

## Acknowledgements and Notes

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This is officially version 1.1 of the *Fallout: PNP RPG* rules. I've kept all the rules from the game intact, except for gun damage, which I modified - without any change to the resulting numbers - for ease of play on a tabletop. I took some liberties with places, weapons, and characters from *Wasteland*; many of us old-time gamers still think of *Fallout* as a sequel to *Wasteland* anyway, so I hope I didn't tread on anyone's toes when I included it. Heavy weapons, artillery pieces, and vehicles I had to completely make up on my own; for my sources, please see the bibliography at the end. I made some tweaks here and there to make the rules a little more "realistic," like allowing both barrels of a double-barrel shotgun to be fired at once. I included some other weapons, mostly culled from an old *Twilight: 2000* manual. If there is a glaring error or problem with the game, please feel free to email me at [unasoda@hotmail.com](mailto:unasoda@hotmail.com) and I will be happy to make the necessary changes.

Version 1.1 changes - Added condition modifier rules for weapons and armor, fixed simple typos, fixed factual errors regarding "canon" *Fallout* locations.

### A Word About Role Playing and the *Fallout* Universe

Creating a role-playing game is much like a high-wire act in the circus: one walks a very fine line attempting to please as many people as possible. *Fallout: Pencil and Paper RPG* was created for two groups of gamers - those who enjoyed the *Wasteland* /

*Fallout* computer games and wanted to have a tabletop version for their Saturday night role-playing sessions, and those people who had not played the computer game but were interested or curious in the post-Nuclear role-playing environment. It is my sincere hope that this game provides the best for both worlds.

*Fallout: Pencil and Paper RPG* was designed to be flexible in its rule structure. The system of character creation and combat was drawn directly from the computer game, because it is one of the more intuitive systems I've come across. However, because a computer can do many calculations in a short amount of time, and keep track of millions of variables, the combat system can get a little complex at times. I've tried to provide a character sheet that places all the necessary numbers in one place for ease of use, but some players may find that tedious. Which brings me to my next (and last) point.

This book is designed as a guide. The reason we role-play is to allow our imaginations to take us to another world for a brief time. It is not to sit there and roll dice and punch numbers into a calculator all night. I've role-played with both kinds of groups, and when I've GMed, I've leaned more towards the first kind - more story, less dice and numbers. I would skip looking up tables and such and make things up on the fly. For rules junkies, there are plenty of tables and things to keep you going. I even encourage you to make your own tables for things like critical hits, perhaps using mine as a guide. For those more prone to loose, formless role-playing, feel free to discard tables, rolls, or whatever else suits your fancy. The idea behind this game is to have fun, so if you find something doesn't work for your group, please feel free to get rid of it.

## Part I - Introduction

"Imagine all the people, living in harmony."

- John Lennon, *Imagine*

Imagine for a moment a world without politics. Imagine a world without religions, where people's views no longer mattered, where there was no

longer any distinction between old and young, rich and poor, Atheist or Believer, liberal or conservative. Imagine a world where every person was equal regardless of skin color or ethnic background.

The United States and Russia have over 30,000 nuclear devices in their arsenals as of January 2000. It would take 800 such devices to end most of human life on this planet. In the half-hour between the launch of the missiles and the detonation of the last bomb, it would not be difficult to imagine a world where racial, religious, class, and national distinctions no longer mattered. In the days and weeks after the bombs, the remaining people would struggle to survive in a vastly different environment. The Earth as well as humankind would bear the scars of that wound for hundreds if not thousands of years.



Fallout is a post-nuclear RPG set sometime after a great nuclear conflict in the year 2077. 99% of humanity and a good deal of other life perished in the nuclear war. Of course, millions still survived, although some were altered beyond imagination. One can play Fallout either as a campaign-oriented RPG, with a series of smaller adventures in a larger story, or as a single-story game with a minimum of involvement in the larger workings of the world. It can be played on a single Saturday night with two or three friends or in a group of 7 or 8 two or three times a week for months on end. The only limits are scheduling and the bounds of imagination.

### Equipment

Each player needs a set of percentile-dice (Two ten-sided dice, with one die representing the "ones" column and the other representing the "tens" column of a two-digit number). The Gamemaster needs a set of normal RPG dice as well (d4, d6, d8, d10, d12, d20). Each player also needs a character sheet (provided in the back of this book), a pencil, and a bit of imagination. The Gamemaster needs this book and a little more imagination. A single hex-sheet is helpful, although

not absolutely necessary. Every character can provide their own miniature figure to use on the hex sheet, and the Gamemaster may want to think about getting a few generic critter figures and some scenery (trees and ruined buildings, walls, etc), although these are not necessary either.

### Glossary of Terms in the Fallout Universe

**Combat:** A sequence of events that takes place on a hex-grid in rounds of approximately 10 seconds each. Resolves with all parties that intend each other harm either fleeing or dead.

**Critter:** A critter generally refers to a non-human NPC.

**Death:** Death occurs when a character's hit points drop below 0 and no medical treatment is readily available. Death is final in the Fallout universe.

**Experience (XP):** A numerical measure of the Character's collective experiences in the Fallout universe. When a Character has enough Experience points, she goes up a Level.

**Fallout:** A series of games from Interplay Productions, sequels to their popular Wasteland RPG, set in a post-nuclear universe; the same universe in which this open-ended RPG is set. Also, the radioactive dust particles scattered after a nuclear device detonates.

**Gamemaster (GM):** The Gamemaster is sort of a storyteller and judge rolled into one. The GM relates the story to the players, telling them what their characters are experiencing, and they have a chance to control their character's responses. The GM does the majority of the dice rolls and controls all Non-Player Characters. The GM's word in any situation is final, and overrides even this rulebook. After all, it is the Gamemaster's world. Being Gamemaster requires a little imagination and a normal set of dice (1d4, 1d6, 1d8, 2d10, 1d12, 1d20).

**Karma:** A measure of whether a character has done more good than evil, more evil than good, or a healthy balance of the two.

**Level:** A measure of the Character's "rank" in the Fallout universe. When a Character gains a Level, it represents that they have gained enough Experience from their actions that they have a better grasp of the world around them.

**Non-Player Character (NPC):** A Character in the Fallout universe that is not controlled by a Player; these Characters are controlled by the GM.

**Perk:** A Perk is a special reward a character gains every few levels.

**Player:** The Player is one of the human participants in the game, more specifically a human in control of a character, called the Player Character.

**Player Character (PC):** A Character in the game universe controlled by a Player. The Player's "Alter Ego" in the Fallout universe.

**Primary Statistics (Statistics, Stats):** Primary statistics measure a Character's basic abilities, and include Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck.

**Rank:** Not a position, but rather a measure of the "level" of some Perks.

**Rolls Against \_\_:** When you see this, an action requires a dice roll against a specific Stat or Skill. Rolls against Primary Statistics use 1d10 and must make equal to or less than that particular Stat to succeed. Rolls against Secondary Statistics and Skills use percentile dice (2d10) to do the same thing. A roll of 2 when rolling against Endurance, when your EN is 4, means your character managed to fight off the deadly plague. A roll of 75 when rolling against a 40% Outdoorsman skill means your character did not find the mutated cactus with the water that would have saved her life. Some rolls are made by the GM, without the characters knowing the result.

**Round:** A round of combat is generally about 10 seconds long and lasts until all critters in combat have their turn.

**Secondary Statistics (Derived Statistics):** These statistics are derived from mathematical formulae using numbers from various sources, such as

Primary Statistics, Equipment, and so forth.

**Skills:** A numerical measure of how good your Character is at different skills in the Fallout universe. If you have the right skill, you can do anything.

**To Hit:** After all the modifiers, To Hit is the number you need to roll against in combat to have your weapon connect with a critter and do harm to it.

**Trait:** Traits are bred-in abilities that make characters more unique. Most are often double-edged swords, and cannot change throughout the game.

**Turn:** A turn in combat consists of one critter or character performing their actions. A turn lasts for 10 seconds of game time; however, all turns happen "simultaneously" within the 10-second combat round.

## Gameplay

**G**ameplay begins with character creation. If everyone already has a character, go ahead and skip this part.

## Part II: Character Creation

### Character Creation Part One: Character Concept

"Who are you?"

- Tom Stoppard, *Rosencrantz and Guildenstern are Dead*

**T**hink about what your character will be like. Your character is your alter-ego in the Fallout universe. Will your character be a gun-happy sniper? A dune-buggy racer? A sneaky thief?

A fast talker who can squeak past the armed guards with a good excuse? A boxing champ, strong but slow? A beautiful seductress who takes what she wants after the moment? The possibilities are endless. It might be a good time to familiarize yourself with



the character sheets at this time, and learn a few terms.

Throughout the character creation process and a good deal of the game explanation, we will be following the examples of Jack and Jane, our unassuming and politically correct friends.

## **Character Terminology**

### **Primary Statistics**

There are 7 Primary Statistics, or Stats that describe various attributes of a character: Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck. These are the character's strengths and weaknesses, and are the limits by which other aspects of a character are determined. In general, Primary Statistics are not altered after the game begins. For more information on what specific Statistics mean to the game, see below, Character Creation Part Four - Statistics.

### **Skills**

There are 19 skills a character knows. These are the skills a character learns as he or she travels the highways of life. Not all of them are covered in the Boy Scout Handbook, either. They are: Small Guns, Big Guns, Energy Weapons, Unarmed, Melee Weapons, Throwing, First Aid, Doctor, Driving, Sneak, Lockpick, Steal, Traps, Science, Repair, Speech, Barter, Gambling, and Outdoorsman. Skills can go up all the time, and can sometimes go down. For more information on what specific Skills mean, see Character Creation Part Five-Skills below.

### **Traits**

Traits are an optional part of a character. They are usually double-edged swords, giving a bonus as well as a penalty for making your character unique. See Character Creation Part Three - Traits below for a list of Traits and their effects.

### **Perks**

Perks are special abilities a character gains every few levels, and sometimes just for doing something extra neat in the game. Perks sometimes effect

skills, or will make gameplay more interesting. Perks never penalize the character, they just do good things. For a list of perks, see Advancement: Perks in Part III: The Game.

### **Karma**

Just like in the real world, the post-nuclear world has a system of morals. Performing certain actions can raise and lower a person's karma. Rather than an abstract idea of morality, punishment, and reward, karma in Fallout is a numerical value of how many good or bad things a character has done. Karma also connotes a person's reputation among the other inhabitants of the wastes. Do enough good things, and word gets around. Do enough bad things, people know about it. Really good people tend not to associate with really bad people, and vice-versa. 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 usually well-known aspect of a character, but can sometimes give bonuses for being especially good (or evil). Maybe there is something to this karma stuff after all. In addition to normal karmic perks, there are special karmic perks that a character can pick up along the way, and you can bet that they will have some kind of major impact on the character's life. A beginning player's karma is always zero.

### **Secondary Statistics**

This is a catchall category for many of the other parts of a character that do not fall under any of the previous slots. Many of these do not change all that often, except for those related to armor. Secondary Stats include Armor Class, Radiation Resistance, Poison Resistance, Healing Rate, Unarmed Damage, Action Points, Carry Weight, Damage Resistance, Sequence, and Critical Chance. For more information on these statistics, see Character Creation Part Four - Statistics.

## Character Creation Part Two - Race

"He hath disgraced me, and hindered me half a million, laughed at my losses, mocked at my gains, scorned my nation, thwarted my bargains, cooled my friends, heated mine enemies; and what's his reason? I am a Jew."

- *The Merchant of Venice*, Act III, Scene 1:45-8

Before going any further, the player needs to choose a race. All are human, or were once human, but each have different advantages and disadvantages. There may be more races out there. The post-nuclear world is a big place, after all.

### Human

Your basic human. Two arms, two legs, two eyes. You and me. Humans gain no bonuses or penalties to their basic statistics.



### Ghoul

When the bombs hit, some people were irrevocably changed (and not just the ones who were atomized at the blast center, either). Ghouls are humans who were alive when the bomb went off, and the radiation altered them at a cellular level. Ghouls enjoy an extremely slow cellular mitosis rate, rendering them essentially immune to the effects of old age. The radiation also changed their outward appearance, forever marking them as outsiders. Their skin hangs off their bones, sometimes in shreds, and sunken eyes peer out from skulls twisted and burned by radiation, giving 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 remaining, it usually does not grow. Some ghouls were inexplicably merged with plant species, and have shrubs and moss growing out of various parts of their bodies. It might have twisted their bodies, but the radiation did not affect their minds, and they are forced to live as misshapen outcasts, fully aware of the society they were once part of, but never able to rejoin it. For this reason, many ghouls have

formed settlements of their own, or live in settlements with humans and mutants who do not mind their appearance. Unlike their mythic namesakes, ghouls do not eat human flesh. They do, however, require a small amount of radiation to survive, and for this reason, one can often find a population of ghouls around a leaky nuclear reactor or an impact crater from the war.

Ghouls lose one point from their Strength, two points from their Charisma, and one point from their Agility. They gain one point to their Intelligence and one point to their Perception. In addition, ghouls enjoy a 100% Radiation Resistance (!) and gain a 75% bonus to Poison Resistance. Ghouls heal at an uncommonly fast rate as well, enjoying a 5 point bonus to their Healing Rates. They get an *additional* 2 point bonus to their Healing Rate if they are in an area of high radiation (100 or more rads per hour). Ghouls age very slowly, and their lifespan is a whopping 300 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. Whether or not ghouls can reproduce is a subject open to scientific debate.

### Super-Mutant

Super mutants (or just mutants, as they prefer to call themselves) are not the product of "natural" aftereffects from the war, but a race created by one person, the insane overseer of a particular Vault who wanted to create a master race. Using biological research from a prewar military installation, he developed the FEV virus and began performing experiments on people. Many died before he achieved the desired results. After "dipping" the person in a vat containing the FEV virus, they would emerge and undergo an intense physiological change. They grew much stronger and much more intelligent, as well as growing in height and stature. Armies of Super-Mutants were once slaves to this Master and his dream to "dip" every human on the planet, but the Master was eventually killed and the mutants freed (although to hear them tell it, the Master was more of a Messiah than a madman). Like ghouls,

mutants age very slowly, but not as slowly as their cousins. Mutants are generally huge, easily reaching 8 or 9 feet in height, and come either male or female. Their skin is usually a greenish yellow color, and various bunions and growths cover their bodies. They have hair in all the usual places, but it usually grows slowly (a result of the slowed cellular mitosis from the FEV virus). Although sterile for a long time after the "dipping," mutants can eventually have children, among themselves or a half-mutant, half-human hybrid (see Half-Mutant, below). Unfortunately, like ghouls, mutants are largely outcast from human society. Many of them prefer it this way, looking on human society as diseased or inferior because of the prejudice and corruption that still exist. Mutants were once part of what they see as an attempt to finally unite humanity and overcome humankind's weaknesses, and it is rumored that vats of the FEV virus still exist, and a mutant society is at work attempting to achieve this goal, even after the Master's death.

Mutants gain two points to their Strength, one point to their Endurance, and one point to their Intelligence. They lose one point of Agility and one point of Charisma. They enjoy a 75% Radiation Resistance bonus and a 50% Poison Resistance bonus. They gain a 1 point Healing Rate bonus as well. Mutants cannot easily use small arms; when using a weapon that requires a roll on the small guns skill, mutants make the roll as if their Perception were two points lower. Mutants gain a 25% bonus to their Damage Resistance for all types of attacks, too. Mutants can easily live 200 years beyond when they were "dipped." Mutants born of a mutant-mutant union mature at the same rate a human does, and generally live around 250 years. Mutants cannot wear armor designed for humans; they just don't make it their size. Someone in that vast wasteland might, however.

#### **Half-Mutant**

Where there is a will, there is a way. Half-mutants (or halfies) are the product of a union between mutant and undipped human. They do not enjoy as many of the abilities as full mutants, but neither are they as outcast; many of them can pass for tall, ugly humans.

They live a little longer than normal, and are a little more spry than their mutant parents. There are not too many halfies in the world, and a halfie is sure to have an interesting story or two to tell.

Half-mutants gain one point to their Strength and lose one point to their Charisma. In addition, they gain 25% bonuses to their Radiation and Poison Resistance. Halfies can wear normal human armor (although it might be a little tight) and can often live to the ripe old age of 150 years.

### **Character Creation Part Three - Traits**

Traits are an optional part of the character creation process. They simply describe an aspect of the character's personality or physical description, and permanently affect things like Skills, Primary Statistics, and Secondary Statistics.

**Fast Metabolism** - Your metabolic rate is twice normal. This means that you are much less resistant to radiation and poison, but your body heals faster. You get a 2 point bonus to healing rate, but your radiation and poison resistance start at 0%. Mutants and ghouls who choose this Trait only get a 20% bonus to radiation and poison instead of the normal bonus. Halfies are treated like normal humans; 0%.

**Bruiser** - A little slower, but a little bigger. You may not hit as often, but they will feel it when you do! Your total action points are lowered, but your Strength is increased. You get a 2 point bonus to Strength, but lose 2 Action Points.

**Small Frame** - You are not quite as big as everyone else, but that never slowed you down. You can't carry as much, but you are more agile. You get a 1 point bonus to Agility, but your Carry Weight is only 15 lbs X Strength.

**One Hander** - One of your hands is very dominant. You excel with single-handed weapons, but two-handed weapons cause a problem. You have a 40% penalty to hit with two-handed weapons, but get a 20%

bonus to hit with weapons that only require one hand.

Finesse - Your attacks show a lot of finesse. You don't do as much damage, but you cause more critical hits. All of your attacks lose 30% of their damage (gives all opponents a 30% Damage Resistance bonus to all types of attack) but you gain a 10% bonus to Critical Chance.

Kamikaze - By not paying attention to any threats, you can act a lot faster in a turn. This lowers your Armor Class to just what you are wearing, but you sequence much faster in a combat turn. You have no natural Armor Class (Armor Class is therefore 0 regardless of Agility). You must wear armor to get an Armor Class. Your sequence gets a 5 point bonus.

Heavy Handed - You swing harder, not better. Your attacks are very brutal, but lack finesse. You rarely cause a good critical hit, but you always do more melee damage. You get a 4 point bonus to Melee Damage, but your critical hits do 30% less damage, and are 30% less likely to cripple a limb or cause unconsciousness.

Fast Shot - You don't have time for a targeted attack, because you attack faster than normal people. It costs you one less action point to use a weapon. You cannot perform targeted shots, but all weapons take one less action point to use.

Bloody Mess - By some strange twist of fate, people around you die violently. You always see the worst way a person can die. This does not mean you kill them any faster or slower, but when they do die, it will be dramatic. Just how dramatic is up to the Gamemaster.

Jinxed - The good thing is that everyone around you has more critical failures in combat. The bad thing is: so do you! If you, a member of your party, or a non-player character have a failure in combat, there is a greater likelihood the failure will be upgraded (downgraded?) to a critical failure. Critical failures are bad: weapons explode, you may hit the wrong target, you could lose part of your turn, or



any number of bad things. Failures are 50% more likely to become critical failures around the character or anyone else in combat.

Good Natured - You studied less-combative skills as you were growing up. Your combat skills start at a lower level, but First Aid, Doctor, Speech, and Barter are substantially improved. Those skills get a 20% bonus. You get a 10% penalty to starting combat skills (Small Guns, Big Guns, Energy Weapons, Unarmed, and Melee Weapons). This is a one-time bonus.

Chem Reliant - You are more easily addicted to chems. Your chance to be addicted is twice as normal, but you recover in half the time from their ill effects.

Chem Resistant - Chems only effect you half as long as normal, but your chance to be addicted is only 50% the normal amount.

Night Person - As a night-time person, you are more awake when the sun goes down. Your Intelligence and Perception are improved at night but are dulled during the day. You get a 1 point penalty to these Statistics from 0601 to 1800, and a 1 point bonus to these Stats from 1801 to 0600.

Skilled - Since you spend more time improving your skills than a normal person, you gain more skill points. The tradeoff is that you do not gain as many extra abilities. You will gain a perk every four levels instead of every three. You will get an additional 5 skill points per new experience level.

Gifted - You have more innate abilities than most, so you have not spent as much time honing your skills. Your statistics are better than the average person, but your skills are lacking. All Stats get a 1 point bonus, but all skills get a 10% penalty and you receive 5 less Skill Points per level.

Sex Appeal - This trait increases your chances of having a good reaction with members of the opposite sex. Unfortunately, this trait tends to annoy members of your sex. Jealous twits. When interacting with members of the opposite sex, you gain a 1 point bonus to Charisma for reactions only. When



making Speech and Barter rolls, you gain a 40% bonus for each. When interacting with members of the same sex, you have a 1 point penalty to Charisma for reactions only and have a 40% penalty to both Speech and Barter rolls.

When you have picked your traits, be sure and note their effects on your statistics and skills on a sheet of scratch paper, as well as their other effects on your character sheet.

## Character Creation Part Four - Statistics

"The measure of man is the measure of all things."  
- Pythagoras

### Primary Statistics

After making a character concept, choosing a race, and picking a trait or two, the player must decide on a character's Primary Statistics. Primary Statistics influence the Secondary Statistics (see below), and are sometimes rolled against to determine different effects (Perception to notice a thief filching your wallet, etc). All characters start life "average" -- that is, they have 5 in every Primary Statistic. The player then has 5 "character points" to distribute as he or she sees fit among the Statistics. In addition, Statistics may be subtracted from if the player wants to add to another Statistic. This can be done so long as points are not "lost" (i.e., if a point is subtracted it must be added somewhere else), Statistics never drop below 1 or go above 10, and all the 5 points are distributed.

### Examples: Primary Statistics

Jack wants to make a hand-to-hand fighting character. He begins with:

STR 5 PE 5 EN 5 CH 5 IN 5 AG 5 LK 5

Jack decides a martial artist needs to be more agile and strong, so he allocates 2 points to STR and 3 points to AG:

STR 7 PE 5 EN 5 CH 5 IN 5 AG 8 LK 5

Jack decides his character doesn't need to be all that attractive, but could stand to be a little more lucky. He takes a point from CH and adds it to LK:

STR 7 PE 5 EN 5 CH 4 IN 5 AG 8 LK 6.

Jack's character is well on his way to becoming a post-nuclear ninja.

Jane wants to make a character that can fast-talk her way out of any situation. She begins by allocating 2 points to CH to make her character more likable, 2 points to IN to give her character a better grasp of the world, and 1 point to PE so her character is more aware:

STR 5 PE 6 EN 5 CH 7 IN 7 AG 5 LK 5.

Jane decides a character that relies on her wit doesn't need to be strong, so she takes one point away from STR and one from EN. She then allocates these to luck.

STR 4 PE 6 EN 4 CH 7 IN 7 AG 5 LK 7.

She now has a post-nuclear version of a lawyer.

### Primary Statistics: Descriptions

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 in the gym in high school. Characters with low Strength probably got beat up on a good deal by the characters with high Strength. This statistic is used in the secondary statistics Carry Weight, Melee Damage, and Hit Points. All weapons have a minimum Strength requirement as well. Rolls against Strength are used when characters try to break doors down, bend the bars on their prison cell, and do other feats that require sheer muscle power.

**PERCEPTION (PE):** Perception is your character's awareness and "street-smarts," sometimes called instinct or a "sixth sense." Perceptive characters notice details instantly, like smells, sounds, and sights that don't fit a "normal" picture. Perceptive characters tend to be able to read another person's

reactions, and even tell when another person is lying. Highly perceptive characters are private investigators. Characters with little perception walk about in their own little world. This statistic is used in the Sequence secondary statistic, and in several skills such as Lockpick, Traps, First Aid, and Doctor. The primary use of this statistic is to determine the maximum distance your character can shoot a ranged weapon effectively. The better the score, the farther you can accurately shoot. Rolls against Perception are used when there is a little detail the character has a chance of noticing, such as the glint off the scope of the sniper taking an aim at his or her head.

**ENDURANCE (EN):** Endurance measures the bodies' constitution and overall health. Characters with a high Endurance have great immune systems, good cardiovascular fitness, and can outrun and outswim others. Characters with high Endurance can swim across the English Channel. Characters with low Endurance can drown in the kiddie pool. The Hit Point, Poison Resistance, Radiation Resistance, and Healing Rate secondary statistics are based on Endurance, which also modifies a character's Outdoorsman skill. Endurance is used to determine if critical hits knock characters down, or even unconscious (see Combat: Critical Hits in Part III). Rolls against Endurance determine things like whether your character can hang on to that rope over a canyon, or can resist the deadly cloud of bacteria that renegade scientist just sprayed in his or her face.

**CHARISMA (CH):** Charisma is how physically attractive your character is, and how adept they are at knowing exactly what to say and do in social situations. Beauty as well as grace and leadership ability contribute to Charisma. A Charismatic character will be the leader of the pack, and everyone will follow their orders. John F. Kennedy was charismatic; Dan Quayle was not. No secondary statistics are based on Charisma. It heavily influences Barter and Speech skills. Rolls against Charisma are made when a character is attempting to schmooze past some guards or trying to pick someone up in a bar.

**INTELLIGENCE (IN):** Intelligence is a character's higher reasoning power. Characters with high intelligence have better memories and can solve problems easier than people with low intelligence. Albert Einstein, Napoleon, and Alexander the Great had high intelligence. General Custer, Forrest Gump, and the guy in "Sling Blade" did not. No secondary statistics are based on intelligence. Many of the non-combat skills use it for their base values, however. Intelligence also determines the number of skill points your character gains each level (see Advancement under Part III). Rolls against intelligence are made when characters are attempting to guess a password or determine the sequence of electric charges running through the pattern on the floor.



**AGILITY (AG):** Agility measures the speed of a character's reactions. More or less, Agility describes how quickly an impulse is received by the brain, encoded into the appropriate message, travels through the Central Nervous System, and reaches the character's arm, which appropriately jerks out of the way right before a bullet hits it. Characters with high Agility are jugglers and acrobats. Characters with low Agility dance with two left feet. This statistic is the basis for Armor Class and Action Point secondary statistics. It modifies the greatest number of skills as well, especially combat skills. Rolls against Agility are made when your character dodges a poison dart trap or attempts to jerk his arm out of the sewer before a mutated rat bites it off.

**LUCK (LK):** Perhaps the most ambiguous statistic, Luck is everything and nothing. Characters with a high amount of Luck just tend to have things go their way, and characters with a low amount of Luck always seem to be standing under the scaffolding just when someone drops that brick. Luck directly affects the Critical Chance secondary statistic as well as influences the Gambling skill. Rolls against Luck are made at the GM's discretion; Luck rolls can determine if, when your character is out of ammo and lying half-unconscious

on the ground, he happens to find that loaded shotgun lying concealed and forgotten in the dust.

### Statistics: Adding Race Modifiers

Now, remember to make adjustments for race modifiers to Statistics.

#### Examples: Adding Race Modifiers and Traits to Statistics

Jack wants to make a hand-to-hand fighting character. His character concept is something along the lines of one of those lovable mugs like Rocky Balboa. He decides that playing a mutant might be fun, and thinks that the Heavy Handed trait would help him out.

After Jack adds in his racial modifiers for his statistics, his Mutant looks like this:

STR 9 PE 5 EN 6 CH 4 IN 6 AG 8 LK 6

Jack decides to name his Mutant "Harry."

Jane wants to make a character who can talk her way through rough situations; a used-car-salesman kind of person. Jane's character is going to be a human. She thinks the Sex Appeal trait would come in handy when trying to schmooze with the women of the wastes.

Jane's statistics look like this:

STR 4 PE 6 EN 4 CH 7 IN 7 AG 5 LK 7

Jane's smooth talker earned himself the name "Maverick."

### Secondary Statistics

**A**fter the Primary Statistics are determined, the player needs to make the necessary adjustments based on race and traits, and proceed to determine the secondary statistics.

**HIT POINTS (HP):** Perhaps the most important statistic in the game, as hit points determine whether your character is alive and breathing or dead. Dead characters cannot be played or revived, ever. Hit points can be recovered with time, drugs, the correct skills, or an able doctor. The base number of hit points is 20 + STR + EN. In addition, a character gains more maximum hit points for every level equal

to 1/2 (round down) EN (see Advancement in Part III). It should go without saying that hit points can never be healed above the maximum.

#### Note

If hit points drop to zero, your character does not die instantly. A character whose hit points are between 0 and -5 is knocked unconscious; they slump to the ground and cannot move. That character begins to recover hit points as if they were resting (see Healing Rate, below). That means that an unconscious character will eventually wake up, although it may take several hours or even days. Until then, they must be carried or protected until recovery. For more information, see "Combat: Damage and Death in Part III" below.

**ARMOR CLASS (AC):** Maybe the second most important statistic in the game, Armor Class reduces the amount of damage your character takes from things that seek to harm her. Armor Class is measured as a percentage. Your character's base Armor Class is equal to her Agility. In addition, any armor she is wearing can make her Armor Class even higher. For instance, if your character's Agility is 6 and she dons a leather jacket with an armor class of 5, her AC is now 11(%). Armor class affects the chance to hit; in the above example, if the mutant sniper was trying to take a potshot at the girl in the spiffy leather coat, his chance to hit would be reduced by 11%.

**ACTION POINTS (AP):** This is perhaps the third most important statistic in the game, as it may mean the difference between reloading your gun and firing that final shot, or staring at your empty sidearm as a rocket explodes in your chest. APs are the number of actions your character can take each turn in combat. Moving one hex (one meter) costs 1 AP. Reloading a weapon often takes 2 APs. Making a shot often takes 5 AP. A character has AP equal to his Agility, but can never have less than 5 maximum AP. So even a character with 1 Agility can still fire a gun, although he can never take an aimed shot, reload it in the same round it was fired, or fire a burst.

**CARRY WEIGHT:** How much equipment your character can carry on his back, in his pockets, or in his backpack and fanny

pack. Every item in the game weighs something. Carry Weight is 25 lbs X STR. A character with 6 STR can carry 150 lbs of equipment. Now, finding room for that much stuff may be a problem...

**MELEE DAMAGE:** This is how much damage your character does in unarmed combat and combat with melee weapons. Melee damage is equal to 1/2 STR rounded up. A character with 4 STR would do 2 points of melee damage unarmed, and could add 2 to any melee damage done with a weapon. This is, of course, not counting skills, armor, and other conditions.

**POISON RESISTANCE:** Even in the post-nuclear world, there are certain chemicals that just don't mix well with human anatomy. Poison resistance is equal to 3 X EN. A character with an endurance of 6 will have an 18% Poison Resistance. That means they have an 18% chance of antibodies eliminating the poison. See Damage: Poison in Part III.

**RADIATION RESISTANCE:** In the post-nuclear world, radiation is always a concern. Some places are naturally radioactive, like the blast centers where nukes went off. Some are more radioactive than others; near the center of the blast, you are guaranteed to find more rads than 5 miles away. Radiation Resistance is equal to 2 X EN. It can be increased with chems (see Equipment: Chems) and with a radiation suit (see Equipment: Armor). A character with an 8 EN has 16% radiation resistance. This means that 16% of the rads that hit his skin do not go in. If he was standing at the rim of a blast crater and was taking 1000 rads every ten minutes (!), only 840 of those rads would enter his body. That still means he's going to glow like a lightbulb, but his skin won't fall off - right away.

**DAMAGE RESISTANCE:** Damage Resistance is determined entirely by armor. Unless the character has some built in damage resistance because of her race, this is 0%. Note that there are five different areas under the "Armor" heading on the Character Sheet for four different kinds of Damage Resistance. Each piece of armor has its own Damage Resistance percentage that the character should add to their own in the four different areas under the Armor section. See Before Combat: Wearing Armor in Part III, below.

**DAMAGE THRESHOLD:** Damage Threshold represents the actual amount of damage that a piece of armor can stop. Note that on the character sheet, there is no Damage Threshold under Secondary Statistics; rather, it is under Armor. A character does not have any actual Damage Threshold until he or she is wearing armor of some kind. See Before Combat: Wearing Armor in Part III, below.

**SEQUENCE:** Sequence 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 sneak up on a guard and clobber him in the head), but all the combat turns after that get broken down by Sequence, with highest Sequence going first, and so on down the line (see Combat: Sequence in Part III). Sequence is equal to PE + LK.

**HEALING RATE:** Life, for some strange reason, possesses the remarkable ability to heal itself naturally. Your character's Healing Rate is the number of hit points they heal naturally in a day (24 hours) of activity, or in six hours of resting. Healing Rate is equal to 1/2 of EN, round up. A character with 7 EN would have a healing rate of 4 and heal 4 hit points in a 24 hour period where they were active (fighting, walking around, etc) and will heal 16 hit points in any 24 hour period where they are resting (sleeping, watching TV, etc.) See Healing under Combat: Damage and Death in Part III, below.

**CRITICAL CHANCE:** This is the base chance to cause a critical hit in combat. High weapons skills and weapons of high quality can modify this number later. In addition, the difference between a successful roll and the chance to hit is added to this number, and then a chance for a critical hit is rolled (see Combat: Critical Hits in Part III). A base Critical Chance is equal to a character's Luck. A character with 3 Luck has a 3% base chance to critical hit.

<b>Examples:</b>	<b>Calculating</b>	<b>Secondary</b>
	<b>Statistics</b>	
Jack and Jane calculate their character's secondary statistics.		
Harry's maximum Hit Points is 35;		
Maverick's is 28. Harry's Armor Class		

is 8, and because he is a mutant, it probably won't get a whole lot better. Maverick's AC is only 5, but he can find some armor and protect himself a little better. Harry gets 8 Action Points and Maverick gets 5. Harry's Carry Weight is 225 lbs, where Maverick's is only 100. Harry's Melee Damage is a whopping 13 points because of his race and Heavy-Handed trait, and Maverick's is only 2. Harry enjoys a 68% Poison Resist and Maverick gets 12%; Harry's Radiation Resist is 87% because of his race and Maverick's is 8%. Harry has 11 Sequence, but Maverick is much faster at 13. Harry's Healing Rate is 4 HP, and Maverick's is 2. Harry gets a 6% chance to deal a critical hit (LK 6), but Maverick gets a 7% (LK 7).

## Character Creation Part Five - Skills

### Tag Skills

Every character gets three tag skills to start out with. These skills could best be described as the character's "gifted" areas. Every character must take three tag skills, and only three, no more, no less. Each tag skill gets an immediate 20% bonus, and a tag skill grows twice as fast as a normal skill. When you spend skill points on a tag skill, it grows by 2% instead of 1%.

### Skill List

This is a complete description of skills, and how one finds the base skill percentage. Base percentage is figured before ANY other skill adjustments are made - from tag skill adjustments, to traits, to addition of skill points. Skill points are added only after a character goes up a level (see Advancement in Part III). For the sake of our examples, an "average" character has a 5 for each Statistic.

Small Guns - This skill covers the use of bows, pistols, sub-machine guns, rifles, and shotguns. The higher your Small Guns skill, the easier it will be for you to hit your target, and the longer the effective range you will have in combat. Initial level: Starting Small Guns skill is equal to 35% + (1% X Agility). Average starting characters will have a 40%.

Big Guns - This is the skill of flamethrowers, miniguns, rocket launchers, heavy machine guns, and other large support weapons. If it's a large weapon, you can count on Big Guns being the skill rolled against. Like Small Guns, the better your skill, the easier it will be to hit your target, and the longer the range of your shot. Initial level: Starting Big Guns skill is equal to 10% + (1% X Agility). Average characters have a 15% skill.

Energy Weapons - The use of energy weapons is not a very common skill in the post-nuclear world. Energy weapons were just coming into actual warfare when the world blew up. Lasers and plasma weapons are covered by the Energy Weapons skill. Basically, if it uses an energy cell or power pack, and not cartridge ammunition, it falls under this skill. Initial level: Starting Energy Weapons skill is equal to 10% + (1% X Agility). Average characters will have a 15% skill.

Unarmed - This is the skill of beating people up with your fists and feet. The better you are at this skill, the more likely you are going to hit them in combat. This skill also covers the use of weapons that enhance unarmed combat such as brass knuckles, spiked knuckles, and the legendary Power Fist. At very high skill points, you can succeed at targeted shots easier, inflicting terrible damage. At even higher skill levels, you will learn new techniques of fighting. Everyone starts with a good Unarmed skill, since the basic concept is pretty simple. Initial level: Starting Unarmed skill is equal to 40% + (1% X the average of your Agility and Strength). Average characters will have a 45% in Unarmed Combat.



### Special Unarmed Attacks

These attacks only become available to the true student of the unarmed arts. The requirement for each attack is listed, along with a description of the attack and the damage incurred.

### Primary Punch Attacks

#### Strong Punch

Effects: +3 damage

AP Cost: 3

Requires: Unarmed 55%, Agility 6

#### Hammer Punch

Effects: +5 damage, +5% critical chance

AP Cost: 3

Requires: Unarmed 75%, Agility 6, Strength 5, Level 6

#### Haymaker

Effects: +7 Damage, +15% critical chance

AP Cost: 3

Requires: Unarmed 100%, Agility 7, Strength 5, Level 9

### Secondary Punch Attacks

#### Jab

Effects: +5 damage, +5% critical chance

AP Cost: 6

Requires: Unarmed 75%, Agility 7, Strength 5, Level 5

#### Palm Strike

Effects: +7 Damage, +20% critical chance, armor piercing (ignores armor class when dealing damage)

AP Cost: 6

Requires: Unarmed 115%, Agility 7, Strength 5, Level 12

#### Piercing Strike

Effects: +10 damage, +40% Critical chance, armor piercing

AP Cost: 8

Requires: Unarmed 130%, Agility 7, Strength 5, Level 16

### Primary Kick Attacks

#### Strong Kick

Effects: +5 damage

AP Cost: 4

Requires: Unarmed 40%, Agility 6

#### Snap Kick

Effects: +7 Damage

AP Cost: 4

Requires: Unarmed 60%, Agility 6, Strength 6, Level 6

#### Power Kick

Effects: +9 Damage, +5% Critical chance

AP Cost: 4

Requires: Unarmed 80%, Agility 6, Strength 6, Level 9

### Secondary Kick Attacks

#### Hip Kick

Effects: +7 Damage

AP Cost: 7

Requires: Unarmed 60%, Agility 7, Strength 6, Level 6

#### Hook Kick

Effects: +9 Damage, +10% critical chance, armor piercing

AP Cost: 7

Requires: Unarmed 100%, Agility 7, Strength 6, Level 12

#### Piercing Kick

Effects: +12 Damage, +50% Critical chance, armor piercing

AP Cost: 9

Requires: Unarmed 125%, Agility 8, Strength 6, Level 15

Melee Weapons - This covers the use of most melee weapons. Knives, spears, hammers, and crowbars are all melee weapons. The skill level is the base chance to hit your opponent, modified by your opponent's armor class. Initial Level:  $25\% + (\text{Strength} + \text{Agility})$ . Average characters will have a 35% skill.

Throwing - Whenever a weapon is thrown, this skill gets used. Throwing knives, small rocks, and grenades are throwing weapons. If you miss, the object still has to end up somewhere. It is possible to throw a weapon and have it end up right at your feet. If it's a knife, no big deal. If it's a grenade, that's a really big deal. The maximum distance you can throw a weapon is based on your character's Strength, and the type of weapon thrown. Initial Level:  $10\% + (\text{Strength} + \text{Perception})$ . Average characters will have a 20% skill.

First Aid - The skill of minor healing. You will be able to heal minor wounds, cuts, and bruises with this skill. You can only use it three times a day, and it takes a little while to work. You can use it on yourself, or anyone you are feeling particularly nice to at the time. Initial Level: Starting First Aid skill is equal to  $30\% + (1\% \times \text{the average of your Perception and Intelligence})$ . Average characters will have a 30% skill. Each use of this skill takes 1d10 minutes. You can only use this skill 3 times a day.

Doctor - A more advanced form of healing. You can heal serious damage and crippled limbs but not poison or radiation damage. Using this skill takes a while to perform. Every crippled limb will add to the time required to use the Doctor skill. You can play Doctor with yourself (except if you are Blind), or any other person / critter you choose to be kind to. Initial Level: Starting Doctor skill is equal to 15% + (1% X the average of your Perception and Intelligence). Average characters will have a 20% skill.

Driving - The skill of operating various kinds of motor vehicles, from cars to tanks to jeeps. Characters with high



The M50, the "Destroyer From Detroit" (Darman)

driving skills can take vehicles places that other characters couldn't, and just might avoid rolling that Highwayman when they hit that pothole. Initial Level: Starting Driving skill is equal to 2% X the average of Agility and Perception. Average characters will start with a 10% skill.

Sneak - The skill of being able to move quietly or out of sight. When you are sneaking, other people will be less likely to notice you - at a distance. If you get too close to a dangerous creature, now matter how good you are at sneaking, they will notice you. Of course, whether someone notices you is based on what direction they are facing, the amount of light in the area, the amount of cover you have, and a hell of a lot of luck. Such is the life of a thief. Successfully sneaking up on a person means you get a bonus should you want to try to steal from them. Your sneak skill is rolled when you start sneaking, and once a minute while still sneaking. Initial Level: Starting Sneak skill is equal to 25% +(1% X Agility). Average characters will have a 30% Sneak.

Lockpick - If you need to open locks without the proper key, this is the

skill for you. Use it to get what you want, but other people don't want you to have. Having an actual lockpick will improve your chances, but it is not necessary. There are two types of locks in the Fallout world: normal and electronic. Lockpicks work against normal locks, but to even attempt an electronic lock, you need an electronic lockpick. Certain locks can be harder to pick than others, and certain locks require that the picker has a lockpick. Initial Level: Starting Lockpick skill is equal to 20% + (1% X the average of your Perception and Agility). Average characters will have a 25% skill.

Steal - This is the art of removing things from a person or an object without being noticed. Even if you succeed, there is a chance that the critter might notice you. Larger objects are more difficult to steal than smaller objects. The more objects you try to steal, the more likely you are to get noticed. You cannot steal objects a person is using (guns they are holding in their hands, armor they are wearing on their body, etc). If you try to steal from a person, it might be a good idea to stand behind them so they can't see you as well. Initial Level: 20% + (1% X Agility). The average character will have a 25% Steal skill.

Traps - Not only does the Traps skill involve setting and disarming devices that cause harm to others, but it also covers setting, timing, and handling explosives. The higher your Traps skill, the less likely that bomb is to blow up in your face, that huge rock is to crush your party, and that timer you just set will go off when you want it to. Initial Level: Starting Traps skill is equal to 10% + (PE + AG). Average characters will start with a 20% Traps skill.

Science - Science is the skill of working with electronic devices such as computers. It also covers how intuitive a character is. Characters with a high Science skill will notice things that others might miss, and characters who actively apply their Science skill to tasks can intuit answers to problems. Science skills are used when rolling to use (or break into) computers, determine what part a vehicle might need to run properly again, or to notice a vein of silver in an otherwise unremarkable

rock. Initial Level: Starting Science skill is equal to 0% + (4 X Intelligence). Average characters will start with a 20% Science skill.

Repair - Repair is the practical application of the Science skill. As things are constantly breaking in the wastes, and there aren't customer service hotlines anymore, a person with a high Repair skill is always good to have around. Repair covers fixing all manner of mechanical things, from guns to vehicles, and can also be used to intentionally sabotage or disable mechanical things. Initial Level: Starting Repair skill is equal to 0% + (3 X Intelligence). Average characters will start with a 15% Repair skill.

Speech - This is the skill of dialogue. The better your Speech skill, the more likely you will be able to get your way when talking to people. When there is a chance that an NPC might take your word, believe your lie, or just follow your word, this is the skill that is used. Initial Level: Starting Speech skill is equal to 25% + (2% X Charisma). Average characters will have a 35% skill.

Barter - The skill of trading. In the post-nuclear world, currency is not commonly used. Barter will allow you to get more for less when trading equipment, weapons, and other items. A high Barter skill will lower the prices you pay for items you purchase, and increase the money you get for selling excess equipment. A good Barter skill isn't important if you're killing everyone, but it certainly is a valuable skill for the non-berserkers out there. Initial Level: Starting Barter skill is equal to 20% + (2% X Charisma). Average characters will have a 30% skill.

Gambling - The Gambling skill covers a knowledge of and adeptness at games of chance. Someone with a high Gambling skill tends to win these games more often, or might notice if the game is dirty or rigged. Initial Level: Starting Gambling skill is equal to 0% + (5 X LK). The average character will start with a 25% Gambling skill.

Outdoorsman - This is the skill of outdoor living and survival in hostile environments. Basically, what they teach in Boy Scouts and Girl Scouts, modified for the post-nuclear world.

Outdoorsman has many uses, from finding food and water in the middle of a vast wasteland to avoiding hostile creatures to knowledge about what plants and animals will help you or kill you. It's always good to have someone in the party who's an avid outdoorsman. Initial Level: 0% + (2 X (EN + IN)). Average Characters will start with a 20% Outdoorsman skill.

#### **Examples: Assigning Tag Skills and Calculating Skills**

Jack and Jane first of all assign Harry and Maverick three tag skills. Jack decides that Harry will be extra-skilled in Unarmed Combat and Throwing. Jack considers that Harry might get into some long-ranged combat situations, so he gives Harry some Big Guns skills. Jane's diplomat needs Speech and Barter, and she decides that Maverick will be a good Gambler, too, so she tags that skill as well.

When the skills were all calculated, this is how the characters measured up to each other.

Harry - Small Guns 37%, Big Guns (tag) 36%, Energy Weapons 16%, Unarmed Combat (tag) 84(!), Melee Weapons 54%, Throwing (tag) 52%, Speech 20%, Barter 16%, Gambling 30%, Outdoorsman 24%, Sneak 27%, Lockpick 23%, Steal 24%, Traps 23%, First Aid 26%, Doctor 16%, Science 24%, Repair 18%.

Maverick - Small Guns 25%, Big Guns 10%, Energy Weapons 10%, Unarmed Combat 48%, Melee Weapons 38%, Throwing 20%, Speech (tag) 55%, Barter (tag) 48%, Gambling (tag) 55%, Outdoorsman 22%, Sneak 20%, Lockpick 21%, Steal 15%, Traps 21%, First Aid 26%, Doctor 24%, Science 28%, Repair 21%.

#### **Character Creation Part Six: Karma and Finishing Touches**

**A** starting character's karma is always 0 (zero). The Gamemaster will inform characters when their actions have resulted in a change of karma.

Putting the finishing touches on a character might include thinking of little quirks that would round out that character - for instance, a huge mutant might be deathly afraid of mice. The



possibilities are endless, and make for interesting - and fun - roleplaying. Of course, it might be more interesting to develop those quirks as you roleplay.

That's all! It's time for the character to enter the wide world!

## Part III: The Game

"We shall not cease from exploration and the end of all our exploring will be to arrive where we started and know the place for the first time."

-T.S. Eliot, *Four Quartets*

Once the characters are made, it is up to the GM to provide the adventure. There is a sample adventure at the end of this book, and there will probably be many more if people decide to write them. Adventures and campaigns (extended adventures that take many evenings to play) are limited only by the bounds of imagination. This section covers some of the more important aspects of the game such as combat, damage, and advancement.

## Before Combat: Equipping Weapons and Armor

### Holding Weapons or Objects

The character sheet has sections labeled "left hand" and "right hand." That is where a character can fill in the necessary information regarding their weapon(s). No more than two weapons can be equipped at the same time, one per hand. Some weapons require the use of both hands. Note that you can still hold two weapons and use a two-handed weapon in combat - that's what the straps are for. Characters usually start with only the basic weapons, although it is up to the Gamemaster.



Objects to be used must be held in the hands as well. This means that a character cannot inject a healing chem, shoot a two-handed gun, and dig at a hole all at the same time.

Remember that a character is not limited to carrying just the two weapons in their hands; they can carry whatever they want in belts, holsters, backpacks, and so forth.

Of course, guns are only effective if they have the kind of ammunition required to use them. Note that two kinds of ammunition that would work for the same gun - Armor Piercing and Jacketed Hollow Point (AP and JHP) - cannot be used in the same clip. If you find that your JHP bullets are ineffective, you must reload with AP rounds (see Reloading, below).

### Weapon Condition

Below the weapon slots on the character sheet is a bar with boxes in it, labeled "Condition." This indicates the condition that the weapon is in. The more boxes filled, the worse shape the weapon is in. Weapons gain boxes when attacks are made with them and the attack fails (see Attacks, below). Sometimes, doing something inordinately stupid, like accidentally dropping your gun down a sewer, will cause boxes to become filled as well. The filling of the boxes represents normal wear and tear; however, when that last box is filled, the weapon is either jammed or broken, and must be repaired or thrown away. Often, when characters find or buy weapons, they are not in perfect shape and already have one or more boxes filled. If 8 or more boxes are filled, the user suffers a -10% penalty to their to-hit rolls with the weapon; the damage is beginning to interfere with its effectiveness.

### Repairing Weapons

When a gun jams or an ax breaks, it is a problem. If it happens in combat and you have no backup, it is a major problem. There is nothing to do but wait until combat is over and attempt to repair the item. Using Repair skill on a gun takes 1 hour. If the roll against Repair skill fails, the character is allowed to make a roll against the skill associated with that weapon - melee for the ax, small arms for the gun - to take one box off (the weapon is not fixed, but it is usable for the time being). Successful use of the repair skill empties two boxes on the condition bar. Repairing weapons is not limited to the

time in which they break; a little preventative maintenance is always helpful.

### Vehicle Condition

Like weapons, vehicles will gain wear and tear. Their condition should be indicated on the vehicle sheet, and they lose bars in much the same way weapons do - by failing rolls, this time against Driving skill. When a vehicle "breaks down," it will need repairing, and oftentimes requires new parts. This can be a major pain in the butt, especially if it happens just as that mutant-driven tank is about to run over you. See Vehicle Combat, below.

### Repairing Vehicles

Vehicles take time to repair. Using the Repair skill takes three hours, and will only empty one box if successful. There are no secondary rolls here; because vehicles are so rare, unless a person has been a mechanic most of their lives, they will not know a good deal about fixing them. The GM should decide if the vehicle requires a part for repairs, whether or not the mechanic knows what the part is, and the availability of that part. Remember that there haven't been any factories making vehicles or parts for at least 100 years.

Repairing lost hit points on a vehicle is a different matter entirely. Hit points represent the vehicle's structural integrity and overall makeup; these are lost when rockets or bullets hit the vehicle (or when the driver smashes into a rock, a tree, or a wall). Hit points can only be repaired by acquiring parts. Different parts repair different hit point values - the exact amount it up to the GM. A vehicle can lose a lot of parts before completely breaking down. If a vehicle loses all of its hit points, it is destroyed and can only be used for parts. Repairing hit points takes a successful roll against Repair, 24-48 hours time, and the parts necessary to fix the vehicle. Some larger cities have mechanics familiar with repairing vehicles; since these people are one of the rarest in the wastes, prepare to pay out the nose. For more information, see Vehicle Combat, below.

### Wearing Armor

There is another section on the character sheet for armor. Note the Damage Threshold (DT) and Damage Resistance (DR) for each different type of damage, as well as the base AC (the character's Agility plus any other bonuses or penalties) and the AC (with the armor). Characters usually start with only the most basic kinds of armor.

### Armor Condition

Like weapons and vehicles, armor also loses its effectiveness over time if not repaired. For every five successful hits that cause damage against a character wearing a set of armor, the armor loses a condition box (the box is filled in). Armor eventually begins to lose its ability to protect and distribute damage as it wears thin and acquires more holes; these penalties are applied specifically to the Damage Threshold and Damage Resistance (DT and DR) values; a useless heap of power armor still affords the user some AC protection. To determine the modified values for DT and DR, first find the percentage of the modification (Mod) on the following chart:

#### Armor Condition Modifier Chart

# Boxes Filled	Modifier (Mod)
0	none
1	none
2	none
3	none
4	5%
5	10%
6	20%
7	30%
8	40%
9	50%
10	60%

After the Modifier is determined, plug the original values and the mod into the following equations:

$$\begin{aligned} DR - (DR \times \text{Mod}) &= \text{Adjusted DR} \\ DT - (DT \times \text{Mod}) &= \text{Adjusted DT} \end{aligned}$$

### Repairing Armor

Repairing condition boxes on armor works in much the same way repairing condition boxes on weapons and vehicles does. The task takes 4 hours, and if a successful

Repair skill roll is made, one condition box is cleared.

## **Mortal Combat**

**L**ike it or not, in the Fallout universe, sometimes all the sneaking and dialogue break down. In these cases, conflicts are resolved by combat: who has the stronger fists, the bigger gun, and who can use them better. Combat is a series of 10-second Rounds where every participant gets a Turn (an opportunity to act) that resolves when all parties hostile to each other are either incapacitated, fled, or dead.

### **Combat Begins**

**C**ombat officially begins when one critter or Character decides that enough is enough and s/he/it attacks 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 critter or character that initiated combat gets the opportunity to use all of their Action Points (AP) before Sequence is determined.

### **Combat Step One: Determine Combat Sequence**

**B**ecause the Sequence statistic does not change, this step needs to be preformed only once in combat, at the beginning. Who (or what)ever has the highest sequence gets to move first, with the next highest sequence moving second, and so on until the round is over. Ties in sequence should be determined by the tie-ers rolling 1d10 against each other; the highest roll goes first. This roll only needs to be done at the beginning of each combat, not each round. Once sequence is determined, a character has several choices about what to do with their Turn.

### **Combat Step Two: Action**

**A**ny action in combat requires the use of Action Points. The higher a character's agility, the more action points they get (see Character

Creation: Secondary Statistics). A character's Turn is over when all AP are used, or they declare that they are going to defend, and they forfeit the rest of their AP (although not entirely, see Defending, below). The possibilities for action are:

#### **Movement**

This includes moving closer to a target, moving behind a tree or other cover, or bravely running away. It costs 1 movement point to move 1 hex. A hex is 1 meter across (this becomes much more important later, when determining range). Characters cannot occupy the same hex as another living character or critter, or large inanimate objects. Any object larger than a medium-sized shrub gets a hex all to itself. Dead bodies (no matter how massive!) do not get their own personal space; they are dead, it won't matter if you walk all over them.

#### **Using An Item**

If your Character is holding an item in her hand, she can use it in combat, provided it is an item that's use takes under 10 seconds (GM' discretion). Healing chems, Geiger counters, and a police whistle are all examples of items a player can use in combat. Note that an item **MUST** be in hand to use it; see Before Combat, above. Using an item takes 3 AP.

#### **Equipping Items**

If you run out of ammo for a gun and need to draw another, or if you want to grab that stimpack out of your pocket, you are Equipping an Item. Equipping Items takes 4 AP for each item equipped. Therefore, if you trade your hunting rifle in for a SMG and want to grab that healing chem in the same round, it will take 8 AP total. You can equip any item that is on your person (in your pockets, backpack, and fanny pack count as "on your person").

#### **Taking Items**

You can take an item on the ground, such as an old knife you've discovered, or off the bodies of your enemies, such as that nice looking Bozar that cop was blazing away at you with. As with Equipping Items, this costs 4 AP per

item, and your character must be standing in the same hex as the item (or on an adjacent hex if the item is in an immobile container such as a bookcase). If you want to grab that Bozar and the ammo for it, it will take 8 AP.

### Reloading

Guns use up ammunition. When you gun is empty, partially empty, or jammed, you can reload it by spending two Action Points. If you have enough ammo, this will completely fill the clip. If not, you can place as many bullets as you have in the clip. It's generally a good idea to head into combat with fully loaded guns, so you aren't prancing around trying to get those rounds in while the baddies are shooting. Note that a gun can only be loaded with the kind of ammunition it is supposed to use, and that two different ammunition types - AP and JHP - cannot be combined in one clip. Note that mortars, artillery pieces, and vehicle weapons other than machine guns take one full round to reload, using all of a character's Action Points for that turn.

### Using Skills

Sometimes, it becomes necessary to use certain skills in combat. Although the battlefield isn't always the best place to try to pick locks, or repair a broken computer, there are times when using your talents are necessary, especially if it means you can escape those crazed cyborg commandos. Some skills, like First Aid and Doctor, just take too long to use in combat. The GM should determine if the task that the character wants to perform can be done in combat (cracking a safe, for example, would be just a little too time consuming). Then the GM should calculate how many APs, and how many rounds (if necessary), the action will take. Characters using skills gain no Armor Class bonuses from Agility or unused AP, so their armor class is limited to what they are wearing when they are using their skills.



### Getting Up

If you have been knocked down 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.

### Setting Up Tripods and Artillery

Some weapons gain bonuses if they are used with a tripod; some weapons can only be used with a tripod (and some come with a tripod built in). In order to use these weapons in combat, the character must spend time setting them up. When setting a weapon on a tripod, roll against the Big Guns skill. If the roll succeeds, the character set up the weapon on the tripod and can use it normally next round. If not, the character did not get the tripod set up. In order to set up the tripod, they must keep rolling until they succeed, or give up. Even if the roll fails, attempting to set up a tripod takes ALL action points for that round. Artillery pieces work the same way, except that they are much larger than small mortars.

### Attacking

The backbone of any combat is attack; doing to others before they do unto you. Attacks take varying amounts of AP depending on what kind of attack it is. Unarmed and melee attacks must be made on a target in an adjacent hex (in some rare cases, a melee attack with a 2-hex range may be made). Ranged attacks, such as thrown weapons and guns, 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 complete cover. The GM (and common sense) ultimately determine what "clear cover" is. Attacks may only be announced if the character has enough AP to cover the action. Those AP are deducted immediately.

There are three kinds of attacks, besides the normal HtH and Ranged: a Normal (Single) Attack, a Targeted Attack, and a Burst Attack. Some weapons, like Assault Rifles, SMGs, and others can do all three. Single-shot and melee weapons can only make a normal Single attack or a Targeted Attack. Some weapons such as Rocket Launchers and Flamethrowers cannot make Targeted attacks (they are just too bulky and

unpredictable to snipe with). Some weapons, such as miniguns, can only fire in Burst mode. The options for attack will be listed on the weapon's description.

### Burst Mode

Burst mode is assumed to be the number of shots a weapon can fire in fully automatic mode in one round of combat; the minimum number of shots in a burst is three (a quick squeeze of the trigger), and the maximum number of shots in a burst is given in the weapons descriptions. Characters trying to fire more than three bullets in a burst, but less than the maximum, must make all to-hit rolls at a 25% penalty; attempting to get an accurate number of bullets to come out of the gun is distracting to all those except the most elite shooters.

### Attack Step One: Determining and Rolling Against To Hit

**T**o Hit for attacks is determined based on a number of factors. A formula will be presented at the end to simplify the process.

First of all, the target must be open and in range. The attacker must be able to see their target, or at least know fairly specifically where their target is. In addition, each weapon has an individual range, and a character's range is based on his Perception. If a target is beyond the character's range, the penalties begin to add up. See below for range penalties based on perception. Thrown weapons, such as throwing knives, spears, and grenades, are based on Strength as well as Perception: they can potentially suffer penalties from both stats!

### Base Chance

First, the base chance To Hit is the attacker's skill in the particular weapon he is using - Unarmed for fists, feet, and unarmed weapons like brass knuckles; Melee Weapons for things like knives and sledgehammers; Small Guns for pistols, rifles, and SMGs; Big Guns for rocket launchers, flamethrowers, and the like; and Energy Weapons for lasers and other fun toys. Remember to deduct 10%

from the base chance if the weapon has 8 or more condition boxes filled.

### Range Modifiers

The first modifier to hit is Range. The table below lists effective range for perception (substitute Strength on this table for throwing weapons as well):

#### Range Table

PE	Range in Hexes (Meters)
1	1
2	6
3	9
4	12
5	15
6	18
7	21
8	24
9	27
10	30
And so on..	

Every 2 Hexes beyond the effective range, the character gets a -10% modifier to hit. If Harry, with a Perception of 7, wanted to hit a target 24 hexes away, he gets a -10% modifier.

Weapons also have a range, given in meters. Consider that (in combat) a hex is generally one meter across. For each hex beyond the weapon's range, the character loses 5% To Hit.

### Light Modifiers

The second modifier to To Hit is the light level. The table goes as follows:

#### Lighting Table

0%:	A sunny cloudless day; a well-lit building (office building or supermarket)
-5%:	Light Clouds
-10%:	Medium Clouds
-15%:	Heavy Clouds
-20%:	A Medium-lit building (well lit basement, smoky bar)
-30%:	Light Rain or Dust
-40%:	Medium Rain or Dust
-50%:	Bad Light Indoors (Near a Cave Entrance, In a Dance Club)
-60%:	Heavy Rain or Dust
-80%:	Downpour / Dust Storm; In a cave with a flare or torch
-150%:	Blizzard / Hurricane / Tornado
-200%:	Total Cave Darkness (In a Cave with no light at all)

For night, deduct a further:  
-10%: Full Moon  
-20%: Crescent Moon  
-40%: New Moon

**Armor Class Modifier**

The third modifier is for the target's Armor Class. Since Armor Class is a percentage, deduct that as well.

**Cover Modifiers**

The fourth modifier is cover. Generally, this deduction is based on how much of the person's/critter's body is concealed by the cover. For instance, if there is a crate between Harry and the scav he is trying to take out, and that crate conceals the scav's legs up to the knees, about 15% of the scav's body is concealed, so the attack will suffer a -15% penalty. Notice that cover does not come into play in unarmed and melee attacks, because there can be nothing between the attacker and the target to make these attacks in the first place!

**Weapons Status Modifier**

The fifth modifier is open for any bonuses or penalties the character might receive for having a good weapon, or a modified weapon. If a character's spear is extra-sharp, or if they have a laser sight or scope, add those bonuses now. If the character's STR is below the minimum required to fire that weapon, deduct that now.

**Targeted Shots**

The sixth modifier is only for targeted shots. Shots may be targeted in 8 different areas: The Head or a like area, the eyes or a like area, The Torso (main body), The Groin or like area, the arms, and the legs. A robot that doesn't have legs may be targeted in the hover apparatus, and a scorpion with no visible groin could be targeted in the tail. 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 an eye, or causing extra damage. See Attack Step Three: Roll for Criticals below.

**Targeted Shot Penalties**  
0%: Torso  
-10%: Legs  
-15%: Arms, Groin  
-20%: Head  
-30%: The Eyes

**The Formula**

Once all the modifiers are determined, follow the formula:

Base minus Range minus Light minus Armor minus Cover minus or plus Extra bonus' (or minus penalties) minus Targeted Shot (if applicable).

**Canceling the Shot and Rolling**

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; there is no way to make it, ever. Period.

If the attacker doesn't cancel the shot, now is the time to roll the dice.

**A Note On Rolling: Burst Mode and Cone of Fire**

Guns fired in burst mode roll a to hit for each individual bullet. Bullets that do not strike the initial target have a possibility of hitting any other targets in the cone of fire. The cone of fire extends one hex immediately in the direction the gun is being fired, and continues with the addition of one hex on either side. For example, if Harry is "H" and he fires a minigun, his cone of fire looks like this:

```
      * * * * *
H * * * * *
      * * * * *
```

**Example of Determining and Rolling To Hit**  
Harry and Maverick are exploring a cave that supposedly houses some prewar technology. Unbeknownst to them, a pack of 4 mutated rats lives in one of the grottos of the cave.  
Mutant Rat: HP: 10/10 AP: 8 MD: 1d4+1 (Claw - Swing 4 AP) AC: 0 DT: 0 DR: 10% Unarmed / Melee: 75%

The rats do not like intruders and move to attack when they get a whiff of the two characters. One rat, because it initiated combat (maybe it smelled them first), gets to move before all the others. It moves closer to Harry and Maverick, who are standing side by side near the mouth of the cave. Next, everyone determines sequence. Maverick easily wins with 13, and Harry is next with 11. The rats all sequence at 7, so they will move separately. Maverick and Harry both decide to stand their ground and let the rats come to them. Their armor class increases while defending by 8 in Harry's case and by 5 for Maverick, due to their unused AP. The rats use this opportunity to move in, two on the west side of Harry, two on the east side of Maverick. See diagram:

```

R      R
  H M
R      R

```

The round ends and since neither side is dead, unconscious, or has run away, and the next round begins. Maverick and Harry sequence first. They both decide that guns are the way to go.

Because they are fighting near the mouth of the cave, there is a good deal of light. Harry is armed with a Minigun (D: 1d4+6/shot, R:35, Ammo 20/120, W 31 lbs, STR 7, S:n/a, T:n/a, B:6). In addition, he has a grenade in his hand just in case (D: 1d12+22, R:15, STR 3). Maverick is armed with a Desert Eagle .44 (D: 1d6+9, R:25, Ammo 2/8, W 5 lbs, STR 4, S:5, T:6, B:n/a). Maverick has a crowbar in his other hand in case things get ugly (D: 1d12+3, R:1, Swing 4, T/Swing 5). Harry takes aim at a rat with his minigun. Harry's base Big Guns skill is 36%. The GM decides the light level gives Harry a 10% penalty to hit. The rat is not wearing armor and is not very dexterous, so there is no armor class adjustment. The rat is not hiding behind anything (in fact, it is standing directly in front of an 8 foot mutant wielding a minigun!). Harry gains no bonuses or penalties, and a targeted shot with a bullet-spewing nightmare like a minigun is impossible, so his chance to hit is 26%. Not great, but even if 1 out of 4 shots hit, he still turns the rat into mincemeat.

Maverick decides to try and shoot one of the rats with his Desert Eagle. The

same penalties apply for Maverick: -10% for light, but his small guns skill is only 25%. The rat again does not have any armor class bonus, nor is it concealed, and Maverick is not taking a targeted shot, so his chance to hit is only 15%. Both characters pull the trigger..

### Double-Shot Weapons

Some shotguns are double-shot weapons. This means that they have two barrels, with two shells, and two triggers, that can be fired either simultaneously or independently. If a shotgun is discharged in a double-shot, *only one* to-hit roll needs to be made; both shots are going the same place. However, two damage rolls should be made. See Attack Step Two: Damage below.

### After the Roll

Once the chance to hit is determined, the player makes a roll against that number. Rolling that dice is the same as pulling the trigger; if the character 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.

If a character makes an attack with a weapon and misses, that weapon loses one box on its condition bar. If the box is the last box, then the weapon has either jammed, busted, or fallen apart. For more information, see Weapon Condition, above.

It is possible to screw up an attack so badly that something bad happens to the attacker. This is called a critical failure and can be slightly comedic, if not downright hilarious, in a weird sort of way. If an attack fails by a roll of 97-100%, it is a Critical Failure, and the GM rolls on the following table (1d10).

### Critical Failure Table

- 1: Out of Ammo - The magazine was damaged or the ammo was bad. Discard the rest of the magazine in the gun.
- 2: Weapon jammed - Should have cleaned your gun out! The weapon will take 1 turn to unjam, and the ammo inside must be discarded.
- 3: Loss of AP - D'oh! The attacker loses all remaining AP for that round.
- 4: Dropped weapon - something slipped, and the weapon flew out of your hands and hit the ground.
- 5: Weapon Explodes - Something nasty that happens only with explosive or energy weapons. Deals 3d10+7 Damage to anyone within 2 hexes of the weapon. OUCH!
- 6: Hit Something Else - You didn't hit what you were aiming for, but you nailed the next closest target. Hope it wasn't your buddy..
- 7: Damage Self - You cut yourself on your knife, or shot yourself in the foot. Half the weapon's normal damage is dealt to YOU instead.
- 8: You slip and fall - it takes 3 AP to get up, and that has to be done next turn. While down, you lose all Agility modifiers to AC.
- 9: Weapon breaks - the weapon breaks beyond repair. Time for a new one. Oops.
- 10: Anvil - A miniature anvil falls out of the sky and strikes you on the head for 1d10 points of damage. No chance to dodge, and DT and DR are disregarded for this strange, magical attack.

GMs are encouraged to make up other Critical Failures. These are just examples.

### Hitting With Melee Weapons

Characters or critters hit with melee weapons not only are going to take damage, but have a chance to be knocked flat on their rear ends. The chance for a character or critter to get knocked flat is equal to the actual *number* that the attacker rolled. For instance, if Harry attacked a rat with a sledgehammer, and rolled a 23, which was good enough for a hit, the rat had a 23% chance of getting knocked down. The GM

should make this roll after he or she announces that the attacker has hit; knockdowns and damage happen at the same time.

### Attack Step Two: Damage

The best part about combat is when your opponent actually takes some damage. Each weapon has a certain amount of damage that it does, usually expressed like 2d12 + 8. The exceptions are firearms, where the type of ammo does a certain amount of damage. The gun itself can add a bonus to that amount, but otherwise damage is calculated from the type of ammunition used. The damage done by energy weapons is not based on ammunition type, however, but the method in which the weapon concentrates the energy. Remember that some shotguns, when both barrels are fired, require that two damage rolls be made for one successful hit. Damage is the one part of Fallout where dice other than 10-sided dice come into play. However, just because something got hit

doesn't mean that it will take the maximum amount of damage. Armor has two numbers that reduce damage: Damage Threshold and Damage Resistance.



Damage Threshold is how much damage the armor actually absorbs from the attack, and Damage Resistance is the armor's (or the thick, scaly hide of some critters) ability to spread the damage out and reduce some of the nasty effects. DT is a flat number, DR is a % of the total attack. So when determining damage, the formula looks like this:

### Damage Formula

$(\text{Initial Damage} - \text{Threshold}) - ((\text{ID} - \text{DT}) \times \text{DR}, \text{round down})$ .

The player rolls the damage necessary (one roll per bullet in a burst attack) and then applies it to the formula above. If that seems confusing, let's rejoin our friends in the cave.



### Example: Calculating Damage

Harry's rolls were pretty unlucky; only 3 out of 20 shots from his minigun actually hit the rat. The initial damage is 1d4+6 (7-10 HP) per bullet. Jack rolls for damage and gets a 1, a 2, and another 2. One bullet deals 7 HP of damage, and the other two deal 8 each. That's a total of 23 damage, more than enough to turn the rat into hamburger. However, the rat does get a chance to repel some of that damage. Although it does not have a damage threshold (they don't make armor for rats, strangely enough), the rat has developed a natural damage resistance due to its thicker hide. The rat's damage resistance is 10%. From Harry's initial 23 points of damage, nothing is subtracted for DT, but 2 HP (10%) is subtracted for DR. That still isn't enough to save the rat, however, and it crumples in a heap on the floor.

### Damage From Non-Conventional Weapons

There are several types of weapons in the Fallout universe that are not the simple melee weapon or gun. These weapons have *slightly* different rules for damage, mostly based upon their effects.

**Grenades** - There are two different ways to lob a grenade at your enemy: throw it or shoot it. Either way, the grenade does a certain amount of damage, depending on what type of explosive it is. Most grenades have concussion damage, and others have fragmentation damage. These effects will be noted with the grenade type in the Ammunition section, below.

**Mortars** - Mortars are small, personal artillery pieces. They shoot a variety of different projectiles, and have a much longer range than grenade launchers. Like grenades, different mortars will have different damage effects, noted by with the mortar type in the Ammunition section, below.

**Rockets** - Rockets are fired either from portable or semi-portable rocket launchers, or from tanks. Rockets act much like grenades and mortars, except that they are self-powered and have a longer effective range. There are a variety of rocket types, and their

damage effects are noted in the Ammunition section.

**Flamethrowers** - Although flamethrowers aren't the most widely used weapons in the wastes, they can be one of the deadliest in the right hands. When someone uses a flamethrower, it acts much like a thrown knife or grenade - even if it doesn't hit, it has to end up somewhere. The GM should decide, based on how close the user was to connecting, just how close to the target the flame burst hit. The GM should then draw a line between the user and the hex where the flames hit; everything in the connecting hexes suffers the *full effects* of the firestream. Note that flamethrowers, like other non-conventional weapons, can be adapted to shoot things other than fire. These things are generally very, very unpleasant.

### Attack Step Three: Chance for Criticals

**E**very successful attack means the attacker has a chance for a critical hit. If the to hit roll fell within the range from 1% to 1% plus the character's Critical Chance, then the hit becomes critical. Note that if a gun firing in burst mode hits a target more than once, only one of those bullets is allowed a critical hit (once per attack). Targeted shots get an instant 30% critical chance bonus and have different effects for damage, discussed below. If a hit becomes critical and is not a targeted shot, roll on this table for effects (1d10):

- 1 - Crippled Arm
- 2 - Crippled Leg
- 3 - 300% (3 Times) damage
- 4 - 200% (2 Times) damage
- 5 - 150% (1.5 Times) damage
- 6 - Unconsciousness for 1d4 turns
- 7 - Bypasses armor (DT and DR)
- 8 - Blindness (Perception lowered to 1)
- 9 - Knockdown (Renders Armor Class from Agility useless until standing, and takes 3 AP to stand next round)
- 10 - Instant Death (!)

Targeted attacks that make a critical hit generally cripple the area hit. Shots to the eyes cause blindness, shots to the legs or arms cause those areas to become crippled (see Damage: Special

Damage below for details on crippled limbs). Targeted Shots to the torso that become critical instantly deal two times the damage, and Targeted Shots to the head that become critical deal three times the damage. Ouch. A Targeted Shot to the groin that results in a critical hit renders the target unconscious.

#### **Example: Chance for Criticals**

Returning to the example, Harry's rolls were good, but none fell within the range of 1-7% (Range for critical hits 1% - (1% plus Harry's 6% Critical Chance = 7%)). Better luck next time.

#### **Attack Step Four: Continuing and Ending Combat**

**A**s stated previously, combat ends when all opponents are either incapacitated or dead. The process is simply repeated until only one side remains standing. Afterwards, experience points are awarded and characters may take what they want from the bodies of their opponents.

#### **Example: Combat Continues and Resolves**

Maverick makes his attack roll and fails. Maverick's pistol echoes loudly off the cave walls and his bullet goes harmlessly into the cave floor. Firing the gun took all his AP; he has no choice but to end his turn.

Now, the rats have a chance to attack. Their Unarmed skill is 75%, and they have 8 AP, so they can attack twice if they desire (and since blood is on their little rodent minds, they do!) Harry has one rat attacking him; his Armor Class is 8, plus the two points from defending, making it 10. The rat gets a -10% from the light as well. Harry is not covered, and rats do not generally make targeted attacks, so no penalties are handed out for those. The rat has a 55% chance to hit, and it makes two attacks. Both hit, neither critically. The rat rolls 1d4 for damage (twice) and came up with a 3 and a 4. That's 4 and 5 points of damage going Harry's way. Harry's natural 25% Damage Resistance takes one point away from each attack, so the rat's sharp little claws dig into him for a total of 7 points of damage. Harry is now at 28 hit points.

Two rats converge on Maverick. Maverick's Armor Class is 5, and he didn't have any action points left. The two rats lose 10% from the light, so their chance to hit is 60% (75% minus 5% for AC and 10% for light). The first rat attacks and manages to miss twice. The other rat hits both times. The rat rolls a 1 and a 3 for damage, so Maverick has an attack for 2 and an attack for 4 coming. He has no Damage Resistance or Threshold (no armor) so he loses 6 hit points. His hit points are down to 22.

The round is over, and neither side is dead or incapacitated, so the combat continues.

Harry, again, sequences first. He signals Maverick that he wants to chuck his grenade and spends his 8 APs moving away from the rats. Maverick gets the hint and moves 5 hexes the other direction, giving the mutant plenty of space.

Not surprisingly, the rats can't seem to make up their minds which to follow. Two of the rats circle for a few seconds, using up their APs, while one particularly brainy rodent follows Maverick.

The round is over. Combat continues.

Harry wants to aim for a hex that has one rat in it, and one rat adjacent to it. There is no necessary range modifier, since Harry's PE and ST are high enough to allow this roll without any modifiers. Harry's throwing skill is 52%, and with the low light, that leaves him with only 42% chance of success. Maverick isn't necessarily thrilled with the prospect of being in the range of a grenade, but Harry assures him that he can make the shot. Harry rolls a 45%, missing. The GM determines that the grenade hit pretty close to the target, perhaps one hex away. BOOM!

Since nothing is in the hex that the grenade exploded in, there is no need to roll for damage. However, one of the rats is in an adjacent hex, so it gets 1d6 of frag damage. The other two rats and Maverick, however, are all within two hexes of the explosion. They all suffer 1d6 of concussion damage. The rat that got the fragmentation took 5

damage from that, and 4 damage from the blast concussion. It expires. The other rat took 5 points of concussion damage. The rat by Maverick took 3 points of concussion damage. Not enough to kill them, but it got their attention. Maverick himself took only 2 points of concussion damage, taking his HP down to 20.

Maverick sequences next. He decides to beat the rat at his feet with his crowbar. Maverick's Melee Weapons skill is 38%, and the light reduces that to a mere 28%. Not seeing much of a choice, Maverick takes a swing.

He managed to roll a 2%, qualifying for a critical hit! The Gamemaster decides to forego rolling for damage and instead describes how Maverick, half-crazed from the concussion, managed to catch the rat on a corner of his crowbar and beat it into the dirt several times, breaking the poor mutated critter's bones and causing it to go to an early grave.

The final rat sequences. Half-dead and smelling the blood of the rest of its pack, it lumbers off in the darkness. After the rat staggers behind a wall, combat ends. The Gamemaster decides that Harry and Maverick both get 100 experience points for slaying the rats.

## Vehicle Combat

Vehicle combat occurs much the same way that regular combat occurs. Each individual character sequences as usual. The GM may see fit to make reductions in to-hit rolls because of terrain or speed. Each vehicle has a certain set of hit points; when those drop to zero, the vehicle is effectively destroyed (see Vehicle Repair, above). If a vehicle sustains damage but isn't completely destroyed, a mechanic with the correct parts can fix it (see Vehicle Repair, above). Each vehicle also has a number of boxes indicating condition. Like a weapon, when all these boxes are filled, the vehicle breaks down until it can be fixed (see Vehicle Repair, above). Combat driving takes skill; every ROUND spent driving in combat or fleeing over any terrain except road (and keep in mind there are very few roads in the post-War world), a successful roll against Driving must be made. If the roll fails, the vehicle sustains one box of condition damage.

Top speeds are given in KPH; vehicles don't have a certain number of AP with which they can move. Instead, the GM should determine, based upon how close the vehicles are, how many hexes each vehicle can move over what terrain. Since there are no easy rules for this kind of combat, it is up to the GM's discretion until a rules supplement is written. The GM should keep things like top speed, handling, and so forth in mind when conducting vehicle combat. The "Mad Max" series of movies make good reference points for vehicular combat.

## Combat: Damage and Death

Life in the wastes inevitably results in hurt people. Most damage is taken from combat situations with hostile critters and people, but occasionally there are other forms of damage that a character can take. Most of these are adventure-specific (they fall into a deep ravine, for example) although a few are universal.

### Fire Damage

If a character is on fire (or covered in acid, or some other nasty problem) they suffer 1d6 points of damage per round. Remember that a round is 10 seconds of real time. Stop, drop, and roll folks.

### Poison Damage

Poison works a little bit like fire. If a character comes into contact with a poisonous object, such as a poison dart or a scorpion's tail, they make a roll against poison resistance. If that roll fails, they are poisoned. Each additional failure against poison results in another level of poisoning. Different poisons do different things. Most only cause 1-2 points of damage per hour, or per round, although some result in death in a certain amount of time and others will lower stats temporarily. For each level of poisoning, the poison stays in the character's bloodstream for a certain amount of time, indicated on the chart below. If a scorpion stings a character three times, the character will be poisoned for three days. There are, of course, poison antidotes. If a character fights a poison off naturally (without the use of an antidote or a



doctor), the antibodies he or she builds up add a +2% to their Poison Resistance.

### Poison Types and Effects

Type A - The most common kind of poison, type A is a mild infection often carried in the bite of some kinds of animals. Causes 1 HP of damage per hour (roll Endurance for no damage), and stays in the system for 18 hours.

Type B - A distilled version of the Type A poison, this irritant is used by tribals for hunting small game. In mass quantities, it could make a person very sick. Causes 2 HP of damage per hour (roll Endurance for no damage), and stays in the system for 18 hours.

Type C - Type C poison causes severe abdominal cramps and sickness, incapacitating the victim for 1 hour after contact.

Type D - This is a far nastier kind of poison. Most often found in the sting of a radscorpion, it can easily kill the unprepared adventurer. A refined version of this poison is used to make Antidote. Causes 4 HP of damage per hour (roll Endurance for half damage), and stays in the system for 24 hours.

Type E - Distilled radscorpion venom, used for hunting bigger game. Causes 6 HP of damage per hour (roll Endurance for half), and stays in you for 24 hours.

Type F - Very rarely will an animal have a poison this bad, but it does happen. Certain spiders and snakes were known to have a venom like this before the War, and it is likely that someone out there has it now, either naturally or chemically. Type F poison causes the victim to go into shock about 1 hour after contact, and they slip into a coma for 1d10 days. For each day the character spends in a coma and goes untreated by a doctor or an antidote, that character must successfully roll against Endurance or die.

Type G - The worst kind of poison. These are generally only made in laboratories, although there may be some species out there that carry them. Causes death 5 minutes after exposure, unless Antidote is administered.

### Radiation Damage

Radiation is one of the most horrifying realities of the post-nuclear world. There will always be a certain degree of background radiation since the bombs went off, and a little bit of radiation encourages mutations in animals, some of which happen to be useful (at least evolutionarily speaking). Humans, however, weren't really designed to handle high amounts of radiation (ghouls and super-mutants are exceptions, of course). Not every source of radiation poisoning is immediately obvious; a character could just as easily accumulate rads camping in a highly radiated area for a few nights as they could walking through a blast crater. Radiation levels are measured in roentgens, or "rads." Around 1000 rads is considered lethal. The problem with radiation is that it doesn't leave the body for a long time (around 10 rads in 24 hours), and radiation sources put out hundreds of rads per day. A few rads won't hurt you - in fact, household smoke detectors contain Americium, a radioactive isotope. A person can take about 6 or 7 rads a day without feeling the side effects. Radiation is treatable only at qualified medical institutions and with certain kinds of drugs. Radiation resistance measures how much radiation doesn't enter the bloodstream (in a percentage of total rads). Of course, a character doesn't necessarily know how many rads he or she has accumulated (unless they own a Geiger counter). That's up to the GM to keep track of.

This table is unpleasant, but so are the results of nuclear war. 24 hours after each level of radiation poisoning, the following effects occur:

#### Rads Effects

50: Character feels abnormally tired.

100: Character begins to feel weak and achy. Skin itches slightly. A sunburn-like rash appears.

400: Character feels weaker. Muscles and joints hurt. The skin itches and small, open sores begin to develop. Some hair begins to fall out. Normal humans generally cannot reproduce (or have very mutated children) at about this level of radiation poisoning.

600: Character begins to vomit and experience diarrhea. Joints and muscles still hurt, but that's the least of their problems at this point. Open sores cover the skin, and hair falls out in large clumps. They develop a nice glow at night.

800: Character vomits blood, as well as experiences bloody diarrhea. Hair is gone at this point. The skin begins to get soft, and hangs off in places. Death will occur in 72 hours after experiencing this amount of radiation poisoning, unless treated.

1000: Forget the 24 hour time limit; this level of radiation poisoning causes unconsciousness a few minutes after exposure. A few minutes after that, the character's body begins to shut down. One only experiences this level of radiation after long-untreated poisoning and continued adventuring, or if they decide to prowl around ground-zero without some protection.

### Crippled Limbs and Blindness

Occasionally, a good critical hit or a really unlucky run-in with a trap will result in a crippled limb, or worse, blindness. A crippled (broken or maimed) leg reduces the character's movement by  $\frac{1}{2}$  - this means that it takes two AP to move one hex. In addition, that character's effective Agility goes down to half its normal level. Two broken or crippled legs reduces movement to almost nil - a character can only move one hex per round of combat, and his or her effective Agility drops to 1. Crippled arms means that the character can no longer use that arm to hold a weapon in combat; it can still be used outside of combat, but takes much longer to perform even the most basic functions. For each crippled arm, the character loses 1 point of Agility. Characters with a crippled arm cannot use two-handed weapons; characters with two crippled arms cannot use any weapon at all.

Blindness is a little worse. In addition to gaining all the penalties for being in total darkness, the character's Perception drops to 1.

Both blindness and crippled limbs can only be treated by a doctor (for a price) or by someone with the Doctor

skill (for information on the Doctor skill, see Healing below). Note that a blind character cannot play doctor with themselves; someone else must cure them (the blind can't cure the blind in the Fallout universe). Successfully treated limbs and eyes still take 48 hours to return to close to normal status, with rest.

### Chems and Addiction

Drug and chem addiction still exists in the post-nuclear world. From the uranium miner looking for a way to escape from a dead-end life to the mercenary who buffs himself up before battle, drugs are as commonplace as radiation in the Fallout universe. Most drugs and chemical substances have an addiction rate of some kind. When the drug is taken, the character rolls the drug's addiction rate (plus or minus any modifiers). If the roll "succeeds," the character has developed a chemical dependency for the drug.

Chemical dependencies are fine (in most cases) so long as the character keeps getting more of the drug. The problem is that many drugs are VERY expensive, and the distributors of drugs offer a few doses at a low price to get a person hooked, and then begin to jack that price up. When (not if) a character can no longer get a supply of drugs, they begin to go into withdrawal. Generally, after 24 hours, a character loses one point of Perception and one point of Agility. They also lose their ability to heal (see Healing, below). After another 24 hours, they lose two points of Perception and Agility (for a total of three points) and lose one point of Strength and Endurance. After another 24 hours, the character lapses into unconsciousness. They then must make an Endurance check every hour (with their modified Endurance). If the character has five successful checks in a row, they wake up and have shaken the addiction, but suffer a permanent loss of one point of Endurance. If the character fails five checks in a row, he or she dies. Withdrawal can be an agonizing time for the character and the party, especially in the middle of an adventure.



## Healing

**T**here are two ways to heal a character: naturally, through time, and quickly, through the use of skills, chems, and clinics. Characters naturally heal a certain amount of hit points per day (see Healing Rate, above). When resting, they heal hit points equal to their Healing Rate every 6 hours. When active, they heal hit points equal to their healing rate every 24 hours.

Some chems heal a character quickly. A character should beware, however, because some healing chems carry the risk of addiction with them. In addition, doctors can patch up lost hit points, but be prepared to pay.

The First Aid and Doctor skills offer alternatives to the slow rate of healing and high prices charged at clinics. The First Aid skill can only be used three times in a 24 hour period, successfully or not. Each use of First Aid heals 1d10 hit points, if successful. Each use also takes 30 minutes to perform.

Doctor skill works in much the same way. Doctor skill can heal 2d10 hit points if successful, but can only be used twice in the same day. In addition, a character can use the Doctor skill to heal crippled limbs (See Crippled Limbs and Blindness, above).

## Death

**A**h death, that unavoidable final chapter to existence on Earth. Death comes in many forms: old age, car wrecks, and that random passing asteroid. In the Fallout universe, however, characters face the possibility of death every day. That's what makes it an exciting place, right? Sometimes, no matter how well a character plans, he or she ends up dead. Death is generally a one-way street; dead characters cannot come back to life. When I included that "generally," I intentionally left room open for a myriad of possibilities. After all, the wastes are a big, strange place.

When a character dies, it is considered customary to write "DEAD" in big, black letters across their character sheet. It may be prudent to have a couple of level one characters ready to go in case

something like this happens. Meeting a new party member is only a random encounter away.

## Life in the Wastes

### Trading and Barter

**M**uch of the Fallout universe uses a system of bartering due to the lack of money backed by a bank. Money is used only in large cities and casinos, and generally consists of rudimentary gold coins for slot machines and gambling. Otherwise, bartering for goods is done on a value-per-value system. Notice that the items at the end of this book have different values. If a character wanted to buy a gun worth 1000, and had a pistol worth 600 and some ammo worth 500, the merchant would be glad to make the deal - the merchant is getting the better part of the bargain. But the merchant might just throw in that knife worth 100 to even out the deal, or add 100 gold coins to make things right.

Sounds easy, right? Not really. A character's Barter skill influences what he or she can buy something for, or get for something. Barter skill works like this: the character compares his or her Barter skill to the merchant's. Whoever has the higher Barter skill has the advantage. Take the higher skill number and deduct the lower skill, and then add that percentage to the value of all that person's goods. If the character has a Barter skill of 50%, and is dealing with a tribal leader whose Barter skill is 25%, the character's goods gain a 25% value. A knife worth 100 would then be worth 125. Of course, the GM could roleplay this situation without all these numbers for a more realistic game experience.

### Karmic Perks

In the Fallout universe, certain actions will earn the character Karmic "Perks." These perks can be good or bad, depending on how you look at them. Below is a list of Karmic Perks, with the actions required to earn them (although most of them should be obvious).

### Berserker

This dubious title is bestowed upon a character (or party) that manages to take out an entire town of people. If a village or small town disappears or ends up dead one day, someone is bound to notice and search for clues. For a mercenary looking for work in some warlord's army, this may be just the thing they want on their resume. For a person looking for honest work in a small town, you can bet that the bullets will be flying as soon as they aren't looking. Of course, taking out a city of a million is damn near impossible (a GM that would allow that ought to have their head examined, in addition to the combat taking over a year), but people will still hear about the person who exterminated a village of 100 tribals.

### Childkiller

A character earns this perk after they slay their first child. Whether a person is the purest good or the darkest evil, they realize that children are the most important thing in the wastes, as they represent the final hope for human survival. Characters who kill children are almost instantly recognized (word manages to get out fast) and hated. Storekeepers won't deal with Childkillers, and they can only find solace in the most evil or insane of places, because other people tend to spit on them, throw things at them, or attack them on sight.

### Prizefighter

The character becomes known by reputation as a boxer, and a good boxer too. After a certain number of wins in the boxing ring, the character earns the Prizefighter perk. People who respect boxers will treat the character better; people who disdain boxing will treat the character with a little contempt.

### Slaver

A character earns this perk after voluntarily joining the Slaver's Guild. Since the bombs fell, slavery has become a profitable enterprise in lesser civilized (and sometimes the "most civilized") parts of the wastes. In the 100 years since the War, a kind of coalition grew among slavers. They identify themselves with a tattoo that covers most of the face. Of course, that makes their profession obvious to anyone looking at them. Characters with the Slaver tattoo will be treated well

by those who respect (and earn money from) slavery, and hated by those who refuse to partake.

## The Art of the Thief

### Sneaking

**S**neaking around takes a certain amount of concentration, planning, and luck. When a character wants to sneak, he or she should announce their intentions. The Gamemaster should then roll the character's sneak skill, and re-roll every minute thereafter. The interesting thing about sneaking is that the character always thinks he or she is successful at it, whether or not they truly are successful (more accurately, the character hopes that they are successful). Only the GM knows for sure if the character is



successfully keeping to the shadows. Sometimes a character will be tipped off to an unsuccessful sneak when an NPC gives them a funny look and asks them what they are doing. Things like amount of cover, light, and Perception of people or critters around the sneaker effect the chances to sneak, at the Gamemaster's discretion. Characters who are sneaking successfully get a +40% bonus to their Steal skill while sneaking, and always get to attack first in combat (and sometimes can avoid combat by getting the drop on an enemy and killing him outright).

### Stealing

**H**umans have lived on the Earth for about three million years. For 290,000 of those years, we lived in relative harmony, without war and crime. About 10,000 years ago, someone got the bright idea to begin taking food and locking it up. As soon as one human began to deny other humans access to things, the art of stealing was born. In the Fallout universe, there are still many people keeping things under lock and key. Therefore, it sometimes becomes necessary to relieve them of their items. Characters can attempt to steal from anyone or anything with goods, from people to stores. Sneaking successfully can increase the chances

that a character successfully steals an object. If a character fails a roll to steal, it isn't necessarily obvious. The character still may get the item (GM's discretion) but the target will notice. Whether or not the target rips the character's throat out depends on what kind of person they are. If a character fails the Steal roll, and their target wants to initiate combat, their target automatically sequences first in the opening round. Note that when the "target" is looking away (kind of a "picking the pocket" sort of crime), the success rate may increase.

### Picking Locks

Generally, locks exist to keep people out of places (or in places, in the case of a cage). Characters can make rolls to break through these defenses, from simple padlocks on lockers in high schools to top-notch safes in corporate offices.

There are two types of locks: regular and electronic. Electronic locks require either a key or an item called an electronic lockpick. Electronic lockpicks are generally only available from a Thief Guild or a very well-connected source. Regular locks can be picked without a regular lockpick, although lockpicks can greatly enhance the chances of cracking the lock. The chances of cracking a safe can be increased with safe cracking tools.

Lockpicking takes 1 minute to attempt. If the player rolls 95% or more, and that roll results in a failure, then the lock is broken and can only be opened with explosives, which might result in damaging whatever is on the other side of the lock.

## Advancement

After killing enough critters and doing enough tasks, characters will advance in levels. The table for advancement is shown below.

Level	XP Required
1	0
2	1,000
3	3,000
4	6,000
5	10,000
6	15,000
7	21,000
8	28,000
9	36,000
10	45,000
11	55,000
12	66,000
13	78,000
14	91,000
15	105,000
16	120,000
17	136,000
18	153,000
19	171,000
20	190,000
21	210,000
22+	40,000 more XP per level

In addition, a character gets 3 + (1/2 EN) to their maximum HP total and 5 + (2 X IN) skill points to distribute among their skills. There is no maximum level. Skills, however, cannot go beyond 300%.

### Advancement: Perks

Every 3 or 4 levels, characters gain a perk. Perks represent knowledge they've acquired traveling through the wasteland. Characters normally get a perk every 3 levels (Level 3, 6, 9, and so forth) but characters with the Skilled trait get a perk every 4 levels (4, 8, 12, 16, and so forth). Perks can affect stats, skills, secondary stats, and sometimes just do strange things. Some will require a creative Gamemaster to implement. Perks do have level and statistic requirements at times. Some perks can be added more than once; they have "ranks." A perk with 2 ranks can only be chosen twice. A complete list of perks is below. Occasionally, there are perks one can earn that are not on this list. These are special perks, and should not be treated lightly!



#### Action Boy (or Girl)

Your character knows how to make the most out of every moment. For each rank of this perk, the character gets an additional Action Point each combat turn.

Ranks: 2

Requirements: Agility 5, Level 12

#### Adrenaline Rush

You have a fear of death that allows you to fight harder when you are wounded. When your character's HP drop below 50% of their maximum, your character gains a +1 Strength bonus, to a maximum of 10.

Ranks: 1

Requirements: Strength 1-9, Level 6

#### Animal Friend

Your character spends a lot of time with animals. A LOT of time. Animals will not attack one of their friends, unless the animal is threatened or attacked first. Exactly what an animal is in this world is open to debate.

Ranks: 1

Requirements: 5 Intelligence, 25% Outdoorsman, Level 9

#### Awareness

You know exactly what is going on in combat. This perk gives you more information when you examine a critter. You can see their exact number of hit points and the weapon they are armed with, if any.

Ranks: 1

Requirements: Perception 5, Level 3

#### Better Criticals

Your shots somehow hurt more than usual. The critical hits you cause in combat are more devastating. When you do a critical hit that does not kill outright, your hit does 1.5 times normal damage. In addition, your chance to cause damage to a limb is increased by 50%. If you critically hit for 40 points of damage, for instance, you would instead deal a whopping 60 points. OUCH!

Ranks: 1

Requirements: Perception 6, Luck 6, Agility 4, Level 9

#### Bonus HtH Attacks

Your character has watched Jackie Chan and Bruce Lee and managed to learn a thing or two. Your character can make more hand-to-hand or melee style attacks per combat turn with this perk. The AP

cost to use a HtH or Melee attack is reduced by 1. Ranks: 1

Requirements: Agility 6, Level 15

#### Bonus HtH Damage

You have learned a special technique to deal more damage with your fists and melee weapons. Your character gains a +2 bonus to Melee Damage for each level of this perk.

Ranks: 3

Requirements: Agility 6, Strength 6, Level 3

#### Bonus Move

You have learned to take longer strides in combat. For each level of this perk, your character can move 2 more hexes in combat. The first two hexes a character moves do no cost any APs.

Ranks: 2

Requirements: Agility 5, Level 6

#### Bonus Ranged Damage

You know just where to hit to make it hurt more. Your character does +2 points of damage per round fired for each level of this perk.

Ranks: 2

Requirements: Agility 6, Luck 6, Level 6

#### Bonus Rate of Fire

Your trigger finger is a little faster than normal. Each ranged weapon attack costs one less AP to perform.

Ranks: 1

Requirements: Agility 7, Intelligence 6, Perception 6, Level 15

#### Cautious Nature

Your character has learned to be wary of the world around him. His Perception is increased by +3 when determining where he begins in random encounters.

Ranks: 1

Requirements: Perception 6, Level 3

#### Comprehension

Looks like all those study skills courses paid off. With this perk, your character gains 50% to the number of skill points earned when reading educational books.

Ranks: 1

Requirements: Intelligence 6, Level 3

#### Cult of Personality

Everybody likes your character. EVERYBODY. Instead of getting a negative modifier for the "wrong" kind of karma, you get a positive modifier. Bad people like good characters, and

good people like bad characters. Go figure.

Ranks: 1

Requirements: Charisma 10, Level 12

#### Demolition Expert

Your character has learned how to handle explosives. For characters that like to blow things up, there is nothing better than this perk. Explosives set by this character do 50% more damage and will always detonate on time.

Ranks: 1

Requirements: Agility 4, Traps 90%, Level 9

#### Dodger

Your character has developed into a slippery little rat. This perk will lower your character's chances to be hit in combat. Armor class increases by +5 for each rank.

Ranks: 2

Requirements: Agility 6, Level 9

#### Driving City Style

Your character has picked up some aggressive driving techniques. She gets a onetime 30% bonus to Driving skill, and any rolls against skills made while behind the wheel get a +2 bonus.

Ranks: 1

Requirements: Perception 6, Agility 5, Level 9

#### Earlier Sequence

Your character will be more likely to move before other characters and critters in combat with this perk. Each rank of this perk increases a character's Sequence by +2.

Ranks: 3

Requirements: Perception 6, Level 3

#### Educated

Every rank of this perk will add +2 skill points when your character gains a level.

Ranks: 3

Requirements: Intelligence 6, Level 6

#### Empathy

You get a better idea of what to say to an NPC with this perk. The GM must warn you when dialogue will be interpreted the wrong way.

Ranks: 1

Requirements: Perception 7, Intelligence 5, Level 6

#### Explorer

This perk will make it more likely that your character will find those strange and interesting encounters and items. It is up to the GM to decide what those items and encounters are.

Ranks: 1

Requirements: Level 9

#### Faster Healing

Characters with faster healing just plain heal faster. For each rank of this perk, your character gains a +2 to the Healing Rate statistic.

Ranks: 3

Requirements: Endurance 6, Level 3

#### Fortune Finder

Random encounters yield more money. Of course, you have to take it off the cold, dead bodies of your opponents. How much money is up to the GM.

Ranks: 1

Requirements: Luck 8, Level 6

#### Gambler

This perk adds a one-time +40% to the Gambling skill.

Ranks: 1

Requirements: Gambling 50, Level 6

#### Gain Agility

Increases your Agility by +1 permanently.

Ranks: 1

Requirements: Agility 1-9, Level 12

#### Gain Charisma

Increases your Charisma by +1 permanently.

Ranks: 1

Requirements: Charisma 1-9, Level 12

#### Gain Endurance

Increases your Endurance by +1 permanently.

Ranks: 1

Requirements: Endurance 1-9, Level 12

#### Gain Intelligence

Increases your Intelligence by +1 permanently.



An M551 Sheridan in action (Darman)

Ranks: 1  
Requirements: Intelligence 1-9, Level 12

Gain Luck  
Increases your Luck by +1 permanently.  
Ranks: 1  
Requirements: Luck 1-9, Level 12

Gain Perception  
Increases your Perception by +1 permanently.  
Ranks: 1  
Requirements: Perception 1-9, Level 12

Ghost  
In areas of darkness, or at night, characters with this perk gain +20% to their Sneak skill.  
Ranks: 1  
Requirements: Sneak 60%, Level 6

Harmless  
Your character's innocent demeanor makes stealing from people a little easier. This perk grants a +40% bonus to steal.  
Ranks: 1  
Requirements: Steal 50%, Karma > 49, Level 6

Healer  
Each rank of this perk will increase the number of Hit Points healed by the use of First Aid or Doctor skills by 4-10 points (1d6 +4). The second rank adds +8-20 (2 X (1d6 +4)).  
Ranks: 2  
Requirements: Perception 7, Agility 6, Intelligence 5, First Aid 40%, Level 3

Heave Ho!  
For purposes of determining the maximum range of thrown weapons only, this perk will increase Strength by +2 for each rank.  
Ranks: 3  
Requirements: Level 6

Here and Now  
With this perk, your character immediately gains enough experience points to go up to the next level. If a character chose this perk at level 9, they would gain enough experience points to go to level 10, placing them at a total of 45,001 experience points.  
Ranks: 1  
Requirements: Level 9

HtH Evade  
If your character is not carrying any weapons in either hand, at the end of a

combat turn, the character gains 3 points of AC instead of the normal 1 for each unused Action Point.

Ranks: 1  
Requirements: Unarmed 75%, Level 12

Kama Sutra Master  
This perk confers great stamina and skill when doing the dirty.  
Ranks: 1  
Requirements: Endurance 5, Agility 5, Level 3

Karma Beacon  
Your Karma ran over someone's Dogma. Karma is doubled for the purposes of reaction.  
Ranks: 1  
Requirements: Charisma 6, Level 9

Lifegiver  
Every time your character gains a level, gain an additional 4 HP for each level of this perk. With two ranks, that's +8 HP per level!  
Ranks: 2  
Requirements: Endurance 4, Level 12

Light Step  
Characters with this perk are much less likely to set off traps. For purposes of *triggering* a trap, they gain a +4 bonus to Agility.  
Ranks: 1  
Requirements: Agility 5, Luck 5, Level 9

Living Anatomy  
This perk confers a 20 point bonus to Doctor. Since characters with this perk have greater knowledge of anatomy, they also do +5 points of damage with every attack to living creatures.  
Ranks: 1  
Requirements: Doctor 60%, Level 12

Master Thief  
This perk gives a one-time bonus of 20 points to both the Lockpick and Steal skills.  
Ranks: 1  
Requirements: Lockpick 50%, Steal 50%, Level 12

Master Trader  
This perk confers a one-time 30% bonus to your Barter skill.  
Ranks: 1  
Requirements: Charisma 7, Barter 60%, Level 9

#### Medic

This perk gives a one-time bonus of 20 skill points to First Aid and Doctor.

Ranks: 1

Requirements: First Aid OR Doctor 40%, Level 12

#### More Criticals

Characters with this perk cause more critical hits in combat. Each rank adds +5 to the Critical Chance statistic.

Ranks: 3

Requirements: Luck 6, Level 6

#### Mr. (or Ms.) Fixit

This perk gives a one-time bonus of 20 skill points to both the Repair and Science skills.

Ranks: 1

Requirements: Repair 40% OR Science 40%, Level 12

#### Mutate!

Picking this perk will also make you select one of your current Traits to remove. You then get a chance to pick another Trait. Weird, eh?

Ranks: 1

Requirements: Level 9

#### Mysterious Stranger

When you select this perk, there is a chance (30% + (2 X LK)) that your character will gain a temporary ally, but only in random encounters. The GM will choose that ally.

Ranks: 1

Requirements: Luck 4, Level 9

#### Negotiator

This perk gives a one-time bonus of 20% skill points to Speech and Barter.

Ranks: 1

Requirements: Barter 50%, Speech 50%, Level 6

#### Night Vision

Your character can see better in darkness when you select this perk. Negative modifiers for dark conditions are reduced by 50%. Must be all the carrots you ate..

Ranks: 1

Requirements: Perception 6, Level 3

#### Pack Rat

Each rank of this Perk adds +50% to your character's Carry Weight statistic.

Ranks: 2

Requirements: Level 6

#### Pathfinder

This perk reduces travel time by 25%. You just have a knack for finding those old trails and roads.

Ranks: 1

Requirements: Endurance 6, Outdoorsman 60%, Level 6

#### Pickpocket

Characters with this perk gain a 25% bonus to their Steal skill for the purposes of stealing from other characters or NPCs.

Ranks: 1

Requirements: Agility 8, Steal 80%, Level 15

#### Presence

You gain a +1 bonus to your Charisma for reaction rolls for each rank of this perk.

Ranks: 3

Requirements: Charisma 6, Level 6

#### Pyromaniac

This perk will make your character do horrible things with fire - to other people. +5 points of damage with fire-based weapons such as flamethrowers, molotov cocktails, napalm, and so forth.

Ranks: 1

Requirements: Big Guns 75%, Level 9

#### Quick Pockets

It only takes two action points instead of four to swap equipment in combat.

Ranks: 1

Requirements: Agility 5, Level 3

#### Quick Recovery

It only costs you one AP to stand up after being knocked down.

Ranks: 1

Requirements: Agility 5, Level 6

#### Rad Resistance

Each rank of this perk increases the Radiation Resistance of your character by 15%.

Ranks: 2

Requirements: Endurance 6, Intelligence 4, Level 6

#### Ranger

This perk adds +20% to Outdoorsman. It also makes finding those special encounters and items a little easier.

Ranks: 1

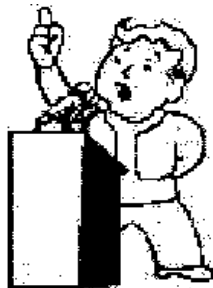
Requirements: Perception 6, Level 6

### Salesman

Your character becomes a better salesman with this perk. +40 skill points to the Barter skill.

Ranks: 1

Requirements: Barter 50%, Level 6



### Scout

Your character can see further in the wilderness. Maps are easier to read. It is up to the GM to determine exactly how this works. Special encounters and items are a little easier to find with this skill as well.

Ranks: 1

Requirements: Perception 7, Level 3

### Sharpshooter

With each rank of this perk, Perception increases by +2 for the purposes of determining the modifiers for range in combat.

Ranks: 1

Requirements: Perception 7, Intelligence 6, Level 9

### Silent Death

While sneaking successfully, characters with this perk do double damage using HtH or melee attacks if they can hit their opponent in the back (backstab!)

Ranks: 1

Requirements: Agility 10, Sneak 80%, Unarmed 80%, Level 18

### Silent Running

This perk allows characters to run and sneak at the same time.

Ranks: 1

Requirements: Agility 6, Sneak 50%, Level 6

### Slayer

In HtH or melee combat, holders of this Perk do a critical hit with a successful roll against Luck!

Ranks: 1

Requirements: Agility 8, Strength 8, Unarmed 80%, Level 24

### Smooth Talker

Each rank of this perk will increase your Intelligence by +1 for rolls against that Stat when attempting to smooth-talk NPCs.

Ranks: 3

Requirements: Intelligence 4, Level 3

### Snakeater

This perk adds +25% to Poison Resistance.

Ranks: 1

Requirements: Endurance 3, Level 6

### Sniper

Your character will do a critical hit with a ranged weapon with successful roll against Luck and this perk.

Ranks: 1

Requirements: Agility 8, Perception 8, Small Guns 80%, Level 24

### Speaker

This perk gives a one-time bonus of 40% to the Speech skill.

Ranks: 1

Requirements: Speech 50%, Level 9

### Stonewall

If your character is about to be knocked down in combat, he can roll a percentile dice and has a 50% chance to avoid that fate.

Ranks: 1

Requirements: Strength 6, Level 3

### Strong Back

Each Rank of this perk increases Carry Weight by 50 lbs.

Ranks: 2

Requirements: Strength 6, Endurance 6, Level 3

### Survivalist

Gain a 40 point bonus to the Outdoorsman skill with this perk.

Ranks: 3

Requirements: Endurance 6, Intelligence 6, Outdoorsman 40%, Level 3

### Swift Learner

Each rank of this perk adds an additional 5% to your character's experience points when he earns them. For example, Jack's character Garfield kills a Rad Rat (50 XP). He would earn 53 XP instead of the normal 50 at the first rank of this perk.

Ranks: 3

Requirements: Intelligence 4, Level 3

### Tag!

Pick an additional Tag Skill.

Ranks: 1

Requirements: Level 12

### Thief

A one-time bonus of +10% to Sneak, Lockpick, Steal, and Traps.

Ranks: 1 Requirements: Level 3

#### Weapon Handling

This perk adds +3 Strength for the purposes of strength requirements for handling and firing weapons.

Ranks: 1

Requirements: Agility 5, Level 12

## Part IV: The Fallout Universe (Post-Nuclear United States: The Rough Guide)

This section offers a travel guide to the "canon" Fallout universe; that is, the one that fans of the game will recognize. Also included is information from Fallout's predecessor, Wasteland, which seamlessly fits into the Fallout world.

### Some Common Things in the Fallout Universe

This is a guide to some organizations and things travelers in the wastes may come across. Many of these are staples of the post-nuclear environment.

**The Brotherhood of Steel** - A quasi-religious, quasi-political group, the Brotherhood of Steel is an organization spanning most of the western United States. The Brotherhood is dedicated to preserving technology no matter what the cost. Members are called "Knights" or "Paladins" and each owns their own energy weapon and suit of specialized Power Armor. Unlike the chivalrous knights of old, members of the Brotherhood are not interested in justice for the obviously weaker and less fortunate around them, but instead in keeping their secrecy and preserving and developing technology. Their motives are often unclear, and Brotherhood members are not people to be trifled with. If you encounter one in the wastes, they are most likely on some kind of mission.

**The Church of the Mushroom Cloud** - A cataclysmic event like the War is the kind of occurrence that inspires people to find faith, and the Church of the Mushroom cloud grew to meet that need. Filled with strange religious practices, including radiation baths and bleeding

rituals, the Church has become quite popular in and around Las Vegas, where it is based. It isn't clear what the Church's motives are, or if its popularity is based on "aggressive" methods of conversion, but it is a rapidly growing organization, and one that gains power and influence with each month.

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

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

**The New California Republic** - The Republic, or NCR as it is widely known, is a strange mix of pre-War democracy and post-War dictatorship. Begun in the town of Shady Sands, now the capital (although the city itself is often referred to as the NCR), the Republic covers most of Southern California and some settlements in far west Nevada. Cities and towns send delegates to Shady Sands, which boasts an impressive post-War capitol building, and a president is elected from among the delegates. So far, all of the presidents have come from Shady Sands, the city with the

greatest number of delegates, as it is the most populous. To become a citizen of the NCR, a person must agree to follow their rules, most of which are enforced by the huge NCR police force. Mutants and ghouls are not permitted the same membership privileges as humans. Slavery is forbidden in the NCR, and members of the slave guild are thrown in jail on sight. In addition, the government controls what weapons the citizens have access to, and it is illegal to brandish weapons inside city limits. Gambling and prostitution are also illegal in the NCR. The Republic grants a city membership - and, by extension, the presence of the NCR police and protection - in exchange for tax profits and control over trade. The NCR has been known to bully cities into joining, especially when that city trades in something that the NCR needs, although such bullying is usually done with embargos, not guns.

**Police** - Each town maintains its own police force, usually headed by an elected Sheriff, to enforce its laws. Larger groups use organized police militia forces, who often are above the law in their enforcement of it. Due process and fair trials are things of the past; more often than not, justice is fast and deadly, or at least painful. Smaller town police tend to be more willing to listen to both sides of an argument, and will be more likely to throw a criminal out of town rather than jail or execute them, although they often listen to the desires of the townspeople regarding these matters. Members of larger police forces tend to be more corrupt, and can often be bribed. Be warned that bribing police can result in greater penalties if unsuccessful.

**Raiders** - Raiders are tribes of people that steal what they need from other communities. They usually do not have villages, but semi-permanent encampments, often in the ruins of small towns. Children and older members of the community will engage in some small-scale agriculture, but Raiders mostly survive on what they can steal from villages, merchant caravans, and other Raiders. Usually, they prefer to strike and fade quickly, not so much interested in killing but immobilizing and taking what they want before the guards come. Generally considered a nuisance in most

areas, but larger "kingdoms" may have sent police after Raiders in their area, eliminating the threat.

**The Slave Guild** - Slavery is a lucrative business in the post-War world. Although many larger pockets of civilization have outlawed slavery, smaller dictators allow the purchase and sale of other human beings. Slavery also happens to be one of the most controlled businesses in the post-nuclear world. All slave trade is done through the Slave Guild, a collection of older slavers who decide prices and organize capture hunts. Anyone caught capturing or selling slaves without the blessing of the slave guild is usually executed. Since the Guild holds so much power, it often controls smaller towns where it operates, although from behind the scenes. Members of the Slave Guild have a distinctive tattoo covering most of their face, making them readily identifiable to both friend and foe, allowing the guild to make fast judgments when someone without "the tat" has a tribal up on the auction block.

**Tribes** - Where Raiders are more nomadic, some groups have settled into a simple, agricultural lifestyle, forming small villages. Some of these are little more than tents, others are large communities in ruins of towns. "Tribals" often have sophisticated - and unique - belief systems, and no two tribes are going to be alike. They have managed to find ways to make artifacts from before the War useful. Tribals are not necessarily interested in rebuilding civilization, which many view as the cause of the destruction (if, indeed, they remember pre-War civilization at all), and are wary of larger groups of people and cities. In turn, city dwellers view Tribals as primitive savages.

**Vaults** - Before the War, a company called Vault-Tec built a series of enormous underground facilities for the US Government designed to keep people safe from disaster. They financed this project by selling places in the Vaults to people who could afford them. Although they never expected to use the Vaults, many people managed to find their way into them before the bombs hit. Vaults are three-story underground structures deep inside of mountains, where they are shielded from the effects of radiation, disease, and other

catastrophes. They were designed to run for as long as necessary to keep people alive, using hydroponics technology and water-recycling. Many stayed sealed for 80 or 100 years. Vaults were equipped with sensor devices to monitor outside conditions, and had computers with vast amounts of pre-War data. In addition, they were well stocked with weapons and other important tools. Vaults were equipped with an item called the G.E.C.K., the Garden of Eden Creation Kit, a device that was designed to help the inhabitants built a new life once it was safe to return aboveground. Some Vaults were destroyed by earthquakes, Raiders, or other disasters, but a few of them managed to survive, technology - and people - intact.

## Places to Visit

**M**ost of the known Fallout universe is in the California - Nevada area. Our little tour begins with the ruins of LA.



**Los Angeles, or the LA Boneyard** - Called the Boneyard because of the skeletal skyscrapers still standing in the ruins of this once huge city, Los Angeles houses gunrunners, gangs, and various people with delusions of grandeur. The largest concentration of people live in a "suburb" called Adytum, controlled by a police force called The Regulators. Some parts of the Boneyard are controlled by deathclaws, an intelligent species of giant mutant lizard. All told, perhaps 30,000 people call the Boneyard home, including a religious sect called the Followers, who have built an impressive cathedral in the south part of town. In general, radiation levels are low here. The Boneyard is an official member of the

New California Republic, but police have been unsuccessful in stopping gang warfare and deathclaw threats, partially because the population is spread over such a large area.

**The Glow** - East of LA is an area called The Glow. Apparently, this place was important enough to nuke so that people 150 years later wouldn't be able to walk there. Although innocent enough by day, at night The Glow turns into an amazing sight visible for miles. Of course, getting too close to The Glow will cause you to glow too! The Glow is located in the vicinity of the old Edwards Air Force Base, and it is rumored that there was a Vault built somewhere nearby. Radiation levels are at or near Ground Zero (this WAS ground zero!)

**The Hub** - The Hub is a large community of traders, barterers, gamblers, and other interesting scum. Built on the ruins of Barstow, California, in the middle of the Mojave desert, The Hub is a stopoff point for caravans north to Shady Sands and the New California Republic, east to Las Vegas, and south to the Boneyard. At any time there are around 3,000 to 3,500 people in The Hub. Police presence in The Hub isn't strong, and the wide variety of people passing through ensures that there is always something interesting going on. Radiation levels are low in this area. The Hub is a member of the New California Republic.

**Necropolis** - This Greek word meaning "City of the Dead" refers to this strangely silent ghost town. Most of the buildings are intact, but travelers report that no one seems to live there, and people who arrive to settle it either end up with radiation sickness or simply disappear. The truth of the matter involves a large population of ghouls beneath the city's streets. Necropolis is east of the Hub, about halfway between The Hub and Las Vegas. Merchants usually avoid Necropolis altogether, or plan their trips so that they pass it during the daylight hours, as it has a bad reputation. The ghouls are intensely afraid of outsiders, and prefer guerilla tactics to keep their city safe. There may be as many as 5,000 ghouls living beneath Necropolis. Radiation levels in Necropolis are higher than the rest of the area, as a bomb exploded at Fort Irwin not far



north, and the radiation infected the groundwater.

**Junktown** - Nestled in a Sierra Nevada mountain valley, Junktown is a collection of buildings made by survivalists who flocked to the mountains before the war. The natural air currents and lack of targets left the area relatively unscathed from both bombs and fallout, and life in the mountains continues pretty much as it did before the war, with the exception of zero government infrastructure and no public resources such as water or electricity. Junktown was an attempt to remedy that problem. Instead of the ruins of an old town, Junktown's founder, a man named Killian, thought it would be better to begin from the ground up. Today, Junktown is a relatively quiet place, mostly selling excess food to towns around it. Although Junktown is officially a member of the New California Republic, NCR presence here is minimal at best. The entire town maintains its frontier quality, and gambling, boozing, and prostitution laws are not strictly enforced. About 3,000 people call Junktown home. Radiation levels here are very low.

**Shady Sands, Capital of the New California Republic** - East of the Sierra Nevada, north of Death Valley, Shady Sands stands as a tribute to what people have accomplished since the War. A bustling town of 40,000, Shady Sands was completely built after the War, and made great by the first NCR president, a woman named Tandil. It is a clean, modern city with running water, electricity, a huge, well armed police force, and a dream of ruling most of the wastes. For details on the NCR, see above. Shady Sands itself is a walled town, with non-citizens encamped outside, watched closely by NCR guards. Shady Sands is a major trade point for Las Vegas to the east and Redding, Broken Hills, and Vault City to the north. Police in Shady Sands tend to look unfavorably on travelers, especially those who are not citizens of the NCR. There is a flourishing trade in illegal alcohol, drugs, and weapons in Shady Sands, although if a person is caught with such items, justice is usually swift and harsh. Radiation levels are low in and around the city.

**San Francisco** - Old San Francisco is now home to a large population of Asian settlers. Survivors of a nuclear submarine abandoned after the War, the people on board drifted until they landed in San Francisco. They call themselves the Shi, and have managed to keep many of their old traditions and customs, which is more than many American groups can say. Somehow, the city was spared a good deal of destruction, although radiation levels were high for a while. Two clans currently battle for control of San Francisco, and the style of martial arts that will reign in the future. The Shi manage to run an extensive weapons trade, offering pieces of technology usually only available to groups like the Brotherhood of Steel. Where they manage to get these items is unknown. There is a population of artists, disenchanted people from various cities, and ex-military personnel that have taken over an old oil tanker still floating in the harbor. They will usually trade expertise for goods, although they prefer to be left alone. The third major group, which does not trade, is a religious community called the Hubologists. Run by an artificial intelligence in a computer mainframe, the Hubologists are obsessed with an old space shuttle they found parked at the airport, and are attempting to make it fly again, so they can join their "gods" in the heavens above. The NCR has little influence in San Francisco, and the Shi are quite happy to avoid them. All told, there may be 15,000 people living here. Radiation is low in San Francisco.

**New Reno** - Built on the ruins of "The Biggest Little City in the World," New Reno is a town run by gangsters and drug dealers. Although the New California Republic has been trying hard to convince New Reno to join, the lack of central government and potential loss of profits from the drug trade have prevented them from doing so. Four crime families control New Reno: the Mordinos, the Wrights, the Bishops, and the Salvatores. The Salvatores control the illegal weapons trade, the Mordinos control drugs, the Bishops deal with prostitution and the pornography industry, while the Wrights try to grab whatever is left. Reno is truly a pit of a city, with glitzy neon signs advertising sex, drugs, and rock and

roll everywhere. It also serves as a base for the Slavers Guild. Caravans come here to load up on drugs to sell illegally to the NCR and other towns. Without any police at all, Reno exists in a state of near anarchy, although a street-smart person could do very well here, especially if they found work with one of the crime families. Gun shops are well stocked, and several black market shops sell things that you can't find anywhere else. It is rumored that the Salvatores even have a supply of laser or plasma weapons. Around 8,000 people populate the area. Radiation levels in and around New Reno are low.

**Broken Hills** - East of Reno is a town called Broken Hills. Broken Hills is one of the few places that mutants and ghouls are welcome, since it was founded as an experiment in racial tolerance. Broken Hills is a major supplier of uranium, which mutants can mine and handle without worrying about side-effects. The uranium is then shipped south to Reno, the NCR, and north to Vault City and Gecko to use in power plants. The town was built around the mine by mutants, ghouls, and tolerant humans. It does quite well for itself, and has thusfar resisted the overtures of the NCR, whose taxation and anti-mutant laws could ruin the fragile balance there. Broken Hills is run by a kindly Sheriff named Marcus, and has an overall friendly quality, although like many small towns there is often much more in Broken Hills than meets the eye. 1,000 mutants, 500 ghouls and 500 humans are permanent residents here. Radiation levels in Broken Hills are normal, except in the mine, where it is slightly radioactive.

**Redding** - North and west of Broken Hills is the mining town of Redding. Redding mines gold for shipment to Reno and the NCR, and the miners are some of the largest consumers of Reno's drugs. The actual town of Redding lies a few miles to the east, but is abandoned. The mining town is a collection of wooden buildings, and can be a wild and wooly place. There is no real police force to speak of, and the mining companies deal with internal disputes. A Sheriff exists, but mainly works as a mediator between different mining companies. Each company has its own mine, and some own various casinos, hotels, and brothels. Redding has also been

avoiding the influence of the NCR, although there are elements in town that strongly favor joining, if just to get rid of the rampant drug problem. 2000 people live in Redding, and most of them are miners. Radiation levels in Redding are low.

**The Den** - North and slightly west of Redding is a vile city called The Den. The Den is Reno without the glamour and lights, headquarters for the Slavers Guild and stopping point for caravans heading out to smaller villages to the north, in Oregon. There are no police in The Den, and travelers stay here at their own peril. The Den grew up around the remains of a small town, and is a collection of ramshackle buildings and slave pens. There are good people in The Den, but they are few and far between. The Reno crime families hold a good deal of influence here, and control the drug trade in and around The Den. There are around 2000 people living here, not counting the couple hundred slaves. Radiation levels are low in The Den.

**Modoc** - East of The Den, on the way to Vault City, is Modoc. A dwindling collection of survivalists, Modoc is built on the edge of the former Modoc National Forest. For a long time it traded in leather and meat from Brahmin, but as other places were offering the same goods at cheaper rates, and people began herding and raising their own Brahmin, Modoc has been on the decline. It is mostly a sleepy mountain community, with a centrally located Bed and Breakfast for the traveler. Modoc is beginning to change to a trade city, taking its cue as a stopover place for the Vault City trade routes, but the change may not be enough to save it. There are around 2000 people in Modoc, and radiation levels are low here.

**Vault City** - On the eastern side of Nevada's Santa Rosa mountains, butting up against a sturdy mountain peak, Vault City sits as a jewel in the rough of the wastes. Built by a G.E.C.K. from a nearby Vault, Vault City practices a limited form of democracy, although it does not allow anyone who is not a direct descendant of their vault-dwelling citizens to become citizens. Mutants and ghouls are treated with open contempt here. There are walls around Vault City, and another wall on the

interior, holding administrative buildings as well as fine apartments and houses. The only ones who can reach this inner area, however, are citizens or their servants - slavery is technically illegal in Vault City, although servitude is usually for life. The Vault itself is still open in the inner part of the city, and as a result Vault City enjoys the best medical knowledge and pre-War technology of any group aside from the Brotherhood of Steel and a few others. There are large turret machine guns placed all around the walls of Vault City, and the elite guards even have laser weapons. Outside the walls of the city proper are those who live within Vault City's protection, who abide by the strict laws prohibiting drugs, slavery, prostitution, and gambling. Vault Citizens often take advantage of these people, but to them, the alternatives of the wastes or life as raiders or in an uncertain village are not as attractive as the decent medical attention and protection of Vault City. There are close to 12,000 citizens in Vault City, and another 5,000 within the walls, excluding some 2,000 servants. Vault City has its own police force, and is not interested in joining the NCR - in fact, given half a chance, they would most likely fight the NCR for control of California. Radiation levels in and around Vault City are low.

**Gecko** - Just to the northeast of Vault City is the ghoulish dwelling of Gecko. Gecko is a small town built around the old Gecko nuclear power plant, one of the largest suppliers of power to the pre-War American West. Although only one reactor is currently operational, the plant provides more than enough juice to power the entire area. The ghouls like the plant because of the radiation it leaks out, but prefer to keep the power stores to themselves - for now. The 5,000 ghouls who call Gecko home are more open than those in Necropolis, and will trade with caravans and allow travellers who don't make trouble to stay in town. There is no ghoulish police force, except that non-ghouls who break the peace are almost never heard from again. A kind of lend-lease agreement between Gecko and some high officials in Vault City led to a sharing of Vault medical technology for a tap into Gecko's power plant, which Vault City desperately needed.

Radiation levels in Gecko are normal, except for the power plant and directly around it, where non-ghouls may need a few Rad-Aways to function.

**Klamath** - The old Oregon town of Klamath Falls, now just Klamath, is a small community of trappers that hunt the giant, mutant lizards called geckos in the area. Although the geckos resemble the smaller lizards of the same name in pre-War America, these monsters run - quickly - on two legs and have long claws on their stunted forearms as well as sharp teeth. A certain species, called the golden gecko, hunts in packs and has even displayed some forms of low-level intelligence. Highly prized for their pelts, geckos and golden geckos are the lifeblood of this small community. Klamath is the stopping point for caravans on their way to the tiny tribal villages to the north, and also serves as a place where members of those tribes can come and exchange information, goods, and news with members of the larger world. About 1,000 people live in Klamath, and radiation is not a problem.

**Las Vegas** - Las Vegas still glows, and it probably will forever, thanks to the neon and background radiation. Las Vegas got nuked and nuked badly during the war, but through some strange twist of fate, people managed to survive there. Like New Reno, it is run by a crime syndicate, headed by a man known as Fat Freddy. Freddy controls all of the gambling, drug, and sex trade in the city. Truly, however, Vegas is a shell of its former self, holding barely 5000 people. The inhabited buildings are in a state of disrepair, and signs of further decay are everywhere. The lack of police, NCR influence, and desperate mood of the town make it a haven for travellers, adventurers, and all kinds of vile scum. The Church of the Mushroom Cloud is based here as well. Radiation levels are relatively low throughout the city, although there are pockets of radioactivity here and there.

**Quartz** - On the other side of the Colorado river is the small mining town of Quartz. This village of 2000 is nondescript, but does well for itself selling ores to caravans from the NCR. Not much usually happens here, and travellers are welcome, so long as they have something to trade. There is a

lucrative black market here, selling guns to those who do not wish to make the trip east to Darwin City. Police presence is minimal here, and unless a crime is violent, they tend to look the other way. There is a toxic waste dump just outside of town that contains a number of radioactive barrels that leak, but otherwise Quartz is safe from radiation.

**Needles** - South of Quartz, just over the California border, is Needles. A small town that has big problems, Needles has recently joined the NCR, who is currently attempting to stamp out the gang problem here. With almost no goods to trade, Needles is little more than a small tribal community, although one that believes in the high ideals of pre-War America and sees the NCR as a way of realizing those ideals. Whether or not that will actually happen remains to be seen. About 1000 people call Needles home, and radiation isn't a problem here.

**Darwin City** - Built on the ruins of a top-secret US Army base and scientific research center, Darwin City is now the home of an enormous weapons smuggling operation. Far enough away from the NCR and crime families of Reno and Vegas to operate without their attention, the smugglers usually openly deal in arms for anyone who can make it into town. Darwin City is surrounded on almost all sides by high amounts of radioactivity, and although the town is safe, getting into town can be a problem for anyone not equipped for the operation. Around 500 people live and work here, enjoying the anarchistic atmosphere, but they employ a police force to deal with outsiders. Travellers almost always find themselves breaking some nonexistent law, unless they have come specifically to trade for weapons, and even then they need to prove how they heard about Darwin City. For the career-minded adventurer, Darwin City can be interesting, especially since frequent trips into the Great Wastes are made from here.

**The Great Wastes** - East of Darwin City (actually, Darwin City more or less sits about 50 miles into it), the Great Wastes stretch across Arizona, New Mexico, Utah, Colorado, North Texas, Oklahoma, Kansas, and Nebraska. Almost nothing lives in this treeless dustbowl,

and the area is so dry that nearly nothing could live there. Occasionally, smugglers, caravans, and adventurers will try their hand at a trip into the Great Wastes, but electrical storms, nearly constant dust clouds, unseen radiation pockets, and tornadoes miles wide usually doom these excursions. There are rumors of small villages of Native Americans living in the Great Wastes, attempting to reclaim a lost way of life, but there is no conclusive proof of this so far.

**The Pacific Ocean** - West of California is the Pacific Ocean. The once placid waters have turned a light tan color, and shores are littered with debris. Pollution, dust, radioactivity, and chemical spills have all taken their toll, and only when one gets about 50 miles offshore does the Pacific resemble its pre-War self.

## Part V: A Fallout Bestiary

These are samples of some of the creatures you might find prowling around the wastes. GMs are encouraged to make up their own unusual creatures; after all, radiation allows creativity - and DNA - to run wild. All the vital statistics for combat are listed after the critter descriptions.

### Abbreviations:

HP = Hit Points  
SQ = Sequence  
AC = Armor Class  
DR = Damage Resistance  
DT = Damage Threshold  
AP = Action Points  
XP = Experience Value

Attacks: Type (% to hit, AP cost, damage, special notes)

### Rats

Byfar the most common creatures in the wastes (and I'm not just referring to the New York City subway system), rats and their relatives have done very well for themselves since the bombs dropped. There are plenty of the nasty, black variety around, but radiation changed some of these disease-ridden vermin into some fearsome creatures.

## Giant Rat

This is basically a larger version of a rat. Giant rats range in size from about a foot - the size of a cat - to almost a yard (meter) in length. They are covered with brown or black fur, and have black, glassy, beady eyes. Rats are readily identifiable by their tail, that looks like a worm sticking out of their rear end. They are not openly hostile towards humans unless they are hungry, but packs have been known to attack when they smell blood. Giant rats can be found pretty much anywhere.

HP: 10  
SQ: 6  
AP: 6  
XP: 25  
AC: 5           DR     DT  
Normal:        0     0  
Laser:         0     0  
Fire:          0     0  
Plasma:        0     0  
Explosion:     0     0

Attacks: Claw (75%, 3 AP, D:1d4, none);  
          Bite (70%, 3 AP, D:1d4, Poison  
          Type A).

## Rad Rat

Rats can survive large doses of radioactivity, and in certain areas, have even adapted such that they require the radiation to live. These rats are about 30 centimeters long, are brown or black in color, and will glow slightly in the dark. The main thing to fear in encountering Rad Rats is that they are slightly radioactive, and their little claws can transfer some of that to YOU. Rad Rats are usually found around sources of radioactivity.

HP: 10  
SQ: 6  
AP: 6  
XP: 35  
AC: 5           DR     DT  
Normal:        0     0  
Laser:         0     0  
Fire:          0     0  
Plasma:        0     0  
Explosion:     0     0

Attacks: Claw (75%, 3 AP, D:1d4,  
          successful HIT +10 rads);  
          Bite (70%, 3 AP, D:1d4,  
          successful HIT +10 rads)

## Molerats

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

### Lesser Molerat

HP: 15  
SQ: 7  
AP: 7  
XP: 100  
AC: 9           DR     DT  
Normal:        1     5%  
Laser:         0     0  
Fire:          0     0  
Plasma:        0     0  
Explosion:     1     5%

Attacks: Claw (80%, 3 AP, D:1d8, none);  
          Bite (75%, 3 AP, D:1d8, Poison  
          Type A)

### Greater Molerat

HP: 30  
SQ: 9  
AP: 9  
XP: 400  
AC: 12          DR     DT  
Normal:        4     20%  
Laser:         1     5%  
Fire:          0     0  
Plasma:        0     0  
Explosion:     4     20%

Attacks: Claw (90%, 3 AP, D:1d10, none);  
          Bite (90%, 3 AP, D:1d10, Poison  
          Type B)

## Pigrats

Pigrats are part-pig, part rat hybrids. Like their cousins the molerats, it probably took some creative genetic manipulation to make these critters. Pigrats are large, ranging anywhere from

70 cm to almost 2 meters in length, and incorporate the best (worst?) of the two species. Their legs are overly large, although short, and they are exceptionally meaty around the midsection. In fact, pigrats would make exceptional livestock, if they weren't so dangerous. They are amazingly resilient, and can be found almost anywhere. They travel in packs of ten or more and generally attack only to protect their young or defend their territory. If they are hungry, however, they become very aggressive.

#### Lesser Pigrat

HP: 20  
SQ: 7  
AP: 7  
XP: 200

AC: 10	DR	DT
Normal:	1	5%
Laser:	0	0
Fire:	0	0
Plasma:	0	0
Explosion:	1	5%

Attacks: Claw (75%, 3 AP, D:2d4, none);  
Bite (75%, 3 AP, D:2d4, Poison Type A)

#### Greater Pigrat

HP: 30  
SQ: 9  
AP: 9  
XP: 450

AC: 14	DR	DT
Normal:	4	25%
Laser:	0	0
Fire:	2	10%
Plasma:	0	0
Explosion:	4	25%

Attacks: Claw (90%, 3 AP, D:2d6, none);  
Bite (75%, 3 AP, D:2d6, Poison Type B)

#### Brahmin

After the War, most kinds of life from pre-War America were changed into almost unrecognizable forms. Cows managed to escape that fate, for the most part, except that only a very hardy breed survived (or a cross between several hardier breeds). Brahmin are the main source of beef and leather in the wastes, and they can be found almost

everywhere, although they are usually in enclosures. Some areas have vast Brahmin ranches, rivaling the huge Texas ranches of pre-War times. Brahmin are also used as pack animals, hauling wagons for caravans. They are hardy animals and can survive on very little food. They are tolerant of extreme environmental conditions, weathering the extreme heat of a summer's day as well as the bitter cold of the desert winter nights. Brahmin are easily distinguishable by their two heads, although rumors of herds of one-headed Brahmin far in the east occasionally make their rounds. Most people don't subscribe to that hogwash, however. Brahmin are almost always docile unless attacked directly; then, the herd will attempt to defend themselves.

#### Brahmin

HP: 40  
SQ: 6  
AP: 6  
XP: 50

AC: 5	DR	DT
Normal:	2	10%
Laser:	0	0
Fire:	0	0
Plasma:	0	0
Explosion:	2	10%

Attacks: Horn (75%, 3 AP, D:2d8, none)

#### Aliens

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

#### Floaters

Floaters look a little like a jellyfish, except they are solid and don't have tentacles. Their flesh is a brownish color, and is moist and firm to the touch. They have a stalk coming out of

what is presumably the front of their body, although there is no discernable eye or sense orifice on their bodies. At the end of the stalk is a flat, dinner plate shaped area inlaid with nasty spikes and spines. Adventurers who have tangled with floaters report that the stalk will turn and follow them around, even in areas of almost total darkness. Floaters are usually around a meter and a half in length, and are narrower than they are round (presuming that the sensory stalk is actually the front of the creature). They float anywhere from a half a meter to two meters off of the ground. Floaters seem to like dank, moist, dark places and are often found in caves. Floaters seem to attack indiscriminately, although it is unclear whether they attack for food, defense, or something more sinister. Floaters attack by hitting things with their stalk, allowing the hundreds of spines to tear through flesh and armor. They travel, with crawlers, in pods of around ten individuals.

HP: 60  
SQ: 9  
AP: 9  
XP: 500

AC: 20	DR	DT
Normal:	10	95%
Laser:	1	10%
Fire:	5	40%
Plasma:	1	10%
Explosion:	10	90%

Attacks: Stalk (80%, 3 AP, D:3d4, none)

### Crawlers

Crawlers are much like floaters, preferring the same habitats and showing many of the same behavioral characteristics. Instead of floating, however, their body lies on the ground. It gushes a slimelike trail, not unlike a snail. The stalk of a crawler is longer, stronger, and thicker than a floater's stalk, and it uses the flat plate-like end not only to attack other creatures, but to propel itself along the ground. Crawlers are more rare than floaters, and are often only found one or two at a time in a pack of floaters. Some have suggested that crawlers may be the female form of the floater species, but there is nothing to confirm or deny this.

HP: 60  
SQ: 9  
AP: 9  
XP: 600

AC: 20	DR	DT
Normal:	10	95%
Laser:	1	10%
Fire:	5	40%
Plasma:	1	10%
Explosion:	10	90%

Attacks: Stalk (90%, 3 AP, D:3d8, none)

### Flailers

Flailers were the first form of "alien" life encountered, and are probably the most common. Often when adventurers talk about aliens, they refer to flailers. Flailers are bipeds - that is, they have two legs - and stand about two meters tall. Their skin is also moist, firm, and either brown or gray. Their legs are large and strong, but taper into flat, tentacle-like feet upon which the flailer walks. Its "arms" are similar flat tentacles, each covered with tiny spines and spikes that the flailer flails at opponents. It has a head-knob coming out of its body, but no eyes. Set near the bottom of the head-knob is a mouth filled with rows of razor-sharp teeth. Flailers travel in groups of eight or more and show high intelligence, attacking with advanced tactics. It is unclear how intelligent these creatures are, or to what extent they are native to this planet.

HP: 60  
SQ: 9  
AP: 9  
XP: 750

AC: 25	DR	DT
Normal:	10	95%
Laser:	1	10%
Fire:	5	40%
Plasma:	1	10%
Explosion:	10	90%

Attacks: Flail (90%, 3 AP, D:2d8, none)  
Bite (90%, 3 AP, D:2d8, Poison Type D)

### Centaur

Centaur are an entirely different animal. There are rumors that someone with access to an old government breeding lab made these twisted

creatures by mixing human and "alien" DNA together. Centaurs are light orange with brown patches, and resemble a human torso laying face-down. They propel themselves on their six legs, each of which resembles a human arm with stunted fingers. Where the shoulders would normally be, the torso extends upwards almost the full length of another torso, ending in a head that was obviously once human. Centaurs are usually bald, and one look at their face indicates that the only thing they share with humans is the same basic appearance. Their eyes are dull and glazed, and mouths often hang open drooling. They attack either by biting or beating the target with their front two legs. Centaurs are very rare, and can usually be found in packs of five or six deep inside caves or other underground places. They don't always attack, and will sometimes observe adventurers. If they perceive something as a threat, however, they will singlemindedly attack it until it dies.

HP: 60  
 SQ: 9  
 AP: 9  
 XP: 750

AC: 25	DR	DT
Normal:	10	95%
Laser:	1	10%
Fire:	5	40%
Plasma:	1	10%
Explosion:	10	90%

Attacks: Swing (90%, 3 AP, D:1d20, none)

### Radscorpions

Another common denizen of the western desert was the scorpion. This species got a second lease on life when radiation from the War allowed it to grow to gargantuan proportions. Radscorpions range in size from 50 cm to 2 meters in length, and range in color from pale white to brown and black. Their wicked tails contain sacs of venom, and are tipped with a stinger almost 15 cm long. Radscorpion tails are considered valuable, since the powerful Antidote is made from a distilled version of the venom inside the sacs. Radscorpions can be encountered in groups of up to 8, or alone. They prefer shady areas, and can often be found in canyons or caves.

Radscorpions are rarely encountered in the open desert, or in areas of high vegetation.

### Lesser Radscorpion

HP: 25  
 SQ: 8  
 AP: 8  
 XP: 200

AC: 7	DR	DT
Normal:	1	5%
Laser:	0	0
Fire:	4	20%
Plasma:	0	0
Explosion:	1	5%

Attacks: Tail (70%, 4 AP, D:1d10, Poison Type D)

### Greater Radscorpion

HP: 35  
 SQ: 8  
 AP: 8  
 XP: 400

AC: 10	DR	DT
Normal:	1	5%
Laser:	0	0
Fire:	4	20%
Plasma:	0	0
Explosion:	1	5%

Attacks: Tail (80%, 4 AP, D:1d12, Poison Type D)

### Wolves

Suprisingly, wolves managed to survive the War, and even thrive in the post-nuclear environment. In addition to the normal "Canis lupis" variety of Grey Wolf, huge dire wolves have returned to North America. Domesticated dogs, which are more resistant to radiation than your average human, "turned feral" after the bombs hit, and packs of them now roam the wastes. In addition, there are a few domesticated pooches still out there, and coyotes still make trouble for domesticated animals like chickens.

### Wolves (Grey Wolves)

Grey wolves can be either white, gray, black, or any mix between these. They stand about 120 to 160 cm tall at the shoulder, and have a distinctive call. They are highly social animals, and the pack is based around a lead male, called



the "alpha." The entire pack, except for pregnant and nursing females, hunts, often using highly refined tactics to take down prey. Wolf packs are territorial, and normally do not stray into each other's territory. When they feel that their turf is threatened by anything - wolves, other animals, or humans - they will attack. Contrary to popular belief, wolves avoid humans and their livestock, and will only attack when there is no other source of food. There can be anywhere from five to twenty-five wolves in a pack.

HP: 20  
 SQ: 6  
 AP: 6  
 XP: 100

AC: 5	DR	DT
Normal:	0	0
Laser:	0	0
Fire:	0	0
Plasma:	0	0
Explosion:	0	0

Attacks: Bite (80%, 3 AP, D:2d6, none)  
 Claw (70%, 4 AP, D:1d8, none)

#### Dire Wolves

Dire wolves are a huge member of the wolf family, thought to be extinct since the last ice age. It is unclear whether radiation created a similar creature, or holdovers from the far north made their way south during the nuclear winters, but dire wolf packs are some of the most feared creatures in the wastes. Although they are extremely rare, they have been known to take down entire caravans, armed guards and all. Dire wolves hunt mainly for meat, and although they avoid large human settlements, they can and will attack smaller, undefended towns, carrying off children or small adults. Dire wolves stand almost 2 meters at the shoulder, and except for their size, look much like their smaller cousins, the Grey Wolf. They run in packs of 5 to 25 individuals.

HP: 60  
 SQ: 9  
 AP: 9  
 XP: 700

AC: 9	DR	DT
Normal:	5	40%
Laser:	0	0

Fire:	0	0
Plasma:	0	0
Explosion:	0	0

Attacks: Bite (90%, 3 AP, D:3d6, none)  
 Claw (80%, 4 AP, D:2d8, roll against dex. to avoid knockdown).

#### Coyotes

Smaller than wolves, with a higher howl, coyotes are loners rather than social animals, scavengers rather than hunters. Coyotes aren't nearly as common as they used to be, partially because they ran out of food when livestock herds drastically diminished, partially because wolf packs found that coyotes made good meals. Coyotes barely stand 1 meter at the shoulder, and are often yellow, tan, or brown in color. They are mostly found in deserts and mountains, or any area where they have some kind of cover, such as trees. Unless mating, coyotes are almost always alone, and won't attack humans unless cornered and provoked. They will, however, attempt to take down livestock, if they think it is an easy catch.

HP: 20  
 SQ: 6  
 AP: 6  
 XP: 100

AC: 3	DR	DT
Normal:	0	0
Laser:	0	0
Fire:	0	0
Plasma:	0	0
Explosion:	0	0

Attacks: Bite (70%, 3 AP, D:1d8, none)

#### Feral Dogs

Man's best friend was blessed with a resistance to radiation that his master did not have. When billions were dropping dead from fallout, millions of canines were wondering where their next dinner was going to come from. Inevitably, some escaped their houses and backyards, forming groups not unlike wolf packs. Today, these bands of dogs have become feral, interbreeding with each other and living without the humans that supplied them with chow and loved them for eons. A feral dog pack operates much like a wolf pack, with a single "alpha" male leader and anywhere from 5 to 25 members. Feral dogs tend

to be smaller than wolves, and come in almost any color and shape that normal mutts do. They live anywhere, and although they avoid humans for the most part, feral dogs can usually be found closer to cities and towns than wolves and coyotes. Feral dogs will not attack humans unless starving or provoked.

HP: 20  
SQ: 6  
AP: 6  
XP: 100

AC: 3	DR	DT
Normal:	0	0
Laser:	0	0
Fire:	0	0
Plasma:	0	0
Explosion:	0	0

Attacks: Bite (70%, 3 AP, D:1d8, none)

### Dog

Who wouldn't want a large, slobbering, smelly beast as a companion? They are intensely loyal and love you unconditionally, and can do many useful things like fetching items from radioactive areas and leading blind people around. Dogs can be found anywhere there are humans. They come in all sizes and colors, and will not attack anyone unless they perceive that person as a threat to their house, territory, or master.

HP: 20  
SQ: 6  
AP: 6  
XP: 100

AC: 5	DR	DT
Normal:	0	0
Laser:	0	0
Fire:	0	0
Plasma:	0	0
Explosion:	0	0

Attacks: Bite (80%, 3 AP, D:2d6, roll against dex. to avoid knockdown)

### Giant Ants

Giant Ants, or GiAnts, are simply overgrown insects. Somewhere along the way, fate saw fit to dump some radioactive material near and anthill and create this large, mutant creature. GiAnts are black ants about 70 centimeters in length. Huge colonies of

these creatures exist under the earth, and scouts are often found in caves. GiAnts usually travel in parties of 5 to 10 insects. They will attack humans on sight, and enjoy eating corpses of the dead.

### GiAnts

HP: 15  
SQ: 6  
AP: 6  
XP: 50

AC: 2	DR	DT
Normal:	0	0
Laser:	0	0
Fire:	0	0
Plasma:	0	0
Explosion:	0	0

Attacks: Mandibles (60%, 3 AP, D:1d6, Poison Type A)

### Deathclaws

Originally thought to be mindless monsters, deathclaws are actually a highly intelligent, upright walking, mutated lizard. They stand almost 275 cm tall, and have large arms that end in wickedly sharp claws that give the creatures their name. Their skin is reptilian and ranges in color from light brown to almost black. Deathclaws have their own language and some have even learned to imitate human speech in order to communicate with people, although this is more like a parrot's reproduction rather than actually "speaking." Deathclaws have been known to don large cloaks and walk among humans, passing for mutants or half-mutants, in order to learn about our society. There doesn't seem to be any large structure to the deathclaw world, and they prefer to live in small tribes of 20 to 200. Deathclaws almost always travel in groups of 10 or more, unless they are scouts, and then they always travel in pairs. Deathclaws will not immediately attack humans, but many of them have grown to mistrust people, and rightly so, since it wasn't even clear that deathclaws were intelligent until recently, and many humans still view them as monsters, if they are aware of the deathclaw's true nature at all.

## Deathclaws

HP: 70  
SQ: 10  
AP: 10  
XP: 800

AC: 25	DR	DT
Normal:	4	40%
Laser:	0	0
Fire:	4	40%
Plasma:	0	0
Explosion:	4	40%

Attacks: Claw (90%, 3 AP, D:3d8, none)

## Spitting Plant

Not exactly Seymour, but this species of plant is certainly a nasty customer. It grows almost anywhere, but is usually found among other plants so it can blend in and ambush its prey. It stands about 2 meters tall and has a "flower" like a Venus flytrap, a plant which it probably mutated from. When it senses movement and heat, it will "shoot" a sharp thorn from its "flower." When it senses that the creature it shot at is no longer moving, it will then proceed to "eat" it with its flower. Although this sounds humorous, meeting five or six of these plants is no laughing matter. They usually grow together, as several are always more dangerous than one, and at least one of them is guaranteed a meal. Spitting plants attack anything that is warm and moves. Note that spitting plants cannot move - they are, literally, planted. Their spikes do 1d6 points of damage and have an effective range of 8 meters.

## Spitting Plant

HP: 50  
SQ: 8  
AP: 8  
XP: 100

AC: 5	DR	DT
Normal:	0	0
Laser:	0	0
Fire:	0	0
Plasma:	0	0
Explosion:	0	0

Attacks: Thorn (75%, 4 AP, D:1d6, none)

## Geckos

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

## Gecko

HP: 30  
SQ: 7  
AP: 7  
XP: 150

AC: 5	DR	DT
Normal:	1	10%
Laser:	0	0
Fire:	0	0
Plasma:	0	0
Explosion:	0	0

Attacks: Claw (75%, 3 AP, D:1d8, none)  
Bite (70%, 4 AP, D:2d6, none)

## Golden Gecko

HP: 50  
SQ: 9  
AP: 9  
XP: 400

AC: 10	DR	DT
Normal:	5	50%
Laser:	0	0
Fire:	5	50%
Plasma:	0	0
Explosion:	2	10%

Attacks: Claw (90%, 3 AP, D:1d12, none)  
Bite (85%, 4 AP, D:1d20, none)

## Weapons, Ammunition, Armor, and Equipment, Including Chems and Vehicles

The trade value of each item is given, along with all appropriate information for weapons,

ammunition, and armor. The weapons are broken down by skill required, and then by type of weapon. Note that guns do damage based on the type of ammunition being used, and the gun itself may give a bonus to that damage.

## Weapons

### Abbreviations:

Dmg = Damage (note that damage for guns is determined by the damage the type of ammunition causes, and any bonuses the gun adds)

S = Single

T = Targeted

B = Burst (see the rules under Attacking: Burst Mode in Combat: Attacking for details)

Rng = Range in meters. In standard combat, one hex is 1 meter in diameter. Numbers in ( ) indicate range with a tripod where applicable.

W = Weight

MD = Melee Damage

## Unarmed Skill Weapons

**T**his skill covers the good old-fashioned method of beating people up with your bare fists, and weapons that compliment this method.

### Fists and Feet

Value: N/A

Unless your character is missing a limb or two, they have these weapons with them at all times. The most basic of weapons.

Min. ST: 1 W: N/A Dmg: 1d4 + MD Rng: 1 AP S: 3 T: 4 B: N/A

### Boxing Gloves

Value: 250

One can still find practitioners of "the sweet science" in the wastes. If your character is thinking of becoming the next Balboa, these are essential. Boxing gloves are gloves with some kind of pad over and around the fist, so that the wearer does not damage his or her hand, and the person getting punched doesn't get cut.

Min ST: 1 W: 5 lbs Dmg: 1d4 + MD Rng: 1 AP S: 3 T: 4 B: N/A

### Plated Boxing Gloves

Value: 300

Where one finds practitioners of "the sweet science," one finds cheaters as

well. Someone "accidentally" put metal plates into these boxing gloves.

Min ST: 1 W: 10 lbs Dmg: (1d4+5) + MD Rng: 1 AP S: 3 T: 4 B: N/A

### Brass Knuckles

Value: 40

A device that fits around the knuckles of a fighter, making punches hurt a lot more. It distributes the force of the blow evenly over the puncher's hand, allowing them to avoid breaking their fingers.

Min. ST: 1 W: 1 lb Dmg: 1d10 + MD Rng: 1 AP S: 3 T: 4 B: N/A

### Spiked Knuckles

Value: 250

An improved version of the classic brass knuckles, the spiked knuckles do more damage, tearing into the flesh of your opponent in unarmed combat. Like the brass knuckles, they distribute damage evenly across the puncher's fingers.

Min ST: 1 W: 1 lb Dmg: (1d10+4) + MD Rng: 1 AP S: 3 T: 4 B: N/A

### Power Fist

Value: 1800

The "Big Frigger" Power Fist from BeatCo. Considered by many to be the ultimate weapon to use in unarmed combat. A Power Fist is a metal glove that fits over the hand and uses small motors to enhance the power of a punch. It holds 25 charges, and uses Small Energy Cells to recharge. The glove will "sense" when the user throws a punch and automatically adjusts for greater damage, using energy even if the punch doesn't connect.

Min. ST: 1 W: 10 lbs. Dmg: (2d8+10) + MD Rng: 1 AP S: 4 T: 5 B: N/A

### Mega Power Fist

Value: 2200

A more powerful version of the "Big Frigger." This one has upgraded power servos for increased strength. The Mega Power Fist holds 25 charges of Small Energy Cells. Like the smaller version, it uses a charge every time a punch is thrown, even if it doesn't connect.

Min. ST: 1 W: 10 lbs. Dmg: (3d10+20) + MD Rng: 1 AP S: 4 T: 5 B: N/A

## Melee Skill Weapons

**T**hese weapons are held in the hand and make contact with whatever their user is trying to damage.

### Rock

Value: N/A

Your basic, run of the mill rock. There are only several trillion of them lying around the wastes. See also Throwing Weapons.

Min. ST: 1 W: 1 lb. Dmg: 1d4 + MD Rng: 1  
AP S: 3 T: 4 B: N/A

### Sap

Value: 1

A sap is a simple weapon designed to knock someone unconscious. It is usually just a rock or some packed sand inside of an old tube of cloth, like a sock. Saps do not actually damage a target, and are only effective when targeting someone's head (treat this as a targeted shot to the eyes). A successful hit causes the target to lose consciousness for 1d10 rounds.

Min ST: 5 W: 1 lb. Dmg: None Rng: 1 AP  
S: N/A T: 5 B: N/A

### Shiv

Value: 2

A homemade knife that resembles an ice pick. A shiv is undetectable if your character is holding it; however, it does not get a bonus for melee damage. Shivs can be constructed from the simplest of materials, are often used as basic assassination weapons, as they can be jabbed into an ear of an unsuspecting target to cause nearly instant death.

Min. ST: 1 W: 1 lb Dmg: 1d4 Rng: 1 AP S:  
3 T: 4 B: N/A

### Sharpened Pole

Value: 5

A basic piece of wood with a sharpened end, about 2 meters long. See also Throwing Weapons.

Min. ST: 3 W: 3 lbs. Dmg: (1d4+1) + MD  
Rng: 2 AP S: 3 T: 4 B: N/A

### Club

Value: 30

A police-issue club used for subduing criminals. Or making sure they never commit a crime again. This weapon is about 70 cm long and made out of a rod of metal, with a handle perpendicular to the shaft, allowing the vibrations from contact to diffuse before they travel up the user's arm. A relatively easy weapon to make from pieces of scrap metal.

Min. ST: 3 W: 3 lbs. Dmg: 1d10 + MD Rng:  
1 AP S: 3 T: 4 B: N/A

### Knife

Value: 40

A basic knife for cutting things. Or critters. Or people. See also Throwing Weapons. Knives are about 15-25 cm long. The best are made from metal alloys; the most primitive are carved from pieces of rock such as flint.

Min. ST: 2 W: 1 lb. Dmg 1d10 + MD Rng: 1  
AP S: 3 T: 4 B: N/A

### Ax

Value: 45

This is a basic hatchet. Good for breaking down wooden doors, or sinking into that nuke pooch. Another common weapon that can be constructed from a piece of wood and any hunk of sharp metal or rock, axes are anywhere from 50 cm to 90 cm in length.

Min. ST: 3 W: 2 lbs. Dmg: 1d8+MD Rng: 1  
AP S: 3 T: 4 B: N/A

### Switchblade

Value: 50

The blade of this small knife is held by a spring. When a button on the handle is pressed, the blade shoots out with a satisfying "Sssshk" sound. Constructing one of these takes some skill with both metalworking and machinery, and they are usually found in the possession of gangs in larger cities.

Min. ST: 1 W: 1 lb. Dmg: 1d6 + MD Rng: 1  
AP S: 3 T: 4 B: N/A

### Wrench

Value: 65

This is probably far more useful for repairing things, unless you are Col. Mustard and happen to be standing in the Dining Room. Wrenches are pieces of solid metal that can double as clubs. The wrenches that are effective in combat are anywhere from 40 to 80 cm in length. See also Equipment.

Min. ST: 3 W: 4 lbs. Dmg: (1d6+2) + MD  
Rng: 1 AP S: 4 T: 5 B: N/A

### Crowbar

Value: 65

A very solid and heavy piece of metal specially designed to exert leverage. Or pound heads. Crowbars are fashioned from a piece of solid metal, twisted so that the user can exert force on an object and pry it upwards. They are usually about 35 cm in length.

Min. ST: 5 W: 5 lbs. Dmg: (1d12+3) + MD  
Rng: 1 AP S: 4 T: 5 B: N/A

### Spear

Value: 80

Your basic polearm. A wooden pole with a sharpened piece of metal on the end. See also Throwing Weapons. Spears are a very simple weapon to construct, being a long (2 meter) wooden pole with some kind of metal or stone head tied to one end.

Min. ST: 4 W: 4 lbs. Dmg: (1d12+3) + MD  
Rng: 2 AP S: 4 T: 5 B: N/A

### Sledgehammer

Value: 120

A pole with a heavy metal chunk on the end, designed to crumble bones and damage vital organs. Sledgehammers are about 70 cm long, and require two hands to use properly..

Min. ST: 6 W: 12 lbs. Dmg: 3d4 + MD Rng:  
2 AP S: 4 T: 5 B: N/A

### Combat Knife

Value: 165

A military-issued knife designed for melee combat. The serrated edges tend to tear instead of cut, and are a lot more painful than a normal knife. See also Throwing Weapons. Combat knives were constructed from a carbon-based compound instead of a metal, making them more durable, less prone to dulling, and lighter than a normal knife. They are usually 15 to 25 cm long.

Min. ST: 2 W: 2 lbs. Dmg: (1d12+3) + MD  
Rng: 1 AP S: 3 T: 4 B: N/A

### Wakizashi Blade

Value: 200

A futuristic RPG would not be complete without the Yakuza (Japanese mafia) and the Fallout universe is no exception. In fact, the only way a non-Yakuza member will get one of these swords is to take it off the body of a Yakuza. The Wakizashi looks like a smaller Katana. Because these blades are so difficult to make, it is highly doubtful that anyone makes these weapons in the wastes, and they are most likely tourist-store ripoffs from pre-War times. Of course, there are always exceptions. The Wakizashi is about 90 cm long, and slightly curved.

Min ST: 2 W: 2 lbs. Dmg: (1d12+4) + MD  
Rng: 1 AP S: 3 T: 4 B: N/A

### Cattle Prod

Value: 600

Since this weapon is designed to knock a cow unconscious, imagine what it can do to a human. The cattle prod looks a

little like an overgrown tuning fork, except that an arc of electricity passes between the prongs on the end whenever the user presses the button. Any biological critter hit with a cattle prod has a 50% chance of being knocked unconscious. The cattle prod holds 25 charges of Small Energy Cell.

Min. ST: 4 W: 5 lbs. Dmg: (2d6+10) + MD  
Rng: 1 AP S: 4 T: 5 B: N/A

### Loiusville Slugger

Value: 800

This all-American, hardwood baseball bat will knock anything right out of the park. A true classic.

Min. ST: 4 W: 4 lbs. Dmg: (3d10+10) + MD  
Rng: 1 AP S: 3 T: 4 B: N/A

### Ripper

Value: 1000

Basically a knife-sized chainsaw, without the noisy motor. Rippers were common among gangs and thugs before the war, and are common among criminals and lowlifes after the war. It's called a ripper for a reason; it tears flesh and organs to pieces. The Ripper holds 25 charges of Small Energy Cell.

Min. ST: 4 W: 5 lbs. Dmg: (1d10+15) + MD  
Rng: 1 S: 4 T: 5 B: N/A

### Super Cattle Prod

Value: 1800

An upgraded cattle prod. Any biological critter hit with this tool has a 75% chance of being knocked unconscious. The Super Cattle Prod requires two hands to use. This weapon holds 25 charges of Small Energy Cell.

Min. ST: 4 W: 5 lbs Dmg: (2d8+20) + MD  
Rng: 1 AP S: 4 T: 5 B: N/A

### Chainsaw

Value: 3000

A leftover from the pre-War days, a chainsaw is probably the ultimate melee weapon. Although it runs on gasoline, surely there must be a tank or two of ethanol left in the wastes somewhere. A character could graft one of these to an arm for some added fun.

Min. ST: 4 W: 10 lbs. Dmg (3d10+20) + MD  
Rng: 1 AP S: 5 T: N/A B: N/A

### Proton Ax

Value: 3500

The proton ax is a nasty little tool. A double-bladed ax, much like what Gimli the Dwarf would be wielding, covered with depleted Uranium, allowing it to pass through almost anything. Proton

Axes are made exclusively by the Guardians, and are very rare. They are about 150 cm from handle to tip and the axhead is 50 cm long and almost 80 cm across.

Min. ST: 5 W: 15 lbs. Dmg: (3d10+10) + MD Rng: 1 AP S: 4 T: 5 B: N/A

#### Super Sledgehammer

Value: 3750

The Super Sledgehammer is manufactured exclusively by the Brotherhood of Steel using the finest weapons technology available. At first glance, this nifty little tool is indistinguishable from a regular sledgehammer, except for the small bundle of machinery at the base of the head. It includes a kinetic energy storage device to increase knock back.

The Super Sledge is a two-handed weapon. Min. ST: 5 W: 12 lbs Dmg: (3d10+15) + MD Rng: 2 AP S: 4 T: 5 B: N/A

### Small Guns Skill Weapons

#### Bows

One of the oldest "firearms" is the bow. Traces of these weapons have been found among excavations of the most primitive settlements, and Neanderthals used them over 30,000 years ago. The bow family of weapons is suddenly very popular in a world where they are easy to make and are better than a knife or sharpened stick. Bows all require two hands to use.

#### Sling

Value: 20

Not a bow, but a similar ancient weapon, slings have been around almost as long. A leather pouch attached to some long leather cords, slings are designed to hurl rocks farther and more accurately than one can do by hand. The user spins the sling around in the air, gathering momentum, and then flicks his or her wrist to release the rock at the target. Note that slings do not require two hands to use. Single shot only. Slings hold one rock.

Min. ST: 5 W: 2 lbs. Dmg: 1d10 Rng: 10 S: 5 T: 6 B: N/A

#### Wooden Bow

Value: 50

Made from a cut piece of wood, bent into a "C" shape, with a length of string or animal sinew stretched between the ends to provide tension, bows are some of the

simplest ranged weapons to construct. They can be unwieldy, however, and can hurt the inexperienced user. Single shot only. Bows hold one arrow.

Min. ST: 5 W: 2 lbs. DMG: +3 Rng: 40 AP S: 5 T: 6 B N/A

#### Wooden Crossbow

Value: 300

Crossbows were part of every army on earth from their invention in the late middle ages until the First World War. After that, they became popular hunting weapons. Crossbows are wooden bows laid across a plank or flat surface, or even the stock of a rifle. They have a wheel that winds the string tight, and a trigger mechanism that releases tension on the string, shooting the bolt at high velocity. Because the tension on the string is no longer limited by human strength, crossbows can shoot projectiles much farther, and with a far greater degree of accuracy, than a bow. Single shot only. Crossbows hold one bolt.

Min. ST: 4 W: 10 lbs. DMG: +4 Rng: 50 AP S: 4 T: 5 B: N/A

#### Composite Hunting Bow

Value: 600

This pre-War relic can still be found in some parts of the wastes. A system of wheels and a longer string was added, and the bow constructed from a carbon compound, adding accuracy and distance. Single shot only. Composite hunting bows hold one arrow.

Min. ST: 5 W: 8 lbs. DMG: +5 Rng: 60 AP S: 5 T: 6 B: N/A

#### Composite Hunting Crossbow

Value: 900

These were rare before the war, and are even harder to find now. Composite hunting crossbows work on the same principles composite bows do.

Min. ST: 4 W: 12 lbs. DMG: +6 Rng: 70 AP S: 4 T: 5 B: N/A

#### Pistols

The smallest of the Small Arms weapons, pistols are generally hand-held, low damage weapons.

#### Colt 6520 10mm Pistol

Value: 250

An outloading pistol, each pull of the trigger will automatically reload the

firearm until the magazine is empty. One of the simplest and most inexpensive semiautomatics available. Single shot only. The clip holds 12 shots of 10mm ammunition.

Min. ST: 3 W: 4 lbs. Dmg: +6 Rng: 19 AP  
S: 5 T: 6 B: N/A

#### .38 Special Snubnose Revolver

Value: 375

The .38 Special was the longtime favorite of police forces until the advent of newer automatic weapons. It has existed in one form or another since the early 20<sup>th</sup> century, and although different companies manufactured it, the .38 Special is one of the most universal guns available. The short barrel length makes it ineffective except for very close range combat. Single shot only. The revolver chamber holds six shots of .38 caliber ammunition.

Min. ST: 3 W: 4 lbs. Dmg: +7 Rng: 10 AP  
S: 4 T: 5 B: N/A

#### VP91Z 9mm Pistol

Value: 400

A good semiautomatic pistol for hunting wabbits and other things. The VP91Z was a standard-issue military sidearm, and is one of the two guns issued to Desert Rangers. Single shot only. The clip holds 18 shots of 9mm ammunition.

Min. ST: 3 W: 4 lbs. Dmg: +6 Rng: 17 AP  
S: 5 T: 6 B: N/A

#### M1911A1 Pistol

Value: 425

A rather unique pistol, as it uses the .45 caliber ammunition. The M1911A1 is the other standard-issue Desert Ranger weapon. Single shot only. The clip holds 7 shots of .45 caliber ammunition.

Min. ST: 3 W: 4 lbs. Dmg: +7 Rng: 17 AP  
S: 5 T: 6 B: N/A

#### .357 Magnum Revolver

Value: 450

Although not as powerful as its big brother, the .357 sports a longer barrel and is therefore more accurate at longer ranges. One of the oldest revolvers, Smith and Wesson made the first .357 Magnums in the late 1800s, although the name "Magnum" (Latin for "Big") was around for at least 10 years before. Single shot only. The revolver chamber holds 6 shots of .357 caliber Magnum ammunition.

Min. ST: 5 W: 6 lbs Dmg: +8 Rng: 19 AP  
S: 4 T: 5 B: N/A

#### .44 Magnum Revolver

Value: 600

Being that this is the most powerful handgun in the world, you've got to ask yourself one question: Do I feel lucky? Well, do 'ya, punk? Single shot only. The revolver chamber holds 6 shots of .44 Magnum ammunition.

Min. ST: 5 W: 6 lbs. Dmg: +11 Rng: 6 AP  
S: 4 T: 5 B: N/A

#### Desert Eagle 44

Value: 800

The Israeli-made Desert Eagle pistol became popular near the end of the 20th Century, due largely to its portrayal in movies of the time. Plus, it looks really cool when your character plugs someone with it gangsta' style. Single shot only. The clip holds 8 shots of .44 Magnum ammunition.

Min. ST: 4 W: 5 lbs. Dmg: +10 Rng: 19 AP  
S: 5 T: 6 B: N/A

#### Sig-Sauer 14mm Pistol

Value: 1100

The Sig-Sauer 14mm automatic pistol fires the large 14mm slug. These pistols are known for their excellent craftsmanship, although ammo is fairly scarce. Single shot only. The magazine holds 6 shots of 14mm ammunition.

Min. ST: 4 W: 5 lbs. Dmg: +12 Rng: 18 AP  
S: 5 T: 6 B: N/A

#### 9mm Mauser

Value: 1500

The Mauser is an oldie but goodie, the favorite handgun of outlaws and gangster bosses. This weapon does not use the traditional 9mm ammunition, but instead fires nasty 9mm balls. Single shot only. The magazine holds 8 shots of 9mm Ball ammunition.

Min. ST: 3 W: 5 lbs Dmg: +4 Rng: 17 AP  
S: 5 T: 6 B: N/A

#### Needler Pistol

Value: 2200

One of the most interesting pieces of prewar tech, the Needler pistol actually fires small hypodermic needles into the target, which inject a serum that causes a severe reaction in the surrounding skin. Of course, there may very well be slugs that inject all sorts of nasty things out there. Single shot only. The chamber holds 8 shots of HN Needler ammunition.

Min. ST: 3 W: 5 lbs. Dmg: +0 Rng: 24 AP  
S: 4 T: 5 B: N/A



Walther PPK

Value: 3000

The weapon of a true spy. The Walther PPK (Polizei Pistolen Kiminal) was originally made for plainclothes and undercover police officers. It since became the favorite weapon of spies. The PPK is most effective with a silencer. Single shot only. The magazine holds 8 shots of 7.65mm ammunition.

Min. ST: 2 W: 4 lbs. Dmg: +8 Rng: 20 AP S: 3 T: 4 B: N/A

.223 Pistol

Value: 3500

This pistol began its days as a .223 rifle and has since been modified. These are rather unique, and are made with love and skill. Single shot only. The magazine holds 5 shots of .223 caliber ammunition.

Min. ST: 5 W: 7 lbs. Dmg: +20 Rng: 30 AP S: 5 T: 6 B: N/A

PPK-12 Gauss Pistol

Value: 5250

Praised for its range and stopping power, the PPK-12 Gauss Pistol is of German design. This "Lil' Railgun" uses an electromagnetic field to propel slugs at tremendous speed and power through a target, any armor, and just about everything else. The PPK-12 looks like a normal automatic pistol, except for the unusual electromagnetic fins along the barrel. When fired, the Gauss Pistol leaves an unmistakable spiral trail of ionized particles through the air. Single shot only. The magazine holds 12 shots of 2mm EC.

Min. ST: 4 W: 5 Dmg: +22 Rng: 50 AP S: 4 T: 5 B: N/A

## Shotguns

Shotguns use 12-gauge ammunition and fire buckshot as opposed to a single bullet. They hurt a lot. They look a bit like rifles, and often take two hands to fire correctly. Shotguns fire either buckshot or slugs; buckshot is a shell full of little metal balls that isn't as accurate as a bullet, because the balls will begin to come apart in flight, and shells are large slugs, designed for hitting things as longer ranges and hurting them more than a pistol does. Note that using slugs instead of shells increases the

shotgun's range by 5 meters. Although shotguns can be fired with one hand, they are usually two-handed weapons.

Winchester 12-Gauge Shotgun

Value: 800

The Winchester "Widowmaker" double-barrelled shotgun. Has a short barrel with a mahogany grip. Considering these were mass-produced and sold at discount stores all over the United States before the war, they are quite common. Single or double shot. The chamber holds 2 rounds of 12-gauge ammunition.

Min ST: 4 W: 5 Dmg: +12 Rng: 14 AP S: 5 T: 6 B: N/A

Winchester Sawed-Off Shotgun

Value: 800

A sawed off version of the "Widowmaker." Not exactly designed for sniping, but will turn someone to ground round at short range. Single or double shot. The chamber holds 2 rounds of 12-gauge ammunition.

Min. ST: 4 W: 5 Dmg: +14 Rng: 7 AP S: 5 T: 6 B: N/A

Winchester Combat Shotgun

Value: 2750

The Winchester 12-gauge Combat Shotgun with a bullpup variant. Combat shotguns are all-metal weapons designed to deliver the stopping power of a shotgun without the inconvenience of having to reload every two shots. These include the Desert Warfare environmental sealant modification for extra durability. Thanks to their pump-action mechanism, Combat Shotguns fire single shots and a 3-shot burst. The magazine holds 12 rounds of 12-gauge shotgun shells.

Min. ST: 5 W: 11 lbs. Dmg: +15 Rng: 22 AP S: 5 T: 6 B: 6

H&K CAWS

Value: 4750

The CAWS, short for Close Assault Weapons System, is a useful tool for short-range combat. An improvement over the Winchester Combat Shotgun, the CAWS' bullpup layout gives the weapon a short, easily handleable length while still retaining enough barrel length for its high velocity shells. Fires single shots and a 5-shot burst. The magazine holds 10 12-gauge shotgun shells.

Min. ST: 6 W: 6 lbs. Dmg: +15 Rng: 30 AP S: 6 T: 6 B: 6

Pancor "Jackhammer"

Value: 5500

The Jackhammer, despite its name, is an easy to control shotgun, even when fired on full automatic. The popular bullpup design, which places the magazine behind the trigger, makes the weapon well balanced and easy to control. Fires single shots or up to a 5-shot burst. The magazine holds 10 12-gauge shotgun shells.

Min. ST: 5 W: 12 lbs. Dmg: +19 Rng: 35  
AP S: 5 T: 6 B: 6

### Submachine Guns

**S**MGs can fire single shots as well as bursts of bullets. Submachine guns were designed to put the stopping and suppressive power of early machine guns like the Gatling gun into the hands of infantry soldiers. Happily, most submachine guns are small enough to use as one-handed weapons.

H&K MP-9 10mm SMG

Value: 1000

A medium-sized submachine gun. An inexpensive variant on the classic MP-5, the MP-9 uses the slightly larger 10mm ammunition and has a slightly smaller range. This weapon can fire a single shot as well as up to a 10 shot burst. The clip holds 30 rounds of 10mm ammunition.

Min ST: 4 W: 7 lbs. Dmg: +6 Rng: 25 AP  
S: 5 T: 6 B: 6

MAC 17 SMG (M-17)

Value: 1050

An advanced version of the MAC-10, a popular weapon in films if not real life, the MAC 17 is a small submachine gun used primarily by terrorist organizations in fast assaults. This weapon can fire single shots as well as up to a 10 shot burst. The clip holds 30 rounds of .45 caliber ammunition.

Min. ST: 4 W: 6 lbs. Dmg: +7 Rng: 25 AP  
S: 5 T: 6 B: 6

H&K MP-5

Value: 1100

An unusual design for a submachine gun, the MP-5 fires from a closed bolt and can have one more round than the magazine capacity in the chamber. It is more accurate at single shots, tending to overheat in fully automatic fire. This gun can fire a single shot or a up

to a 5 shot burst. The magazine holds 30 shots of 9mm ammunition.

Min. ST: 3 W: 5 lbs. Dmg: +7 Rng: 30 AP  
S: 4 T: 5 B: 5

Uzi Mark 27 SMG

Value: 1200

Originally designed for the Israeli armies, Uzis found their way into the hands of many terrorist organizations. The Uzi has a larger magazine than other submachine guns, and therefore makes a good weapon for the ammo-conscious. The Uzi fires single shots or up to a 10 shot burst. The clip holds 40 rounds of 9mm ammunition.

Min. ST: 4 W: 7 lbs. Dmg: +5 Rng: 20 AP  
S: 5 T: 6 B: 6

Thompson M1928 SMG

Value: 1200

The "Tommy Gun" submachine gun is a sinister looking weapon. When your character holds this gun, he or she experiences a strange sensation to wear a fedora hat and crack his or her knuckles. Originally designed by General John Thompson after the first World War, the Tommy Gun became the staple of law enforcement officers as well as organized crime and the IRA. Instead of a clip, the Thompson loads its unusual .45 caliber ammunition from a drum under the barrel. Note that the Thompson must be used as a two-handed weapon. The Tommy Gun fires single shots or up to a 10-shot burst. The ammunition drum holds 50 shots of .45 caliber ammunition. You dirty rat.

Min. ST: 6 W: 12 lbs Dmg: +2 Rng: 32 AP  
S: 5 T: 6 B: 6

M3A1 "Grease Gun" SMG

Value: 1750

The "Grease Gun" filled National Guard armories after the Army replaced it with newer weapons. An old submahine gun, one of the variants on the MAC-10, "Grease Guns" got their name from the large amount of oil it took to maintain them. They are not uncommon in the post-War world, largely because there were armories full of them all over the United States, and most weapons storage facilities that housed more modern weapons also happened to be at ground zero or closeby. The "Grease Gun" fires a single shot or up to a 10-shot burst. The clip holds 30 shots of .45 caliber ammunition.

Min. ST: 4 W: 10 lbs Dmg: +10 Rng: 20 AP  
S: 4 T: 5 B: 5

H&K P90c

Value: 2500

The Heckler and Koch P90c was just coming into use at the time of the War. The weapon's bullpup layout and compact design make it easy to control. The durable P90c is prized for its reliability and high firepower in a ruggedly compact package. Fires single shots or up to a 12-shot burst. The clip holds 24 shots of 10mm ammunition. Min. ST: 4 W: 9 lbs Dmg: +12 Rng: 30 AP S: 4 T: 5 B: 5

## Rifles

Rifles are two-handed weapons designed to hit targets at long distances. A long barrel is connected to a metal or wooden 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.

BB Gun

Value: 150

A basic air-powered gun that shoots little round balls called BBs. Not exactly known for dealing astronomical amounts of damage. Single shot only. The chamber holds 100 BBs. Min ST: 1 W: 15 lbs Dmg: +0 Rng: 25 AP S: 5 T: 6 B: N/A

Pipe Rifle

Value: 200

A handmade rifle, crafted from a heavily modified 10mm pistol and a long piece of pipe. Single shot only. The chamber only holds one 10mm bullet, unfortunately. Min. ST: 5 W: 11 lbs Dmg: +6 Rng: 20 AP S: 5 T: 6 B: N/A

M17-A Carbine

Value: 500

The M-17A is not related to the popular M-16 assault rifle, but rather the M1 carbine. The shorter barrel means less range and damage capabilities, but much greater portability - and concealability. Used for home defense before the war. Single shot only. The magazine holds 10 shots of 7.62mm ammunition. Min. ST: 4 W: 7 lbs. Dmg: +9 Rng: 20 AP S: 5 T: 6 B: N/A

Colt .223 Hunting Rifle

Value: 1000

A Colt "Rangemaster" semi-automatic rifle in .223 caliber. Designed for hunting cows and cute, furry bunnies. Single shot only. The magazine holds 10 shots of .223 caliber ammunition. Min. ST: 5 W: 11 lbs Dmg: +9 Rng: 40 AP S: 5 T: 6 B: N/A

M19 Rifle

Value: 1100

The M19 is an improved version of the M17-A, sacrificing concealability and portability for range and accuracy. Single shot only. The magazine holds 8 shots of 7.62mm ammunition. Min. ST: 5 W: 11 lbs. Dmg: +8 Rng: 35 AP S: 5 T: 6 B: N/A

DKS-501 Sniper Rifle

Value: 2200

An excellent long-range projectile weapon, and one of the first all-metal sniper rifles. Originally a .308, these guns were rechambered to accommodate the more common .223. The DKS-501 comes equipped with a Scope (see Weapon Enhancements, below). Single shot only. The magazine holds 6 shots of .223 caliber ammunition. Min. ST: 5 W: 10 lbs Dmg: +14 Rng: 50 AP S: 6 T: 7 B: N/A

SVD-4000

Value: 2400

The SVD-4000 was the precursor to the PSG1, and is a fine weapon in its own right. Unfortunately, a design flaw rendered a great deal of these guns inoperable, so a working version can usually only be found in the hands of a serious collector. Single shot only. The magazine holds 10 shots of 7.62mm ammunition. Min. ST: 5 W: 15 lbs. Dmg: +14 Rng: 75 AP S: 5 T: 6 B: N/A

PSG1 Sniper Rifle

Value: 2500

The PSG1 is perhaps the ultimate single shot sniper's weapon. The semiautomatic mechanism means more shots off per minute, and the range is nearly unequalled. The PSG1 comes with a built-in Scope (see Weapon Enhancements, below). Single shot only. The magazine holds 20 shots of 7.62mm ammunition. Min. ST: 5 W: 15 lbs. Dmg: +14 Rng: 120 AP S: 4 T: 5 B: N/A

### G3 Battle Rifle

Value: 2600

American soldiers trained on these in basic for nearly half a century. The G3 is a perfect mixture between rifle and assault rifle, capable of firing a short burst without sacrificing accuracy. Fires single shots or up to a 5 shot burst. The clip holds 20 shots of 7.62mm ammunition.

Min. ST: 6 W: 13 lbs. Dmg: 2d10+5 Rng: 45 AP S: 5 T: 6 B: 6

### Red Ryder LE BB Gun

Value: 3500

The ultimate name in BB guns, there are only a few Red Ryders left in existence. Rumor has it that Red Ryder himself protects children armed with this gun. Of course, that could just be a myth. Single shot only. The chamber holds 100 little stinging BBs.

Min. ST: 5 W: 15 lbs Dmg: +25 Rng: 32 AP S: 5 T: 6 B: N/A

### M72 Gauss Rifle

Value: 8250

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 tremendous speed. 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 magazine holds 20 shots of 2mm EC ammunition.

Min ST: 6 W: 10 lbs Dmg: +33 Rng: 50 AP S: 5 T: 6 B: N/A

## Assault Rifles

**A**ssault rifles are smaller machine guns designed to put the portability of a submachine gun and the range of a rifle into one neat package. Assault rifles are all two-handed weapons.

### AK-112 Assault Rifle

Value: 1300

An old military model, out of use around the time of the war. Fires single shots or up to a 12 shot burst. The magazine holds 24 shots of 5mm ammunition.

Min. ST: 5 W: 8 lbs. Dmg: +8 Rng: 45 AP S: 5 T: 6 B: 6

### FN FAL

Value: 1500

The FN FAL has been more widely used by armed forces than any other rifle in history. It's a reliable weapon for any terrain or situation. Fires a single shot or up to a 10 shot burst. The magazine holds 20 shots of 7.62mm ammunition.

Min. ST: 5 W: 11 lbs. Dmg: +8 Rng: 35 AP S: 5 T: 6 B: 6

### AK-74

Value: 1600

A tweak on the Soviet-era AK series, the AK-74 is also known as the "terrorist's hot dog" because every terrorist organization in the late 20<sup>th</sup> Century and early 21<sup>st</sup> Century seemed to own a version of these guns, regardless of where they came from and what the gun was made of. Fires a single shot or up to a 5 shot burst. The clip holds 30 shots of 5.45mm ammunition.

Min. ST: 5 W: 14 lbs. Dmg: +10 Rng: 45 AP S: 5 T: 6 B: 6

### M16A2

Value: 1700

An oldie but goodie, the M16A2 is a modified version of a gun used in Vietnam-era America. Its value mainly comes from its rarity. Fires a single shot or a 3 shot burst. The magazine holds 18 shots of 5.56mm ammunition.

Min. ST: 6 W: 15 lbs. Dmg: +6 Rng: 40 AP S: 6 T: 7 B: 7

### XL70E3

Value: 3000

This was an experimental weapon before the war, and is pretty rare. Rumors are that it was widely issued to the Royal Canadian Mounted Police. Fires single shots or up to an 8 shot burst. The chamber holds 24 shots of 5mm ammunition.

Min. ST: 5 W: 9 lbs. Dmg: +12 Rng: 35 AP S: 5 T: 6 B: 6

### H&K G11 (E)

Value: 8000

The H&K G11 and the H&K G11E revolutionized assault weapon design. This gun fires a caseless cartridge consisting of a block of propellant with a bullet buried inside. The resultant weight and space savings allow this weapon to have a very high magazine

capacity. Fires single shots or up to a 10 shot burst. The magazine holds a block of 50 shots of 4.7mm Caseless ammunition.

Min. ST: 4 W: 9 lbs Dmg: +12 Rng: 35 AP S: 5 T: 6 B: 6

## Big Guns Skill Weapons

**B**ig guns are just that - big guns. They always require two hands and do massive amounts of damage.

### Machine Guns

**T**hese are weapons designed to hurl enormous volumes of bullets at a target or targets. They all require two hands to use, and many of them need a tripod for any degree of accuracy.

#### M60

Value: 3500

A belt-fed machine gun that is usually mounted on a tripod, although one can carry it around, too. The M60 was prized by militaries for its high rate of fire. It can also be attached to vehicles. Fires 10 shot bursts only. The ammo belt holds 50 shots of 7.62mm ammunition.

Min. ST: 7 W: 26 lbs. Dmg: +18 Rng: 35 (120) AP S: N/A T: N/A B: 6

#### MG3

Value: 3600

The MG3 was originally designed for use on the back of a Humvee for defensive purposes. In the latter parts of the war, soldiers began to use them for open infantry warfare. The MG3 is nearly uncontrollable if not used on a tripod. The MG3 fires 10 shot bursts only. The ammo belt holds 50 shots of 7.62mm ammunition.

Min. ST: 7 W: 30 lbs. Dmg: +15 Rng: 10 (110) AP S: N/A T: N/A B: 6

#### Minigun

Value: 3800

The Rockwell CZ-53 Personal Minigun is a multi-barreled chaingun firing 5mm ammunition at over 60,000 rounds per minute. Ouch. Fires a 20 shot burst only. The magazine holds 120 shots of 5mm ammunition.

Min. ST: 7 W: 31 lbs. Dmg: +5 Rng: 35 AP S: N/A T: N/A B: 6

#### Light Support Weapon

Value: 4750

This squad-level support weapon has a bullpup design, making it difficult to use while lying down. Because of this it was remanded to National Guard units. However, it earned a reputation as a reliable weapon that packs a lot of punch for its size. The LSW gains some accuracy when attached to a tripod. The light support weapon fires 10 shot bursts only, and its ammo belt holds 30 shots of .223 ammunition.

Min. ST: 6 W: 22 lbs. Dmg: +20 Rng: 40 (130) AP S: N/A T: N/A B: 6

#### PK Infantry Support Gun

Value: 5000

The PK Infantry Support Gun is a high powered machine gun designed to fire over the heads of entrenched infantry during assaults. The PK ISG comes with a tripod attached, making it unsuitable for up close attacks. The PK ISG fires 10 shots only per burst. The ammo belt holds 50 shots of 7.62mm ammunition.

Min. ST: 7 W: 35 lbs. Dmg: +18 Rng: N/A (100) AP S: N/A T: N/A B: 7

#### Bozar

Value: 5250

The Bozar is the ultimate refinement of the sniper's art. Although somewhat finicky and prone to jamming if not kept scrupulously clean, the big weapon's accuracy more than makes up for its extra maintenance requirements. This gun looks like a large sniper rifle, and was originally designed for SEALs and Special Forces to take out small vehicles like tanks. Bozars fire 15 shot bursts only. The magazines holds 30 .223 bullets.

Min. ST: 6 W: 22 lbs. Dmg: +25 Rng: 75 AP S: N/A T: N/A B: 6

#### Avenger Minigun

Value: 5500

Rockwell designed the Avenger as the replacement for their aging CZ-53 Personal Minigun. The Avenger's design improvements include improved gel-fin cooling and chromium-plated barrel-bores. This gives it a greater range and lethality. The Avenger fires a 40 shot burst only. The magazine holds 120 shots of 5mm ammunition.

Min. ST: 7 W: 31 lbs. Dmg: +10 Rng: 40 AP S: N/A T: N/A B: 6

M2HB

Value: 7500

The M2HB is perhaps the most powerful infantry weapon available. It uses the unique .50 BMG ammunition; bullets designed to pierce the armor of tanks and to down helicopters. It can only be fired from a tripod because of its extreme kickback. The M2HB is not designed to be a mobile weapon; instead, it is often found in a semi-permanent machinegun nest or attached to a vehicle. The M2HB fires a 25 shot burst only. The ammo belt holds 100 shots of .50 BMG ammunition.

Min. ST: 6 W: 60 lbs. Dmg: +20 Rng: N/A (140) AP S: N/A T: N/A B: 7

Vindicator Minigun

Value: 15250

The German Rheinmetal AG Company created the Vindicator, the ultimate minigun. The Vindicator throws 90,000 caseless shells per minute down its 6 carbon-polymer barrels. As the pinnacle of Teutonic engineering, it is the ultimate hand-held weapon. 25 shot burst only. The Vindicator's magazine holds 100 4.7mm caseless bullets.

Min. ST: 7 W: 30 lbs. Dmg: +14 Rng: 30 AP S: N/A T: N/A B: 6

### Grenade Launchers and Mortars

**G**renade launchers sling small explosive rounds at a target. Often, they look a good deal like rifles, or even machineguns. Mortars fire explosive ordinance over much longer ranges. They are usually just tubes with a firing mechanism attached. Mortars aren't suitable for close-range combat, as they often explode over a wide area, and are primarily used for long-range (.5 KM or more) combat between squads and light vehicles. There are several types of grenades and mortar ordinance available to shoot; for more details, see the Ammunition section. Note that grenades and mortars cannot be targeted. Ranges for mortars are given in KM, and damage is discussed under the different kinds of Ammunition for these devices in that section.

M203

Value: 2000

The M203 is a basic grenade launcher, essentially a modified M16A1 rifle fitted with a device to sling grenades a

short distance. Single shot only. The M203 holds 1 40mm grenade.

Min. ST: 5 W: 16 lbs. Dmg: Varies Rng: 20 AP S: 5 T: N/A B: N/A

MK-1 Grenade Launcher

Value: 2100

Although slightly smaller than the M203, the MK-1 looks more like a large shotgun than a grenade launcher. Single shot only. The MK-1 holds 2 40mm grenades.

Min. ST: 5 W: 10 lbs. Dmg: Varies Rng: 15 AP S: 5 T: N/A B: N/A

BG-1 Personal Artillery Device

Value: 7000

The BG-1 is a tripod-mounted grenade launcher designed to throw explosives accurately over long distances. A small computer helps compensate for wind, terrain, and other factors. Single shot only. The BG-1 holds 1 40mm grenade.

Min. ST: 5 W: 25 lbs. Dmg: Varies Rng: (140) AP S: 6 T: N/A B: N/A

AGS-17 Grenade Launcher

Value: 10500

The AGS-17 is an improved version of the BG-1, with a better computer for increased accuracy. Again, a tripod-mounted device. Single shot only. The AGS-17 holds 5 40mm grenades.

Min. ST: 5 W: 30 lbs. Dmg: Varies Rng: (170) AP S: 6 T: N/A B: N/A

M2 60mm Portable Mortar

Value: 14000

The M2 was widely used by UN forces in the Gulf War, and is one of the most common portable artillery devices. Although it has nowhere near the range of a tank or howitzer, its primary use was to bombard infantry with artillery, demoralizing them. It can also fire different kinds of chemical warfare, but we know the US would never do that. The M2 holds one 60mm mortar, and must be set up on a tripod, on the ground (not on the back of a vehicle).

Min. ST: 5 W: 40 lbs. Dmg: Varies Rng: .7 KM AP S: 5 T: N/A B: N/A

PS-22 51mm Mortar

Value: 15000

An older model mortar, the PS-22 was used heavily in operations in Vietnam and Colombia (the "drug wars"). The PS-22 uses the unusual 51mm shells, and ammunition can be difficult to find. Its range and accuracy is slightly less than the M2.

Min. ST: 5 W: 45 lbs. Dmg: Varies Rng:  
.5 KM AP S: 5 T: N/A B: N/A

### Anti-Tank Weapons

**T**hese are rocket launchers designed to destroy tanks, jeeps, cars, trucks, and other land-based vehicles. Using these on critters and other people can be fun, for the truly sadistic.

#### LAW-80 Rocket Launcher

Value: 1900

LAW stands for Light Antivehicle Weapon. Although the LAW rocket is relatively weak and can only be fired once, it packs quite a bit of a punch. Single shot only. The LAW-80 cannot be reloaded and comes with one LAW-80 rocket.

Min. ST: 6 W: 14 lbs. Dmg: 6d8+30 Rng:  
60 AP S: 6 T: N/A B: N/A

#### Rockwell L-72 Rocket Launcher

Value: 2300

A basic rocket launcher, and one of the few shoulder-fired models that can be reloaded. The L-72 holds one Rocket. Min. ST: 6 W: 15 lbs. Dmg: Varies Rng:  
50 AP S: 6 T: N/A B: N/A

#### TOW-II Missile Defense System

Value: 15000

The TOW-II MDS is simply the most powerful anti-tank device available. It can only be fired from a tripod and will generally destroy any small vehicle it hits. The rockets the TOW-II fires are covered with a small amount of uranium, designed to melt through armor to reach the vulnerable parts underneath. Because of its pre-programmed firing computer, the TOW-II cannot target anything other than vehicles. Not that you would want to. Of course, someone out there could probably re-program it. Single shot only. The TOW-II holds 1 TOW-II rocket.

Min. ST: 6 W: 65 lbs. Dmg: 10d10+200  
Rng: 150 AP S: 8 T: N/A B: N/A

### Flamethrowers

**F**lamethrowers are fairly self-explanatory; they fire a high-temperature substance called fire at targets to damage said target. Flamethrowers can also be re-fitted with different kinds of ammunition tanks, so

they can shoot things other than fire. Very, very nasty things.

#### M9E1-7 Flamethrower

Value: 2000

Your basic flamethrower. A nozzle with a gun-like trigger is attached to a hose which is in turn attached to a special backpack containing fuel. Useful for taking out large groups of people. Flamethrower fuel is not always the only thing a flamethrower can spew. For rules about damage from flamethrowers and fire, see the Non-Conventional Weapons section under Combat Step Two: Damage. Single shot only. The flamer's backpack holds a tank of ammunition, and the number of "shots" varies from tank to tank.

Min. ST: 6 W: 28 lbs. Dmg: Varies Rng:  
20 AP S: 6 T: N/A B: N/A

### Energy Weapons Skill Weapons

**E**nergy weapons were developed in the early 21<sup>st</sup> century, and almost every major government employed them in their armed forces at the time of the war. Pistols do not require two hands to use, all other energy weapons do. There are two main kinds of energy weapons: laser and plasma. Lasers are highly concentrated beams of light that melt through pretty much anything. Plasma is superheated, ionized gas that melts through pretty much anything. There are other kinds of energy weapons as well. Note that damage from energy weapons is weapon-dependant, not ammo-dependant.

#### Pistols

**T**he simplest energy weapons, and usually the weakest, are pistols. They are however, good for concealing and scaring people who have not dealt with energy weapons before.

#### Wattz 1600 Laser Pistol

Value: 1400

The Laser Pistol is perhaps the simplest of the energy weapons. It fires concentrated light at a target, heating the target and causing considerable damage. Favored by assassins and gangsters because of its relatively inexpensive price and small size. Single shot only. The Laser Pistol

holds 12 charges, and uses the Small Energy Cell to recharge.

Min. ST: 3 W: 7 lbs. Dmg: 1d12+10 Rng: 35 AP S: 5 T: 6 B: N/A

#### Solar Scorcher

Value: 2000

The Solar Scorcher is not named because it can actually damage the sun, but instead of ammo uses the sun's rays to recharge. Unfortunately, this makes its use in caves, buildings, and at night somewhat limited. It recharges in about 30 seconds, but must be in direct sunlight to do so. Single shot only. The Solar Scorcher holds 6 charges, and uses direct sunlight to recharge.

Min. ST: 4 W: 10 lbs. Dmg: 4d10+20 Rng: 20 AP S: 4 T: 5 B: N/A

#### Glock 86 Plasma Pistol

Value: 2750

Designed by the Gaston Glock Laboratories, this small gun shoots a small bolt of superheated plasma. Single shot only. The Plasma Pistol holds 16 charges, and uses the Small Energy Cell to recharge.

Min. ST: 4 W: 8 lbs. Dmg: 1d20+10 Rng: 20 AP S: 5 T: 6 B: N/A

#### Alien Blaster

Value: 10000

No one is sure where this weapon comes from, and there have been several unconfirmed reports from nomads that they fell from the skies inside of large metal disks; disks that also contained the bodies of something not human. Single shot only. The Alien Blaster holds 10 charges, and uses the Small Energy Cell to recharge.

Min. ST: 3 W: 29 lbs. Dmg: 5d10+30 Rng: 10 AP S: 4 T: 5 B: N/A

#### YK32 Pulse Pistol

Value: 12500

A weapon that fires high energy pulses of light and sound at an opponent, causing them to begin to disintegrate at the molecular level. Fun and educational for the kiddies. It looks a little like a Buck Rogers gun. Single shot only. The Pulse Pistol holds 10 charged, and uses the Small Energy Cell to recharge.

Min. ST: 3 W: 5 lbs. Dmg: 1d12+32 Rng: 15 AP S: 4 T: 5 B: N/A

## Rifles

The weapons of the elite military at the time of the war, these rifles are the backbone of the energy arsenal.

#### H&K 31415 Laser Carbine

Value: 3500

A laser rifle with a shorter barrel and limited range, this weapon is about halfway between a laser pistol and laser rifle. Not widely distributed, these weapons are fairly rare. Single shot only. The Laser Carbine holds 20 charges and uses Micro Fusion Cells to recharge.

Min. ST: 6 W: 13 lbs. Dmg: 2d12+18 Rng: 20 AP S: 5 T: 6 B: N/A

#### Winchester Model P94 Plasma Rifle

Value: 4000

An industrial-grade energy weapon that fires superheated bolts of plasma down a superconducting barrel. Single shot only. The Plasma Rifle holds 10 charges and uses Micro Fusion Cells to recharge.

Min. ST: 6 W: 17 lbs. Dmg: 2d20+25 Rng: 25 AP S: 5 T: 6 B: N/A

#### Wattz 3120b Laser Rifle

Value: 5000

The Laser Rifle is a refinement of the pistol, with a longer barrel for increased accuracy as well as the space for a larger, hotter energy beam. Single shot only. The Laser Rifle holds 20 charges, and uses the Micro Fusion Cell to recharge.

Min. ST: 4 W: 7 lbs. Dmg: 2d12+23 Rng: 25 AP S: 5 T: 6 B: N/A

#### YK42b Pulse Rifle

Value: 17500

This is a version of the Pulse Pistol, in rifle form, meaning longer range and more damage. What more could you ask for from a weapon? Single shot only. The Pulse Rifle holds 15 charges, and uses the Micro Fusion Cell to recharge.

Min. ST: 3 W: 14 lbs. Dmg: 2d12+54 Rng: 30 AP S: 5 T: 6 B: N/A

## Big Energy Weapons

These weapons were mostly in the developmental stage at the beginning of the war, and are very rare. These are, without a doubt, the most valuable weapons in the wastes.



### Gatling Laser

Value: 7500

The H&K L30 Gatling Laser is the only energy weapon capable of firing in burst mode. Designed specifically for military use, these were in the prototype stage at the beginning of the war. Multiple barrels allow longer firing before overheating. The Gatling Laser only fires a 10-shot burst. The Gatling Laser holds 30 charges, and uses Micro Fusion Cells to recharge.

Min. ST: 6 W: 29 lbs. Dmg: 1d20+20 Rng: 40 AP S: N/A T: N/A B: 6

### Ion Beamer

Value: 14000

This was an experimental weapon at the beginning of the war. Kind of awkward, as it looks a good deal like the Ghostbusters' proton packs, the Ion Beamer is a subatomic particle-spewing hose attached to a backpack with a nuclear accelerator. The Ion Beamer showers a target with skin-damaging ionized gas. The ions cause the atoms in the target's body to start losing or gaining electrons, eventually leading to the target's disintegration. Note that the Ion Beamer cannot be targeted. Single shot only. The Ion Beamer holds 20 charges, and uses Micro Fusion Cells to recharge.

Min. ST: 5 W: 30 lbs. Dmg: 3d12+60 Rng: 30 AP S: 5 T: N/A B: N/A

### MESON Cannon

Value: 16000

Another experimental weapon, the MESON Cannon is a shoulder-fired weapon of incredible destructive power. It shoots MESONS, which are made up of two quarks - a quark and an antiquark. Since normal protons are made up of three quarks, the addition of a MESON into a normal proton causes the atom to begin exploding at close to the speed of light, leaving nothing but quarks. Note that the MESON Cannon cannot be targeted. Single shot only. The MESON Cannon holds 10 charges, and uses Micro Fusion Cells to recharge.

Min. ST: 6 W: 30 lbs. Dmg: 5d10+100 Rng: 50 AP S: 6 T: N/A B: N/A

## Throwing Skill Weapons

**T**hese are weapons that the user chucks with good old-fashioned muscle power. AP numbers reflect necessary action points when throwing

the weapon. Note that grenades and other thrown explosives cannot be targeted.

### Rock

Value: N/A

Your basic, run of the mill rock. There are only several trillion of them lying around the wastes. See also Melee Weapons.

Min. ST: 1 W: 1 lb. Dmg: 1d4 + MD Rng: 10 AP S: 4 T: 5 B: N/A

### Sharpened Pole

Value: 5

A basic piece of wood with a sharpened end. See also Melee Weapons.

Min. ST: 3 W: 3 lbs. Dmg: (1d4+1) + MD Rng: 10 AP S: 4 T: 5 B: N/A

### Bola

Value: 10

Originally designed by ranchers in South America, a bola is a rope with two or three rocks tied to the ends. One uses a bola by swinging it over their head and tossing it at the target; if successful, the bola will wrap around the target, knocking it off its feet and rendering it immobile. Bolas do not actually do damage, but are a favorite weapon of slavers who do not wish their goods harmed. Anything hit with a bola is automatically knocked down and immobile until freed; a successful roll against Strength allows the target to break out.

Min ST: 4 W: 5 lbs. Dmg: None Rng: 30 S: 4 T: N/A B: N/A

### Boomerang

Value: 15

Although boomerangs are commonly associated with Australian aborigines, similar devices have been found among indigenous peoples the world over. Contrary to popular belief, hunting boomerangs (the kind that hurt) do not return to the user. They are a cleverly designed wooden airfoil with a handle on one end, and can cause a surprising amount of damage for their relative size.

Min ST: 5 W: 1 lb. Dmg: 2d10 + MD Rng: 20 AP S: 4 T: 5 B: N/A

### Knife

Value: 40

A basic knife for cutting things. Or critters. Or people. See also Melee Weapons.

Min. ST: 2 W: 1 lb. Dmg: 1d10 + MD Rng: 5  
AP S: 4 T: 5 B: N/A

#### Molotov Cocktail

Value: 50

The simplest grenade, a molotov cocktail is a bottle full of gasoline, oil, or some other flammable substance, with an oil-soaked rag as a fuse. Any target hit with a molotov cocktail is subject to fire damage.

Min. ST: 3 W: 1 lb. Dmg: 1d12+8 Rng: 12  
AP S: 5 T: N/A B: N/A

#### Spear

Value: 80

Your basic polearm. A wooden pole with a sharpened piece of metal on the end. See also Melee Weapons.

Min. ST: 4 W: 4 lbs. Dmg: (1d12+3) + MD  
Rng: 5 AP S: 5 T: 6 B: N/A

#### Throwing Knife

Value: 100

A knife specifically designed for throwing. It has a hole cut out of the middle of it to make it hurt more when removed from flesh.

Min. ST: 2 W: 1 lb. Dmg: 1d6+MD Rng:  
ST\*2 AP S: 4 T: 5 B: N/A

#### Fragmentation Grenade

Value: 150

A small explosive device that one throws and then explodes at the base of a target. Frag grenades are designed to shatter upon impact, peppering anything nearby with small fragments of metal. Anything in a hex adjacent to the grenade's point of explosion is subject to 1d6 points of frag damage. Anything within two hexes of the explosion suffers 1d6 points of concussion damage.

Min. ST: 3 W: 1 lb. Dmg: 1d12+22 Rng: 15  
AP S: 5 T: N/A B: N/A

#### Combat Knife

Value: 165

A military-issued knife designed for melee combat. The serrated edges tend to tear instead of cut, and are a lot more painful than a normal knife. See also Melee Weapons.

Min. ST: 2 W: 2 lbs. Dmg: (1d12+3) + MD  
Rng: 7 AP S: 4 T: 5 B: N/A

#### Plasma Grenade

Value: 300

The plasma grenade explodes and propels a large amount of superheated plasma into the surrounding area. Anything in a hex adjacent to the grenade's point of

explosion is subject to 1/3 of the damage from the plasma. Anything within two hexes of the explosion is subject to 1d6 of concussion damage.

Min. ST: 4 W: 1 lb. Dmg: 5d10+40 Rng: 15  
AP S: 5 T: N/A B: N/A

#### Pulse Grenade

Value: 300

This grenade does not explode, but rather emits a neutron burst that heavily damages electronic equipment. Useful against tanks, cyborgs, robots, and rooms full of computers. Does not affect biological critters.

Min. ST: 4 W: 1 lb. Dmg: 5d10+100 Rng:  
15 AP S: 5 T: N/A B: N/A

### Weapon Enhancements

This section details some of the various weapon enhancements one can encounter in the wastes. Some of these are custom jobs, and the only place you can get them is from a knowledgeable weaponsmith. Others, like the night sight, can be bought or sold.

#### Silencer

Value: 500

One of the simplest modifications, a silencer fits over the end of the barrel of almost any weapon. Guns are loud because of the air that is suddenly pushed out of the way when a bullet fires, and silencers help the air escape as the bullet leaves the gun, effectively reducing or eliminating the loud "bang." Good for sneaking up on people, or when you are shooting and don't want everyone in town to know about it.

#### Night Sight

Value: 2000

This is a scope attached to the top of the gun that shows the world in heatwaves (thermal) rather than normal light. When a weapon has a night sight, darkness modifiers are ignored.

#### Sniper's Scope

Value: 3000

The sniper's scope allows a person to easily examine a target and effectively increases the range of the gun. Note that sniper rifles are already assumed to have sniper scopes. A scope increases the range of the weapon by 20 meters, but all rolls to hit must be made as if the shooter were making a

targeted attack, whether the shooter is or not.

Laser Sight  
Value: 3000

A small device that attaches directly under the barrel of a gun, the laser sight allows you to target areas of the body without taking penalties. Targeted rolls are made as a normal, single roll, and there are no penalties for targeting smaller body parts.

Speed Loader  
Value: 3000

A speed loader is an enhancement designed only for a revolver. When a speed loader is attached, the pistol only takes 1 AP to reload.

Expanded Magazine  
Value: 5000

Some rifles and assault rifles can have their magazines expanded by a knowledgeable weaponsmiths. The volume of the expanded magazine varies from gun to gun and weaponsmith to weaponsmith.

## Ammunition

This covers the various types of ammunition, as some guns can fire more than one type.

### Abbreviations:

AC = Armor Class Modifier (Modifies the target's AC)

DR = Damage Resistance Modifier (Modifies the target's DR under the "normal" category)

Vol = Volume. How many rounds come in a box

FMJ: Full Metal Jacket

AP = Armor Piercing

JHP = Jacketed Hollow Point (also known as "cop killer" bullets)

Dmg = How much base damage the ammo type does

### Ammunition for Guns

BBs

Value: 100

AC: 0 DR: 0 Vol: 100 Dmg: 1d4

Arrow

Value: 5

AC: 0 DR: 0 Vol: 5 Dmg: 1d4

Bolt

Value: 5

AC: 0 DR: 0 Vol: 5 Dmg: 1d6

.223 FMJ

Value: 400

AC: 0 DR: -10 Vol: 20 Dmg: 1d10

.223 AP

Value: 400

AC: -15 DR: 0 Ignores DT Vol: 20 Dmg: 1d6

.357 Magnum

Value: 150

AC: -10 DR: -10 Vol: 50 Dmg: 1d6

.38 Caliber

Value: 100

AC: 0 DR: 0 Vol: 10 Dmg: 1d6

.44 Magnum JHP

Value: 200

AC: 0 DR: -10 Vol: 20 Dmg: 1d8

.44 Magnum AP

Value: 250

AC: -10 DR: 0 Ignores DT Vol: 20 Dmg: 1d6

.45 Caliber

Value: 150

AC: 0 DR: -5 Vol: 50 Dmg: 1d6

.50 BMG

Value: 1000

AC: -10 DR: -20 Vol: 100 Dmg: 1d6

12 Gauge Shotgun Shells (Buckshot)

Value: 150

AC: 0 DR: 0 Vol: 20 Dmg: 1d10

12 Gauge Shotgun Shells (Slugs)

Value: 150

AC: 0 DR: 0 Vol: 20 Dmg: 1d8

2mm EC

Value: 2000

AC: -20 DR: -20 Vol: 20 Dmg: 1d10

4.7mm Caseless

Value: 1000

AC: -10 DR: -10 Vol: 20 Dmg: 1d10

5mm

Value: 500

AC: 0 DR: 0 Vol: 50 Dmg: 1d8

5.56mm

Value: 600

AC: 0 DR: -20 Vol: 50 Dmg: 1d8

7.62mm  
 Value: 300  
 AC: 0 DR: 0 Vol: 50 Dmg: 1d6

7.65mm  
 Value: 300  
 AC: 0 DR: 0 Vol: 50 Dmg: 1d8

9mm JHP  
 Value: 200  
 AC: 0 DR: -10 Vol: 20 Dmg: 1d6

9mm AP  
 Value: 250  
 AC: -10 DR: 0 Ignores DT Vol: 20 Dmg: 1d4

9mm Ball  
 Value: 300  
 AC: 0 DR: -10 Vol: 20 Dmg: 1d6

10mm JHP  
 Value: 300  
 AC: 0 DR: -10 Vol: 20 Dmg: 1d6

10mm AP  
 Value: 350  
 AC: -10 DR: 0 Ignores DT Vol: 20 Dmg: 1d4

14mm JHP  
 Value: 1000  
 AC: 0 DR: -20 Vol: 20 Dmg: 1d10

14mm AP  
 Value: 1200  
 AC: -20 DR: 0 Ignores DT Vol: 20 Dmg: 1d8

HN Needler (Normal)  
 Value: 1500  
 AC: 0 DR: 0 Vol: 10 Dmg: 3d10

HN Needler AP (Normal)  
 Value: 2000  
 AC: 0 DR: 0 Ignores DT Vol: 10 Dmg: 2d8

HN Needler Poison  
 Value: 2300  
 AC: 0 DR: 0 Vol: 10 Dmg: Poison Type G

HN Needler Biotoxin  
 Value: 4000  
 AC: 0 DR: 0 Vol: 10 Dmg: 1d10 per round,  
 for 10 rounds

**Ordinance (Ammunition for Grenade Launchers, Mortars, Rockets, and Artillery Pieces)**

40mm Fragmentation Grenade  
 Value: 1000  
 AC: 0 DR: 0 Vol: 5 Dmg: 1d12+22 (1d6 Conc., 1d6 Frag.)

40mm Plasma Grenade  
 Value: 2000  
 AC: 0 DR: 0 Vol: 5 Dmg: 5d10+40 (1d6 Conc.)

40mm Pulse Grenade  
 Value: 2000  
 AC: 0 DR: 0 Vol: 5 Dmg: 5d10+100 (Non-biological only)

51mm Explosive Mortar Shell  
 Value: 4000  
 AC: 0 DR: 0 Vol: 5 Dmg: 10d10 to everything within 20 meters of explosion; 1d6 concussion to all within 50 meters

51mm Gas Mortar Shell  
 Value: 6000  
 AC: 0 DR: 0 Vol: 5 Dmg: 7d10 and unconsciousness to all within 100 meters of explosion

60mm Explosive Mortar Shell  
 Value: 3000  
 AC: 0 DR: 0 Vol: 5 Dmg: 10d10 to everything within 20 meters of explosion; 1d6 concussion to all within 50 meters.

60mm Plasma Mortar Shell  
 Value: 5000  
 AC: 0 DR: 0 Vol: 5 Dmg: 10d20 to everything within 20 meters of explosion.

60mm Pulse Mortar Shell  
 Value: 7000  
 AC: 0 DR: 0 Vol: 5 Dmg: 20d20 to all non-biological things within 20 meters of explosion.

Rocket (Explosive)  
 Value: 2000  
 AC: 0 DR: 0 Vol: 10 Dmg: 6d8

Rocket (AP)  
 Value: 2500  
 AC: -10 DR: 0 Ignores DT Vol: 10 Dmg: 6d6

TOW-II Rocket  
Value: 5000  
AC: -20 DR: -20 Ignores DT Vol: 5

Flamer Fire Pack (10 shots)  
Value: 2000  
AC: 0 DR: -10 Vol: 10 Dmg: 3d8 plus fire

Flamer Plasma Pack  
Value: 3000  
AC: -10 DR: -10 Vol: 10 Dmg: 5d10+40

Flamer Poison Gas Pack  
Value: 5000  
AC: N/A DR: N/A Vol: 5 Dmg: Poison Type F to all non-protected critters in 4 hexes of stream

### Cells for Energy Weapon

Small Energy Cell  
Value: 2000  
AC: N/A DR: N/A Vol: 20

Micro Fusion Cell  
Value: 2000  
AC: N/A DR: N/A Vol: 20

### Armor

This section deals with the various methods of protecting oneself in the wastes. The divided modifiers are Damage Threshold / Damage Resistance.

#### Abbreviations:

W = Weight  
AC = Armor Class Modifier  
N = Normal Damage Modifier  
L = Laser Damage Modifier  
F = Fire Damage Modifier  
P = Plasma Damage Modifier  
E = Explosion Damage Modifier

Leather Jacket  
Value: 250  
A snappy addition to any ensemble, the leather jacket is the most basic protection you can use. And it looks pretty badass, too.  
W: 5 lbs. AC: 8 N: 0/20 L: 0/20 F: 0/10 P: 0/10 E: 0/20

Leather Armor  
Value: 700  
A shirt made of leather and padded for extra protection.  
W: 8 lbs. AC: 15 N: 2/25 L: 0/20 F: 0/20 P: 0/10 E: 0/20

Combat Leather Jacket  
Value: 1000  
This leather jacket has been padded and reinforced for better protection. You just can't find anything more fashionable in the post-nuclear world.  
W: 7 lbs. AC: 20 N: 2/30 L: 0/20 F: 2/25 P: 0/10 E: 0/20

Leather Armor MK II  
Value: 1000  
Reinforced leather armor that covers the arms and groin as well as the torso.  
W: 10 lbs. AC: 20 N: 3/25 L: 1/20 F: 1/25 P: 1/10 E: 1/25

Metal Armor  
Value: 1100  
A jacket of armor made from pieces of scrap metal welded together.  
W: 35 lbs. AC: 10 N: 4/30 L: 6/75 F: 4/10 P: 4/20 E: 4/25

Metal Armor MK II  
Value: 1900  
This is a truly fine suit of armor, crafted by a skilled metalworker. Usually only found in highly populated areas.  
W: 35 lbs. AC: 15 N: 4/35 L: 7/80 F: 4/15 P: 4/25 E: 4/30

Tesla Armor  
Value: 4500  
This metal suit of armor is enhanced with electromagnetic coils to aid in protection against energy attacks. Usually found only in high-tech areas.  
W: 35 lbs. AC: 15 N: 4/20 L: 19/90 F: 4/10 P: 10/80 E: 4/20

Brotherhood of Steel Armor  
Value: 4800  
This suit of body armor is worn by initiates in the secret order of the Brotherhood of Steel. This is an advanced version of the Combat Armor, and can occasionally be found for sale in large cities.  
W: 25 lbs. AC: 20 N: 8/40 L: 8/70 F: 7/50 P: 7/60 E: 8/40

Radiation Suit  
Value: 5000  
A radiation suit is necessary if someone is going to do any prolonged activity in an irradiated area. While wearing a radiation suit, a person is protected from all the harmful effects of radioactivity and radioactive materials.  
W: 20 lbs. AC: 15 N: 4/30 L: 0/30 F: 10/60 P: 0/20 E: 4/40

#### Combat Armor

Value: 6500

The standard military-issue armor for ground troops before the war, there are still quite a few suits of combat armor lying around. Most are used by police forces in large cities, or by gangsters with lots of money.

W: 20 lbs. AC: 20 N: 5/40 L: 8/60 F: 4/30 P: 4/50 E: 6/40

#### Combat Armor MK II

Value: 8000

An advanced version of the Combat Armor, this offers far better protection. Originally issued to soldiers in the advanced stages of the war.

W: 20 lbs. AC: 25 N: 6/40 L: 6/65 F: 5/35 P: 5/50 E: 9/45

#### Pseudo-Chitin Armor

Value: 10000

This experimental armor was made using genetic engineering. Basically, this armor affords its wearer a complete biological exoskeleton, protecting against a good deal of normal attacks.

W: 20 lbs. AC: 30 N: 10/50 L: 4/20 F: 10/60 P: 4/20 E: 5/50

#### Power Armor

Value: 12500

This is a metal suit of body armor enhanced with various powered features. Power armor is often the final word in personal protection in the wastes, and is usually only worn by Knights of the Brotherhood of Steel, and other organizations with access to prewar tech. The power of the armor adds 3 points to the Strength of the wearer.

W: 35 AC: 25 N: 12/40 L: 18/80 F: 12/60 P: 10/40 E: 20/50

#### Hardened Power Armor

Value: 15000

There is a chemical process that makes normal Brotherhood Power Armor harder and better, and this is the result of that process. Like the normal Power Armor, this suit enhances the Strength of the wearer by 3 points.

W: 50 AC: 25 N: 13/50 L: 19/90 F: 14/70 P: 13/50 E: 20/60

#### Advanced Power Armor

Value: 20000

Advanced Power Armor is an improvement on normal Power Armor, made mostly by technicians after the war. It is

extremely rare and can only be found in organizations that can trace their roots back to the American Armed Services, such as the Enclave. This armor enhances the Strength of the wearer by 4 points.

W: 30 AC: 30 N: 15/55 L: 19/90 F: 16/70 P: 15/60 E: 20/65

## Equipment

**E**quipment is any item that is not a weapon, ammunition, armor, or weapon enhancement. These are common (or semi-common), useful items in the wastes.

#### Flare

Value: 10

A chemical-packed stick that, when ignited, will provide light for about an hour.

W: 1 lb.

#### Lighter

Value: 10

When you need to get that molotov cocktail going, or burn that particular bridge.

W: 1 lb.

#### Flashlight

Value: 15

A small flashlight (torch) that runs off of a special energy cell. Usually provides about 30 hours of light before going out.

W: 1 lb.

#### Rope

Value: 25

What role playing game would be complete without a rope? Perhaps one of the most useful items in the world. Consider this to be about 10 meters long.

W: 10 lbs.

#### Shovel

Value: 30

Can you dig this, daddy-o?

W: 15 lbs.

#### Lockpick

Value: 40

Gives the user a +50% bonus to lockpick ability for the purposes of picking basic locks. Some locks require one of these (or a key) to open.

W: 1 lb.

#### Tool Set

Value: 50

A set of basic tools, such as small wrenches, pliers, some screwdrivers, and a hammer. For basic repairs.

W: 15 lbs.

#### Boots

Value: 80

A set of reinforced rubber and kevlar boots. They will protect the wearer from harsh chemicals for a short time, although they tend to wear out easily.

W: 5 lbs.

#### Gas Mask

Value: 150

This mask protects against harmful gas. Useful when someone lobs a mustard gas shell at the party. Note that it does not block radiation.

W: 3 lbs.

#### Safecracking Kit

Value: 200

The use of this kit is required to open most safes, and gives the user a +20% bonus to their lockpicking skill when trying to open a safe.

W: 5 lbs.

#### Electronic Lockpick

Value: 250

This valuable device is required to open electronic locks. It is crafted to overload or override the computer security on electronic doors. They are usually only available from thieves' guilds.

W: 3 lbs.

#### Dynamite

Value: 275

An explosive device consisting of several sticks of dynamite, a detonator, and a timer to set it off. Setting dynamite takes a successful roll against the Traps skill; an unsuccessful roll means the timer was not set correctly, and will not go off on time (in other words, you might not be able to run fast enough). Dynamite does 1d20+30 points of damage to anything in its hex and all adjacent hexes when it goes off, and 1d6 points of concussion damage to anything within 4 hexes of the explosion.

#### Geiger Counter

Value: 300

This useful little device not only detects how much radiation is in a person, it can detect harmful radiation

in the surrounding area. Useful when you are wondering what that big glowing crater in the ground is.

W: 5 lbs.

#### Plastique (C-14 Plastic Explosive)

Value: 400

C-14 is an improved version of the classic C-4 plastic explosive. A gummy-like substance that can be rigged to detonate, plastique is useful because it can be molded to any shape, to detonate in a concentrated area or spread along a wider surface. C-14 is a white or gray substance that looks and feels a lot like Silly Putty™. Setting it takes a successful roll against Traps; like dynamite, if the roll fails, the timer is not set correctly, and will blow at the wrong time, or not at all. Plastique does 2d20+30 damage to anything within the hex in which it detonates, half damage to everything in adjacent hexes, and 1d6 concussion damage to anything within 4 hexes of the explosion. C-14 can be compounded on itself to make bigger bombs, too.

#### Vehicle Repair Kit

Value: 500

A toolbox containing some necessary equipment for repairing a vehicle (actually, it can be used on any complex mechanical device). Contains a computer for interfacing with the vehicle to analyze the problem and a lot of repair tools.

W: 20 lbs.

### Chems (Drugs)

There are plenty of ways to chemically alter one's body in the wastes, and not all of them are entirely beneficial. Chems always have some kind of effect on a person. Sometimes, a chem is not easily identifiable, so when you come across a big crate of syringes and want to know what they are, there is no choice but to shoot one and see what it does. NOTE: The creators of this game do **not** recommend this course of action in the real world.

#### Healing Powder

Value: 50

This is a simple healing powder that, when ingested, helps ease pain from minor wounds. It heals 1d10+5 HP when eaten, and causes the user to lose 1

Perception for 1 hour after consumption.  
Not addictive.

#### Stimpack

Value: 150

Stimpacks are small syringes with healing chems that ease pain and encourage cellular mitosis, helping cells restore themselves at an increased rate. Quite common before the war, they can be found, in one form or another, almost everywhere. When injected, the stimpack heals 1d10+10 HP. Not addictive.

#### Antidote

Value: 150

Made from a variety of distilled poisons and antibodies, each dose of Antidote removes one level of poisoning. Antidote tastes and looks like cough syrup, and comes in little bottles. There is no official Antidote company in the wastes, and it is often something that country doctors and traveling quacks will sell for far more than its worth. Not addictive.

#### Super Stimpack

Value: 500

This is an incredible melange of healing chems designed to aid wounded soldiers on the battlefield in crucial moments of combat. Super stimpacks come in a large clamp that fit around the arm and inject the chemicals into the user at various times, maximizing the effects of the chemicals. The whole injection process still takes less than a second. Super stimpacks heal 5d10+50 HP, but the user loses 1d10 HP after an hour from the aftershock. It is a good idea to get some other form of healing should the user's HP drop to dangerous levels again. Not addictive.

#### Buffout

Value: 600

Buffout is a kind of temporary steroid, increasing mitochondrial activity in muscle for a brief period of time. Unfortunately, these same chemicals also impair brain function. Taking this drug is fine so long as you are about to slug it out in a boxing ring, but not recommended for operating a tank in combat. When swallowed, Buffout increases the user's Strength by 3, decreases Intelligence by 2, and decreases Perception and Intelligence by 1. The effects last 1d10 hours.

Buffout carries a 40% chance of addiction.

#### Mentats

Value: 600

Mentats increase the user's awareness for a short period of time, but are dangerous because of the intense aftereffects and high addiction rate. An experimental drug for the military at one time, these pills became popular in the prewar streets because of the intense high. When Mentats are swallowed, the user's Perception increases by 2. The effects last 1 hour, after which time the user's Perception, Agility, and Strength are decreased by 2 for 1d10 hours. Mentats have a 60% chance of addiction.

#### Psycho

Value: 1000

Psycho is a drug that is much like a combination between Mentats and speed. This chemical cocktail is highly addictive and has horrible side effects, but the high it produces is worth it to many users. After injecting Psycho, the user's Perception and Agility increase by 3, and their maximum Action Points increases to 10. The effects of Psycho last 1d10 hours, after which time the user loses 3 points to ALL Stats except Luck for 1d10 hours. Psycho is 50% addictive.

#### Jet

Value: 1000

Jet is the new street drug of the post-nuclear world. No one knows exactly how it was made, except there are rumors that a mafia boss had it manufactured to aid in controlling large numbers of people. Considering that Jet is addictive from the first dose, that is not difficult to imagine. Jet comes in an inhaler, much like asthma medicine. After inhalation, the user gains 2 Agility and loses 2 Perception for 1d10 hours. The user also experiences a near orgasmic high with very little side effects afterward. Jet is 100% addictive. Once you take it, there is no going back.

#### Radaway

Value: 1500

Radaway, an obscure drug from prewar times, became one of the most useful after the bombs went off. It comes in an IV bag and must be taken through a drip IV over the period of about an



hour. The Radaway works in the user's system to bond with radioactive particles and wash them out. 1 day after use, the user loses 25 rads. 2 days after use, the user loses another 25 rads. Radaway, unfortunately, has an addiction rate of 20%.

Rad-X

Value: 2000

An ounce of prevention is worth a pound of cure, and that was the idea behind these drugs. Although they were never marketed for consumer use before the war, enough were made for militaries so that they are not unknown in the postwar world. Rad-X is a pill that increases the user's Radiation Resistance by 50% for 1d10 hours after ingestion by creating a kind of radiation "anti-body" in the user. Not addictive.

## Vehicles

This is a brief summary of vehicles in the Fallout universe. It should be noted that most vehicles have been damaged, modified, or otherwise changed in the hundred-plus years since the war. New vehicles, and new vehicle parts, have not been manufactured for a long time, and perishable parts like tires are especially hard to find. Vehicles are powered by energy cells, can use either Small Energy Cells or Micro Fusion Cells to recharge themselves. This is only a sample of vehicles; when a vehicle is encountered in an adventure, the appropriate statistics should be given at that time, using these as reference points. Vehicles are not "traded" on the same level as other goods, so they have no cash value per se. If the vehicle has a gun, it is noted below the vehicle's stats.

### Abbreviations:

TS = Top Speed

KPH = Miles Per Hour

DR = Driving Range on a full charge

NP = Number of Passengers

CW = Carry Weight (in the trunk, on the roof, etc.) - the most weight the car can carry.

HP = Hit Points (see Combat: Vehicles for description).

## Cars and Trucks

Not necessarily military vehicles, cars and trucks are probably going to be the most common vehicles in the wastes.

### Corvega "Highwayman"

The highwayman was the combination sportscar and family car that became the staple of American life in the years before the war. It is roomy and can travel over most kinds of flat terrain. The basic highwayman does not have a weapon, and holds 30 charges of fuel.

TS: 100 MPH. DR: 480 KM. NP: 5 CW: 2500 lbs. HP: 250

### ½ Ton Truck

This is a basic pickup truck, with a bed in the back for carrying people and equipment. Can travel over some fairly rough terrain, depending on the kind of tires and suspension the truck has. Trucks do not normally have weapons attached. It takes 30 cells to recharge.

TS: 100 MPH. DR: 400 KM. NP: 2 in cab, 5 in bed. CW: 3000 lbs. HP: 300

### 2 ½ Ton Truck

This is a much larger truck, used for carrying troops and supplies before the war. Can generally travel only on roads or flat terrain. These trucks usually have no weapons, and take 50 cells to recharge.

TS: 90 KPH. DR: 320 KM. NP: 2 in cab, 15 in back. CW: 10,000 lbs. HP: 375

### Tractor-Trailer

Your basic eighteen-wheeled "big rig." The trailer can be modified to carry anything from medical supplies to oil to a missile or two. Travels only on roads or very flat terrain; hitting even a small rock at a high speed could tip the trailer over. Tractor-trailers take 100 cells to fully recharge.

TS: 100 KPH (cab only), 70 KPH (with trailer). DR: 600 KM empty, 320 KM fully loaded. NP: 2-3 in cab, 30 in back. CW: 50,000 lbs. HP: 400

Humvee

A military jeep designed to carry small amounts of people over rough terrain, and to engage light infantry in combat. Can travel over many kinds of terrain at relatively high speeds. The Humvee takes 30 cells to completely recharge.

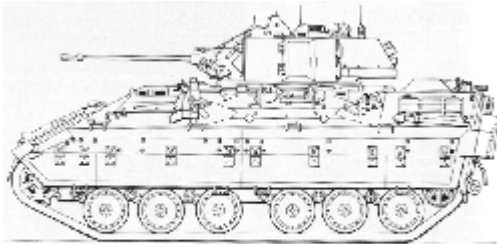
TS: 95 KPH. DR: 600 KM. NP: 5 CW: 2500 lbs. HP: 375

**APCs (Armored Personnel Carriers)**

**A**PCs are usually lightly-armed, heavily armored vehicles that transport troops through and near the front lines. Some use tires, and are designed for roads, and some use treads, like tanks.

**Bradley M2 Infantry Fighting Vehicle (IFV)**

The Bradley M2 IFV is designed to protect a squad of soldiers



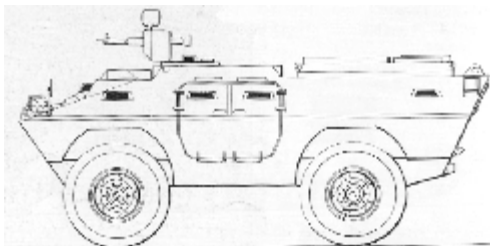
The Bradley M2 IFV

in a combat zone. A tracked vehicle with decent armament, it is more than capable of defending itself against many other vehicles. The M2 was used extensively in the Gulf War in the late 20<sup>th</sup> century, and is one of the most common infantry vehicles in the US. The Bradley M2 takes 30 cells to fully recharge. It is armed with a TOW-II missile launcher, an MG3 machine gun, and a 25mm Cannon. In addition, there are slots in the sides where the soldiers inside can safely fire at hostiles outside.

TS: 66 KPH DR: 70 KM NP: 10 CW: 10,000 lbs. HP: 400

**Dragoon APC**

The Dragoon isn't a single vehicle,



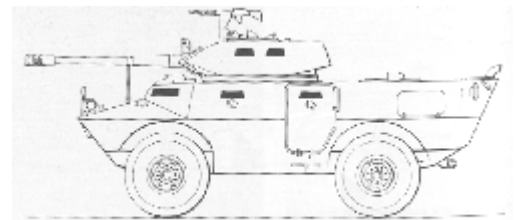
Dragoon APC

but a family of wheeled, armored vehicles designed to meet most military and para-military needs. The Dragoon is totally amphibious, and is designed for more guerilla-style operations than the larger (and less subtle) Bradley. The Dragoon APC can be armed either with an AGS-17 Grenade Launcher or an MG3 machine gun turret. The Dragoon takes 40 cells to fully recharge. Its large wheels mean that it is most effective on flat or relatively flat land, or in amphibious operations.

TS: 116 KPH DR: 885 KM NP: 8 CW: 8,000 lbs. HP: 425

**Cadillac-Gage LAV-150 ST**

The LAV-150 is a partially-amphibious, better armed version of the Dragoon.



LAV-150 APC

The wheeled LAV-150 is a much more common vehicle, being the backbone of US transport forces since its full introduction in the mid-1970s. The LAV-150 is armed with a 20mm Cannon and an MG3 machine gun. It can handle off-roading better than the Dragoon, but is still at home on relatively flat terrain. The LAV-150 takes 40 cells to recharge completely.

TS: 112 KPH DR: 800 KM NP: 9 CW: 10,000 lbs. HP: 450

**Mobile Artillery**

**M**obile artillery are cannons, such as Howitzers and the like, that are set up on two wheels so they can be towed behind trucks, jeeps, humvees, or APCs. Although tanks nearly replaced these guns in the 20<sup>th</sup> Century, they are far more common weapons in the wastes than their high-maintenance, mobile, armored cousins. Each one is basically like the other: a really big gun mounted to a mobile tripod, with two wheels on it. The statistics for these weapons are exactly the same for the tank versions, except that tanks can move and have a lot more armor. Note that none of these weapons can be targeted, and that there is only one kind of shell available for each (for now). Using

these weapons take a roll against Big Guns skill. Ammunition for these weapons is very difficult to come by, and each weapon fires its own shells: 20mm, 25mm, etc.

#### 20mm Cannon

W: 1000 lbs. Dmg: 8d10+40 to everything within 20 meters of the explosion, and 1d6 concussion damage for everything within 100 meters. Rng: 0.5 KM AP S: 4 T: N/A B: N/A

#### 25mm Cannon

W: 1300 lbs. Dmg: 8d10+40 to everything within 20 meters of the explosion, and 1d6 concussion damage for everything within 100 meters. Rng: 0.5 KM AP S: 4 T: N/A B: N/A

#### M68 105mm Cannon

W: 2500 lbs. Dmg: 15d20+30 to everything within 30 meters of explosion, and 1d6 concussion damage for everything within 120 meters. Rng: 1 KM AP S: 5 T: N/A B: N/A

#### Rheinmetall 120mm Gun

W: 3000 lbs. Dmg: 20d20+50 to everything within 40 meters of the explosion, and 1d6 concussion damage to everything within 140 meters. Rng: 2 KM AP S: 5 T: N/A B: N/A

#### 152mm Shillelagh Missile System

W: 3000 lbs. Dmg: 20d20+50 to everything within 50 meters of explosion, 1d6 concussion damage to everything within 200 meters. Rng: 3 KM AP S: 6 T: N/A B: N/A

### Tanks

**T**anks were invented in the early 20<sup>th</sup> Century as military personnel realized the great effectiveness of improved cannon (artillery pieces), and the invention of the automobile allowed these pieces of machinery to become relatively mobile. Tanks are basically artillery cannons operated by a heavily protected crew, and their treads allow

them to move over all sorts of terrain. Tanks are definitely the rarest vehicles in the wastes, and if any still work, they are probably in the possession of large organizations, or technology mongers like the Enclave or the Brotherhood of Steel.

#### M60A2 Main Battle Tank

The M60, the "destroyer from Detroit," was introduced into the American armed forces in the 1960s and remained an important part of the military until the very end of the 20<sup>th</sup> century, when it was regulated to National Guard armories. The M60 is well-armored and is equipped with a M68 105mm Cannon and two MG3 machine guns. Although the Abrams replaced the M60 by the early 1990s, it was still highly effective against the slower, less efficient T-62s in the Gulf War. The M60 takes 60 cells to fully recharge.

TS: 50 KPH DR: 100 KM NP: 4 CW: 3000 lbs. HP: 500

#### M551 Sheridan

The Sheridan was designed as a light support tank that had the firepower to destroy a main battle tank. It is one of the few tanks that can be airdropped from the back of a C-130 Hercules, and was the first United States vehicle to arrive in Saudi Arabia in the Gulf War. It is also a major failure, as far as its design is concerned. The Sheridan was equipped with a 152mm Shillelagh Missile System, a surface to surface defense system designed to kill tanks at long range, without having to endanger the Sheridan's crew. The US completely overhauled these tanks in the last few years of the 20<sup>th</sup> Century, and the Shillelagh system works - nominally. Sheridan tanks were common on the homefront, as they were regulated to National Guard duties after their relative failure on the battlefields of the Persian Gulf. In addition to the 152mm Shillelagh system, the Sheridan is armed with two MG3 machine guns, and takes 60 cells to fully recharge.

TS: 60 KPH DR: 120 KM NP: 5 CW: 2000 lbs. HP: 400

## M1A1 Abrams

Credited with defeating the vastly inferior Soviet-built T-72s and T-55s Iraq used in the Gulf War, the M1 Abrams is the



M1A1 Abrams on maneuvers in the Gulf War (from Darman)

finest vehicle in the US Cavalry going into the 21<sup>st</sup> century. The unequalled range and reloading speed of the Rheinmetall 120mm gun, and the thickest, most effective armor of any tank, make the Abrams the most feared vehicle on the battlefield. In addition to the cannon, the Abrams has 2 M2HB support machine guns, and a TOW-II missile defense system built-in. There are rumors of M1A1s constructed with energy weapons, but these are unconfirmed. The M1A1 takes 70 cells to fully recharge.

TS: 60 MPH DR: 100 KM NP: 5 CW: 4000 lbs. HP: 600

## Vehicle Enhancements

Vehicle enhancements are very rare in the wastes. They are often very costly and parts can be almost impossible to come by. These are some examples of vehicle enhancements.

### Reinforced Struts

Cost: 9000

Reinforcing the struts on a vehicle increases the amount of weight it can carry by 50%. Of course, it doesn't increase the size of the vehicle.

### Fuel Cell Converter

Cost: 10000

A fuel cell converter makes the energy that a vehicle runs off of more efficient. It extends a vehicle's range by 50%.

### Antigrav Plates

Cost: 25000

Forget tires and tracks. Antigrav plates allow the vehicle to hover a few feet over the ground, so it can effectively pass over all but the rockiest ground at top speeds. Antigrav plates remove terrain restrictions (except obviously the car can't careen over canyon walls) and increases the vehicle's top speed by 50 miles per hour. Note that antigrav plates are ineffective over water, and driving over more than 1 foot of H<sub>2</sub>O will result in a very wet car that cannot be moved except by a tow chain.

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# Index

Acknowledgements . . . . .	1
Action Points (description) . . . . .	10
Actions (list of possible combat actions) . . . . .	18
Adding Race Modifiers to Statistics . . . . .	9
Advancement . . . . .	31
Agility (description) . . . . .	9
Ammunition . . . . .	65
Armor . . . . .	67
Armor (wearing) . . . . .	16
Armor Class (description) . . . . .	10
Armor Class (modifying "to hit") . . . . .	20
Artillery (setting up in combat) . . . . .	19
Attacking . . . . .	19
Barter Skill (description) . . . . .	15
Bartering . . . . .	29
Bestiary . . . . .	43
Bibliography . . . . .	75
Big Guns Skill (description) . . . . .	12
Big Guns Skill Weapons . . . . .	59
Blindness . . . . .	27
Burst Mode . . . . .	16
Canceling the Shot . . . . .	21
Carry Weight (description) . . . . .	10
Chance for Criticals (determining, rolling, and an example of) . . . . .	24
Character Creation . . . . .	3
Character Concept . . . . .	3
Character Terminology . . . . .	4
Charisma (description) . . . . .	9
Chems . . . . .	70
Chems (and addiction) . . . . .	28
Combat (beginning) . . . . .	17
Combat (continuing and ending, and an example of) . . . . .	24
Combat (definition) . . . . .	2
Combat (process) . . . . .	17
Cone of Fire (in burst mode) . . . . .	21
Cover (modifying "to hit") . . . . .	20
Creating a Role-Playing Game . . . . .	1
Crippled Limbs . . . . .	27
Critical Chance (description) . . . . .	11
Critical Failure Table . . . . .	22
Critter (definition) . . . . .	2
Damage (determining) . . . . .	23
Damage (example of calculating) . . . . .	23
Damage (from non-conventional weapons) . . . . .	23
Damage and Death . . . . .	25
Damage Resistance (description) . . . . .	11
Damage Threshold (description) . . . . .	11
Dice (Required to play the game) . . . . .	2
Death (definition) . . . . .	2
Death (in the game) . . . . .	28
Death (note about) . . . . .	10
Doctor Skill (description) . . . . .	14
Double-Shot Weapons . . . . .	22
Driving Skill (description) . . . . .	14
Endurance (description) . . . . .	9
Energy Weapons Skill (description) . . . . .	12
Energy Weapons . . . . .	62
Equipment . . . . .	69
Equipment (Required to play the game) . . . . .	2

Equipping Items (in combat)	18
Experience (definition)	2
Fallout (definition)	2
Finishing Touches to Character Creation	15
Fire Damage	25
First Aid Skill (description)	13
Gambling Skill (description)	15
Gamemaster or GM (definition)	2
Gameplay	3
Getting Up (in combat)	19
Ghoul (race)	5
Glossary (of terms in Fallout)	2
Guide to the Fallout Universe (Post-Nuclear USA: The Rough Guide)	36
Half-Mutant (race)	6
Healing (naturally)	28
Healing Rate (description)	11
Hit Points (description)	10
Holding Weapons and Objects	16
Human (race)	5
Imagination (Imagining)	1
Intelligence (description)	9
Introduction	1
Karma (definition)	2
Karma (explanation)	4
Karma (in character creation)	15
Karmic Perks	29
Level (definition)	2
Life (meaning of)	42
Light (modifying "to hit")	20
Lockpick Skill (description of)	14
Lockpicking	30
Luck (description)	9
Melee Damage (description)	11
Melee Skill Weapons	51
Melee Weapons (advantages to hitting with)	22
Melee Weapons Skill (description)	13
Movement (in combat)	18
Mutant or Super Mutant (race)	5
Non-Player Character or NPC (definition)	3
Notes (Version)	1
Nuclear Arsenals (Size of)	2
Outdoorsman Skill (description)	15
Perception (description)	8
Perk (definition)	3
Perks (explanation)	4
Perks (list of)	31
Picking Locks	30
Player (definition)	3
Player Character or PC (definition)	3
Poison Damage	25
Poison Resistance (description)	11
Poisons (table of)	25
Primary Statistics (definition)	3
Primary Statistics (description of each)	8
Primary Statistics (examples of calculating)	8
Primary Statistics (explanation)	4
Primary Statistics (in character creation)	8
Pythagoras	8
Race (in character creation)	4
Race Modifiers (adding to statistics)	9
Race Modifiers (example of adding to statistics)	10
Radiation Damage	27

Radiation Effects (table of)	27
Radiation Resistance (description)	11
Range (modifying "to hit")	20
Rank (definition)	3
Reloading (in combat)	18
Repair Skill (description)	15
Repairing Vehicles	17
Repairing Weapons	16
Role-Playing (In the Fallout Universe)	1
Rolls Against ____ (definition)	3
Round (definition)	3
Science Skill (description)	14
Secondary Statistics (definition)	3
Secondary Statistics (descriptions of)	10
Secondary Statistics (examples of calculating)	11
Secondary Statistics (explanation)	4
Sequence (description)	11
Sequence (determining in combat)	17
Shakespeare, William	4
Skills (definition)	3
Skills (example of calculating)	15
Skills (in character creation)	12
Small Guns Skill (description)	12
Small Guns Skill Weapons	53
Sneak Skill (description)	14
Sneaking	30
Special Unarmed Attacks	12
Speech Skill (description)	15
Statistics (in character creation)	8
Steal Skill (description)	14
Stealing	30
Stoppard, Tom	3
Strength (description)	8
Super-Mutant (race)	5
Tag Skills (choosing)	12
Tag Skills (example of assigning)	15
Taking Items (in combat)	18
Targeted Shots	20
Throwing Skill (description)	13
Throwing Weapons	63
To Hit (base chance)	19
To Hit (definition)	3
To Hit (determining)	19
To Hit (example of determining and rolling)	21
To Hit (the formula)	21
Trading and Barter	29
Trait (definition)	3
Traits (explanation)	4
Traits (in character creation and list)	5
Traps Skill (description)	14
Tripods (setting up in combat)	19
Turn (definition)	3
Unarmed Skill (definition)	12
Unarmed Skill Weapons List	50
Using an Item (in combat)	18
Using Skills (in combat)	18
Vehicle Combat	25
Vehicle Condition	17
Vehicle Enhancements	74
Vehicles	71
Weapon Condition	16
Weapon Enhancements	64



Weapon List . . . . . 50  
Weapon Status (modifying "to hit") . . . . . 20  
Weapons (holding) . . . . . 16  
Wearing Armor . . . . . 17

