter suffers a -10% penalty on all attacks with it. A flare used as a weapon deals 2d6 Energy Damage. *Weight:* 2 lbs., a flare weighs 1 lb. *Value:* 20 Caps. A flare costs 10 Caps.

**Flashlight:** Also called a torch, a flashlight runs off of small Energy Cells, same as a laser pistol. A fully charged energy cell will provide a flashlight with enough juice for 30 hours of light. A flashlight shines light in a 60-foot cone. *Weight:* 1 lb. *Value:* 15 Caps

**Gas Mask:** A gas mask confers protection against harmful gas and radiation. The lenses are darkened and the mask covers the ears, providing protection against flash bang grenades as well. Wearing a gas mask confers a +15% bonus to a creature's Radiation Resistance and immunity to flash bangs. *Weight:* 3 lbs. *Value:* 150 Caps

**Geiger Counter:** This useful little device not only detects how much radiation is in a person or object, but it can detect harmful radiation in the surrounding area as well. Be mindful of the fact that low amounts of radiation saturate just about everything these days, so your Geiger counter will go off constantly. Powered by energy cells. *Weight:* 5 lbs. *Value:* 300 Caps

**Hats and Headwear:** Many things were destroyed by the Great War, but a sense of dapper fashion was not one of them. Scattered across the wasteland in pre-War boutiques, shopping malls, and modern-day merchant stalls are hats and headwear designed to keep that post-apocalyptic sun out of your eyes! Thanks to their brims and general style, wearing a hat provides a +1 bonus to your Perception as long as you are wearing it. *Weight:* 1 lb. *Value:* 10 Caps



**Heavy Duty Duct Tape:** Tougher, more durable, now with double the adhesive and a fashionable glossy black color, heavy duty duct tape is the finest robot repair item available to the civilian populace! By using heavy duty duct tape instead of a regular roll, you can repair your robot friend (or yourself, if you're a robot) faster and more efficiently! Whenever you use heavy duty duct tape on a robot, you may attempt a Mechanics Skill Test as part of the action. You heal 2d6 Hit Points, plus 2d6 Hit Points each round on your turn for a number of rounds equal to your Degrees of Success. If you fail your Skill Test, you still heal 2d6 Hit Points when you first use the heavy duty duct tape. *Value:* 150 Caps

**Lock Pick Set:** This set of locksmith tools includes all of the necessary picks and tension wrenches to open conventional pin and tumbler locks, as well as a few special tools and trinkets for more difficult, mechanical-locking mechanisms. Unlike bobby pins, lock picks are durable enough to withstand increased amount of pressure, and failing a Security Skill Test to open a lock won't break a lock pick unless it is a Critical Failure. Using a lock pick set gives a creature a +10% bonus on all Security Skill Tests made to open locks. *Weight:* 1 lb. *Value:* 50 Caps



**Magazines:** Magazines were a popular pre-War item containing all sorts of useful information for your everyday wastelander on the go. Reading a skill magazine takes about a minute and gives the reader a +10% bonus to the appropriate Skill for 10 minutes. However, once a magazine has been read, it will no longer contain useful information for the reader, as they've already absorbed it. In fact, you may as well throw it away when you're done, or save it to use as toilet paper.



Below are the various magazines that are found throughout the wastelands, with the Skills that they bolster. Now get out there and read! *Weight:* 0 lbs. *Value:* 100 Caps

- *American Digest:* Academics
- *Athletics Illustrated:* Athletics
- *Boxing Times:* Unarmed
- *Fixin' Things:* Mechanics
- *Future Weapons Today!:* Energy Weapons
- *Tales of Chivalrie:* Melee Weapons
- *Hold 'Em Magazine:* Gambling
- *Lad's Life:* Survival
- *¡La Fantoma!:* Sneak
- *Locksmith's Reader:* Security
- *Meeting People:* Speech
- *Milsurp Review:* Guns
- *Patriot's Cookbook:* Explosives
- *Programmer's Digest:* Science
- *Salesman Weekly:* Barter
- *Today's Physician:* Medicine
- *True Police Stories:* Investigation
- *Unstoppables:* Big Guns

**Military-Grade Duct Tape:** Commissioned by the U.S. Army before the War, military-grade duct uses a more advanced adhesive developed by the Engineering Corps' brightest minds and the cloth is woven with an advanced ballistic fiber! Also it comes in a kick-ass olive drab instead of boring silver or black. Military-grade duct tape can handle the toughest jobs! Whenever you use military-grade duct tape on a robot, you may attempt a Mechanics Skill Test as part of the action. You heal 2d8 Hit Points, plus 2d8 Hit Points each round on your turn for a number of rounds equal to your Degrees of Success. If you fail your Skill Test, you still heal Hit Points when you first use the military-grade duct tape. *Value:* 300 Caps

**Pip-Boy 3,000:** The Personal Information Processor (PIP)-Boy 3,000 is a safe, secure piece of pre-War technology. It guarantees privacy, safety, and guidance in times of need! It runs the state-of-the-art (sorta) Pip-OS v7.1.0.8 and has 64k RAM and more than 38,911 bytes! This personal computing device functions as a terminal, radio, Geiger counter, map, flashlight, and key to Vaults! Furthermore, the Pip-Boy 3,000 can play audio logs, load holotapes, and is the only Vault-Tec approved way to open Vault-Tec security doors! While wearing or using a Pip-Boy 3,000 you gain an additional Tag Skill of your choice, representing the programs you've installed onto your personal device. Reprogramming the software of a Pip-Boy requires 8 hours and an Expert Science Skill Test. Please consult with your Overseer before



changing your Pip-Boy 3,000's personal software. The best part of all this? Your Pip-Boy 3,000 is super lightweight and so tough an atom bomb couldn't break it! Once again thank you for choosing Vault-Tec! *Value: 50,000 Caps*

**Rope:** What sort of role-playing game would be complete without a rope? This is perhaps one of the most useful items someone can have on their person. Most rope these days is made from braided brahmin hair, but if you're really lucky you can find some good pre-War nylon parachord rope. A typical length of rope is 45 feet in length and can hold up to 300 pounds if necessary, though I wouldn't have it hold that weight for long. *Weight: 10 lbs. Value: 25 Caps*

**Scrap/Junk:** Scrap and junk are two words used to encompass a plethora of things a creature may find on their adventures. If something is considered scrap or junk it just means that your Overseer has come up with something that we haven't made stats or descriptions for. It could be incredibly useful, or incredibly useless. Scrap and junk can be anything from a pre-War alarm clock to a pile of scrap metal to a bundle of copper wire. Really, it's up to your Overseer and your own creativity to figure out how to make the most of scrap. *Value: Varies*

**Stealth Boy:** The RobCo 3001 Mk. I Stealth Boy is a personal stealth device generally worn on one's wrist during covert operations. It was reverse-engineered from the Chinese Hei Gui stealth suits and generates a similar modulating field that transmits the reflected light from one side of an object to the other, making the wearer almost invisible to the naked eye.



Using a Stealth Boy grants the user a +50% bonus to all Sneak Skill Tests for 5 minutes. It doesn't provide any sort of sound dampening technology, so a creature under the effects of a Stealth Boy can still be heard or touched. If a creature under the effects of a Stealth Boy is attacked, the attack suffers a -50% penalty (explosive weapons ignore this since the blast doesn't care about visibility), as though the user had half-cover. After 5 minutes, the fail safe kicks in and burns out the device, rendering it useless. Warning! Prolonged, repeated usage of Stealth Boys have been found to have unpleasant mental side-effects, causing anxiety, paranoia, wild mood swings, and even schizophrenia and dementia. *Value: 200 Caps*

**Stealth Boy Mk. II:** An experimental prototype from before the Great War, it was finally created by a former Enclave scientist by updating Mk. I Stealth Boys. It supposedly uses the battery more efficiently, requiring only half the juice as a standard Stealth Boy and emitting fewer waves that create all of those nasty side-effects, making it safer for prolonged use. The Stealth Boy Mk. II grants the user a +50% bonus to all Sneak Skill Tests and a -50% penalty on all attacks made against the Stealth Boy user for 10 minutes. *Value: 400 Caps*

**Sunglasses:** These shades not only look cool and give you an air of kick-ass authority, but they protect your eyes from super bright light as well. Whenever you wear these shades you don't take any penalties to your



attacks for super bright light, such as that from a flash bang. If someone uses a flash bang against you, you're only affected by it for half the normal duration. These sunglasses qualify for the "Four Eyes" Trait. *Weight: 0 lbs. Caps: 5 Caps*

**Tool Set:** A set of basic tools, such as small wrenches, pliers, some screwdrivers, a hammer or two, spools of wire, and of course Wonderglue and duct tape. These are used for basic repairs, such as for a water purifier, a television, a computer terminal, and all that. While the duct tape, Wonderglue, and wire will need to be replaced periodically, the rest of the supplies can be used and reused. Having a tool set confers a +5% bonus to all Mechanics Skill Tests made for general repairs. *Weight: 15 lbs. Value: 50 Caps*

**Weapon Repair Kit:** A weapon repair kit is a useful item that holds duct tape (of course), scrap metal and wire, various electronics, Wonderglue, a wrench, and some spare screws (screwdriver sold separately). Having a weapon repair kit allows a creature to use his or her Mechanics Skill to restore the condition of a weapon. Without it, said creature would be forced to another weapon to provide the spare parts or scrounge around for something nearby. Using a weapon repair kit grants the user a +10% on all Mechanics Skill Tests used to repair weapons. A weapon repair kit has enough supplies in it to repair a weapon up to 10 times. *Weight: 10 lbs. Value: 500 Caps*

## SECTION SEVEN: OVERSEER'S GUIDE

*"The Overseer is the incontestable leader of Vault 101, and his word is law." – Fallout 3*

So far everything presented in *Fallout: Wastelands* has been made available for both players and Overseers, leaning more toward the game's players. This section, however, is for the hard-working Overseers that make games of *Fallout: Wastelands* possible. Within this section of the book you'll find rules for creating encounters and wasteland monsters, unique weapons and armor, as well as suggestions on how to award Experience Points for things beyond wasting raiders and radroaches.



### CRAFTING A POST-NUCLEAR ADVENTURE

So you have most of the components to make your very own *Fallout: Wastelands* adventure. There are character races, SPECIAL Stats, weapons, armor, Perks, and even enemies for your players to face (see Section 8: The Bestiary for more information), but you don't really have rules for actually getting that adventure idea of yours off the ground. Well don't worry, we've got you covered, pal.

First of all, you should probably play at least one or two of the *Fallout* games if you haven't already (might I suggest *Fallout 2* or *Fallout: New Vegas*) to get a feel for the setting, the world, and the inhabitants of the wasteland. There are also several websites (*Nukapedia* and *No Mutants Allowed* are both good sources of information) and Chris Avellone did all of the fans a service by compiling much of *Fallout's* lore and history in his *Fallout Bibles*. The more you know, the more alive your world will feel! Oh, and don't forget to make sure your players possess a passing familiarity with the setting as well. No reason for you to do *all* of the work.

Once you've got the knowledge down, you'll want to figure out the overall theme and/or aesthetic you're going for. Here are a few ideas for you to peruse over and either use or take some influence from:

**The Tale of the Vault Dweller:** The classic tale that kicked off the franchise! In this style of story, one person plays a Vault Dweller (preferably with the "Vault Dweller" Trait) that leaves her Vault and sent into the world above for the first time. You should establish with the Vault Dweller why she's on the surface – exile, the search for a spare water chip, escape from a tyrannical Overseer, or a simple desire to see the outside world are all excellent ideas. Just be

sure not to focus too much on the Vault Dweller after the first act, as the other players and their characters are important too. The main idea behind this theme is exploring an alien world and learning about as much of it as possible.

**Building a Settlement:** The wasteland's ripe for the taking and there are plenty of places just begging to be civilized. Maybe your players are members of the Commonwealth Minutemen trying to bring order to the world around them, or maybe they're intrepid New California pioneers trying to earn their fortune in the wasteland. Or perhaps they are members of Caesar's Legion, bringing civilization –harsh and cruel as it is- to the savages of the post-War world. The possibilities are endless. In this style of adventure, you'll want to focus on clearing out dangerous areas, defending territory, gathering and maintaining supplies. You'll want to focus as much on non-combat encounters as you will combat encounters as outside forces try to annex or otherwise gain influence or control over your players' little oasis in the wastes.

**“Splatterpunk”:** For this type of story, we heavily suggest having your players pick up the “Bloody Mess” Trait for their characters, as guts, blood, and liquefied plasma globs are going to be flying. The wasteland is just full of jerkasses looking to kill and be killed, and fortunately for them your players are ready and capable of doing just that very thing! Feel free to make bigger, badder, and altogether more dangerous weapons readily available to your players and *maybe* suggest they have a backup (or two) ready, as this game is going to be less about meaningful role-play and more about having fun and engaging in roll-play. Go ahead and paint the ruins of the Old World with the blood of your enemies!



**For Science!:** You can choose to focus on the dark, post-apocalyptic landscape of the setting if you want... *Or* you can throw all of that dark, existential shit out of the window and focus on the kitsch, 1950s aesthetic where radiation means mutations and experiments result in super powers or super explosions. Haywire robots, psychotic lobotomites, and mad scientists without an ounce of ethics or morality all run rampant in this campaign. Shoot for off-the-wall character concepts, wacky weapons and gear, and make sure that there's plenty of chrome, neon, lightning, lasers, and explosions!

**Wasteland Survivors:** The wasteland is a harsh, unforgiving place. In this type of game, the characters have to survive at any cost. Combat should be rare, but *incredibly* dangerous, with most of the focus on non-combat conflicts. Rest should be a reward, shelter should be the exception, not the norm, and clean food and water should be worth twice as much as bullets and energy cells. The characters should be far from civilization and storms (both typical weather and radioactive) should be a threat always on the minds of the characters. Typically these kinds of games are better off as short-term campaigns or as an introduction for something else once the characters advance in level.

**Guns for Hire:** Probably the most common style of campaign, guns for hire implies that the characters are hired for missions and jobs. They might be legitimate mercenaries, raiders capable of keeping their guns stowed away long enough to get paid, rangers for the NCR, part of a militia, or wastelanders ballsy enough to be professional adventurers. The main focus will be the missions and jobs given to the characters, which can either be completely unrelated or part of an overarching plot. Each character should have a specialty in the group that's clearly defined so that people aren't stepping on one another's toes (although a little overlap will let a group continue being effective if someone takes a bullet to the head).



Once you've got the style of campaign decided upon and your players are all on board with it, you'll want to decide to figure out if you want a story or plotline for your characters or leave it more open. Having a "main quest line" is a good idea, but don't be surprised if your players want to explore some other parts of the wastelands. That's what made the video games so much fun, after all. You'll also want to pick the region for the world, whether it's the Core Regions in and around the New California Republic, the Capital Wasteland, the Commonwealth, the Brotherhood of Steel-controlled Midwest, or an as of yet unexplored region (like the Louisiana Bayou, for example).

When you have the idea for your game, the next thing you'll want to consider is the game's length- should it be a longer campaign or would it be better served as a shorter campaign made up of four or five sessions. Some groups prefer longer games that can take weeks or months to complete while others prefer something lighter that they can pick up when everyone has some free time to get together.

Lastly you'll want to pick the starting level for your campaign. While we recommend 1<sup>st</sup> level (especially if it's your first campaign using *Fallout: Wastelands*), you and the players might be better served by bumping things up a few levels and making characters that already have a little bit of history going on. Ultimately it's up to you as the Overseer, but you always want to take your players' opinions into consideration.

## **CREATING ENCOUNTERS**

Much of a *Fallout: Wastelands* game will take place during events known as "encounters" where the characters, what else, encounter NPCs or situations that demand their attention and often their actions. An encounter can range from ambushing super mutants to negotiating caravan routes to helping raiders set up an attack on a small town. Just about anything you can think of can be utilized as an encounter.

The important things you'll need when designing an encounter are: Initiation (what's starting the encounter), the conflict (what's going down, exactly?), the players (who's involved, including your players' characters and any NPCs), and the resolutions (how are things *supposed* to turn out as well as how things are likely to turn out). By planning these things out beforehand, you can run your encounters as smoothly as possible.



For combat encounters you'll want to make NPCs that are ready for combat. We've provided several NPCs for you use in "Section 8: The Bestiary." NPCs are separated into different "tiers" or "classes" ranging from the lowly, almost forgettable Pest to the supremely powerful Legend. If you want to set up a fight for the players where they're up against lots of faceless goons, utilize Pests and Mooks, whereas if you want them to fight one or two powerful creatures, use Monsters and Legends.

Typically, you'll want to keep the NPCs fairly even with the characters. If you have a character that consistently hits thanks to a higher weapon accuracy, consider throwing an NPC into the mix that does the same. Likewise, if the characters are less combat-oriented, you may want to keep the NPCs on the weaker side so that combat is a challenge, but not overwhelming. During a fight the players should feel like their characters are in danger, but they should still feel like they can win.

Players can be unpredictable, so be prepared to have any non-combat encounter end in gunfire and any fight wind up being a pleasant conversation where no one walks away riddled with bullet holes. After a few sessions you should have a pretty good handle on how your players will react to a given encounter, allowing you to better prepare.

## QUEST EXPERIENCE

Quests! A staple in the *Fallout* series, and in *Fallout: Wastlands* it's no different! A "Quest" is the catch-all term for any job, mission, task, or... well, *quest* that the player characters receive from NPCs. In the post-apocalyptic world that is *Fallout*, a quest can range from escorting a brahmin herd from Redding to the Hub or protecting a small town in the Capital Wasteland from Vault 87 Super Mutants, or recovering valuable merchandise from a missing caravan. They can also include more dangerous missions like infiltrating a Brotherhood of Steel bunker, assassinating a raider leader, or exploring the irradiated ruins of a pre-War city to recover valuable data.



As a quest is usually made up of several smaller parts –typically going to a location, meeting with an NPC, recovering an item or defeating an enemy, and then returning to the original quest giver- XP rewards for quests tend to be much larger than XP rewards for defeating most enemies, completing non-combat conflicts, or hacking terminals and picking locks. The amount of XP that characters receive for completing a quest is ultimately up to the Overseer, but we've included several example of “quest ranks” to serve as a base point.

- *Minor Quest:* Minor Quests can best be described as a quick side-job one might pick up at a bar or from a mercenary group looking to contract out a job that doesn't pay a whole lot. These are the types of quests that probably won't require the characters to spend more than a few hours on or travel much farther than a few miles. Delivering messages, picking up packages, collecting debts, and roughing up thugs are all good examples of Minor Quests. Minor Quests can sometimes result in a chain of quests, but most are going to be one-offs from an NPC likely unaffiliated with any major faction in an areas. **50 – 100 XP.**
- *Medium Quest:* A Medium-rank Quest is going to be one that takes a decent amount of time and effort to complete. It could involve traveling to another settlement, exploring an abandoned building in search of some old tech, or escorting a caravan for a few days. A Medium Quest could be part of a short chain of quests or be a good way to get characters involved with a local faction. **150 – 300 XP.**
- *Major Quest:* Major Quests should be important tasks that are only given to characters after they've proved themselves to an individual or organization. Wiping out an enemy hard point to pave the way for the Brotherhood of Steel, finding a possible cure for ghoulicification, overthrowing a corrupt leader, or overseeing peace talks between two settlements that have known nothing but war for decades. The characters should have to complete a few Minor or Medium Quests before a Major Quest is presented to them. Major Quests should require a decent amount of time, effort and skill to complete and should have a rather large effect on the wasteland when completed or failed. **500 – 1,000 XP.**
- *Main Quest:* Main Quests are likely the focus of the Overseer's campaign (unless he's doing a sandbox campaign without an overarching plot) and will involve multiple steps, traveling fairly long distances, and completing several objects before they are completed. They will likely have the largest impact on the surrounding wasteland and its inhabitants. The contents of a Main Quest range from something simple like investigating why the town's well isn't working properly to going undercover in an institute of mad scientists to discover their plans. Likewise, the XP rewards can vary wildly. A Main Quest will almost certainly build upon one another until the climax where you fight the Big Bad Evil Guy you've no doubt heard so much about in your adventures. **1,000+ XP.**



## Non-Combat Experience

While combat is the primary focus of *Fallout: Wastelands* (it has an entire chapter devoted to it after all!), there are times when the characters will want to (or have to) resolve conflict without painting the walls with guts and blood. These conflicts can be just as important as those involving conflict, and as such should be rewarded with XP just like if they had blown their enemies to tiny bits. Now since non-combat encounters aren't as likely to result in a character's death, the XP rewards are a little lower than most combat encounters. That being said, they are not less important and can have just as large an impact on a campaign as a good fight.



**Non-Violent Conflicts:** Conflict is part of human nature (and by extension, ghouls, super mutants, and robot nature since two of those species were human once and the third was built by humans... *as far as we know*), but it is not always going to be violent. Two people can disagree on something without drawing knives or laser rifles. In such an instance, the Overseer might have characters utilize their various Skills or role-playing chops to navigate through and reach a fitting conclusion. In these cases, the Overseer should reward XP to the party for coming to a non-violent conclusion that (ideally) gets them ahead. The amounts of XP awarded are listed below, based on the relative importance of the conflict.

- *Negligible Importance:* If the characters manage to get a particularly difficult merchant to lower prices or get a bit of gossip out of a tight-lipped bartender, they should be rewarded. These kinds of conflicts aren't necessarily important to a job, mission, or quest, but they are still accomplished something that wasn't easy. **25 XP.**
- *Minor Importance:* If the characters manage to get a piece of information that would make a job easier (such as discovering the favorite bar of a mercenary they're supposed to question). Basically, if this encounter can make the characters' lives a little easier but isn't necessary on its own, it's of minor importance. **50 XP.**
- *Moderate Importance:* If the characters manage to accomplish something that makes their job, mission, or quest much easier. Typically a conflict of moderate importance is going to be the "path" that you as the Overseer have planned out as the "main" path. If the characters need to get information from someone and you intended for them to persuade or bribe an NPC to acquire that information, the ensuing Speech and Barter Skill Tests would be of moderate importance. If a conflict of moderate importance doesn't go in the favor of the characters, there should always be an alternate, albeit more difficult, option. **100 XP.**
- *Major Importance:* A conflict of major importance would include sensitive diplomatic meetings, life-saving surgery, tracking down a virus infecting a pre-War AI with access to atom bombs, and sneaking into a heavily-guarded raider camp to rescue a hostage. These are the types of non-violent (well, that last one could very easily become violent)

conflicts that can serve as the climax to arcs, if not campaigns. If a conflict of major importance is not successfully completed by the characters, it will likely have damning consequences, although the option for an alternative method should still be available. **200 XP.**

- *Utmost Importance:* These are the make-or-break conflicts, the actions that can alter the course of the campaign. A non-violent conflict of the utmost importance is one where there are *no* alternative options or methods. A hacking war with an insane ZAX AI, fixing a vertibird's engine as it plummets toward the peaceful settlement below, trying to talk down a psychopathic warlord in the middle of a fight. All of these and more can be considered conflicts of utmost importance. Basically if it's something that could be the closing act of an important arc or even a campaign, it should be treated as a conflict of utmost importance. **400 XP.**

**Hacking Terminals and Picking Locks:** Breaking computer security systems and picking locks can be challenging, and all challenges should be rewarded. However, since picking a lock or hacking into a computer terminal isn't usually a life or death matter (like, you know, being attacked by angry super mutants), so the XP rewards tend to be a little lower than those one would receive from defeating enemies. Not that unlike combat-based XP, XP earned for picking locks is only awarded to the character hacked the terminal or picked the lock itself, not to the entire party. The amounts of XP awarded are listed below, based on the Skill Modifier applied to the Science or Security Skill Test.



- *Trivial:* When the “Trivial” Modifier is applied, picking a lock or hacking a terminal is made considerably easier, lowering the XP reward. **20 XP.**
- *Easy:* When the “Easy” Modifier is applied, bypassing computer security or unlocking a door is made easier, lowering the XP reward. **30 XP.**
- *Average:* The “Average” Modifier actually doesn't add or subtract from the character's Skill Value, and is the base difficulty for most locked terminals, doors, and containers. **40 XP.**
- *Hard:* When the “Hard” Modifier is applied, picking a lock or hacking a terminal becomes a little harder, increasing the XP reward. **50 XP.**
- *Expert:* When the “Expert” Modifier is applied, getting that door open or that computer to work for you becomes considerably more difficult, boosting the XP reward. **60 XP.**

As the Overseer, you can increase or decrease the difficulties beyond those presented here. A good rule of thumb is that for every +10% bonus you give the player character to his Skill Value, decrease the XP reward by 10 (to a minimum of 1 XP) and for every -10% penalty you give the player character to his Skill Value, increase the XP reward by 10.

**Discovering New Locales:** Exploring and charting the unknown stretches of the wasteland is another facet of post-apocalyptic life. These journeys can be incredibly dangerous, but *incredibly* rewarding- pre-War treasures, new civilizations, and undiscovered lands. Surviving one of these expeditions would surely leave one with a plethora of *experience*, if you catch our drift. What we're saying is that discovering new locations in the wasteland rewards players with XP.

- *Minor:* A small trade post, an interesting landmark, a backwater settlement- all of these are considered minor locations. While they may be important to locals, there is nothing of note to be found here. In game terms, a minor location is likely a site that will be visited once, unless the players become particularly attached to it. **10 XP.**
- *Moderate:* A settlement, a caravan headquarters, a raider war camp, or a particularly prominent pre-War landmark. Moderate locations can carry great secrets, hold useful information, or could be the resting place of some serious Old World technology. In game terms, a moderate location is likely a place that the players will visit again and again, oftentimes for supplies, medical aid, work, or just a place to kick back and relax for a few days. **25 XP.**
- *Major:* A post-War city, a pre-War military installation, or a Vault-Tec Vault. A major location is any place that can shape the very fate of the wasteland. Places like New Vegas, Vault 13, the Citadel- these are locations that house powerful individuals and organizations capable of influencing more than just their immediate surroundings. In game terms, a major location is crucial to the campaign and while it might not be visited more than a handful of times, each of those visits will have significant effects of the course of the campaign. **50 XP.**

## **CREATING NPCs**

Your players' characters aren't the only people wandering through the wasteland, searching for Caps and supplies and trying to make it through to the next day. And the raiders, thugs, and mutants that they will often battle aren't the only creatures –humans or not- that the characters will run into their travels. There are many Non-Player Characters (NPCs) that the characters will interact with that they might not actually wind up trying to kill. These merchants, farmers, doctors, and regular townsfolk probably don't need stats, as the characters aren't likely going to try and off them.

However, should you have particularly cruel and violent players, or if a settlement or town gets attacked, you might need stats for the run-of-the-mill blue collar Joe. For most NPCs, simply consider using the **Citizen**, **Wastelander**, or **Guard** stats in the Bestiary. However, if

you have a particularly important NPC or you need another body to round out the party, consider using another stat block from the Bestiary.

For NPC companions, long-term followers, or a particularly stunning villain, consider creating the NPC as a player would design their own character. Choose Traits and Perks and level Skills until you feel that the NPC is at the appropriate power level. Bear in mind that an NPC created this way will likely be head and shoulders above most other NPCs in flexibility if not in power.

# SECTION EIGHT: THE BESTIARY— MEET THE THINGS That Want to Kill You

“Big! Big! The size of three men! Claws as long as my forearm! Ripped apart! Ripped apart!”

-Trent Barrister on Deathclaws, *Fallout*

No campaign is complete without adventure, and no adventure is complete without challenges to overcome. One such challenge is, of course, enemies! Since we’re such nice people, we’ve provided several creatures and their stat blocks for your players to face (or in some cases, fight alongside).



Some of these creatures, such as the radroach, are fairly benign and can be handled with little to no difficulty. Others, such as the deathclaw or cazador are significantly more dangerous foes to be taken on only by the most experienced of wastelanders. Other enemies, such as raiders and Brotherhood of steel members, vary in power levels, tactical acumen, and armaments to provide a myriad of challenges for your players.

There are six different ranks of NPC in *Fallout: Wastelands* (Pest, Mook, Brute, Villain, Monster, and Legend) that represent different tiers of difficulty. Much like in the *Fallout* video games, the NPCs scale to match the player characters’ strengths, to an extent, allowing an Overseer to throw lower-ranking tiers of enemies at his or her players without having them completely stomped on, while at the same time still letting his or her players feel like they are advancing through the world and getting stronger than the creatures around them.

There are also seven different species an NPC can belong to: Abomination (deathclaws, troglodytes, and anything else too warped by radiation or the FEV to be considered a human or animal anymore), Animal (dogs, brahmin, radstags, and any other creature that’s still more animal than mutant), Bug (bloodbugs, bloatflies, radroaches, cazadores, and any other pests), Human, Ghoul, Robot, and Super Mutant. For the most part a creature’s species is more to help the Overseer determine what kind of loot it might carry and its general level of intelligence more so than provide a mechanical benefit or penalty, although some abilities and item affect certain species differently than others.

Unlike a player character, NPCs do not possess levels and do not gain Perks, Hit Points, or Skills in the same manner as PCs. Instead they belong to one of six ranks, which determines

the range of their abilities and how they best stack up against players. NPCs possess the following stats:

- SPECIAL Stats
- Hit Points (HP)
- Armor Class (AC)
- Action Points (AP)
- Radiation Resistance (Rad Res)
- Initiative (Init)
- Ballistic Damage Resistance (BDR)
- Energy Damage Resistance (EDR)
- Nerve

Not all creatures possess Skills, and even those that do lack the full range of Skills that player characters have. Whenever a creature would attempt an action that would normally require a Skill Test (such as climbing up the side of a cliff or attempting to repair a broken down pre-War car) and the creature lacks the appropriate Skill (Athletics and Mechanics in this case), he or she would instead use an appropriate SPECIAL Stat (for example, Strength or Intelligence).



Lastly, each creature has some sweet, sweet loot just ripe for the plundering! For most creatures it'll be their weapons, armor, ammunition, some Caps, and maybe some chems or random junk. For others it could be anything from random junk to a full suit of pristine power armor. A creature with a gun, energy weapon, or explosive will also have a certain amount of ammunition, and when they run out of ammunition they won't be able to fire the associated weapon. This, of course, means that looters won't be able to loot the ammunition either.

Now each creature has an Experience Point (XP) value in its entry besides its name. This is the amount of XP that the creature gives to each player character and any friendly NPCs that the Overseer deems necessary (for example, in a smaller party, an NPC companion might accompany them and function in much the same way as a player character rather than an NPC from the Bestiary). So if a Raider Thug is killed by two player characters, each one gets 25 XP. If another Raider Thug is killed in a gunfight by six player character, each character still gets 25 XP.

Below are the six different ranks of enemies, complete with a basic description and followed by a calculation to determine their stats for Overseers that want to make their own NPCs. As one can see, the Hit Points of NPCs in *Fallout: Wastelands* can range depending on not only the NPCs own SPECIAL Stats, but the average party level of the players, allowing even lower-ranking NPCs to still stand a chance against powerful player characters.

**Pests** are the most basic of enemies and range from creatures like radroaches, radstags to particularly laughably inept raiders to your average wasteland citizen. They are not particularly skilled in combat and aren't likely to pose a threat to players beyond first or second level except in large numbers, which they often are. Pests have 10 points to spend in SPECIAL Stats, lower Hit Point amounts, no Tag Skills, generally have 60% or less attack accuracy, and one or two special abilities. Pests can only use Skill 0 Weapons. It should take two or three pests to threaten one PC. Pests are generally worth between 10 and 20 XP.



- **Hit Points:** 1 to 10 Hit Points.
- **SPECIAL:** 10 points to spend, with each SPECIAL Stat already having 1 point in it (these do not count toward the 10).
- **Base Attack Accuracy:** 60%.

**Mooks** are slightly more experienced and dangerous than pests and alongside brutes make up the majority of NPCs most player characters will come across. These are the rank-and-file bad guys (or good guys if you have an evil party) that work for bigger threats in the wasteland. Raiders, mercenaries, NCR troopers, geckos, brahmin, feral ghouls, and more all work to fill out the Mook rank. Mooks rarely work alone and are usually accompanied by Brutes and a Villain. Mooks have 20 points to spend in SPECIAL Stats, one Tag Skill, attacks with 70% accuracy or less (unless it's their Tag Skill, in which case you add 15%), and two or three special abilities. It should take one or two Mooks to threaten one PC. Mooks are generally worth 50 to 75 XP.



- **Hit Points:** 25 + Endurance Stat (END) + Average Party Level (APL)
- **SPECIAL:** 20 points to spend, with each SPECIAL Stat already having 1 point in it (these do not count toward the 20).
- **Tag Skill:** 15% + Base Value determined by SPECIAL Stats.
- **Base Attack Accuracy:** 70% unless Tag Skill.

**Brutes** are tougher versions of Mooks and usually only have a name if you ask them for one. While still fairly weak, Brutes generally have enough Hit Points to make it through a round or two of combat and enough firepower to pose an actual threat to your players' characters. Brutes range from more dangerous raiders to Brotherhood Scribes and Knights (not the folks in power armor, mind you), to super mutants, to more dangerous mutant animals like mirelurks and

stingwings. Brutes can be found alone, although most of the time they are either serving a Villain-ranked NPC or are lording their strength over a group of Mooks. Brutes have 30 points to spend in SPECIAL Stats, one Tag Skill, attack accuracy around 80%, and three or four special abilities. In general, one Brute should be able to go toe-to-toe with one player character. Brutes are generally worth 100 to 150 XP.

- **Hit Points:**  $(50 + \text{END} + \text{APL}) \times \frac{1}{2} \text{ Party Size}$ , rounded up.
- **SPECIAL:** 30 points to spend, with each SPECIAL Stat already having 1 point in it (these do not count toward the 30).
- **Tag Skill:**  $30\% + \text{Base Value}$  determined by SPECIAL Stats.
- **Base Attack Accuracy:** 80% unless Tag Skill.

**Villains** serve as minibosses of sorts in *Fallout: Wastelands* and are often NPCs in positions of power such as raider warlords, mercenary captains, super mutant commandos, Brotherhood of Steel Paladins, Enclave troopers, and some higher-end robot enemies like the Mr. Gutsy or the Assaultron models. They are neither rare or common enemies and are usually found with several Mooks and Brutes in tow. Villains have 30 points to spend in SPECIAL Stats, two Tag Skills, 90% attack accuracy, two additional Action Points, and three or four special abilities. One Villain should be able to take on two PCs at lower to middle levels, and still be able to go one on one with them at higher levels. Villains are generally worth 200 to 300 XP.



- **Hit Points:**  $[100 + 2 \times (\text{END} + \text{APL})] \times \text{Party Size}$
- **SPECIAL:** 30 points to spend, with each SPECIAL Stat already having 1 point in it (these do not count toward the 30).
- **Tag Skill:**  $45\% + \text{Base Value}$  determined by SPECIAL Stats.
- **Bonus AP:** 2.
- **Base Attack Accuracy:** 90% unless Tag Skill.

**Monsters** are real wasteland threats and are perhaps best represented by the fabled deathclaw, although other creatures can be monsters as well (shout out to the Sentry Bot!). Monsters should generally be rare encounters unless you're playing in a particularly dangerous campaign (like a "Splatterpunk" campaign) or if you've managed to piss off the Overseer. Like Villains, Monsters are often accompanied by lower-ranking NPCs like the Brute or Mook. Monsters have 40 points to spend in SPECIAL, three Tag Skills, 100% attack accuracy, four additional Action Points, and four or five special abilities. One Monster-ranked NPC should be



able to take on three or four PCs, and even if it dies, leave them with some scars and a new appreciation for life. Monsters are generally worth 500 to 1,000 XP.

- **Hit Points:**  $[150 + 3 \times (\text{END} + \text{APL})] \times \text{Party Size}$
- **SPECIAL:** 40 points to spend, with each SPECIAL Stat already having 1 point in it (these do not count toward the 40).
- **Tag Skill:** 60% + Base Value determined by SPECIAL Stats.
- **Bonus AP:** 6.
- **Base Attack Accuracy:** 100% unless Tag Skill.

**Legends** of the wasteland are the ultimate villain (or again, hero if you're playing an evil campaign). These are the creatures and people that are spoken about in hushed tones. Rarely seen, and never survived, it's a wonder that tales of Legends even exist at all, and yet not surprising that they're so far-fetched (or at least seem that way until you bump into one). Legendary creatures include Super Mutant Behemoths, Liberty Prime, the X-42 Giant Robo-Scorpion, and any humans or ghouls that managed to defy the odds and become absolute terrors, like the Vault Dweller, the Chosen One, the Lone Wanderer, the Courier, and the Sole Survivor. While not necessarily unique, Legends are certainly rare and will definitely give a memorable battle. It's just as likely to find a Legendary creature by itself as it is to find one with several minions in tow. Legends have 50 points to spend in SPECIAL, three Tag Skills, 120% attack accuracy, six additional Action Points, and multiple special abilities. One Legend should be a threat for an entire party of PCs, regardless of level. Legends are worth 1,000 or more XP.



- **Hit Points:**  $[200 + 4 \times (\text{END} + \text{APL})] \times \text{Party Size}$
- **SPECIAL:** 50 points to spend, with each SPECIAL Stat already having 1 point in it (these do not count toward the 50).
- **Tag Skill:** 75% + Base Value determined by SPECIAL Stats.
- **Bonus AP:** 10.
- **Base Attack Accuracy:** 120%.

Generally speaking, most enemies in a campaign will fall between the Pest and Villain ranks, with the occasional Monster thrown in for good measure and usually a Legend or two to serve as particularly vicious enemies, often near the end of a campaign. At lower levels your players' characters will be best suited against Pests and Mooks with the occasional Brute thrown in. Medium-level PCs will need more of a challenge, where Mooks and Brutes become part of the rank-and-file (Pests will serve mostly to eat up ammo and Action Points) and Villains start

becoming the main threat. At higher levels Monsters will become more commonplace. If your campaign reaches Level 25 or higher, it may be time to break out the Legends a bit more often than just once or twice.



Do be aware, as both players and the Overseer, that most NPCs will grow in power with the PCs. From Mooks onward, the higher the party's level, the more Hit Points the NPCs will possess so as not to get wrecked immediately. This allows even the lowly Mook to still stand something of a chance against higher powered player characters, or at least not die horrifically as an afterthought. Players should also remember that just because they dealt a massive amount of damage to an NPC on their turn doesn't mean that NPC is immediately out for the count, thanks to the clean-up step at the end of the round.

**Equipping Your Bad Guys:** The *Fallout* video games would often scale weapons on the NPCs so as not to have overly powerful weapons fall into players' hands at too early a level and to reward higher-level players with better weaponry when they kill enemies. *Fallout: Wastelands* replicates this by having weapons become available at different levels based on the weapon's Minimum Skill Requirement.

- Min. Skill Requirement 0: APL 1-5.
- Min. Skill Requirement 25: APL 6-10.
- Min. Skill Requirement 50: APL 11-20.
- Min. Skill Requirement 75: APL 21+.

You may notice that weapons that fall between a minimum Skill Requirement of 25 to 50 are available during the widest range of player level. This is intentional, as weaker weapons won't be able to bypass enemy DR for long, and more powerful weapons can single-handedly change the tide of a battle with one attack.

Each NPC entry in the Bestiary will have a range of weapons for the NPCs, with a few exceptions. Pests, Monsters, and Legends don't scale their weapons as the Average Party Level of the players increases. Pests are meant to be more of an annoyance than a real threat and therefore can only use weapons with a Minimum Skill Requirement of 0. Monsters and Legends are rarer and more unique enemy types that don't need to follow the rules of fairness. Whenever you come across a Monster or a Legend, always expect a challenging fight.

## **BROTHERHOOD OF STEEL**

Perhaps the single-most iconic faction in the *Fallout* series, the Brotherhood of Steel is a quasi-religious organization with an obsession with pre-War technology, specifically pre-War weaponry. The first members of the Brotherhood are descendants of U.S. Army soldiers and personnel that deserted the military only days before the Great War. Centuries later, the Brotherhood of Steel has developed into a sort of Order-State with chapters all across the North American Wasteland.



The Brotherhood of Steel is separated into three main orders: the Paladin, the Knight, and the Scribe, each with their own purposes. Some chapters also utilize Lancers and Inquisitors, but they are not as commonplace. Each order serves the Brotherhood in its own way, working to promote the ideals of the Brotherhood every day. Below each of these orders are the Initiates, hopefuls working to join an order and start serving the Brotherhood of Steel in a proper capacity.

Paladins are the power-armored elite soldiers of the Brotherhood of Steel, trained for years to combat the enemies of the Brotherhood, be they super mutants, raiders, or even more civilized enemies like the New California Republic or the Institute. Paladins are promoted from the ranks of Knights, given their own suit of armor after proving themselves in battle time and time again. They are in charge of all security and outside activities and often serve as battlefield commanders in addition to elite soldiers.

Knights serve two purposes: they manufacture and maintain existing pre-War technologies, keeping laser rifles in working order and repairing suits of power armor after armed conflicts. They also serve as the rank-and-file soldiers in many chapters, accompanying Paladins on the field of battle. While many Knights strive to join the ranks of Paladin, there are some who are content to serve the Brotherhood as Knights their entire lives.

Scribes are the last of the three primary orders and are responsible for investigating and reverse-engineering ancient technologies (and in some orders they work with Knights to maintain current arms and armaments). Many Scribes are also tasked with learning about new locals, studying the flora and fauna around the chapters' headquarters. Scribes rarely leave the safety of bunkers and outposts, although some become Field Scribes to study artifacts recovered in the field that are beyond the abilities of Knights and Paladins. The leaders of the Scribe orders are known as Proctors.

In some chapters, Initiates can become Lancers and Inquisitors. Lancers are generally called upon to operate vehicles, such as the Vertibirds of the East Coast Chapter's air force, and in such instances serve as pilots and engineers. Inquisitors are elite operatives and specialists usually called upon by an Elder to take care of a particularly dangerous task, such as rogue members of the Brotherhood or particularly powerful locals.



The leaders of the chapters are called Elders and are generally promoted from the ranks of Paladins, although in the past there have been Proctors that have been promoted to Elders, although such instances are few and far between. Elders lead a chapter with absolute rule and are responsible for ensuring that the will of the High Elder and his Council is carried out by the members of his or her chapter.

The Brotherhood of Steel has a reputation for being rather extreme in their dealings with outsiders. While not overtly hostile to “civilians,” they will deal with threats quickly and ruthlessly. Those who would keep pre-War technology away from the Brotherhood of Steel are generally labeled as enemies, and if peaceful negotiations and bartering won't work, force will be applied. Lesser technologies – computers, robotic parts, ammunition – are often traded with locals for food, water, and medical supplies, although weapons and power armor are kept guarded and safe.

The Brotherhood of Steel is the only organization to have spread across the wasteland in any real capacity. There are multiple chapters in the Core Regions, as well as the East Coast Chapter that controls not only the Capital Wasteland, but has a considerable presence in the Commonwealth. Their territories are usually marked with military-style outposts well-stocked with munitions and supplies. Pre-War bunkers are a favorite base amongst the Brotherhood chapters, as they are hidden and are often self-sufficient.

## BoS Initiate (Mook) 75 XP

Species: Human

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### Statistics

STR 3 PER 5 END 5 CHA 2 INT 4 AGL 5 LCK 3

HP: 30 + APL AP: 7 Init: 10 Rad Resist: 10%

Nerve: 35% Armor Class: 15%

Ballistic DR: 10 Energy DR: 12

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### Attacks

**Lv 1-5:** *Wattz 2000 Laser Rifle* (N: 3 AP, T: 4 AP, B: N/A)- 70% to hit; 3d10+14 Energy Damage; Rng 51 hexes; Ammo: 20; RoF: Single

**Lv 6-10:**

**Lv 11-20:**

**Lv 21+:**

**Lv 6+:** *Combat Knife* (N: 3 AP, T: 4 AP)- 70% to hit; 5d8+6 Ballistic Damage; Rng 1 hex.

**Lv 6+:** *Pulse Grenade* (N: 3)- 70% to hit; 6d4+5 Energy Damage; Rng 16 hexes; Blast: 1 hex; a robot or power armor creature must succeed on a Nerve Test or lose all of their APs for their next turn.

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### Skills, Abilities, & Perks

*Mechanics Skill* – 32%

*Set Phasers to Fun!* (1 Rank)- The BoS Initiate deals an additional 4 damage with its energy weapons.

**Lv 6+:** *Dirt Nap* (5 AP) – Deals 5d8+6 Ballistic Damage, plus an additional 2d6 points of damage at the end of the round (this extra damage cannot be reduced by DR).

*Ad Victoriam* – The BoS Initiate gains a +20% bonus on all Nerve Tests as long as it is within 5 hexes of an ally.

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### Loot

Wattz 2000 Laser Rifle (1d8 condition), 40 microfusion cells, reinforced leather armor (1d8 condition), 2 pulse grenades, 2 stimpaks, 1 dose of Mentats, 2d12 Caps

## BoS Scribe (Mook) 50 XP

Species: Human

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### Statistics

STR 1 PER 5 END 4 CHA 2 INT 7 AGL 5 LCK 3

HP: 29 + APL AP: 7 Init: 10 Rad Resist: 10%

Nerve: 35% Armor Class: 15%

Ballistic DR: 7 Energy DR: 9

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### Attacks

**Lv 1-5:** *Wattz 1000 Laser Pistol* (N: 3 AP, T: 4 AP)- 70% to hit; 2d8+10 Energy Damage; Rng 40 hexes; Ammo: 12; RoF: Single

**Lv 6-10:**

**Lv 11-20:**

**Lv 21+:**

**Lv 10+:** *Stun Baton* (N: 3 AP, T: 4 AP)- 70% to hit; 6d8+2 Energy Damage; Rng 1 hex.

**Lv 6+:** *Pulse Grenade* (N: 3)- 70% to hit; 6d4+5 Energy Damage; Rng 16 hexes; Blast: 1 hex; a robot or power armor creature must succeed on a Nerve Test or lose all of their APs for their next turn.

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### Skills, Abilities, & Perks

*Science Skill* – 47%

**Lv 10+:** *Light's Out* (6 AP) – Deals 6d8+2 Energy Damage and if the target fails their Nerve Test to remain standing, they fall unconscious as well.

*Ad Victoriam* – The BoS Scribe gains a +20% bonus on all Nerve Tests as long as it is within 5 hexes of an ally.

---

### Loot

Wattz 1000 Laser Pistol (1d8 condition), 24 energy cells, reinforced leather armor (1d8 condition), Weapons Repair Kit (1d8 uses) 2 pulse grenades, 2 stimpaks, 1 dose of Mentats, 2d12 Caps

## BoS Knight (Brute) 150 XP

Species: Human

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### Statistics

STR 4 PER 7 END 6 CHA 2 INT 6 AGL 7 LCK 5

HP: (56 + APL) x ½ Party Size AP: 8 Init: 14

Rad Resist: 12% Nerve: 40% Armor Class: 24%

Ballistic DR: 15 Energy DR: 15

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### Attacks

**Lv 1-5:** *AER9 Laser Rifle* (N: 3 AP, T: 4 AP, B: N/A)- 80% to hit; 3d10+14 Energy Damage; Rng 51 hexes; Ammo: 20; RoF: Single

**Lv 6-10:**

**Lv 11-20:**

**Lv 21+:**

**Lv 6+:** *Combat Knife* (N: 3 AP, T: 4 AP)- 80% to hit; 5d8+6 Ballistic Damage; Rng 1 hex.

**Lv 6+:** *Pulse Grenade* (N: 3)- 70% to hit; 6d4+5 Energy Damage; Rng 16 hexes; Blast: 1 hex; a robot or power armor creature must succeed on a Nerve Test or lose all of their APs for their next turn.

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### Skills, Abilities, & Perks

*Mechanics Skill* – 52%, *Science Skill* – 59%

*Set Phasers to Fun!* (1 Rank)- The BoS Knight deals an additional 4 damage with its energy weapons.

**Lv 6+:** *Dirt Nap* (5 AP) – Deals 5d8+6 Ballistic Damage, plus an additional 2d6 points of damage at the end of the round (this extra damage cannot be reduced by DR).

*Ad Victoriam* – The BoS Knight gains a +20% bonus on all Nerve Tests as long as it is within 5 hexes of an ally.

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### Loot

AER9 Laser Rifle (1d8 condition), 40 microfusion cells, combat armor (1d8 condition), 2 pulse grenades, 3 stimpaks, 2 doses of Mentats, 3d12 Caps

## Paladin – T-51b Variant (Villain) 300 XP

Species: Human

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### Statistics

STR 5 PER 8 END 6 CHA 3 INT 6 AGL 7 LCK 5

HP: [100 + (2 x APL)] x Party Size AP: 10 Init: 15

Rad Resist: 92% Nerve: 45% Armor Class: 35%

Ballistic DR: 31 Energy DR: 35

---

### Attacks

**Lv 1-5:** *AER9 Laser Rifle* (N: 3 AP, T: 4 AP, B: N/A)- 90% to hit; 3d10+18 Energy Damage; Rng 61 hexes; Ammo: 20; RoF: Single

**Lv 6-10:**

**Lv 11-20:**

**Lv 21+:**

**Lv 6+:** *Combat Knife* (N: 3 AP, T: 4 AP)- 90% to hit; 5d8+10 Ballistic Damage; Rng 1 hex.

**Lv 6+:** *Pulse Grenade* (N: 3)- 70% to hit; 6d4+5 Energy Damage; Rng 16 hexes; Blast: 1 hex; a robot or power armor creature must succeed on a Nerve Test or lose all of their APs for their next turn.

---

### Skills, Abilities, & Perks

*Mechanics Skill* – 32%

*Set Phasers to Fun!* (2 Rank)- The BoS Paladin deals an additional 8 damage with its energy weapons, and whenever it scores a Critical Hit, it doesn't expend a round of ammunition.

**Lv 6+:** *Dirt Nap* (5 AP) – Deals 5d8+10 Ballistic Damage, plus an additional 2d6 points of damage at the end of the round (this extra damage cannot be reduced by DR).

*Ad Victoriam* – The BoS Paladin gains a +20% bonus on all Nerve Tests as long as it is within 5 hexes of an ally.

*Scuttle* – If the BoS Paladin can spend 5 AP to purposefully overload the power armor's circuits, destroying it and rendering it inoperable.

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### Loot

AER9 Laser Rifle (1d8 condition), 40 microfusion cells, T-51b Power Armor (1d8 condition), interface jumpsuit (1d8 condition), 2 pulse grenades, 3 stimpaks, 2 doses of Mentats, 5d12 Caps



## DEATHCLAWS

Deathclaws are large, agile, and incredibly dangerous creatures created before the Great War by the government. They were designed by mixing a variety of animals' DNA (including, some say, human) with that of the Jackson Chameleon. They remained rare for quite some time, until all of a sudden their population seemingly exploded and they migrated across the wasteland. They can now be found not only in the Core Regions, but in the Midwest, the Commonwealth, the Capital Wasteland, and even Maine.



Deathclaws generally have a hunchbacked, bipedal reptilian build with long humanoid arms that end in the twelve-inch-long, razor-sharp claws from which they've derived their names. They stand roughly nine to ten feet in height, with a thick hide capable of stopping bullets and deflecting lasers, and powerful muscles. They have fantastic senses, capable of hunting through smell and hearing alike. Fortunately for the rest of the creatures inhabiting the wasteland, most deathclaws have lost the ability to change their skin color to blend in, although the occasional "deathclaw chameleon" does exist.

Deathclaws are aggressive, territorial, and strictly carnivorous. They possess some level of intelligence, occasionally seen manipulating objects found out in the wasteland, although so far there has only been one recorded instance of a deathclaw being able to communicate with non-deathclaws or actually use tools. These creatures do live in small packs, ranging between eight and twenty members, lead by an alpha male. The alpha is the only creature allowed to mate with the females. Young deathclaws are raised primarily by the females of the pack, although the alpha male and the lesser males occasionally participate by teaching the young to hunt. Once young deathclaws reach physical maturity, they typically leave their pack in search of mates or another pack to join.

*Deathclaw art was created by Adam Adamowicz.*



## **Deathclaw (Monster)**

**500 XP**

Species: Abomination

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### **Statistics**

**STR 9 PER 7 END 9**

**CHA 3 INT 4 AGL 9 LCK 6**

**HP:** [159 + (3 x APL)] x Party Size

**AP:** 15 **Init:** 16 **Rad Resist:** Immune

**Nerve:** 75% **Armor Class:** 15%

**Ballistic DR:** 20 **Energy DR:** 18

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### **Attacks**

*Claws of Death* (N: 3 AP, T: 4 AP)- 90% to hit; 9d10+14 Ballistic Damage; Rng 2 hexes.

---

### **Skills, Abilities, & Perks**

*Survival Skill* - 96%, *Athletics Skill* – 83%

*Large Creature* – The Deathclaw takes up four hexes. It provides half cover to all creatures behind it instead of quarter cover.

*Razor Sharp Claws* – The Deathclaw's Critical Hit Chance is 12%.

*Pocket Sand!* (6 AP) – The Deathclaw slashes across the ground, filling a 15-ft cone with dirt and gravel. All creatures within the cone must succeed on an Athletics Test or take 4d12+6 Ballistic Damage and suffer a -25% penalty on all attacks and Perception Tests until they spend 3 AP clearing the dirt from their eyes.

*Audible Sharpness* (All APs) – Deals 9d10+14 Ballistic Damage, ignoring DR and automatically removes two condition blocks from the target's armor. The Deathclaw cannot perform any other actions during its turn if it wants to use this ability.

*Fleet of Foot* – The Deathclaw can move two hexes for every 1 AP it spends moving.

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### **Loot**

6d10 animal meat, 3d20 Caps, 1d6 junk

## **Deathclaw Alpha (Legend) (WIP)**

**1,000 XP**

Species: Abomination

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### **Statistics**

**STR 9 PER 7 END 9**

**CHA 3 INT 4 AGL 9 LCK 6**

**HP:** 159 + (3 x APL) **AP:** 13 **Init:** 16

**Rad Resist:** Immune **Nerve:** 75%

**Armor Class:** 15%

**Ballistic DR:** 20 **Energy DR:** 18

---

### **Attacks**

*Claws of Death* (N: 3 AP, T: 4 AP)- 90% to hit; 9d10+14 Ballistic Damage; Rng 2 hexes.

---

### **Skills, Abilities, & Perks**

*Survival Skill* - 96%, *Athletics Skill* – 83%

*Large Creature* – The Deathclaw takes up four hexes. It provides half cover to all creatures behind it instead of quarter cover.

*Razor Sharp Claws* – The Deathclaw's Critical Hit Chance is 12%.

*Pocket Sand!* (6 AP) – The Deathclaw slashes across the ground, filling a 15-ft cone with dirt and gravel. All creatures within the cone must succeed on an Athletics Test or take 4d12+6 Ballistic Damage and suffer a -25% penalty on all attacks and Perception Tests until they spend 3 AP clearing the dirt from their eyes.

*Audible Sharpness* (All APs) – Deals 9d10+14 Ballistic Damage, ignoring DR and automatically removes two condition blocks from the target's armor. The Deathclaw cannot perform any other actions during its turn if it wants to use this ability.

*Fleet of Foot* – The Deathclaw can move two hexes for every 1 AP it spends moving.

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### **Loot**

6d10 animal meat, 3d20 Caps, 1d6 junk

## MERCENARIES

Mercenaries, or “mercs” as those in the business tend to call them, can be found all across the wastelands working for powerful companies like Littlehorn & Associates or nations like the New California Republic. Some are good, like Reily’s Rangers, and others are scum, like the Commonwealth’s Gunners, but in the end, all mercenaries work for the same thing in the end: Caps. Whether you’re a saint or a villain, someone out there will probably want you dead, and they’re more than willing to pay these folks to do it.



In many ways, mercenaries operate like raider gangs. They are tight-knit, work together, and tend not to like outsiders. However, unlike raiders they are usually well-organized, much better equipped (often having pre-War military gear), and are much more tactically-minded in their approach to combat. They usually possess a clear chain of command that ensures that orders are delivered and received in a timely manner. Pound-for-pound, mercenaries are some of the most fearsome fighters in the wasteland.

Different mercenary companies operate differently and have different rules and objectives. Some are do-gooders that will help out the less fortunate in exchange for a modest amount of Caps while others are blood-thirsty organizations that will take on any job for the right price. There are heroic mercs and then there are the guns-for-hire that are barely better than raiders. Should you ever come across a mercenary squad in the wasteland, take a moment to consider if you’ve pissed anyone off lately and maybe check out the insignia on their armor to see if you recognize it as a good company or bad company before you get too close. Most of the time you’ll probably be okay, but it’s not necessarily a guarantee.

A lot of times mercenaries can be seen escorting merchants across the wasteland, using their superior weapons and armor to scare off would-be raiders, oftentimes just by looking prepared to fight. Other times they can be found looting the corpses of a freshly ambushed mercenary caravan.

Mercenary territory can usually be identified with banners and spray-painted logos and insignia. Automated turrets, reinforced walls, and spotlights are rather common as well, and members of the company can be found keeping watch every hour of the day. Most are well-organized and fairly clean (for a wasteland base) while others can be rather... messy. Regardless of the company, a mercenary base is heavily guarded and strangers are usually met with a burst of warning fire, or sometimes just regular fire.

Merc gear is usually top of the line: military-grade assault rifles, combat armor, a proper sidearm. Members of a company typically carry more weapons than non-mercenaries and oftentimes keep more ammunition on their person as well. Chems are typically frowned upon since they often dull the senses, although a dose of Med-X before a big fight never hurt anyone.

Finally, mercenaries are some of the most likely groups to have pre-War vehicles primed up and ready to run. Whether it's a pickup truck armed with a machinegun or a properly restored tank or vertibirds, these vehicles allow mercenaries to command the battlefield.

## MERC PRIVATE (MOCK) 75 XP

Species: Human

### Statistics

STR 3 PER 6 END 6

CHA 3 INT 2 AGL 5 LCK 2

HP: 31 + APL AP: 7 Init: 11

Rad Resist: 12% Nerve: 45%

Armor Class: 16%

Ballistic DR: 9 Energy DR: 7

### Attacks

**Lv 1-5:** *10mm Pistol* (N: 3, T: 4)- 70% to hit, 3d8+10 Ballistic Damage; Rng 37 hexes; Ammo: 10; RoF: Single

**Lv 6-10:** *Service Rifle* (N: 6 AP, T: 7 AP)- 70% to hit; 4d8+5 Ballistic Damage; Rng 47 hexes; Ammo: 20; RoF: Single

**Lv 11-20:** *Assault rifle* (N: 6, T: 7, B: 8)- 70% to hit; 5d8+10 Ballistic Damage; Rng 47 hexes; Ammo: 18; RoF: Single or 3-Round Burst

**Lv 21+:** *Automatic Rifle* (N: 7, T: 8, B: 9)- 70% to hit; 8d6+10 Ballistic Damage; Rng 42 hexes; Ammo: 20; RoF: Single or 5-Round Burst.

**Lv 6+:** *Frag Grenade* (N: 3, B: N/A)- 70% to hit; 4d6+10 Ballistic Damage; Rng 16 hexes; Blast: 1 hex.

**Lv 6+:** *Combat Knife* (N: 3 AP, T: 4 AP)- 70% to hit; 5d8+4 Ballistic Damage; Rng 1 hex.

### Skills, Abilities, & Perks

*Survival Skill*- 41%

*Merc Tactics* – The Merc Private receives an additional 10% bonus to their AC from cover.

**Lv 6+:** *Dirt Nap* (5 AP) – Deals 5d8+4 Ballistic Damage, plus an additional 2d6 points of damage at the end of the round (this extra damage cannot be reduced by DR).

*Fleet of Foot* – The Merc Private can move up to two hexes per AP it spends moving.

**Loot:** 10mm Pistol/Service Rifle/Assault rifle/Automatic Rifle (1d8 condition), 2x full clips of ammunition, combat knife (1d8 condition), 2 frag grenades, leather armor (1d8 condition), 2 stimpaks, 1 dose of Med-X, 3d10 Caps

## MERC SERGEANT (BRUTE) 150 XP

Species: Human

### Statistics

STR 5 PER 7 END 7

CHA 4 INT 4 AGL 7 LCK 3

HP: (56 + APL) x ½ Party Size AP: 8 Init: 14

Rad Resist: 14% Nerve: 55%

Armor Class: 24%

Ballistic DR: 15 Energy DR: 15

### Attacks

**Lv 1-5:** *10mm Pistol* (N: 3, T: 4)- 80% to hit, 3d8+10 Ballistic Damage; Rng 37 hexes; Ammo: 10; RoF: Single

**Lv 6-10:** *Service Rifle* (N: 6 AP, T: 7 AP)- 80% to hit; 4d8+5 Ballistic Damage; Rng 47 hexes; Ammo: 20; RoF: Single

**Lv 11-20:** *Assault rifle* (N: 6, T: 7, B: 8)- 80% to hit; 5d8+10 Ballistic Damage; Rng 47 hexes; Ammo: 18; RoF: Single or 3-Round Burst

**Lv 21+:** *Automatic Rifle* (N: 7, T: 8, B: 9)- 80% to hit; 8d6+10 Ballistic Damage; Rng 42 hexes; Ammo: 20; RoF: Single or 5-Round Burst.

**Lv 6+:** *Frag Grenade* (N: 3, B: N/A)- 80% to hit; 4d6+10 Ballistic Damage; Rng 16 hexes; Blast: 1 hex.

**Lv 6+:** *Combat Knife* (N: 3 AP, T: 4 AP)- 80% to hit; 5d8+4 Ballistic Damage; Rng 1 hex.

### Skills, Abilities, & Perks

*Survival Skill*- 56%

*Merc Tactics* – The Merc Sergeant receives an additional 10% bonus to their AC from cover.

**Lv 6+:** *Dirt Nap* (5 AP) – Deals 5d8+6 Ballistic Damage, plus an additional 2d6 points of damage at the end of the round (this extra damage cannot be reduced by DR).

*Fleet of Foot* – The Merc Sergeant can move up to two hexes per AP it spends moving.

**Loot:** 10mm Pistol/Service Rifle/Assault rifle/Automatic Rifle (1d8 condition), 2x full clips of ammunition, combat knife (1d8 condition), 3 frag grenades, combat armor (1d8 condition), 2 stimpaks, 1 dose of Med-X, 4d10 Caps

## MERC COMMANDER (VILLAIN) 300 XP

Species: Human

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### Statistics

STR 5 PER 7 END 7

CHA 4 INT 4 AGL 7 LCK 3

HP: [106 + (2 x APL)] x Party Size AP: 8 Init: 14

Rad Resist: 14% Nerve: 55%

Armor Class: 22%

Ballistic DR: 15 Energy DR: 15

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### Attacks

Lv 1-5: *10mm Pistol* (N: 3, T: 4)- 90% to hit, 3d8+10 Ballistic Damage; Rng 37 hexes; Ammo: 10; RoF: Single

Lv 6-10: *10mm SMG* (N: 5, T: 6, B: 7)- 90% to hit; 4d6+10 Ballistic Damage; Rng 34 hexes; Ammo: 30; RoF: Single or 3-Round Burst

Lv: 11-20: *Light Machine Gun* (B: 8)- 80% to hit; 4d8+5 Ballistic Damage; Rng 47 hexes; Ammo: 50; RoF: 5-Round Burst

Lv 21+: *CZ53 Minigun* (B: 8)- 80% to hit; 6d6+10 Ballistic Damage; Rng 34 hexes; Ammo: 50; RoF: 10-Round Burst

Lv 6+: *Frag Grenade* (N: 3, B: N/A)- 90% to hit; 4d6+10 Ballistic Damage; Rng 16 hexes; Blast: 1 hex.

Lv 6+: *Combat Knife* (N: 3 AP, T: 4 AP)- 90% to hit; 5d8+6 Ballistic Damage; Rng 1 hex.

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### Skills, Abilities, & Perks

*Survival Skill*- 71%, *Athletics Skill*- 68%

*Merc Tactics* – The Merc Commander receives an additional 10% bonus to their AC from cover.

*Dirt Nap* (5 AP) – Deals 5d8+6 Ballistic Damage, plus an additional 2d6 points of damage at the end of the round (this extra damage cannot be reduced by DR).

*Fleet of Foot* – The Merc Commander can move up to two hexes per AP it spends moving.

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### Loot

10mm Pistol/10mm SMG/Light Machine Gun/Minigun (1d8 condition), 2x full clips, combat knife (1d8 condition), 3 frag grenades, combat armor (1d8 condition), 2 stimpaks, 1 dose of Med-X, 4d10 Caps

## MERC Captain (MONSTER) 750 XP

Species: Human

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### Statistics

STR 6 PER 7 END 8

CHA 6 INT 5 AGL 8 LCK 7

HP: [158 + (3 x APL)] x Party Size AP: 15

Init: 15 Rad Resist: 36%

Nerve: 70% Armor Class: 25%

Ballistic DR: 16 Energy DR: 16

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### Attacks

*Automatic Rifle* (N: 7, T: 8, B: 9)- 100% to hit, 5d8+15 Ballistic Damage; Rng 49 hexes; Ammo: 20; RoF: Single or 5-Round Burst

*Frag Grenade* (N: 3, B: N/A)- 100% to hit; 4d6+10 Ballistic Damage; Rng 16 hexes; Blast: 1 hex.

*Ripper* (N: 3 AP, T: 4 AP)- 100% to hit; 7d8+8 Ballistic Damage; Rng 1 hex.

---

### Skills, Abilities, & Perks

*Survival Skill*- 96%, *Athletics Skill*- 91%, *Security* – 85%

*Merc Tactics* – The Merc Captain receives an additional 10% bonus to their AC from cover.

*Rippin' and Tearin'* (9 AP) – Make three attacks against a single target. If that creature would die, they die immediately instead of at the end of the round.

*Commando*- The Merc Captain deals an extra 5 points of damage with assault weapons and LMGs. Burst attacks don't cause condition damage.

*Fleet of Foot* – The Merc Captain can move up to two hexes per AP it spends moving.

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### Loot

Automatic Rifle (1d8 condition), 2x full clips, ripper (1d8 condition), 3 frag grenades, pre-War riot gear (1d8 condition), 2 stimpaks, 1 dose of Med-X, 6d10 Caps

*Tactical Leadership:* All mercenary companies have a leader – a general, marshal, warlord, or brigadier – a man or woman with the knowledge, guts, and charm to lead. This particular combination of traits and skills is encapsulated in the “Tactical Leadership” ability, which allows them to spend their own Action Points to issue commands to their allies, typically other mercenaries, on the battlefield.

How this works is simple: the mercenary chooses an ally within the range of the ability (which equals his Charisma Stat) and decides what actions that creature should take, then deducts the costs of those actions from his own Action Points, essentially giving up his own actions to get a better command of the battlefield. For example, a merc brigadier might command a private to move four hexes, consuming two of his own AP. This leaves him 13 AP for himself to use, or to give additional orders to his subordinates.

## **MERC BRIGADIER (LEGENDARY) 1,000 XP**

**Species:** Human

### **Statistics**

**STR 8 PER 9 END 8 CHA 8 INT 7 AGL 8 LCK 9**

**HP:** [208 + (4 x APL)] x Party Size **AP:** 15 **Init:** 21 **Rad Resist:** 36% **Nerve:** 80%

**Armor Class:** 27% **Ballistic DR:** 16 **Energy DR:** 16

### **Attacks**

*Bozar* (N: 8)- 110% to hit; 8d10+15 Ballistic Damage; Rng 98 hexes; RoF: 3-Round Burst.

*Li'l Devil 12.7mm Pistol* (N: 3, T: 4)- 120% to hit; 9d8+15 Ballistic Damage; Rng 43 hexes; RoF: Single.

*Frag Grenade* (N: 3, B: N/A)- 100% to hit; 4d6+10 Ballistic Damage; Rng 16 hexes; Blast: 1 hex.

*Ripper* (N: 3 AP, T: 4 AP)- 100% to hit; 7d8+8 Ballistic Damage; Rng 1 hex.

### **Skills, Abilities, & Perks**

*Survival Skill*- 100%, *Athletics Skill*- 100%, *Security* – 97%

*Merc Tactics* – The Merc Brigadier receives an additional 10% bonus to their AC from cover.

*Rippin' and Tearin'* (9 AP) – Make three attacks against a single target. If that creature would die, they die immediately instead of at the end of the round.

*Commando* - The Merc Captain deals an extra 5 points of damage with assault weapons and LMGs. Burst attacks don't cause condition damage.

*Fleet of Foot* – The Merc Brigadier can move up to two hexes per AP it spends moving.

### **Loot**

Bozar (1d8 condition), 12.7mm Pistol (1d8 condition), 2x full clips for each, ripper (1d8 condition), 3 frag grenades, pre-War riot gear (1d8 condition), 4 stimpaks, 2 dose of Med-X, 10d10 Caps

## MIRELURKS

While their specific origins aren't known, mirelurks are clearly descended from shellfish that have lived and bred in irradiated waters for over two hundred years following the Great War. Most variation of the mirelurk –which may be more of a colloquial catch-all than a specific species- appear rather horseshoe-like in appearance, although the mirelurk king breed has more in common with the pre-War frog and the mirelurk hunter breed appears to be more lobster-like in appearance. Then there is the fabled mirelurk queen, though none who have encountered one of the queens lived to tell the tale.



Mirelurks are found most commonly around large bodies of water- particularly near the ocean or in vast, radioactive swamps and estuaries, making them quite common in the Capital Wasteland and the Commonwealth. Freshwater variants, such as those found in the Mojave Wasteland, are called “lakelurks” and appear to be similar to the mirelurk king breed rather than the standard mirelurk breed.

The standard mirelurk breed tends to hunt in groups, lying in wait disguised as rocks and boulders before springing up and ambushing unwary travelers and creatures. Mirelurks hunters are similar, although they tend to hunt in pairs or trios rather than larger groups, relying on their greater speed to bring down prey. Mirelurk kings rely on agility and a unique mutation that allows them to debilitate their foes from a range before closing in for the kill.

Most mirelurks have tough, durable shells that can deflect lasers, bullets, and plasma with ease. However, their faces and underbellies aren't covered in the strong carapace, making for an exploitable weak point for knowledgeable wastelanders. Mirelurk kings don't have the carapace, although their own unique mutations more than make up for it.

While it hasn't been proven, some wastelanders believe that mirelurks are actually intelligent and may be capable of building their own civilization, though this has yet to happen. Of all the different breeds, mirelurk kings *do* seem to possess a form of low cunning.

Amongst the wealthier and more discerning of the wasteland's citizens, mirelurk meat is considered a delicacy. As a result, many would-be entrepreneurs bravely and/or stupidly brave (stupid?) the wastelands in search of mirelurks and eggs to sell.

## **MIRELURK (MOOK) – 50 XP**

**Species:** Animal

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### **Statistics**

**STR 6 PER 4 END 5 CHA 1 INT 1 AGL 5  
LCK 5**

**HP: 30 + APL AP: 7 Init: 9**

**Rad Resist: Immune Nerve: 30%**

**Armor Class: 15%**

**Ballistic DR: 12 Energy DR: 10**

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### **Attacks**

*Razor Claws* (B: 3 AP, T: 4 AP)- 70% to hit; 4d6+12 Ballistic Damage; Rng 1 hexes.

*Acid Spittle* (B: 4 AP, T: 5 AP)- 70% to hit; 2d6+4 Poison Damage; Rng 33 hexes.

---

### **Skills, Abilities, & Perks**

*Survival Skill* – 37%

*I Got a Rock...* – So long as the Mirelurk remains motionless and is either underwater or in a natural environment, it is indiscernible from a regular, boring rock.

*Blinding Acid* – A creature hit in the head by the Mirelurk's Acid Spittle attack suffers a -2 penalty to its Perception until it spends 3 AP to clear out its eyes.

*Embrace of the Mirelurk Queen (6 AP)* – Deals 4d6+12 Ballistic Damage. The target takes another 4d6 Ballistic Damage on their next turn unless they spend all of their AP “safely” dislodging the claw. The Mirelurk cannot attack with a claw that's embedded in a creature.

*Amphibious* - Mirelurks can breathe air and underwater.

*Fleet of Foot* – The Mirelurk can move two hexes for every 1 AP it spends moving.

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### **Loot**

1d4 Animal Meat, 1d6 chitin, 2x poison gland



## RAIDERS

The wasteland's premier scum, raiders are agents of the freest market in the world: absolute anarchy. They are hostile, lawless, chem-addled ruffians that roam the wastes stealing, cheating, murdering, and otherwise separating fools from their Caps by any means necessary. Some are friendly and almost reasonable, but most would rather slit your throat than say so much as "hello."

While not particularly bright, the brutal initiation rituals and hard lives of most raider gangs result in incredibly tough warriors that can take and dish out a beating. If you're ever unlucky enough to come across a band of raiders, I recommend shooting first and asking question later.

There isn't really a unified raider culture in the wasteland. Instead, each gang tends to follow a powerful leader who rules with violence and fear. Most raider bosses have a few lieutenants who give orders to the countless underlings –the run-of-the-mill thugs and psychos- of the gang.

In battle, raiders tend not to rely on things like "strategy" and "tactics," but instead rely on the chem-addled ferocity of the individual warrior, overwhelming numbers (raiders rarely attack if they don't outnumber their enemies three to one), and a metric fuck-ton of piping hot lead. Oh, and Molotovs. Lots of those as well. Raider bosses are just as likely to lead from the front as they are from the back, either inspiring their cohorts through acts of carnage, or shooting the cowards trying to retreat.

Raider territory is easily identified by the plethora of hanging, mangled bodies, crude graffiti depicting violence, and empty chem containers scattered about the premise. Cages filled with screaming prisoners and walls covered in twisted spikes and scrap serve as the finishing touches of these twisted citadels of depravity.

*Raider art was created by Adam Adamowicz.*



## RAIDER SCUMBAG (MOOK) 50 XP

Species: Human

### Statistics

STR 4 PER 5 END 4

CHA 3 INT 2 AGL 6 LCK 3

HP: 29 + APL AP: 8 Init: 11 Rad Resist: 8%

Nerve: 40% Armor Class: 9%

Ballistic DR: 6 Energy DR: 6

### Attacks

*Lever-Action Rifle* (N: 6 AP, T: 7 AP, B: N/A)- 60% to hit; 3d8+9 Ballistic Damage; Rng 40 hexes; Ammo: 10; RoF: Single

*Molotov Cocktail* (N: 3)- 60% to hit; 2d8+5 Energy Damage; Rng 18 hexes; Blast 1 hex; extra 2d8 Energy Damage next round.

*Baseball Bat* (N: 3 AP, T: 4 AP)- 60% to hit; 4d8+4 Ballistic Damage; Rng 1 hex.

### Skills, Abilities, & Perks

*Survival Skill* - 47%

*Raider Rush* – The Raider Scumbag receives +10% on all attack rolls as long as another raider is within 3 hexes.

*Grand Slam* (5 AP) – Deals 6d8+6 Ballistic Damage. If the Raider Scumbag kills a creature with a Grand Slam, you send their head flying toward the fences.

*Psycho Boost* (3 AP) – The Raider Scumbag injects himself with a dose of psycho, increasing all damage by 10 and increases DR by 5 for 30 minutes.

*Gun Nut* (1 Rank) – The Raider Scumbag deals an additional 4 damage with all guns (calculated in weapon damage entry).

### Loot

Lever-Action Rifle (1d8 condition), 20 .357 magnum rounds, baseball bat (1d8 condition), raider armor (1d10 condition), 1 dose of Psycho, 1 expired stimpak, 2d8 Caps

## RAIDER SCAVVER (BRUTE)

### 100 XP

Species: Human

### Statistics

STR 5 PER 6 END 6

CHA 4 INT 3 AGL 7 LCK 6

HP: (56 + APL) x ½ Party Size AP: 8 Init: 14

Rad Resist: 12% Nerve: 55% Armor Class: 17%

Ballistic DR: 10 Energy DR: 10

### Attacks

*10mm SMG* (N: 4 AP, T: 5 AP, B: 6)- 70% to hit; 4d6+10 Ballistic Damage; Rng 37 hexes; Ammo: 30; RoF: Single or 5-round burst

*Molotov Cocktail* (N: 3)- 70% to hit; 2d8+5 Energy Damage; Rng 18 hexes; Blast 1 hex; extra 1d8 Energy Damage next round.

*Baseball Bat* (N: 3 AP, T: 4 AP)- 70% to hit; 4d8+6 Ballistic Damage; Rng 1 hex.

### Skills, Abilities, & Perks

*Survival Skill* - 77%

*Raider Rush* – The Raider Scavver receives +10% on all attack rolls as long as another raider is within 3 hexes.

*Grand Slam* (5 AP) – Deals 4d8+12 Ballistic Damage.

*Psycho Boost* (3 AP) – The Raider Scavver injects himself with a dose of psycho, increasing all damage by 10 and increases DR by 5 for 30 minutes.

*Gun Nut* – The Raider Scavver deals an additional 4 damage with all guns (calculated in weapon damage entry).

### Loot

10mm SMG (1d8 condition), 30 .10mm rounds, baseball bat (1d8 condition), vandal armor (1d10 condition), 1 doses of Psycho, 2 expired stimpaks, 2d10 Caps

## **RAIDER WASTER (VILLAIN)**

**300 XP**

Species: Human

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### **Statistics**

**STR 5 PER 6 END 6**

**CHA 4 INT 3 AGL 7 LCK 6**

**HP:** [106 + (2 x APL)] x Party Size **AP:** 11 **Init:** 14

**Rad Resist:** 12% **Nerve:** 55%

**Armor Class:** 17%

**Ballistic DR:** 10 **Energy DR:** 10

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### **Attacks**

*Hunting Shotgun* (N: 6 AP, T: 7 AP)- 80% to hit; 6d20 Ballistic Damage; Rng 42 hexes; Ammo: 6; RoF: Single

*Molotov Cocktail* (N: 3)- 80% to hit; 2d8+5 Energy Damage; Rng 18 hexes; Blast 1 hex; extra 1d8 Energy Damage next round.

*Baseball Bat* (N: 3 AP, T: 4 AP)- 80% to hit; 4d8+6 Ballistic Damage; Rng 1 hex.

---

### **Skills, Abilities, & Perks**

*Survival Skill* - 77%

*Raider Rush* – The Raider Waster receives +10% on all attack rolls as long as another raider is within 3 hexes.

*Grand Slam* (5 AP) – Deals 4d8+12 Ballistic Damage.

*Psycho Boost* (3 AP) – The Raider Waster injects himself with a dose of psycho, increasing all damage by 10 and increases DR by 5 for 30 minutes.

*Action Boy* (One Rank)– The Raider Waster has an additional Action Point each round.

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### **Loot**

Hunting Shotgun (1d8 condition), 18 12-gauge shells, baseball bat (1d8 condition), vandal armor (1d10 condition), 2 doses of Psycho, 2 stimpaks, 2d10 Caps

## **RAIDER FIEND (MONSTER)**

**500 XP**

Species: Human

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### **Statistics**

**STR 8 PER 6 END 8**

**CHA 5 INT 4 AGL 7 LCK 8**

**HP:** [158 + (3 x APL)] x Party Size **AP:** 15 **Init:** 13

**Rad Resist:** 26% **Nerve:** 65%

**Armor Class:** 28%

**Ballistic DR:** 16 **Energy DR:** 18

---

### **Attacks**

*Flamer* (B: 8 AP)- 80% to hit; 7d12+15 Energy Damage; Rng 15-ft cone; Ammo: 50; RoF: Single

*Molotov Cocktail* (N: 3)- 90% to hit; 2d8+5 Energy Damage; Rng 18 hexes; Blast 1 hex; extra 2d8 Energy Damage next round.

*Rebar Club* (N: 4 AP, T: 5 AP)- 90% to hit; 10d8+12 Ballistic Damage; Rng 2 hexes.

---

### **Skills, Abilities, & Perks**

*Survival Skill* - 92%, *Explosives Skill* – 86%

*Raider Rush* – The Raider Fiend receives +10% on all attack rolls as long as another raider is within 3 hexes.

*Goin' Clubbin'* (6 AP) – Deals 10d8+12 Ballistic Damage and target loses 4 AP at the start of their next turn.

*Psycho Boost* (3 AP) – The Raider Fiend injects himself with a dose of psycho, increasing all damage by 10 and increases DR by 5 for 30 minutes.

*Action Boy* (One Rank)– The Raider Fiend has an additional Action Point each round.

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### **Loot**

M9E1-7 “Flamer” (1d8 condition), 50 Flamer, rebar club (1d8 condition), reinforced metal armor (1d10 condition), 2 doses of Psycho, 2 stimpaks, 2d10 Caps

## **RAIDER BOSS (LEGEND)**

**1,000 XP**

Species: Human

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### **Statistics**

**STR 12 PER 6 END 10**

**CHA 7 INT 6 AGL 7 LCK 9**

**HP: 210 + (4 x APL) AP: 19 Init: 12**

**Rad Resist: 62% Nerve: 85%**

**Armor Class: 33%**

**Ballistic DR: 20 Energy DR: 20**

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### **Attacks**

*Minigun* (N: 6 AP, T: 7 AP)- 90% to hit; 6d6+10 Ballistic Damage; Rng 47 hexes; Ammo: 120; RoF: 10-Round

*Molotov Cocktail* (N: 3)- 100% to hit; 2d8+5 Energy Damage; Rng 18 hexes; Blast 1 hex; extra 2d8 Energy Damage next round.

*Super Sledge* (N: 5 AP, T: 6 AP)- 100% to hit; 10d8+20 Ballistic Damage; Rng 2 hexes.

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### **Skills, Abilities, & Perks**

*Survival Skill* - 100%, *Explosives Skill* – 100%, *Speech Skill* – 100%

*Raider Rush* – The Raider Boss receives +10% on all attack rolls as long as another raider is within 3 hexes.

*Mauler* (7 AP) – Deals 10d8+40 Ballistic Damage. The target has a -50% penalty to their Nerve Test to remain standing.

*Psycho Boost* (3 AP) – The Raider Waster injects himself with a dose of psycho, increasing all damage by 10 and increases DR by 5 for 30 minutes.

*Action Boy* (Two Rank)– The Raider Boss has an additional two Action Points each round.

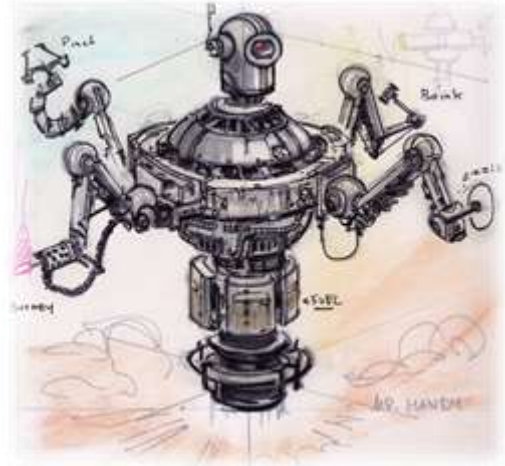
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### **Loot**

Minigun (1d8 condition), 120 5mm rounds, super sledge (1d8 condition), salvaged power armor (1d10 condition), 2 doses of Psycho, 2 stimpaks, 2d10 Caps

## Robots

A robot is a machine capable of autonomously completing tasks. At the time of the Great War they were just making their appearance in the average suburban household and had seen considerable service in the U.S. military. Depending upon the robot these tasks can range from something simple like walking the dog to more complex tasks such as running algorithms to predict the actions of individuals and organizations, essentially predicting the future. Some were clearly designed for civilian purposes while others were created for the United States military to assist in various war efforts across the globe until the Great War brought a screeching halt to all of that.



A surprisingly large number of robots survived the Great War, physically if not mentally. Their chassis, weapons, and sensory arrays still function, although nearly two centuries without proper attention has rendered their operating systems somewhat lacking and riddled with gaps in code that render them insane, or so to speak. Many robots out there will try to kill you, but just as many robots are friendly and more than willing to help a wastelander stuck in a jam.

Robots are usually equipped with a basic programming structure that dictates behavior and priorities. In most cases these programs are set in stone, although some robots with complex enough artificial intelligences can actually grow beyond their initial programming, although there are still limits. Robots are also capable of developing personalities, although whether that was a deliberate feature to improve human-to-robot relations or was purely a side-effect is unclear. Most, but not all, robots have a personality that matches their programming. For example, Mr. Gutsy models are generally gruff and no-nonsense while Mr. Handy models are posh and polite.

Civilian robots are rarely a real threat, possessing common tools repurposed for combat. Military-grade robots, such as the assaultron and sentry bot, are equipped with high-end weaponry, often experimental prototypes deemed too dangerous to be carried by human soldiers. Due to the variety in programs and armaments, each robot should be handled differently, as tactics one would utilize against a Protectron won't work against an Institute synth.

*Robot art was created by Adam Adamowicz.*

## EYEBOT (PEst) 10 XP

Species: Robot

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### Statistics

STR 1 PER 5 END 2

CHA 1 INT 1 AGL 6 LCK 1

HP: 10 AP: 8 Init: 11 Rad Resist: Immune  
Nerve: 15%

Armor Class: 10% Ballistic DR: 5 Energy  
DR: 5

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### Attacks

*Laser* (N: 3, T: 4, B: N/A)- 50% to hit; 2d8+5  
Energy Damage; Rng 35 hexes; Ammo: 10; RoF:  
Single

*Zapper* (N: 3, T: 4) – 50% to hit; 1d10+4 Energy  
Damage; Rng 1 hex.

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### Skills, Abilities, & Perks

*Sound the Alarm!* (7 AP)- Summons 1d4 robotic  
enemies at the end of the round. Overseer  
determines enemies.

*Lights Out!* (7 AP)- Deals 2d10+4 Energy Damage  
and if the target fails their Nerve Test to remain  
standing, they fall unconscious instead.

*Repulsor Life*- The eyebot floats and therefore  
does not suffer penalties for difficult terrain or set  
off floor-based traps such as mines.

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### Loot

1d6 Scrap, 1d6 Junk, 10 Energy Cells, sensor  
array, 1d6 Caps

## PROTECTRON (MOOK) 50 XP

Species: Robot

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### Statistics

STR 5 PER 4 END 5

CHA 3 INT 3 AGL 4 LCK 3

HP: 30 + APL AP: 7 Init: 8  
Rad Resist: Immune Nerve: 40%

Armor Class: 20%  
Ballistic DR: 10 Energy DR: 10

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### Attacks

*Protectron Laser* (N: 3, T: 4, B: N/A)- 60% to hit;  
2d8+9 Energy Damage; Rng 35 hexes; Ammo: 10;  
RoF: Single

*Protectron Fist* (N: 2, T: 3)- 60% to hit; 6d8+8  
Ballistic Damage; Rng 1 hex.

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### Skills, Abilities, & Perks

*Investigation Skill* 34%, *Speech Skill* 35%

*Sucker Punch* (5 AP)- Deals 5d6+8 Ballistic  
Damage and the target loses 2 AP at the start of  
their next turn.

*Set Phasers to Fun!* (1 Ranks)- The Protectron  
deals an additional 4 damage with its Integrated  
Laser (calculated in weapon damage entry).

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### Loot

2d6 Scrap, 2d6 Junk, 20 Energy Cells, fission  
battery, 1d12 Caps

## Mr. Handy (Mook) 75 XP

Species: Robot

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### Statistics

STR 3 PER 4 END 4

CHA 5 INT 4 AGL 4 LCK 3

HP: 29 + APL AP: 7 Init: 8

Rad Resist: Immune Nerve: 45%

Armor Class: 15%

Ballistic DR: 5 Energy DR: 5

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### Attacks

*Handy Saw* (N: 3, T: 4, B: N/A)- 60% to hit; 5d12+4 Ballistic Damage; Rng 1 hexes

*Handy Flambé Roaster* (N: 2, T: 3)- 60% to hit; 4d8+10 Energy Damage; 15 Ammo; Rng 12-ft cone

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### Skills, Abilities, & Perks

*Speech Skill* 45%

*Scrap Heap* (6 AP)- Make two attacks against a single target. If that creature would die, they die immediately instead of at the end of the round.

*Repulsor Life*- The Mr. Handy floats and therefore does not suffer penalties for difficult terrain or set off floor-based traps such as mines.

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### Loot

2d6 Scrap, 2d6 Junk, 30 Flamer Fuel, fission battery, 4d6 Caps

## Mr. Handy (Brute) 150 XP

Species: Robot

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### Statistics

STR 6 PER 6 END 7

CHA 3 INT 4 AGL 6 LCK 5

HP: (57 + APL) x ½ Party Size AP: 10 Init: 12

Rad Resist: Immune Nerve: 50%

Armor Class: 15%

Ballistic DR: 15 Energy DR: 15

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### Attacks

*Gutsy Saw* (N: 3, T: 4, B: N/A)- 70% to hit; 5d12+8 Ballistic Damage; Rng 1 hexes

*Gutsy Plasma Ray* (N: 3, T: 4)- 70% to hit; 4d10+5 Energy Damage; 16 Ammo; Rng 43 hexes

*Gutsy Flamethrower* (N: 2, T: 3)- 70% to hit; 6d8+15 Energy Damage; 30 Ammo; Rng 15-ft cone

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### Skills, Abilities, & Perks

*Survival Skill* 62%, *Speech Skill* 50%

*Scrap Heap* (6 AP)- Make two attacks against a single target. If that creature would die, they die immediately instead of at the end of the round.

*Repulsor Life*- The Mr. Gutsy floats and therefore does not suffer penalties for difficult terrain or set off floor-based traps such as mines.

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### Loot

2d6 Scrap, 2d6 Junk, 32 Microfusion Cells, 60 Flamer Fuel, fission battery, 6d6 Caps

## ROBOBRAIN (VILLAIN) 200 XP

Species: Robot

### Statistics

STR 5 PER 5 END 7

CHA 3 INT 8 AGL 4 LCK 5

HP: [107 + (2 x APL)] x Party Size AP: 9

Init: 10 Rad Resist: Immune Nerve: 65%

Armor Class: 19% Ballistic DR: 14 Energy DR: 16

### Attacks

*Integrated Laser* (N: 3, T: 4, B: N/A)- 80% to hit; 2d8+13 Energy Damage; Rng 35 hexes; Ammo: 10; RoF: Single

*Robotic Claws* (N: 2, T: 3)- 80% to hit; 6d8+4 Ballistic Damage; Rng 1 hex.

### Skills, Abilities, & Perks

*Science Skill* 82%, *Mechanics Skill* 74%

*Pushy* (6 AP)- Deals 6d8+4 Ballistic Damage and the target must succeed on an Expert Strength Test or be knocked prone and back one hex for each Degree of Failure. This Strength Test is made after the creature's normal Nerve Test to remain standing.

*Nerves of Steel* (2 Ranks)- The Robobrain's Nerve is increased by 10% (calculated in Nerve entry) and regains 2 AP whenever it succeeds on a Nerve Test.

*Set Phasers to Fun!* (2 Ranks)- The Robobrain deals an additional 8 damage with its Integrated Laser (calculated in weapon damage entry).

### Loot

2d6 Scrap, 2d6 Junk, 20 Energy Cells, fission battery, nuclear material, biomed gel, 3d10 Caps

## ASSAULTRON (VILLAIN) 300 XP

Species: Robot

### Statistics

STR 6 PER 8 END 5 CHA 1

INT 5 AGL 7 LCK 5

HP: [105 + (2 x APL)] x Party Size AP: 10 Init: 15

Rad Resist: Immune Nerve: 30%

Armor Class: 17% Ballistic DR: 12 Energy DR: 14

### Attacks

*Integrated Head-Mounted Laser* (N: 4, T: 5, B: N/A)- 80% to hit; 3d12+20 Energy Damage; Rng 35 hexes; Ammo: 20; RoF: Single

*Assaultron Claws* (N: 2, T: 3)- 85% to hit; 7d8+8 Ballistic Damage; Rng 1 hex.

### Skills, Abilities, & Perks

*Energy Weapons Skill* 65%, *Unarmed Skill* 85%

*Scrap Heap* (6 AP)- Make two attacks against a single target. If that creature would die, they die immediately instead of at the end of the round.

*Firin' My Laser!* (8 AP)- The Assaultron unleashes a devastating laser burst in a 15 hex cone and deals 6d12+20 Energy Damage to each creature within this cone that it hits (70% accuracy). All creatures within this cone can attempt an Athletics Test to reduce the damage by half.

*Armored Cranial Plating*- The Assaultron only take double damage from Critical Hits against its head and ignores crippling from the first head shot it suffers during a fight.

*Weak Point*- If the Assaultron's head is crippled, the AP cost of its laser is increased by 2 and it cannot use its "Firin' My Laser!" ability.

*Cloaking Field* (3 AP)- The Assaultron deploys its stealth field, providing a +50% bonus to all Sneak Skill Tests for 5 minutes and all attacks (with the exception of Explosives weapons) against it suffer a -50% penalty.

*Set Phasers to Fun!* (2 Ranks)- The Assaultron deals an additional 8 damage with its Integrated Head-Mounted Laser (calculated in weapon damage entry).

### Loot

3d6 Scrap, 3d6 Junk, 40 Microfusion Cells, fission battery, nuclear material, 4d10 Caps



## **Sentry Bot (Monster) 1,000 XP**

**Species:** Robot

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### **Statistics**

**STR 8 PER 6 END 10 CHA 1 INT 5 AGL 7 LCK 5**

**HP:** [160 + (3 x APL)] x Party Size **AP:** 15 **Init:** 15 **Rad Resist:** Immune **Nerve:** 55%

**Armor Class:** 40% **Ballistic DR:** 30 **Energy DR:** 30

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### **Attacks**

*Integrated Minigun* (B: 8)- 110% to hit; 4d8+18 Ballistic Damage; Rng 42 hexes; Ammo: 50; RoF: 5-Round Burst

**-OR-**

*Integrated Gatling Laser* (B: 8)- 110% to hit; 5d8+20 Energy Damage; Rng 47 hexes; Ammo: 60; RoF: 5-Round Burst

**-AND-**

*Integrated Rocket Launcher* (N: 8, B: 8)- 110% to hit; 4d12+25 Ballistic Damage; Rng 32 hex; Ammo: 30; RoF: Single or 3-Round Burst, Blast: 1 hex.

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### **Skills, Abilities, & Perks**

*Explosives-* 84%, *Guns-* 100% or *Energy Weapons* 100%

*EMP Shielding* - The Sentry Bot is immune to the additional effects of EMP weaponry. However, it costs the Sentry Bot 2 hexes to move.

*Fleet of Foot* – The Sentry Bot can move up to two hexes per 2 AP it spends moving.

*Mad Bomber (2 ranks)* – The Sentry Bot deals an additional 10 damage with all explosives (calculated in the weapon entry) and all creatures that fail their Athletics Tests to avoid full damage are knocked prone in addition to taking damage.

*Spray 'n' Pray (2 ranks)* – The Sentry Bot ignores the penalty to accuracy caused by Burst Attacks.

*Targeting Computer* – The Sentry Bot gains a +5% bonus to its Critical Hit Chance. (10% Total Critical Hit Chance)

*Gun Nut (2 ranks)* – The Sentry Bot deals an additional 8 damage with all guns (calculated in the weapon entry) and doesn't have to spend AP to reload.

**-OR-**

*Set Phasers to Fun! (2 ranks)* – The Sentry Bot deals an additional 8 damage with all energy weapons (calculated in the weapon entry) and whenever it scores a Critical Hit, it doesn't expend a round of ammunition.

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### **Loot**

6d6 Scrap, 6d6 Junk, 100x 5.56mm rounds, 120x Microfusion Cells, 60x rockets, fission battery, nuclear material, military grade circuit board, 6d10 Caps

## SUPER MUTANTS

The iconic wasteland bruiser, super mutants are mutated humans created (oftentimes deliberately) by exposure to the Forced Evolution Virus (FEV). They are much taller, bulkier, and muscular than “pure” humans, have skin tones ranging from green to gray to yellow, are immune to disease and radiation, and are gifted with superhuman strength and endurance. Although they are completely sterile, the rapid regeneration of their cells caused by the FEV makes them virtually biologically immortal – but *not* immune to death from injury.



There are three known “strains” of super mutant in the post-War world: the Super Mutants created in Mariposa for the Master’s Army, the Capital Wasteland Super Mutants from Vault 87, and the Commonwealth Super Mutants from the Institute’s FEV labs. While almost identical at a glance, closer inspection actually reveals many differences both physically and genetically between the three types of super mutant.

On average, a super mutant stands at just over ten feet in height, although their stooped posture makes them appear closer to eight feet. Their skin is extremely tough, and their muscle and bone density is several times beyond the human norm.

While many super mutants are less intelligent than ghouls or humans, the exposure to FEV does not guarantee this, and in fact many super mutants are quite intelligent. They tend to be the leaders of super mutant gangs, tribes, and armies and boss around their less intelligent brethren. Super mutants also tend to have a very communal lifestyle, sharing whatever they find with one another rather than hoarding goods all to themselves. Many bands of super mutants act as though they live a life of constant warfare, and so selfish tendencies often result in death or exile.

Lastly, there are the *Nightkin*, elite super mutant soldiers trained in special operations and given superior weaponry and Stealth Boys. While fearsome, most Nightkin are now insane due to prolonged exposure to the electromagnetic waves given off by their Stealth Boys.

*Super Mutant art was created by Adam Adamowicz.*

## **SUPER MUTANT (BRUTE)**

**100 XP**

Species: Super Mutant

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### Statistics

**STR 8 PER 4 END 8**

**CHA 4 INT 3 AGL 5 LCK 5**

**HP:** (58 + APL) x ½ Party Size **AP:** 7 **Init:** 9

**Rad Resist:** Immune **Nerve:** 60%

**Armor Class:** 15% **Ballistic DR:** 12

**Energy DR:** 10

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### Attacks

**Lv 1-5:** *Over-Under Shotgun* (N: 6, T: 7)- 80% to hit; 4d10 Ballistic Damage; Rng 18 hexes; Ammo: 2; RoF: Double or Single.

**Lv 6-10:** *Service Rifle* (N: 6, T: 7)- 80% to hit; 4d8+5 Ballistic Damage; Rng 43 hexes; Ammo: 20; RoF: Single.

**Lv: 11-20:** *.45 Auto SMG* (N: 5, T: 6, B: 7)- 80% to hit; 5d6+10 Ballistic Damage; Rng 28; Ammo: 50, RoF: Single or 3-Round Burst.

**Lv 21+:** *Riot Shotgun* (N: 5, T: 6, B: 7)- 80% to hit; 5d20 Ballistic Damage; Rng 18 hexes; Ammo: 12; RoF: Single or 3-Round Burst.

**Lv 6-10:** *Nail Board* (N: 3, T: 4)- 80% to hit; 4d12+16 Ballistic Damage; Rng 3 hexes.

**Lv 11+:** *Rebar Club* (N: 4, T: 5)- 80% to hit; 10d8+16 Ballistic Damage; Rng 3 hexes.

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### Skills, Abilities, & Perks

*Survival Skill* - 57%

*Large Creature* – The Super Mutant takes up four hexes. It provides half cover to all creatures behind it instead of quarter cover.

*Impotent Rage* – Whenever the Super Mutant's Hit Points drop beneath 50% of its max, it deals an additional 5 damage with all Melee Weapon and Unarmed attacks.

**Lv 6-10:** *Mauler* (6 AP) – Deals 4d12+16 Ballistic Damage and target must succeed on an Expert Strength Test or be knocked prone and back on hex for each Degree of Failure. Strength Test is made after the normal Nerve Test.

**Lv 11+:** *Goin' Clubbin'* (6 AP)- Deals 10d8+16 Ballistic Damage and target loses 4 AP at the start of their next turn. If the target's APs would be reduced to 0, their turn ends immediately.

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**Loot:** Melee weapon (1d8 condition), ranged weapon (1d8 condition), 25 rounds, vandal armor (1d8 condition), 1d4 strange meat, 1 expired stimpak, 1d10 Caps

## **SUPER MUTANT**

**SUICIDER (BRUTE)**

**150 XP**

Species: Super Mutant

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### Statistics

**STR 8 PER 4 END 9**

**CHA 4 INT 1 AGL 7 LCK 3**

**HP:** (59 + APL) x ½ Party Size **AP:** 8 **Init:** 11

**Rad Resist:** Immune **Nerve:** 80%

**Armor Class:** 17% **Ballistic DR:** 12

**Energy DR:** 10

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### Attacks

*Bear Trap Fist* (N: 3 AP, T: 4 AP)- 80% to hit; 4d12+12 Ballistic Damage; Rng 2 hexes.

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### Skills, Abilities, & Perks

*Explosives Skill* – 37%

*Large Creature* – The Super Mutant Suicider takes up four hexes. It provides half cover to all creatures behind it instead of quarter cover.

*Impotent Rage* – Whenever the Super Mutant Suicider's Hit Points drop beneath 50% of its max, it deals an additional 5 damage with all Melee Weapon and Unarmed attacks.

*It's a Trap* (4 AP) – Deals 4d12+16 Ballistic Damage and engages the bear trap. Whenever you or the trapped creature wants to move you must attempt a Strength Skill Contest. The winner can move about normally, but must spend twice the normal AP cost to do so. The loser cannot move.

*Final Countdown* (8 AP) – The Super Mutant Suicider detonates the Fat Mine strapped to its back, dealing 10d10+20 Ballistic Damage to all creatures within 3 hexes that fail an Athletics Test and floods the area with heavy radiation. The Suicider is killed in the blast.

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### Loot

Bear Trap Fist (1d8 condition), Fat Mine (1d4 nuclear material if detonated), vandal armor (1d8 condition), 1d4 strange meat, 1d12 Caps

## **SUPER MUTANT BUTCHER (VILLAIN) – 200 XP**

**Species:** Super Mutant

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### **Statistics**

**STR 8 PER 4 END 8 CHA 4 INT 3 AGL 5 LCK 5**

**HP:** [108 + (2 x APL)] x Party Size **AP:** 9 **Init:** 9 **Rad Resist:** Immune

**Nerve:** 60% **Armor Class:** 20% **Ballistic DR:** 14 **Energy DR:** 16

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### **Attacks**

**Lv 1-5:** *Cleaver* (N: 3, T: 4)- 90% to hit; 3d10+16 Ballistic Damage; Rng 2 hexes.

**Lv 6-10:** *Sledgehammer* (N: 4, T: 5)- 90% to hit; 6d8+16 Ballistic Damage; Rng 3 hexes.

**Lv: 11-20:** *Bumper Sword* (N: 4, T: 5)- 90% to hit; 8d10+16 Ballistic Damage; Rng 3 hexes.

**Lv 21+:** *Chainsaw* (N: 5, T: 6)- 90% to hit; 8d10+16 Ballistic Damage; Rng 2 hexes.

**Lv 1-10:** *Lever-Action Rifle* (N: 5, T: 6)- 90% to hit; 3d8+5 Ballistic Damage; Rng 52 hexes; Ammo: 10; RoF: Single.

**Lv 11+:** *YK42B Pulse Rifle* (N: 6, T: 7)- 90% to hit; 7d12+15 Energy Damage; Rng 38 hexes; Ammo: 15; RoF: Single.

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### **Skills, Abilities, & Perks**

*Survival Skill - 72%, Explosives Skill – 72%*

*Large Creature* – The Super Mutant Butcher takes up four hexes. It provides half cover to all creatures behind it instead of quarter cover.

*Impotent Rage* – Whenever the Super Mutant Butcher's Hit Points drop beneath 50% of its max, it deals an additional 10 damage with all Melee Weapon and Unarmed attacks.

**Lv 1-5:** *Choppin' That Meat!*

**Lv 6-10:** *Mauler*

**Lv 11-20:** *Bald Bullrush*

**Lv 20+:** *Chainsaw Massacre*

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### **Loot**

Melee weapon (1d8 condition), ranged weapon (1d8 condition), 25 ammo, metal armor (1d8 condition), 2d4 strange meat, 2 expired stimpak, 2d10 Caps

## **SUPER MUTANT MASTER (VILLAIN) – 300 XP**

**Species:** Super Mutant

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### **Statistics**

**STR 8 PER 4 END 8 CHA 4 INT 3 AGL 5 LCK 5**

**HP:** [108 + (2 x APL)] x Party Size **AP:** 9 **Init:** 9 **Rad Resist:** Immune

**Nerve:** 60% **Armor Class:** 15% **Ballistic DR:** 12 **Energy DR:** 10

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### **Attacks**

**Lv 1-5:** *Sawed-Off Shotgun* (N: 6, T: 7)- 90% to hit; 4d12+10 Ballistic Damage; Rng 9 hexes; Ammo: 2; RoF: Double.

**Lv 6-10:** *10mm SMG* (N: 4, T: 5, B: 5)- 90% to hit; 4d6+20 Ballistic Damage; Rng 28 hexes; Ammo: 30; RoF: Single or 3-Round Burst.

**Lv: 11-20:** *R91 Assault Rifle* (N: 6, T: 7, B: 7)- 90% to hit; 5d8+20 Ballistic Damage; Rng 43 hexes; Ammo: 18; RoF: Single or 3-Round Burst.

**Lv 21+:** *CZ53 Minigun* (B: 8)- 90% to hit; 6d6+20 Ballistic Damage; Rng 33 hexes; Ammo: 120; RoF: 10-Round Burst.

**Lv 6-10:** *Grenade Launcher* (N: 6)- 90% to hit; 4d8+10 Ballistic Damage; Rng 43 hexes; Ammo: 4; RoF: Single, Blast: 1 hex.

**Lv 11+:** *Missile Launcher* (N: 7 AP)- 100% to hit; 6d8+20 Ballistic Damage; Rng 58 hexes; Ammo: 13, RoF: Single, Blast: 2 hexes.

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### **Skills, Abilities, & Perks**

*Guns Skill* – 60%, *Survival Skill* - 72%

*Large Creature* – The Super Mutant Master takes up four hexes. It provides half cover to all creatures behind it instead of quarter cover.

*Impotent Rage* – Whenever the Super Mutant Master's Hit Points drop beneath 50% of its max, it deals an additional 10 damage with all Melee Weapon and Unarmed attacks.

*Spray 'n' Pray* (2 Ranks) – The Super Mutant Master reduces the AP cost of his Burst Attacks by 1 AP (calculated in entries) and does not suffer the normal 10% penalty for making Burst Attacks.

*Gun Nut* (2 Ranks) – The Super Mutant Master deals an additional 10 damage with guns (calculated in entries) and doesn't spend AP to reload its guns.

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### **Loot**

Ranged weapon (1d8 condition), explosive weapon (1d8 condition), 40 rounds, 10 explosive rounds, vandal armor (1d8 condition), 2d4 strange meat, 2 expired stimpak, 2d10 Caps

## **SUPER MUTANT OVERLORD (MONSTER) – 1,000 XP**

**Species:** Super Mutant

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### **Statistics**

**STR 12 PER 5 END 8 CHA 6 INT 5 AGL 6 LCK 5**

**HP:** [158 + (3 x APL)] x Party Size **AP:** 14 **Init:** 11 **Rad Resist:** Immune **Nerve:** 55%

**Armor Class:** 22% **Ballistic DR:** 16 **Energy DR:** 18

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### **Attacks**

**Lv 1-5:** *Wattz 2000 Laser Rifle* (N: 5, T: 6)- 100% to hit; 3d10+20 Energy Damage; Rng 55 hexes; Ammo: 24; RoF: Single.

**Lv 6-10:** *AER9 Laser Rifle* (N: 6, T: 7)- 100% to hit; 4d12+20 Energy Damage; Rng 50 hexes; Ammo: 20; RoF: Single.

**Lv: 11-20:** *Laser RCW* (N: 5, T: 6, B: 6)- 100% to hit; 5d8+20 Energy Damage; Rng 35 hexes; Ammo: 60; RoF: Single or 3-Round Burst.

**Lv 21+:** *Gatling Laser* (B: 8)- 100% to hit; 5d10+15 Energy Damage; Rng 45 hexes; Ammo: 30; RoF: 10-Round Burst.

**Lv 6-20:** *Spear* (N: 3, T: 4)- 100% to hit; 5d8+24 Ballistic Damage; Rng 3 hexes.

**Lv 21+:** *Protonic Inversal Axe* (N: 4, T: 5)- 100% to hit; 10d8+24 Energy Damage (+2d8 vs robots and power armor); Rng 3 hexes.

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### **Skills, Abilities, & Perks**

*Survival Skill* - 87%, *Explosives Skill* – 87%, *Energy Weapons Skill* - 80%

*Large Creature* – The Super Mutant Overlord takes up four hexes. It provides half cover to all creatures behind it instead of quarter cover.

*Impotent Rage* – Whenever the Super Mutant Overlord's Hit Points drop beneath 50% of its max, it deals an additional 15 damage with all Melee Weapon and Unarmed attacks.

*Large Creature* – The Super Mutant Master takes up four hexes. It provides half cover to all creatures behind it instead of quarter cover.

*Set Phasers to Fun!* (2 Ranks) – The Super Mutant Overlord deals an additional 10 damage with all laser weapons (calculated in entries) and whenever it scores a Critical Hit, it doesn't expend a round of ammunition.

*Spray 'n' Pray* (2 Ranks) – The Super Mutant Overlord reduces the AP cost of his Burst Attacks by 1 AP (calculated in entries) and does not suffer the normal 10% penalty for making Burst Attacks.

**Lv 6-20:** *Mauler*

**Lv 21+:** *Inverse Protonic Electrocutoner*

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### **Loot**

Ranged weapon (1d8 condition), melee weapon (1d8 condition), 50 rounds of ammunition, metal armor (1d8 condition), 2d4 strange meat, 2 stimpaks, 3d10 Caps

## **NIGHTKIN (VILLAIN) (WIP)**

**300 XP**

Species: Super Mutant

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### **Statistics**

**STR 7 PER 5 END 6 CHA 2 INT 4 AGL 8 LCK 5**

**HP:** [156 + (3 x APL)] x Party Size **AP:** 13 **Init:** 13 **Rad Resist:** Immune **Nerve:** 40%

**Armor Class:** 13% **Ballistic DR:** 12 **Energy DR:** 10

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### **Attacks**

**Lv 1-5:**

**Lv 6-10:**

**Lv: 11-20:**

**Lv 21+:**

**Lv 6-10:**

**Lv 11+:**

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### **Skills, Abilities, & Perks**

*Survival Skill* - 90%, *Security Skill* – 83%, *Speech Skill* - 94%

*Large Creature* – The Nightkin takes up four hexes. It provides half cover to all creatures behind it instead of quarter cover.

*Impotent Rage* – Whenever the Nightkin's Hit Points drop beneath 50% of its max, it deals an additional 15 damage with all Melee Weapon and Unarmed attacks.

*Nightkin* – The Nightkin's Stealth Boys last twice as long, but when it is visible it automatically suffers one Degree of Failure on all Skill and Nerve Tests.

**Lv 1-5:**

**Lv 6-10:**

**Lv 11-20:**

**Lv 20+:**

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### **Loot**

Bumper Sword (1d8 condition), LMG (1d8 condition), 100 .308 rounds, vandal armor (1d8 condition), 2d4 strange meat, 2 Stealth Boys

## **SUPER MUTANT BEHEMOTH**

Standing in at twenty feet and towering over all that would oppose them, the behemoths are the greatest threat to humanity and the winners in the game of evolution. Each behemoth is several tons of pure muscle and bone, making it one of the deadliest specimens to ever walk the wastes. In fact, were it not for their *incredible* stupidity, super mutant behemoths would likely be the single most deadly creature in the wasteland today. Thankfully, these creatures are blessedly stupid thanks to the brain degradation brought on by the Forced Evolution Virus.



It's widely believed that super mutant behemoths are the oldest super mutants in existence. They were created by a strain of FEV that seems to promote growth above all else, meaning the longer they are alive, the larger they get. So far these creatures have only been found along the East Coast in the Capital Wasteland and the Commonwealth, leading the Scribes of the East Coast Brotherhood of Steel to believe that the strains are somehow linked.

They are strong, tough, fearless, and thanks to their massive size can traverse the battlefield in mere steps. They squish their enemies beneath their feet and send smaller foes soaring through the air like leaves on the wind with a swing of their great club. Fortunately they are easy to trick, although those in the company of smarter super mutants can be a real threat, since their own mental shortcomings are negated by the brains of their handlers.

Behemoths are also very, very dumb.

*Super Mutant Behemoth art was created by Adam Adamowicz.*



## **SUPER MUTANT BEHEMOTH (LEGEND) – 2,000 XP**

**Species:** Super Mutant

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### **Statistics**

**STR** 12 **PER** 7 **END** 12 **CHA** 3 **INT** 1 **AGL** 12 **LCK** 10

**HP:** [300 + (4 x APL)] x Party Size **AP:** 22 **Init:** 10 **Rad Resist:** Immune **Nerve:** 75%

**Armor Class:** 10% **Ballistic DR:** 25 **Energy DR:** 25

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### **Attacks**

*Behemoth Sledge* (N: 6 AP, T: 7 AP)- 100% to hit; 8d12+20 Ballistic Damage; Rng 4 hexes.

*Fat Grenade* (N: 6)- 100% to hit; 10d10+20 Ballistic Damage; Rng 36 hexes; Blast 3 hexes; 5 rads per second/50 rads per round for 10 minutes.

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### **Skills, Abilities, & Perks**

*Survival Skill* - 100%, *Athletics Skill* – 100%, *Explosives Skill* – 100%

*The Bigger They Are...* – The Super Mutant Behemoth takes up 7 hexes and provides total cover to all creatures behind it instead of quarter cover.

*Impotent Rage* – Whenever the Super Mutant Behemoth's Hit Points drop beneath 50% of its max, it deals an additional 20 damage with all Melee Weapon and Unarmed attacks.

*Sweeping Maul* (10 AP) – The Super Mutant Behemoth deals 8d12+20 Ballistic Damage to the initial target and to each other creature adjacent to itself (whether friend or foe). All creatures hit by this attack are knocked prone and knocked back two hexes.

*Too Dumb to Live* – The Super Mutant Behemoth cannot use the “Aid Another” or “Use Item” actions except to switch weapons already on its person (such as switching from the Behemoth Sledge to the Fat Grenade and back).

*The Harder They Fall* – When the Super Mutant Behemoth is killed, roll a d6 to determine the direction it falls. All creatures caught in the fall zone must succeed on an Athletics Skill Test or take 10d8 Ballistic Damage and be knocked prone with crippled legs.

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### **Loot**

3d6 Strange Meat, 2d6 Scrap, 1 Fat Mine, 10d10 Caps

# TRIBALS

When Einstein said World War IV would be fought with sticks and stones, he was probably talking about folks like this. Tribals are groups of people – “families of families”- that live fairly primitively with their own beliefs, customs, and oftentimes their own languages. Their identities are determined by culture and lineage rather than geographical location. Tattoos are common as one of their traditions, generally used to signify honors, victories, or status more so than simple decoration.



Tribals are superstitious and avoid pre-War ruins and instead settle in villages of their own making. Pre-War cities, towns, and military installations are often considered taboo and cursed – better off avoided rather than explored and plundered. The stories passed down from generation to generation ever since the Great War have given most tribes a religious or mythologized worldview, in contrast to the more “enlightened” views held by the “civilized man.” As a result, certain locations –often natural landmarks- are venerated and considered sacred to a tribe’s history. This mystical worldview and their disconnect from the pre-War world have led tribals to being underestimated for their backwardness and lack of formal education. However, what some people don’t realize is that the tales told by the shamans hold lessons of humility, restraint, and survival in the wasteland.

Some tribal groups are nomadic while others are stationary. Their lands and territories are usually marked with icons made of wood, metal, fur, and bone. Tents, yurts, and longhouses are the most common forms of shelter, although some have repurposed highway way stations and campground cabins. Walls are uncommon, although the borders of tribal lands are often trapped with a variety of bear traps, tripwires, and the occasional landmine.

While many tribal groups are violent, they are generally more concerned with protecting their lands and tribes than they are interested in bloodshed and plunder. When pushed to fight, tribals rely on hit-and-run tactics and often utilized trained war beasts ranging from dogs to bighorners to the occasional yao guai or even deathclaws. Fortunately, tribals can be reasoned with, provided one can understand their speech mannerisms and cultural mores and taboos. Those with the patience to get to know a particular tribal group will find themselves with steadfast friends and loyal allies, while those who scorn them will quickly realize the dangerous enemies they have made.

## **TRIBAL STALKER (MOCK) 50 XP**

**Species:** Human

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### **Statistics**

**STR 6 PER 4 END 6**

**CHA 1 INT 1 AGL 6 LCK 3**

**HP:** 31 + APL **AP:** 8 **Init:** 10 **Rad Resist:** 12%

**Nerve:** 35% **Armor Class:** 16%

**Ballistic DR:** 8 **Energy DR:** 4

---

### **Attacks**

*Spear* (N: 3 AP, T: 4 AP)- 60% to hit; 5d8+14 Ballistic Damage; Rng 2 hexes.

*Lever-Action Rifle* (N: 5 AP, T: 6 AP)- 60% to hit, 3d8+5 Ballistic Damage, Rng 38 hexes; Ammo: 10; RoF: Single

---

### **Skills, Abilities, & Perks**

*Survival Skill* - 39%

*Quiet as Waters* (3 AP) – If the Tribal Stalker is obscured by at least quarter cover, it counts as being in full cover until its next turn as long as it spends the rest of its APs defending.

*Adrenaline Rush* (3 AP) – For the next six turns, the Tribal Stalker's BDR increases by 10 and its Melee Damage is increased by 5.

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*Mauler* (5 AP) – Deals 5d8+14 Ballistic Damage plus double your MD. The target has a -50% penalty to their Nerve Test to remain standing.

*Wasteland Samurai* (1 Rank) – The Tribal Stalker deals an additional 6 points of damage with all Melee Weapons.

### **Loot**

Spear (1d8 condition), lever-action rifle (1d8 condition), 20 .44 magnum rounds, tribal armor (1d8 condition), 2d4 animal meat, 1d12 Caps

## **TRIBAL SAVAGE (BRUTE)**

### **100 XP**

**Species:** Human

---

### **Statistics**

**STR 8 PER 5 END 9**

**CHA 3 INT 2 AGL 6 LCK 4**

**HP:** (59 + APL) x ½ Party Size **AP:** 8 **Init:** 11

**Rad Resist:** 18% **Nerve:** 60%

**Armor Class:** 16%

**Ballistic DR:** 13 **Energy DR:** 9

---

### **Attacks**

*Spear* (N: 3 AP, T: 4 AP)- 70% to hit; 5d8+18 Ballistic Damage; Rng 2 hexes.

*Lever-action rifle* (N: 5 AP, T: 6 AP)- 70% to hit, 3d8+5 Ballistic Damage, Rng 40 hexes; Ammo: 10; RoF: Single

---

### **Skills, Abilities, & Perks**

*Survival Skill* - 62%

*Quiet as Waters* (3 AP) – If the Tribal Savage is obscured by at least quarter cover, it counts as being in full cover until its next turn as long as it spends the rest of its APs defending.

*Adrenaline Rush* (3 AP) – For the next nine turns, the Tribal Savage's BDR increases by 10 and its Melee Damage is increased by 5.

*Mauler* (5 AP) – Deals 5d8+18 Ballistic Damage plus double your MD. The target has a -50% penalty to their Nerve Test to remain standing.

*Wasteland Samurai* (1 Rank) – The Tribal Savage deals an additional 6 points of damage with all Melee Weapons.

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### **Loot**

Spear (1d8 condition), lever-action rifle (1d8 condition), 20 .45-60 Gov't rounds, tribal armor (1d8 condition), 4d4 animal meat, 2d12 Caps

## **TRIBAL WARRIOR (VILLAIN)**

**300 XP**

Species: Human

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### **Statistics**

**STR 8 PER 5 END 9**

**CHA 3 INT 2 AGL 6 LCK 4**

**HP:** [109 + (2 x APL)] x Party Size **AP:** 10 **Init:** 11

**Rad Resist:** 18% **Nerve:** 60%

**Armor Class:** 16%

**Ballistic DR:** 13 **Energy DR:** 9

---

### **Attacks**

*Sledgehammer* (N: 4 AP, T: 5 AP)- 80% to hit; 6d8+24 Ballistic Damage; Rng 2 hexes.

*Lever-action rifle* (N: 5 AP, T: 6 AP)- 80% to hit, 3d8+5 Ballistic Damage, Rng 40 hexes; Ammo: 10; RoF: Single

---

### **Skills, Abilities, & Perks**

*Survival Skill* - 77%, *Stealth Skill* – 73%

*Quiet as Waters* (3 AP) – If the Tribal Warrior is obscured by at least quarter cover, it counts as being in full cover until its next turn as long as it spends the rest of its APs defending.

*Adrenaline Rush* (3 AP) – For the next nine turns, the Tribal Warrior's BDR increases by 10 and its Melee Damage is increased by 5.

---

*Mauler* (6 AP)- Deals 6d8+24 Ballistic Damage plus double your MD. The target has a -50% penalty to their Nerve Test to remain standing.

*Wasteland Samurai* (2 Ranks) – The Tribal Warrior deals an additional 12 points of damage with all Melee Weapons and whenever it hits a creature with a Melee Weapon attack, their Critical Hits against it deal normal damage until the Warrior's next turn.

---

### **Loot**

Sledgehammer (1d8 condition), lever-action rifle (1d8 condition), 20 .45-60 Gov't rounds, tribal armor (1d8 condition), 4d4 animal meat, 2d12 Caps

armor (1d10 condition), 2 doses of Psycho, 2 stimpaks, 2d10 Caps

## **TRIBAL BERSERKER (MONSTER)**

**500 XP**

Species: Human

---

### **Statistics**

**STR 8 PER 5 END 9**

**CHA 3 INT 2 AGL 6 LCK 4**

**HP:** [160 + (3 x APL)] x Party Size **AP:** 14

**Init:** 13 **Rad Resist:** 20% **Nerve:** 75%

**Armor Class:** 17%

**Ballistic DR:** 15 **Energy DR:** 11

---

### **Attacks**

*Sledgehammer* (N: 4 AP, T: 5 AP)- 90% to hit; 6d8+24 Ballistic Damage; Rng 2 hexes.

*Hunting Rifle* (N: 6 AP, T: 7 AP)- 90% to hit, 4d10+10 Ballistic Damage, Rng 40 hexes; Ammo: 5; RoF: Single

---

### **Skills, Abilities, & Perks**

*Survival Skill* - 77%, *Stealth Skill* – 73%

*Quiet as Waters* (3 AP) – If the Tribal Berserker is obscured by at least quarter cover, it counts as being in full cover until its next turn as long as it spends the rest of its APs defending.

*Adrenaline Rush* (3 AP) – For the next ten turns, the Tribal Berserker's BDR increases by 10 and its Melee Damage is increased by 5.

---

*Mauler* (6 AP)- Deals 6d8+24 Ballistic Damage plus double your MD. The target has a -50% penalty to their Nerve Test to remain standing.

*Wasteland Samurai* (2 Ranks) – The Tribal Berserker deals an additional 12 points of damage with all Melee Weapons and whenever it hits a creature with a Melee Weapon attack, their Critical Hits against it deal normal damage until the Warrior's next turn.

---

### **Loot**

Sledgehammer (1d8 condition), hunting rifle (1d8 condition), 15 .308 rounds, tribal armor (1d8 condition), 4d4 animal meat, 2d12 Caps

## **TRIBAL WARLORD (LEGEND)**

**1,000 XP**

**Species:** Human

---

### **Statistics**

**STR** 10 **PER** 10 **END** 10

**CHA** 5 **INT** 4 **AGL** 10 **LCK** 8

**HP:** [210 + (4 x APL)] x Party Size **AP:** 20 **Init:** 20 **Rad Resist:** 20% **Nerve:** 75% **Armor Class:** 20%

**Ballistic DR:** 18 **Energy DR:** 14

---

### **Attacks**

*Thermic Lance* (N: 5 AP, T: 6 AP)- 100% to hit; 10d8+28 Ballistic Damage; Rng 2 hexes.

*Light Machine Gun* (B: 8 AP)- 90% to hit, 10d8+5 Ballistic Damage, Rng 52 hexes; Ammo: 50; RoF: 5-Round Burst

---

### **Skills, Abilities, & Perks**

*Survival Skill* - 100%, *Stealth Skill* – 100%, *Security Skill* – 100%

*Quiet as Waters* (3 AP) – If the Tribal Warlord is obscured by at least quarter cover, it counts as being in full cover until its next turn as long as it spends the rest of its APs defending.

*Adrenaline Rush* (3 AP) – For the next ten turns, the Tribal Warlord's BDR increases by 10 and its Melee Damage is increased by 5.

---

*Scrap Heap* (10 AP)- Make two attacks against a single target. If that creature would die, they die immediately instead of at the end of the round.

*Wasteland Samurai* (2 Ranks) – The Tribal Warlord deals an additional 12 points of damage with all Melee Weapons and whenever it hits a creature with a Melee Weapon attack, their Critical Hits against it deal normal damage until the Warrior's next turn.

---

### **Loot**

LMG (1d8 condition), 100 5.56mm rounds, thermic lance (1d8 condition), salvaged power armor (1d10 condition), 2 doses of Psycho, 2 stimpaks, 4d12 Caps

# Yao Guai

Yao Guai are a species of mutated bear – largely believed to be American black bears – found across the wasteland, although they are more commonly found in the Capital Wasteland and the Commonwealth than they are in the Core Regions. They were named by the descendants of Chinese internment camp inmates for their feral, almost demonic appearance, and the name stuck.



Unlike many other creatures, the mutants undergone by the yao guai species did not completely change their physical or genetic makeup, and in fact left them rather similar to their progenitor species, as opposed to say, the deathclaw, which looks or acts nothing like the Jackson's chameleon from which it is largely descended (thanks, F.E.V.!). The average yao guai is six or seven feet tall at the shoulder, sports patches of fur that can range from long and wiry to short and thick. They have massive paws with long claws capable of tearing a brahmin's hide right off its bones.

Yao Guai are classified as some of the most dangerous creatures in the wasteland, believed to be second only to the deathclaw by most wastelanders. While they may not always attack on sight, yao guai consider most displays to be threats and will tear a creature or person limb from limb without much provocation. The most common tactic for dealing with a yao guai is to simply stay at home where they can't get you. Failing that, running is a good secondary option.

Most yao guai are solitary creatures with a primarily nocturnal lifestyle, although a mother yao guai will stay with her cubs during their adolescent years, and male yao guai usually only fight one another during mating season to secure the passing along of their genetic materials. All other creatures – whether they are radstags, mongrel dogs, stingwings, or even deathclaws – are usually considered hostile and are attacked if the yao guai's opening roar isn't enough to send them scurrying. Bloatflies, however, can often be seen mingling around yao guai, as the ursine creatures are notoriously messy eaters. Some wastelanders and tribals have even managed to tame and train yao guai, hinting at a possible intelligence.

It is unknown how long the average yao guai's lifespan is. Rumor has it that a specimen from Point Lookout has been thriving since the Great War, and there were tales of a particularly cunning yao guai living in Zion Canyon near the Mojave Wasteland. If these stories are true, that means that a yao guai can live at least as long as your average ghoul.

## STUNTED Yao Guai (Villain)

**300 XP**

Species: Animal

---

### Statistics

STR 9 PER 6 END 9 CHA 2 INT 1 AGL 5 LCK 5

HP: [109 + (2 x APL)] x Party Size AP: 9 Init: 11

Rad Resist: Immune Nerve: 55%

Armor Class: 16%

Ballistic DR: 10 Energy DR: 12

---

### Attacks

*Yao Guai Claw* (B: 3 AP, T: 4 AP)- 80% to hit; 5d8+14 Ballistic Damage; Rng 2 hexes.

---

### Skills, Abilities, & Perks

*Survival Skill* – 79%

*Large Creature* – The Yao Guai takes up four hexes. It provides half cover to all creatures behind it instead of quarter cover.

*Let's Go to the Maul!* – If the Yao Guai hits a creature with two or more attacks in one turn, it automatically knocks the creature prone and engages a grapple.

*Oh YEAH!* – The Yao Guai ignores difficult terrain and will smash through any objects providing half or less cover without penalty.

*RAWR!* (5 AP) – The Yao Guai lets out a mighty roar of intimidation! All creatures within 5 hexes must succeed on a Nerve Test or during their next turn they can only spend their AP Defending or Moving. They cannot move closer to the Yao Guai.

*Bear's High Five* (6 AP) – Deals 5d8+15 Ballistic Damage, and if the Yao Guai moved at least four hexes before making this attack, it gets a +10% bonus to the attack roll and deals 5d8+30 Ballistic Damage instead.

*Fleet of Foot* – The Yao Guai can move two hexes for every 1 AP it spends moving.

---

### Loot

6d10 animal meat, yao guai hide, 3d10 Caps, 1d6 junk

## Yao Guai (MONSTER)

**500 XP**

Species: Animal

---

### Statistics

STR 10 PER 7 END 10 CHA 4 INT 2 AGL 7 LCK 7

HP: [160 + (3 x APL)] x Party Size AP: 12

Init: 14 Rad Resist: Immune Nerve: 70%

Armor Class: 19%

Ballistic DR: 15 Energy DR: 17

---

### Attacks

*Yao Guai Claw* (B: 3 AP, T: 4 AP)- 90% to hit; 7d8+16 Ballistic Damage; Rng 2 hexes.

---

### Skills, Abilities, & Perks

*Survival Skill* - 94%, *Athletics Skill* – 100%

*Large Creature* – The Yao Guai takes up four hexes. It provides half cover to all creatures behind it instead of quarter cover.

*Let's Go to the Maul!* – If the Yao Guai hits a creature with two or more attacks in one turn, it automatically knocks the creature prone and engages a grapple.

*Oh YEAH!* – The Yao Guai ignores difficult terrain and will smash through any objects providing half or less cover without penalty.

*RAWR!* (5 AP) – The Yao Guai lets out a mighty roar of intimidation! All creatures within 5 hexes must succeed on a Nerve Test or during their next turn they can only spend their AP Defending or Moving. They cannot move closer to the Yao Guai.

*Bear's High Five* (6 AP) – Deals 7d8+16 Ballistic Damage, and if the Yao Guai moved at least four hexes before making this attack, it gets a +10% bonus to the attack roll and deals 7d8+32 Ballistic Damage instead.

*Fleet of Foot* – The Yao Guai can move two hexes for every 1 AP it spends moving.

---

### Loot

6d10 animal meat, 2x yao guai hide, 3d20 Caps, 1d6 junk

## CREDITS

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The as of yet uncredited artists that provided the artwork for this document. Much of it belongs to the various owners of the *Fallout* owners over the franchise, while others belong to independent artists. None of it belongs to Take 10 or any of its team members. Future versions will have the full, proper credits as they are found. The image on the back cover is the work of the fine folks continuing Jason Mical's *Fallout RPG*.

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*Fallout: Wastelands* is not meant for profit and will never be sold by me or my team. If you bought this rulebook I highly recommend getting your money back.

If you have any experiences with the game I'm always listening so we can update and change the system as necessary. If you feel that you deserve to be credited for assisting me in my work, please contact me. Lastly, if you *want* to help improve *Fallout: Wastelands*, I'm always looking for more help. You can contact me at [falloutwastelands@gmail.com](mailto:falloutwastelands@gmail.com).

I hope you all enjoy your adventures out there in the Wastelands.

Sean M., Lead Designer

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HANDBOOK

what makes him feel so safe?



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