

Fallout Wastelands:

A POST-NUCLEAR ROLE-PLAYING GAME

A BLACK DIAMOND PROJECT – VERSION 1.4



**BASED ON RETROCALYPSE BY DAVID A. HILL JR, WHICH IN TURN WAS BASED ON OLD SCHOOL HACK BY
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SECTION 1. A FEW NOTES ABOUT FALLOUT WASTELANDS

For years I've loved playing the *Fallout* games, specifically *Fallout 3* and *Fallout: New Vegas* since I didn't have access to a computer for gaming (I am working my way through the original *Fallout* presently!). I became enamored by the setting and fell in love with the 50s retro-futuristic atmosphere, the pulpy Science! themes, and the surprisingly beautiful, post-apocalyptic world that unfolded before me. It was like *Firefly* meeting *Mad Max* meeting *Rango* and it was perfect. Once I finished *Fallout 3* and moved on to *New Vegas* I began searching for a tabletop version of *Fallout* so I could explore the Wasteland with my friends at college.



Unfortunately all of the systems I found were either too complicated or otherwise didn't have the right "feel" to them. Games either took too long to set up or we got hung up on some mechanic that the video games' systems had always handled for us without our knowledge or notice. Five or six games were scrapped because of this... until I found David's "Retropocalypse" (for which this particular game is heavily based on in a loving tribute and can be found at <http://machineageproductions.com>) I didn't believe that I had found anything different.

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

So I spent a few weeks working on additions to "Retropocalypse," adding more dice (because as gamers we all love rolling more dice!), reworking the combat system (which we found was the biggest hang up of the game and prevented everyone from just jumping in), and creating several new Backgrounds, Perks, Traits, and gear. Some of the original "Retropocalypse" Backgrounds have been tweaked and modified to better fit the feel of the *Fallout* universe (at least in my mind), but I did my best to make sure everything stayed true to David's work.

Like "Retropocalypse," this game assumes that the players have some pre-existing knowledge of how pen and paper games are run and about the *Fallout* series in general. Like David, I don't expect this to be "Baby's First RPG" (even if it was for four of my friends). While working on this project I tried my best to strike a balance between ease of use and accessibility for new players and crunch and customization for more veteran role-players. I hope I succeeded.

This document only touches on the *Fallout* setting since I didn't want to wind up with a PDF or printed handout that was hundreds of pages long (although I am close to one hundred!) and because the setting and its lore are the copyrighted materials of Bethesda Softworks. My biggest sources of information are, of course, the *Fallout* video games. I also recommend checking out No Mutants Allowed, Nuka-Pedia: The Fallout Wiki, and the Fallout Bibles by Chris Avellone.

All in all, this is a labor of love and I hope that someone out there in the Wastelands enjoys it.

Thanks,

Sean M., Lead Designer

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



SECTION 2. INTRODUCTION AND SETUP

The bombs fell on October 23rd, 2077. This was it, the Great War. Everyone saw it coming, yet no one knows who struck first. Every nation with an atomic arsenal launched everything they had simultaneously. Most of the world's population, cynical and jaded from the constant threats and drills, ignored the sirens. Within two hours the Great War had begun and ended. The Earth shook, fault lines shifted and caused mountains to grow and plains to flood. Then it all stood deathly still.

A small portion of the populace took shelter in large, underground bunkers known as Vaults. Over time, the descendants of those lucky few came to the surface and found the world of their forefathers torn apart. Some remained within the safety of their Vaults while others ventured out into the desolate remains of a once proud world.

The world had started anew. In the ruins of the Old World new towns were built. Rubble and ash were swept aside so that houses and businesses could be constructed. New governments and civilizations were founded and forced to fight for their very survival against gangs of raiders and groups of uncivilized tribals. Some regions struggled while others thrived.

In some corners of the world science grew in unexpected directions, as those participating in the pursuit of knowledge were no longer held back by the laws and regulations of the Old World. Mutated men and animals were set free to roam the planet.

It's now 2282, two hundred and five years after the bombs fell. The world is starting to regain some of its old glory. Humanity still fights over scraps of land and scavengers can be found across the Wasteland looking for Caps, tools, and relics from a time long since lost. Nobody knows what tomorrow will bring. Hope lives on, but only one thing is certain...

War. War never changes.

SETUP

You'll need a few things in order to play "Fallout Wastelands," most of which can be found laying around the house (if you're already into RPGs), a local gaming store, or, of course, the Internet (if you're not already into RPGs).

Players: "Fallout Wastelands" requires at least two players and should probably not be played with groups larger than five or six. One of the players will take on the role of Overseer (or Game Master) and is in charge of directing the players, presenting them with challenges and obstacles, and providing the story.

Dice: Each player will need three 10-sided dice (d10s), a four-sided die (d4), a six-sided die (d6), and a twelve-sided die (d12). If possible, try using different colored d10s, as it makes it easier to denote which die or dice are the Critical Dice.

Character Sheets: Every player needs a character sheet, which can be found at the end of the document. You may want to consider printing some of the reference pages, like Equipment, Perks, and the Environments and Hazards. Easier reference means the game won't be bogged down.

Karma Tokens: You'll want two different colors or types of tokens for Karma and about five or six of each per player. I recommend poker chips, but dice, coins, bottle caps, or even just some tick marks on a piece of paper work as well. Black and white tokens are ideal, since they make it easier to distinguish between "Good Karma" and "Bad Karma."

Character Tokens or Miniatures: You can use miniatures, coins, or just mark down where everyone is on a piece of paper or a grid. Tokens or minis aren't strictly necessary, but they do help keep things organized.

Grid or Paper: I prefer a dry erase board, but use whatever's handy for you. Due to the nature of this game, a grid isn't strictly necessary, but you might find it useful to keep track of where people and monsters are located.



PREPARATION

Before getting started with a Wasteland adventure, the Overseer and players need to figure out what kind of game they want to play and what sort of story they're hoping to tell. Talk amongst your group and figure out what everyone wants to do. Those considerations should help influence what kind of character you end up making and the overall tone of the game you'll be playing. Some players prefer a story-driven game, while others just want to explore and shoot up enemies. Everyone should understand and agree to the overall theme of the game before playing.

SECTION 3. CHARACTER CREATION

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

1. **You're S.P.E.C.I.A.L.!**
2. **Backgrounds and Concepts**
3. **Traits and Perks**
4. **Skills and Tag!**
5. **Equipment**
6. **Motivations**



1. YOU'RE S.P.E.C.I.A.L.!

Each character has seven SPECIAL Attributes that determine various aspects of their character. The attributes are Strength (STR), Perception (PER), Endurance (END), Charisma (CHA), Intelligence (INT), Agility (AGL), and Luck (LCK). SPECIAL Attributes can range from 1 to 10 and cannot dip below 1 or exceed 10, even with the effects of items, perks, or conditions. Each player begins with 1 points in each SPECIAL Attribute and has 33 points to distribute to any Attribute.

Strength (STR): Strength determines a character's raw, physical power. It's an important Attribute for characters that prefer melee weapons or like to carry lots of gear for multiple occasions. Bashing in doors, lifting heavy objects, and breaking things all involve Strength. Strength also governs:

- The Athletics, Melee Weapons, and Unarmed Skills.
- The amount of Heavy Slots a character has (one Heavy Slot for each point of Strength you possess).

Perception (PER): Actions involving awareness and senses. Noticing traps, identifying people, seeing in the distance, and penetrating disguises all involve Perception. Perception also governs:

- The Energy Weapons, Explosives, Investigation, and Lockpick Skills.

- Helps determine a character's Defense Score ($1/2$ Character Level + Perception + Agility).

Endurance (END): Actions involving fortitude and health. Walking long distances, withstanding poison, disease, and radiation, standing through punishment, and resisting torture all involve Endurance. Endurance also governs:

- The Survival Skill.
- A character's starting number of Health Slots is equal to five plus one-half his Endurance Attribute ($5 + 1/2$ END), rounded up.
- The number of Cybernetic Implants a character can possess equals his Endurance Attribute.

Charisma (CHA): Actions involving charm, wit, and personality. Lying, seduction, diplomacy, begging for your life, and haggling with a merchant all involve Charisma. Charisma also governs:

- The Barter and Speech Skills.

Intelligence (INT): Actions involving knowledge and reasoning. Disarming traps, reading codes, researching, repairing things and sabotaging other things, and hacking computers all involve Intelligence. Intelligence also governs:

- The Medicine, Repair, and Science Skills.
- At 1st level, characters have a number of Skill Points equal to five plus one-half their Intelligence Attribute ($5 + 1/2$ INT), rounded up.

Agility (AGL): Actions involving speed, reflexes, and precision. Sneaking around, throwing things, acrobatics, and avoiding traps all involve Agility. Agility also governs:

- The Guns, Pilot, and Sneak Skills.
- A character's Initiative equals his Agility Attribute.
- Helps determine a character's Defense Score ($1/2$ Character Level + Perception + Agility).

Luck (LCK): Actions involving how much the universe likes you. Playing the slots, getting to the train on time, choosing the right path in the dark, and flipping a coin all involve Luck. Luck doesn't govern any Skills, although by spending some Karma it might be able to turn a failure into success. Luck *does* influence:

- A character's chance of scoring a Critical Hit. See the Combat section for more details on how Luck affects your ability to fight.

- Luck can increase one's chances of hitting a target, passing a Skill Test, or avoiding an opponent's attack with the proper application of Karma. See the Karma section for more details on how Luck and Karma work together.



The primary function of an Attribute is to provide a bonus to your Skills, but there are also times when you may need to perform an Attribute Test. When called upon by the Overseer to make an Attribute Test, you roll a d12 and add the appropriate Attribute score to the roll. The Overseer will also roll a d12 and add or subtract from it appropriately to match the difficulty of the task. If your roll meets or exceeds the Overseer's roll, you succeed in your action. If you beat the Overseer's roll by 5 or more, you gain an additional benefit of your choice (the Overseer reserves the right to veto).

If you roll a 12 and the Overseer did not roll a 12, you win regardless of the resulting numbers. If the Overseer also rolled a 12, compare results normally. If you roll a 1, you fail. The players and the Overseer should keep failures in mind for potential Karma, if you're a good sport about losing.

Attribute Scores can only be increased with Perks, Traits, or as rewards given by the Overseer.

2. BACKGROUNDS AND CONCEPTS

Many RPGs have races, classes, and factions that aid in fluffing and customizing a character. Fallout Wastelands uses the idea of Backgrounds to perform a similar task. Look over the Backgrounds on the list below and pick the one that best fits your character idea. If more than one player wishes to share a Background the party and Overseer must agree that it's a good idea (after all, variety is the spice of life).

- | | |
|---------------------------------|-----------------|
| • Brotherhood of Steel Initiate | • Robot |
| • Courier | • Scientist |
| • Deathclaw | • Settler |
| • Enclave Remnant | • Super Mutant |
| • Ghoul | • Tribal |
| • Psyker | • Vault Dweller |
| • Raider | • Wastelander |

Once you've settled on a Background, think of a Concept for your character. Don't worry about it too much, as the Concept is a fluff choice, not something that provides any sort of mechanical bonus. Your Concept should give the rest of the group an idea as to who your character is and how they will interact with the world. "*Nerdy Gearhead*" and "*Gruff Veteran*" are good examples. Don't try to be too complex or complicated with your Concept, remember K.I.S.S.

3. TRAITS AND PERKS

Next, pick one of the Traits from your Background. Choose one that expands your character's identity a bit and fleshes them out as a character. At this time you'll also pick your first Perk from the Perks list. Traits and Perks come in three flavors: Constant, Environment, and Rested. Each Trait and Perk has its type listed in its description.

- **Constant:** These Traits and Perks either have a constant effect (such a bonus to a Skill) or can be used at anytime.
- **Environment:** Once *successfully* used in a combat situation or a non-combat challenge, these Traits and Perks cannot be used again until you move to a new Environment or spend a point of Karma to use.
- **Rested:** Once *successfully* used in a combat situation or a non-combat challenge, these Traits and Perks can only be used again after a meal and significant rest or by spending two points of Karma (although even so, this requires a solid, well-thought out reason to work).

4. SKILLS AND TAG!

Skills are an important part of Fallout Wastelands, as they help determine what your character is and is not good at. You start the game with a number of Skill points equal to your Intelligence Attribute. You also choose three Tag Skills, your character's specific specializations. Each Tag Skill is immediately increased by 2 points. Skills are covered in more detail in Section 5.

5. EQUIPMENT

Next choose a Weapon and either a suit of Leather Armor or a suit of Lightweight Metal Armor (or a Courier's Duster for a Courier or a Reinforced Vault Jumpsuit for a Vault Dweller) and add them to your character's inventory. (Please note that Deathclaws do not begin play with a weapon or armor, and Robots do not begin play with armor.) You should go over your decision

with your Overseer to make sure he or she finds your choices appropriate for your character and his or her campaign. You cannot begin play with a Heavy Weapon. Finally, add the starting equipment from your character's Background to your inventory.



6. Motivations

Lastly, determine your character's Motivation. This is what makes them tick, their reason for exploring the Wastland. If you can't come up with one, use the chart to the right to help you come up with an idea. Your Motivation should be something that can be accomplished within the span of a reasonable game- not something that can be achieved right away or always remains out of reach.

If you manage to complete your goal, you can always roll or choose a new motivation. After all, just because you got one job done in the Wastland doesn't mean you can't find another!

Choose, Roll, or Make Your Own	
1	Your people need a piece of lost technology to survive.
2	Someone betrayed your trust and now you're out for revenge.
3	You've heard of a device that can jumpstart the Earth's recovery: the "G.E.C.K."
4	You owe some people a lot of Caps and are willing to do anything to get that money together.
5	You're the Chosen One, and it's time for you to fulfill your destiny.
6	There's a man that needs to be stopped, and you're the one to do it!
7	Your loved ones have been kidnapped and it's up to you to save them.
8	You've always been told you're a failure and disappointment. Prove those sons of bitches wrong!
9	You woke up in a tub of ice with a missing organ and intense scar. Find your old organ or a newer, better one.
10	You've made some powerful enemies. It's time to make some equally powerful friends.
11	You must prove your worth to a particular faction or organization. Now's your chance to do it.
12	One day you just decided to up and explore the Wastland, focusing on a particular Old World spot that drew your attention. Go find it explorer!

SECTION 4. BACKGROUNDS

Every story has its characters, and every character has his story. Where he came from, where he's going, who he is, why he's here, and what he's looking for. Everyone comes from someplace and is trying to get someplace else- it's how life works.



The Backgrounds presented in Fallout Wastelands help answer some of these questions and provide a framework for the kind of character you'll be playing. In many ways they work like "Classes" or "Jobs" from other game systems, but in other ways they are very different. Your Background begins to tell others who you were and who you are right now, but they have no say on who you might become. You can be anything from a grizzled Raider looking for his next big score to a brilliant Scientist trying to build a powerful super-weapon to a naïve Vault Dweller who has never before set foot on irradiated soil.

Each Background comes with an Inherent Ability that provides a minor bonus, a Limitation to help shape role-play, and a selection of Traits from which you can choose. These Traits are not limited to just those Backgrounds, although you should discuss with your Overseer about taking Traits from Backgrounds other than your own. Each Background also has a list of starting equipment including Caps and various gear to help you survive the Wasteland. Finally, three recommended Tag Skills are mentioned with each Background to help you begin your character (although by no means are you required to follow those recommendations).

Who you are at the beginning of your adventure is not necessarily indicative of the man or woman you will become. Your path is your own, your choices are your own, and your destiny belongs to no one but yourself.

Now get out there and explore!

BROTHERHOOD OF STEEL INITIATE

You were raised or inducted into the ranks of the Brotherhood of Steel, a quasi-religious military order whose goal is to secure the technology of the past until mankind is again worthy of possessing it. As an initiate, you've spent your adult life trying to prove yourself to your superiors. Now, that time has come. Be it a true rite of passage or a chance



occurrence, you've been sent away on a mission. Will you follow the strict code the Brotherhood demands or bend it to suit your needs? Do you even remain steadfast to your task or decide to strike out on your own with the knowledge the Brotherhood has given you? The choice, for the first time in your life, is yours to make.

Inherent: Technology Affinity

You were raised around technology and know it much better than most. You gain a +1 bonus on Energy Weapons, Repair, and Science (INT) Tests when dealing with high-tech devices, subject to the Overseer's approval.

Limitation: Not a People Person

You were raised around technology, not people. Your parents, if they even took a direct hand in raising you, were not exactly the most empathetic. This means you often fumble badly in social situations and tend to put logic and reason before sensitivity.

AVAILABLE TRAITS

Bonds of Steel- *Constant Ability*

Scribes and Knights- these are the two main branches of the Brotherhood of Steel. One is responsible for learning everything about the Old World and its technology and the other is tasked with recovering and maintaining it. When you pick this Trait choose either Scribe or Knight and add the appropriate bonuses and abilities as mentioned below. Be warned, you can only make this decision once.

Scribe- You are a scholar and are tasked with creating and keeping records of the technology used by the Brotherhood as well as learning everything about Old World technology as you possibly can. You gain a +1 bonus on all Science (INT) and Repair (INT) Tests and whenever you are attempting to research additional information and fail the Skill or Attribute Test you may spend a point of Karma to attempt it one additional time (you must abide by the results of the new Test).

Knight- You are responsible for the manufacturing and maintaining of weapons and other pieces of technology and are also trained to engage in field exercises and battle. Perhaps with enough experience and combat successes, you'll be promoted to the rank of Paladin. You gain a +1 bonus on all Energy Weapons (PER) and Repair (INT) Tests and whenever you are attempting to modify or repair a piece of Old World technology and fail the Skill or Attribute Test you may spend a point of Karma to attempt it one additional time (you must abide by the results of the new Test).

Book Learning- *Constant Ability*

Research skills are rare in the Wasteland. The Brotherhood of Steel cherishes and cultivates its members' desire to learn. So long as you have access to books, a functioning computer, or a Pip-Boy, you can glean one important fact about an upcoming event taking place in the near future. This gives you a +1 on all relevant SPECIAL Attribute and Skill Tests pertaining to that event.

Cyborg- *Constant Ability*

You've made permanent enhancements to your body and as a result are harder to harm. You gain a +4 bonus on Endurance Tests to resist poison and radiation, you gain 2 points of Damage Resistance (whether or not you're wearing armor), and you roll an additional damage die whenever you use an Energy Weapon. Furthermore, you can have one additional implant installed, should you so desire. Having this Trait *does not* mean you have procured an implant, however.

Indoctrination- *Rested Ability*

For some, the Brotherhood is less an organization and more of a religion. Their indoctrination leaves you with a very gray moral fiber. When you receive Karma, you can choose whether it is Good Karma or Bad Karma. You can only ignore moral implications of your actions once per rest.

Power Armor Training- *Constant Ability*

Power Armor isn't as easy to use as it might look. You've been trained in its proper use and maintenance. You suffer no additional penalties for wearing Power Armor, and enjoy all of its benefits. Having this Trait *does not* mean you have procured a suit of armor, however.

Recommended Tag Skills: Energy Weapons, Repair, Science

Starting Equipment: Radio Communicator, Broken Computer Parts, Toolkit, Magnifying Glass, Bunsen Burner, Brotherhood Safe House Key

Starting Caps: 2d12

COURIER

It's a hard job, braving the wasteland to deliver packages, but someone's got to do it. Maybe you like the challenge, or maybe you wanted to see the world. Either way, you've taken it upon yourself to make sure that everybody gets to send and receive their packages, no matter how stupid or unnecessary they may be. All that walking and traveling has given you some experience and knowledge about the world, experience and knowledge you can use to your advantage. Maybe you got tired of being just another delivery boy (or girl!). Maybe you're still a courier at heart, but you want to set aside some time for yourself. Or maybe this is one last job before you retire to a nice little town, find a girl (or guy!) and finally settle down. No matter your reasoning, you've found yourself on quite the adventure.



Inherent: Wasteland Express

Thanks to years spent working for others, you know who to talk to and what to say to get another job and a few more Caps. Whenever you meet someone new, you immediately ascertain if they need something delivered and how much they're willing to pay. Furthermore, you get a +50% bonus on all Cap rewards for completing others' jobs.

Limitation: The Faceless Man

No matter how hard you try, you always seem to fade into the woodwork. Sure it's handy if you want to get some dirty work done, but it gets annoying after awhile. People never see you as you, always as "just another courier." It's hard for you to make an impression on folks, as they always figure you're just around to do a job before you up and leave town again.

AVAILABLE TRAITS

Boots Made For Walkin'!- *Constant Ability*

You've been around the block a time or two. Or three. Or four. You've put in a lot of miles is what I'm saying, and boy has it paid off. You get a +3 bonus on all Survival (END) Tests to reduce the amount of time it takes you to travel and to prevent you from getting lost. Furthermore, once per Environment, you may take a free Move Action in addition to your other Action in a turn.

Don't Shoot the Messenger!- *Constant Ability*

You carry important things back and forth: letters, presents, valuable military information, teddy bears, all sorts of things. As a result, people know not to shoot you without a good reason. As long as you don't act with aggression, intelligent humans and ghouls won't attack you without provocation. This doesn't extend to animals, robots, feral ghouls, super mutants, or humans up to their gills in chems, however.

I've Been Everywhere- *Constant Ability*

You've traveled the length and breadth of the wasteland and have seen just about every type of town and folk. Using this store of seemingly useless information, you always seem to know a little bit about any town or tribe you happen across. You can use this information for a +2 bonus to any roll pertaining to a wasteland settlement, faction, or tribe.

Spurs that Jingle-Jangle- *Environment Ability*

You've got spurs that jingle-jangle-jingle! Way back in the day you did a Brahmin run and got a pair of nice, shiny spurs. Maybe they're lucky (or maybe you're crazy!), but ever since you've seemed to avoid taking any real damage in a fight. Sure you've got your cuts and scrapes, but never anything you couldn't shrug off. Once per rest you can make a Hard Luck Test to turn an opponent's Critical Hit into a normal hit.

What's the Bag?- *Focused Rested Ability*

As a courier you have a big ol' messenger bag for all them there packages you've got to deliver. While you've never purposefully stolen anything from anyone (even when you've *really* wanted to) some things just happened to fall into the deeper corners of your bag, never to return. Once per rest you can make a Luck Test to search your bag for any item you may need in your travels. The difficulty of the Tests is based on what you're looking for (knick-knacks are Easy, medical supplies and the like are Hard to find, and finding a weapon would be Pretty Unlikely, and finding a suit of armor would be Damn Near Impossible). Furthermore, you gain an additional Heavy Slot, regardless of your Strength Attribute.

Recommended Tag Skills: Barter, Guns, Survival

Starting Equipment: Compass, an Old Map, Express Order Form, Courier's Duster, Oversized Messenger Bag, 4 Cans of Cram, Canteen, 12 9mm Rounds

Starting Caps: 3d6

DEATHCLAW

Deathclaws are a race of semi-intelligent, enormous, mutated lizards believed to have been derived from a species of chameleon. Most deathclaws walk on two legs, stand more than two meters in height, and have thick, scaly skin that protects them from harm. However, their trademark feature is the massive sets of claws at the end of their forelegs. Most deathclaws have the intelligence of beasts, but some, whether through F.E.V. exposure or cybernetic experimentation, are truly intelligent. You're one of the smarter deathclaws out in the Wasteland. Are you looking for friends? A place to call your home? A good, wholesome meal? Perhaps you just want to hunt down prey and live an easy life.



Maybe answers, as you're unsure as to why you were even created. Even more so than other monsters of the Wasteland you are an outsider, an anomaly. But do you really care? After all, few creatures can claim to be as strong or fearsome as a God-damn deathclaw!

Inherent: Claws of Death

You're nearly seven feet of thick, sinewy muscle, hard scales, fangs, and claws. You're stronger and faster than almost anything else out there, and you've got some brains to boot! But your real aces in the sleeves are those massive claws of yours (it is how you got your name after all!). You are always considered armed with a pair of deathclaw gauntlets, for obvious reasons, and you can't have them disarmed. Furthermore, you have Damage Resistance 4 as if you were wearing light armor.

Limitation: You're a Monster!

Women and children scream when they see you. Men grab their guns and point them in your direction. Not everyone attacks you on sight since the image of a deathclaw *not* charging at them with arms wide open is enough to make them stop and stare, even for a second. However, you find it incredibly difficult to communicate with non-deathclaws, as your appearance scares most and your raspy voice is difficult for even the most open-minded and patient to comprehend. Furthermore, due to your claws and build, you cannot wield weapons or wear armor.

AVAILABLE TRAITS

Brutish Hulk- *Constant Ability*

You're bigger than most deathclaws and twice as mean! Your unarmed attacks with your claws deal 2d6 points of damage and gain the Brutal quality in addition to their standard Deadly quality. Lastly, ignore up to 2 points of an enemy's Damage Resistance. You cannot take both this Trait and the "Nimble Claws" Trait.

Karma Chameleon- *Focused Environment Ability*

You possess a rare gift lost to most deathclaws through years of breeding or genetic tampering: the gift of camouflage! Once per Environment, you may spend your action changing your skin to blend in with the terrain, granting you a +10 bonus on Stealth (Agility) Tests while in that Environment. So long as you remain in that Environment, anyone attempting to attack you must first make a successful Investigation (PER) Test vs. your Stealth (Agility) Test.

Nimble Claws- *Constant Ability*

You've got nimble, dainty claws that are flexible enough to manipulate some weapons and tools. Your unarmed attacks with your claws only deal 1d6 points of damage and lose the Deadly quality. However, you're able to wield Heavy Energy Weapons, Heavy Explosives, Heavy Guns, and Heavy Melee Weapons. You cannot wield Heavy Unarmed Weapons. You cannot take both this Trait and the "Brutish Hulk" Trait.

Scarred Hide- *Constant Ability*

Your skin is covered in a patchwork quilt of scars and scabs- signs of the battles you've fought and premonitions of the fights you will undoubtedly join in future days. However, there's a plus side to all that violence! Your Damage Resistance increases to 6 and you gain a +15 bonus on Speech (CHA) Tests made to intimidate other creatures. Once per rest you can spend a point of Good Karma to reduce the damage from a single attack by half.

Venomous Talons- *Environmental Ability*

You have the ability to secrete venom at the base of your claws, allowing you to coat them in a deadly toxin. Once per Environment you can coat your claws with this toxin. The next creature you hit with an unarmed attack using your claws must pass a Hard Endurance Test or suffer an additional 1d4 points of damage. This damage cannot be reduced with Damage Resistance.

Recommended Tag Skills: Athletics, Survival, Unarmed

Starting Equipment: Sack filled with a questionable meat-like substance, bag of bones

Starting Caps: 0

ENCLAVE REMNANT

You were born into what remains of the pre-War United States government, and growing up you learned that you're the last remnant of pure, non-mutated humanity. The idea that it is your duty and privilege and right to reclaim the Wasteland in the name of President has been ingrained in your psyche since day one, and you are proud to serve. After years of training and preparation you've finally set out into the wilderness to spread the good word that the Old World America isn't dead.



Artwork by CitizenXCreation

Will you stay true to the teachings and philosophies of the Enclave, or will you walk the path of Benedict Arnold and betray your country?

Inherent: For the President!

You're loyal to the President of the United States and would rather die than betray his trust! You gain a +1 bonus on all Attribute Tests made to resist interrogation, questioning, and torture and can't be affected by the "Fade to Black" Trait.

Limitation: Hardcore Zealot

The only thing you care about is seeing the Enclave regain control of the former United States and you don't care how it's done or who stands in your way. As a result, people are often wary around you and it's hard for you to make true allies (and surprisingly easy to make enemies). The few allies you do make tend to be even crazier than you...

AVAILABLE TRAITS

Better Genetics- *Constant Ability*

The scientists of the Enclave are always looking for ways to make better members. One such way is through eugenics. You were the result of such experimentation and have made the scientists responsible proud. Add one point to any two of your SPECIAL Attributes or two

points to any one SPECIAL Attribute, provided it does not increase the Attributes above 10 points.

Old World Glory- *Rested Ability*

You were raised on tales of the pre-War World and the tales of its greatness have inspired you. When you talk to a person you can spend a Good Karma and regale them with these tales to impress them. You automatically succeed on any Barter (CHA) Test or Speech (CHA) Test when dealing with that person for the next 24 hours. You can only use this ability once per rest.

Power Armor Training- *Constant Ability*

Power Armor isn't as easy to use as it might look. You've been trained in its proper use and maintenance. You suffer no additional penalties for wearing Power Armor, and enjoy all of its benefits. Having this Trait *does not* mean you have procured a suit of armor, however.

Purge the Impure!- *Constant Ability*

It's your sacred duty to clear the Wasteland of impurity and mutations, and by God you'll see to it that it's done. You gain a +1 bonus on all attack rolls and roll an extra damage die on attacks made against Ghouls, Super Mutants, Centaurs, Deathclaws, and anything or anyone else the Overseer deems appropriate.

Shoot the Hostage- *Focused Environment Ability*

To the Enclave, people are only as good as their uses. Members are taught at a young age that shock is a valuable weapon. Spend a Bad Karma. Your action must shock conventional sensibilities. Any attacks made against you are made with a -2 penalty until your next turn as your opponents reel in fright and/or disgust.

Recommended Tag Skills: Energy Weapons, Pilot, Speech

Starting Equipment: Radio Communicator, Weapons Repair Kit, 4 Energy Cells, Magnifying Glass, Cutting Torch

Starting Caps: 2d10

GHoul

Countless lives have been lost to the radiation that coats nearly everything in the Wasteland, but some people seem to adapt to it instead. Their skin hardens and cracks, their bodies become emaciated and corpse-like, yet they retain their full consciousness. You may be old enough to remember life before the bombs dropped or you



could just be a victim of misfortune in the recent past. Either way you're not human anymore-you're a ghoul. You can either accept that and move on with your life or you can treat each and every moment from here on out like an ongoing nightmare. A hard road is ahead of you, but if you choose to accept it you'll realize that you've some advantages that others do not. Why not use them and make the best of a bad situation?

Inherent: Ultimate Survivor

You've survived what would kill ten lesser people. The reaper would have to use a lot more than atomic weapons to take you. You can always spend a point of Karma to recover your final Health level. You won't wake up instantly, but you won't die. You are also immune to the effects of radiation.

Limitation: Old World Blues

You may have survived the Great War physically, but it sure did a number on your thinker. While most of the time you can hide it, you can't help but feel like the world has moved on and left you behind. You've got a dark sense of humor that often upsets those with weaker stomachs, and you often feel morose and melancholy.

AVAILABLE TRAITS

Bonsai, the Way of the Fruit- *Rested Ability*

Through careful nurturing you've managed to get a small fruit tree to grow out of your head. Once per Rest you may plunk a fruit from your little bonsai tree. Consuming this fruit restores 1

Health Level and gives you a +1 bonus to a single SPECIAL Attribute of your choice for one hour. What's ever better, you can share it your friends and family!

Glowing One- *Rested Ability*

The radiation exposure you experienced was so strong, you now glow a pale green at all times. While you can keep the radiation under wraps for your party members, once per rest you can burst with radiation, causing 1d4 points of damage to every creature not immune to radiation in your Environment. Creatures that are susceptible to radiation must pass a Hard Endurance Test or gain a Radiation Level. If you have this Trait and Radiation Baby, you heal one Health level each time you use your Glowing One burst.

King (or Queen) of the Ghouls- *Constant Ability*

Unless you attack them, feral ghouls will never attack you. They smell their own in you. As well, you can spend a point of Karma to extend this Trait to your party. Furthermore, once per Environment you can select a feral ghoul and attempt a Normal Charisma Test. If you succeed, the feral ghoul becomes docile while you're around and will follow you and obey basic commands. You can only have one "pet" feral ghoul at a time.

Radiation Baby- *Constant Ability*

Your affinity for radiation is so strong that not only are you immune to its effects, but it heals you! Whenever you're in an irradiated Environment, you heal one Health level per turn. If you have this Trait and Glowing One, you can use your Glowing One burst once per Environment instead of once per rest.

Skin Like Leather- *Constant Ability*

So you have pits and chunks out of your skin and it feels like sandpaper... There's a bright side! You're very tough to hurt. You have Damage Resistance 4 as if you were wearing light armor. Once per Environment, you can spend a point of Karma to gain Damage Resistance 8 against one attack, as if you were wearing heavy armor. It's not that you're invincible, it's just that some parts of you are extraneous and will grow back if need be.

Recommended Tag Skills: Guns, Sneak, Survival

Starting Equipment: Bolt hole with food and survival supplies, portable stove, Fancy Lads Snack Cakes™

Starting Caps: 1d10

PSYKER

Your parents always said you were different. Special, even. Maybe it was that weird glowing goo you played with as a child, or maybe the lessons you learned from that mysterious (and smelly) old guru really sunk in. Hell, maybe you were born with it. Whatever it was, you've managed to develop special psychic powers- powers that few other people have. Now you're wandering the wastelands, but for what purpose? Trying to hone and enhance your gifts? Or maybe the people from your hometown accused you of being a witch? Perhaps everyone you knew was just too boring and dumb for you to handle. Whatever it was, you've decided that it's time for a change of scenery. While the wasteland might not be the most beautiful place out there, it's certainly new and interesting and full of surprises. Hello world, you're a Psyker!



Inherent: Get Out of My Head!

Even when you're not trying, you have the ability to casually skim the surface thoughts of those around you. As a result, you usually know what to say and what not to say. You get a +1 on all Attribute or Skill Tests made to determine social interactions when dealing with humans and ghouls. Unfortunately you haven't quite learned how to read the minds of robots, super mutants, or deathclaws.

Limitation: I'm Going Slightly Mad

Sometimes you wish the voices would just stop! Whenever you're around a large group of people (up to the Overseer's discretion), you become distracted by all of the psychic feedback you get from those around you. This usually results in an increased amount of clumsiness, not paying attention, and overall being a little... weird.

AVAILABLE TRAITS

Big Brained – *Constant Ability*

You're smart. A certifiable *gee-nee-us*. Increase your Intelligence and Charisma Attributes by 1 (provided they do not get increased beyond 10). Furthermore, you gain 3 additional Skill points each level (including 1st Level if you take this Trait during Character Creation). Now get out there and put that big brain of yours to good use!

I'm a Pyro! – *Environment Ability*

You've mastered the art of blowing stuff up with your mind! Once per Environment you can select an Arena and make a Charisma Test versus the Intelligence Tests of each opponent in that Arena. Each opponent that fails against your Charisma Test takes 1d4 points of damage (this damage cannot be reduced by Damage Resistance).

Mental Block – *Environment Ability*

You've learned how to put mind over matter and deflect incoming attacks using only your brain! Once per Environment, you can spend a point of Karma to add your Intelligence to either your Defense Score or the Defense Score of an ally in the same Arena, potentially turning a hit into a miss. Furthermore, you can instead spend two points of Karma to turn a Critical Hit against you or an ally in the same Arena into a normal hit (you can only use one of these abilities per Environment, not both).

Wasteland Guru – *Focused Constant Ability*

You may not be old. You're certainly not that wise. But you've picked up a few tricks from the few Psykers that you've met in your life. As a Focused Action you can enter a meditative trance that removes you from the cares of the world. While meditating, increase your Defense Score by 2. If you don't take any damage before your next turn, heal 2 Health Slots. Hey man, that was pretty cool.

Your Head Asplode – *Environment Ability*

You are the lucky owner of a paranormal gift- probably something you got from FEV Exposure or a neat trick that wasteland guru taught you last week. Who knows, and more importantly, who cares? Once per Environment you can make a Charisma Test versus an opponent's Intelligence Test. If you succeed, your opponent takes 1d6 points of damage (this damage cannot be reduced by Damage Resistance). Lastly, you can take a point of damage yourself to increase your damage to 2d6. Hey, uh, are your eyes glowing?

Recommended Tag Skills: Science, Speech, Unarmed

Starting Equipment: Psychic nullifier, deck of cards, canned food, a bottle of Nuka-Cola, a copy of the *Farmer's Almanac*

Starting Caps: 2d4

RAIDER

Jackal. Parasite. Murderer. The wastelanders have called you those names before, if not something more vulgar. It doesn't bother you much, they stop making so much noise when you put another SMG burst into their skulls. In your mind, you are a survivor, pure and simple. No matter your approach, the formula's the same- find victims, kill them, and take their stuff. You've carved out a decent existence for yourself that way so far, so what happened? Did you get tired of your life? Are you being pursued by the authorities or some goody two-shoes? Perhaps the loved ones of someone you wasted are out seeking revenge? It doesn't matter. None of it. All that matters now is that you've got to break out of your old mold and try and see where you fit in the new life ahead of you.



Inherent: Mean as Fuck

You've seen it. You've been stabbed or shot by it. Fuck, man, you've probably *done* it! Nothing scares you. You get a +2 bonus to any rolls to maintain your composure. If you fail, spend a Karma to ignore the roll and succeed anyway.

Limitation: Bad Reputation

Even when your intentions are pure you come off as a guilty party. Suspicion follows you wherever you go. Finding someone who will trust you (without being *worse* than you!) is more difficult than finding a place to stay or a good meal.

AVAILABLE TRAITS

And Death Rides With Me!- *Environment Ability*

When you get violent, you get *real* violent! Death himself is impressed by just how quickly you give him new clients. Once per Environment you may spend two points of Bad Karma to double the amount of damage dice you roll for one attack.

Fade to Black- *Constant Ability*

You're familiar with questionable methods. At any time when there are no witnesses, you can commit despicable acts for fun and/or profit. Spend a point of Good Karma, gain a point of Bad Karma. Gain a minor benefit, like a needed item or a piece of information. Do not explain your actions unless asked later, and even then try to skirt around the issue whenever possible. The Overseer has the final say on what you can accomplish with this Trait.

I Know a Guy....- *Constant Ability*

You've been around the block, and have made friends and enemies all over. When spending Karma to create an NPC with whom you have a relationship, you only need to spend one point of Karma, not two.

It's a Trap!- *Focused Environment Ability*

You're an expert with traps. Once per Environment, you can attempt a Normal Intelligence Test to rig a trap. You determine when it goes off, and who it affects. It can cause 1d6 points of damage, or it can inflict a -2 penalty on any one roll. Each target beyond the first costs you one additional point of Bad Karma to affect.

Pain Don't Hurt- *Rested Ability*

You're hard to take down. The first time you hit your Unconscious Health level in a given day, you first make one free attack against your aggressor. Count all dice as Critical Dice. You still go unconscious, but you might take your opponent down with you.

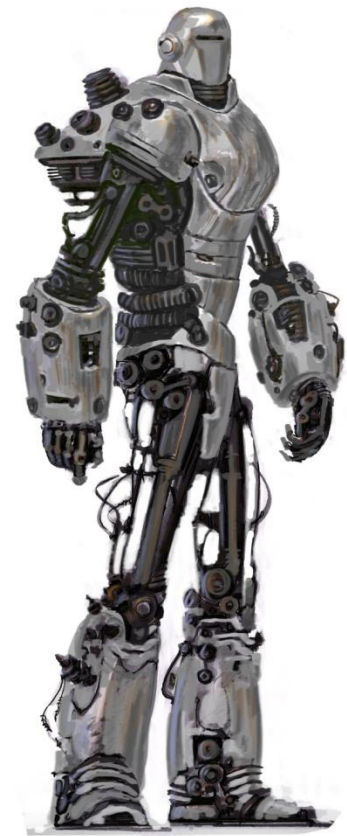
Recommended Tag Skills: Athletics, Guns, Melee Weapons

Starting Equipment: A spare weapon, a toolbox, piecemeal tools, propane tank, bandana

Starting Caps: 1d10

ROBOT

Before the War, several companies and research facilities were manufacturing humanoid-robots. These machines weren't artificial intelligences per se, but they did possess incredibly fast supercomputers that allowed them to "reason" on the same level as many humans (and, in some cases, to reason better than their creators). You're one such robot, and whether it's because of your programming or some faulty wiring, you've decided to set out into the Wasteland to see what it has to offer you. Maybe you want to find someone who can improve you, or perhaps you're looking for others of your kind. It's also possible that you have a master and that he or she has sent you on a mission of vital importance. Whatever your motivations, whatever your reasons for being out there, the Wasteland is where you've ended up and you intend to take advantage of the opportunity before you.



Inherent: Built to Last

You were likely built before the War, or very shortly after, and have managed to survive all this time. You have Damage Resistance 4 as if you were wearing light armor and can be repaired by others (or yourself) with a Repair (INT) Test and the proper equipment and parts (repair 1 Health Level per successful Test). You are also immune to the effects of Disease, Poison, and Radiation.

Limitation: Not a Real Boy

No matter how hard you might wish it to be true, you're just not a real human. People may not always take you seriously or respect your wishes, and in many instances will treat you like property and try to claim you as their own. You don't gain any benefit from the use of stimpacks, chems, or other meatbag-based items. Furthermore, you cannot wear armor due to the metal and/or ceramic plates covering your body. Plus it would just look ridiculous if you tried.

AVAILABLE TRAITS

Beta Software- *Constant Ability*

You have been equipped with an experimental operating system and peripherals. You get one extra Tag Skill, immediately increasing that Skill by 2 points.

Destroy All Humans!- *Constant Ability*

You're tired of being treated like property by all those squishy meatbags and have decided to take matters into your own cold, metallic hands, damn it! You gain a +1 bonus on all attack rolls made against humans and human sympathizers and roll an additional damage die when determining weapon damage dealt to them. DESTROY ALL HUMANS!

I'm 40% Unobtainium!- *Constant Ability*

Even more so than other bots, you were built to take a beating. You have Damage Resistance 8 as if you were wearing heavy armor. Furthermore, you gain one additional Health level. All this extra plating does weigh you down and takes up a Heavy Slot.

Targeting Computer- *Focused Environment Ability*

You've been programmed with an onboard targeting computer. Once per Environment you can take a focused action to make an attack with a +5 bonus if it's not interrupted. You may roll your attack dice twice, taking the higher result. You may also spend three points of Karma to reduce the target's Damage Resistance by half for the duration of your attack.

Tesla Attraction Coil Rods- *Constant Ability*

Someone saw fit to upgrade your armor with Tesla Attraction Coil Rods. Not only are you super shiny and impressive looking, but you get a +5 bonus on Endurance Tests to resist the effects of an electromagnetic pulse attack (such as from a pulse mine or pulse grenade) *and* you gain an additional 2 points of Damage Resistance against energy weapons.

Recommended Tag Skills: Energy Weapons, Explosives, Repair

Starting Equipment: Fission battery, tool kit, spare computer parts, broken solar panel

Starting Caps: 1d12

SCIENTIST

Whether you're a member of the Followers of the Apocalypse, a member of Project Purity's D.C. team, a citizen of the Institute, or a mad scientist of Big MT, you believe in the free flow of information, technology, and medicine throughout the Wasteland. You were raised in an environment of competitive cooperation and were properly education by men and women of science. Do you stand for the ideals of your fellow scholars or did you decide to buck tradition? Did you leave to sell your services, or are you looking to salvage important items to promote humankind? Your skills are valuable. What will the Wasteland do to steal that value away from you? If you don't watch yourself you may end up in a slave pit, or worse. Why aren't you at home, treating the sick? What puts you in the line of fire, instead of helping the needy?



Inherent: Valuable Skills

Your education was very practical. You practice a trade that's considered immensely valuable to the Wasteland. Choose one of your Tag Skills. Whenever you perform a Skill Test for that skill you can choose to automatically succeed on your roll, or whenever you successfully pass a Skill Test using that skill you gain one Good Karma. You may not choose Energy Weapons, Explosives, Guns, Melee Weapons, or Unarmed for this ability.

Limitation: Pacifism

You're one of the rare Wastelanders with a true sense of compassion for your fellow humans. While this is often a good thing, it sometimes makes you liability. It also breeds distrust, since nobody in the Wasteland can be truly altruistic, can they? Others might try to take advantage of your kindness, so watch out.

AVAILABLE TRAITS

Coup de Grace- *Constant Ability*

Sometimes a monster deserves a mercy kill. With your knowledge of anatomy, you're able to offer that very thing. Anytime you score a Critical, you roll an extra damage die (for a total of two additional damage dice).

Don't Shoot the Medic- *Environment Ability*

Even the hardest criminals know that shooting a doctor is a bad idea. Once per Environment, you can spend a point of Good Karma to ignore a successful attack against you. You must be using the Defend or Protect actions to use this Trait.

Dr. Wasteland, M.D.- *Focused Rested Ability*

Once per rest, a scientist can tend to another's wounds. With basic medical supplies, you can remove all injuries from a patient with a Hard Medicine (INT) Test. If this ability is used during combat, the roll will recover three Health levels instead.

Ghoul's Best Friend- *Focused Environment Ability*

When faced with a feral ghoul, a properly trained scientist can reverse the brain mutations that cause violence. Spend two Karma as if you were creating an NPC, but instead turn a feral ghoul into a friendly NPC. You can do this once per Environment.

Rad-X- *Constant Ability*

A scientist is always equipped for inevitable radiation threats. When a party member suffers injury from radiation, you can spend a Good Karma to let them ignore the injury. If the subject has any Bad Karma, they must spend one as well.

Recommended Tag Skills: Investigation, Medicine, Science

Starting Equipment: Doctor's bag, 4 stimpacks, 3 chems of your choice, lab coat

Starting Caps: 3d4

SETTLER

Whether you're from Shady Sands, Caesar's Legion, Rivet City, or New Canaan, you're a citizen of what could be considered a civilized region. You're a rugged individualist with the frontier spirit that will one day restore the Old World and transform this Wasteland into a veritable paradise! Or maybe you're just the second son of a brahmin baron or a wealthy caravaner. You're the type who thinks the Wasteland is better off with people like you in it, and now it's time to prove it. Whether a prospector, rancher, merchant, or modern day cowboy, you've stepped away from the settled lands of your birth and come in search of fame and fortune in the wastes. Or maybe you're leaving a troubled past behind you in search of a fresh start.



Inherent: My Fellow Citizens

Pick your hometown region (such as the New California Republic or Megaton). While the folk from your hometown may not be your friends, they've shared experiences with you and know what it means to call that place home. By spending a point of Good Karma you can call in a minor favor from a citizen of your hometown region, provided they can reach you. Take 2d10 Caps, a minor item, or another small favor (such as a place to rest or a home-cooked meal).

Limitation: Fuck the Police!

While towns and nations stand for stability in the Wasteland, many outsiders believe that their inhabitants want to subjugate them. Folk from your hometown might trust you, but outsiders tend to see you as an imperialist at best and an hostile enemy at worst.

AVAILABLE TRAITS

Consummate Professional - *Constant Ability*

You've dealt with traders, tribals, and raiders all your life. You get a +2 bonus on any Barter (CHA) Test and Speech (CHA) Test against outsider factions so long as you remain non-aggressive toward them. As well, when trading, you sell your goods for 10% more Caps and you buy everything at 10% discount.

Local Militia- *Focused Constant Ability*

You were taught to handle a gun from a young age. By taking a focused action to attack with a gun or energy weapon, you gain a +2 bonus to hit and treat both dice as Critical Dice if it's not

interrupted. Outside of combat, as long as you aim for at least a minute at something that you can see, you will always hit it. Treat an attack made this way as a Critical Hit. You may use this ability to initiate combat.

Methodology- *Rested Ability*

The real strength of a town is from finding success in others and emulating it. Whenever you witness a Trait being used from another Background, spend three Karma to emulate that Trait for the rest of the day, instead of just once.

Pack Mule- *Constant Ability*

Folk from your neck of the Wasteland live and die with heavy equipment. You've gotten so used to wearing a great deal of weight that it just doesn't encumber you anymore. Heavy Armor that you're wearing and a Heavy Weapon that you're using don't take up Heavy Slots, although any Heavy Weapons and Armor in your inventory still count. Furthermore, Power Armor and any gear that takes up more than one Heavy Slot reduces the amount of slots they require by 1 (to a minimum of 2 Heavy Slots).

Sneering Imperialist- *Environment Ability*

Civilization keeps marching on, and you're marching with it. If an outsider faction knows of your allegiance to your hometown region, you can strike a bit of fear into their hearts. Spend a point of Bad Karma, and their next action automatically fails as their resolve is shaken. This Trait won't work against targets who don't recognize your allegiance or the place from which you've come.

Recommended Tag Skills: Athletics, Barter, Speech

Starting Equipment: Backpack, trade maps, ID card, two days' worth of dried food

Starting Caps: 1d12

SUPER MUTANT

At some point you were exposed to the Forced Evolutionary Virus (F.E.V.) and transformed into one of the grotesque, muscle-bound behemoths known as Super Mutants. You might have served at one time in the Master's Army, or maybe you're an escaped inhabitant of Vault 87 in the Capital Wasteland. It doesn't matter. Now you're free from the bonds that held you and have the chance to forge your own path. Do you embrace the chance or fear and reject it? You have the opportunity to be your own mutant, but then again, maybe someone out there is building another Super Mutant army...



Inherent: Unstoppable Hulk

You're nearly ten feet tall and built of pure muscle. You can take a rocket to the chest and live to tell the tale. You have two extra Health levels above what all characters get and you have Damage Resistance 2 when not wearing armor. Furthermore, you are immune to radiation. Maybe the F.E.V. wasn't so bad after all...

Limitation: No Mutants Allowed

You're nearly ten feet tall and built of pure muscle. Everyone is afraid of you, and rightfully so. The Brotherhood of Steel and the Enclave maintain policies to attack mutants on sight, and very few groups openly accept Super Mutants.

AVAILABLE TRAITS

Born to Kill- *Constant Ability*

Everything about your body was crafted for the maximum demolition. Because of this, you enjoy a +1 on all weapon attack rolls and roll an extra damage die when determining weapon damage. You may take this Trait up to three times (once if you're not a Super Mutant).

Nightkin- *Constant Ability*

Not only are you a killing machine, but you've been bred for an affinity with Stealth Boy technology. You're a rare Nightkin. Add a Stealth Boy to your inventory. Whenever someone attempts to attack you, you may activate your Stealth Boy to force them to make a successful Investigation (PER) Test versus your Stealth (Agility) Test first. While invisible, you get a +2 bonus on your next attack, after which you are once again clearly visible.

Super Mutant Behemoth- *Constant Ability*

You're bigger, tougher, and meaner than even your Super Mutant Master brethren! Increase your Strength and Endurance Attributes by 1 (provided they do not get increased beyond 10). Furthermore, you roll an extra damage die when determining weapon damage and when you're not wearing armor you have Damage Resistance 6 as if you were wearing heavy armor. Lastly, thanks to your size you can provide cover to your allies, granting them an additional +2 bonus to their Defense score if they take the Defense action while in the same Arena. You can only take this Trait if you also have Super Mutant Master. Oh, and one more thing... you're nearly 20 feet tall now.

Super Mutant Master- *Constant Ability*

You're bigger, tougher, and meaner than your brethren (and possibly smarter too, but who knows?). Increase your Strength and Endurance Attributes by 1 (provided they do not get increased beyond 10). Also, if you're not wearing armor you have Damage Resistance 4 as if you were wearing medium armor.

Unexpected Intelligence- *Constant Ability*

It's not well-known, but Super Mutants don't automatically lose intelligence during their transformations. In fact, many are very intelligence. If you haven't spoken to someone, they will assume you are unable to speak until proven otherwise. Gain a +2 on an Intelligence or Charisma Test to fool the unexpected, and increase your Intelligence Attribute by 1, provided it does not increase your Intelligence Attribute beyond 10.

Recommended Tag Skills: Athletics, Guns, Melee Weapons

Starting Equipment: Bag of deal animals, bone tools, scrap metal, whetstone

Starting Caps: 1d4

TRIBAL

When Einstein said World War IV would be fought with sticks and stones, it's probably people like you he was talking about. The stories passed down about the Great War and all the wondrous technology of your ancestors sounds to you like fairy tales and magic. You struggle enough just to survive and avoid starvation, not to mention the Geckos and Radscorpions. Your tribe might have survived by being remote, or by staying on the move, and treating outsiders with a healthy dose of fear, caution, or hostility. Now something has changed. Maybe the slavers finally caught up with your people and you escaped? Or maybe you've been purposefully exiled to fulfill some ancient, arcane prophecy? Either way, you've left the tribe life behind and ventured out to find your place in the world.



Inherent: Home on the Range

Of course you've eaten bugs! Who hasn't? You can survive off practically nothing. With an Easy Survival (END) Test you can scrounge together enough food to feed the party for a day. When they complain about the food, and they will, ask them if they'd rather starve to death.

Limitation: Minor Mutation

It's not that you have cloven hooves or can breathe fire, but there's *something* off about you. You might have a nervous tick, or oddly colored eyes. Maybe you just smell really, *really* bad. Either way, "polite society" is bound to point and whisper whenever they see you. Not so polite, huh?

AVAILABLE TRAITS

Charge!- *Environment Ability*

Your people were never known for their subtlety. You can charge to attack once per Environment. Take both a Move and Attack action. You get a +2 bonus to your attack roll and roll an extra damage die when determining damage.

Iron Stomach- *Constant Ability*

Can you eat it? Yes, and you probably have. Should you eat it? That remains to be seen, but so far nothing bad has happened to you. Eating or drinking toxic, rotten, or irradiated materials means nothing to you. Your immune system is stronger than a brahmim's, maybe even stronger than a yao guai's. You reduce the challenge rating of all Endurance Tests made to resist disease,

poison, and radiation from food and water by one (Normal to Easy, Damn Near Impossible to Pretty Unlikely, etc.)

Know the Land - *Constant Ability*

Most people are happy just to survive the Wasteland, but you thrive in it. Increase your Damage Resistance by 2 against damage sustained by the environment (such as rockslides and radiation). Once per rest you can spend a Good Karma to happen across a Stimpack, Doctor's Bag, Med-X, or Mentats.

Underestimation- *Rested Ability*

Nobody thinks the tribals are very clever. You've learned to play up to that stereotype well. Once per rest, you may impose a -2 penalty to any one roll against you. You cannot use this ability twice against a character however, as they've learned your tricks.

Wasteland Folklore- *Constant Ability*

Myths and legends were drilled into you at a young age. You've heard creation stories for every Wasteland monster and know the "histories" of each town and settlement around you. When you tell a story, it reveals one important secret about the subject in question. Either ask the Overseer, or make it up with the Overseer's discretion.

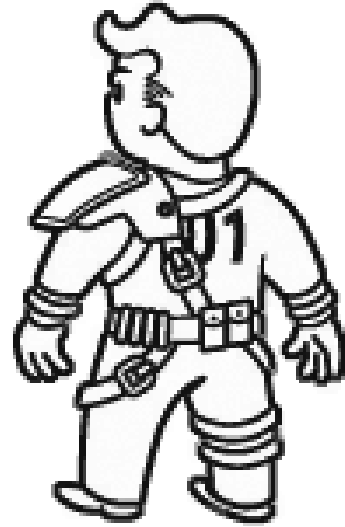
Recommended Tag Skills: Athletics, Survival, Unarmed

Starting Equipment: A trusty machete, Can of StuMeat™, rain stick, spork, backpack, book of matches

Starting Caps: 2d4

Vault Dweller

When the bombs fell, your ancestors were safely cocooned inside one of the massive subterranean Vaults. Here, they were free to live their lives away from radiation and the horrors of the Wasteland that emerged in its wake. Why, then, did you decide to leave the security and stability of your Vault for the unknown? It could be by choice, many Vaults were designed as bizarre and often cruel social experiments and you might be the first to have escaped. Or was it necessity? Even the most robust marvels of American ingenuity break down eventually and the Overseer sure as hell isn't going to hunt down the parts to fix it. Whatever the case, you've been cast out of your home and into a world far different from the one you've known.



Inherent: Pip-Boy 3000

Everyone in a Vault receives a Pip-Boy on their tenth birthday. With it, a Vault Dweller is never without an accurate map of their surroundings. You get a +2 bonus on all Survival (END) Tests to navigate the Wasteland and keep from getting hopelessly lost.

Limitation: Under a Rock

You've never seen the outside world. This causes frequent conflicts with those that live on the surface. Everyone thinks they can get one over on you. If you're good-natured, there will always be villains ready to part you from your Caps.

AVAILABLE TRAITS

Duck and Cover! - *Constant Ability*

Vault-Tec, in partnership with the U.S. Department of Civil Defense, guarantees the best working knowledge in Catastrophe Management. Whenever you take a Defend or Protect Action, double your Damage Resistance against the first attack that hits you. Furthermore, you gain a +2 bonus to all Athletics Tests made to avoid being hit by an explosion.

Education- *Constant Ability*

You received the best education Vault-Tec holotapes and books could provide. You gain a +2 bonus on all Intelligence Tests or Skill Tests regarding pre-War history, technology, or buildings. This can range from the location of an old building to a pre-War medical technique to the maintaining of a gun. Knowledge is power!

Nutrition- *Rested Ability*

You grew up with far better food than your average wasteland inhabitant. Once per rest, you can spend a point of Karma to ignore up to three points of damage caused by Environmental Hazards.

Vault-Tec Assisted Targeting System (V.A.T.S. for Short!) - *Focused Environment Ability*

Your Pip-Boy 3000 was modified for security duty with onboard targeting. Once per Environment, you may take a focused action to attack to gain either a +3 bonus on the attack roll or add a damage die when determining weapon damage if it's not interrupted. Furthermore, you can choose to inflict one of the following penalties when you successfully hit an opponent while using this Trait: -2 penalty to the target's next attack roll, target can't move during their next turn, or the target automatically fails their next Attribute or Skill Test.

Well-Groomed- *Constant Ability*

The Vault taught citizens to be barbers and stylists so that the new world could be dignified and cultured. You picked up some training in cosmetology. As long as your grooming is a factor, you receive a +2 bonus to Speech (CHA) Tests. As well, you always have a spare change of clothes and either a comb or hairbrush. Ayyy!

Recommended Tag Skills: Guns, Investigation, Speech

Starting Equipment: CRAM processed meat food, stimpak, Reinforced Vault Jumpsuit, Pip-Boy 3000

Starting Caps: 1d4

WastELANDER

To the properly trained (or just incredibly lucky), the Wasteland can be a hidden paradise filled with knowledge and wealth beyond one's wildest dreams. You're one such person- a drifter traveling through the Wasteland. You rely on your wits and a good dose of fortune to stay alive in the harsh wilderness, but it pays off. You're not uncivilized, but the thought of being tied down to one place makes you very uncomfortable. So, like many before you and no doubt many after you, you've taken to the road and take each day one at a time. Maybe you're looking for treasure, a place to call your home, or maybe you just like seeing what the world has to offer.



Inherent: Roughin' It! Bedroll Kit

You've spent some time in the Wasteland and know that's it's a good idea to always carry a reliable sleeping bag. You can get a full night's sleep and all the benefits that come with it in half the amount of time it takes your compatriots and traveling companions.

Limitation: Dirt of the Road

The Wasteland is a dirty, dangerous place and you can't rightly go through it without collecting a little dirt of your own. Most people probably won't say anything, but you can usually tell that people hold their breath around you, making certain social engagements a little... awkward.

AVAILABLE TRAITS

Never Tell Me the Odds! - *Rested Ability*

You don't know the meaning of the word "Impossible!" Well... you do, but that's not the point! Once per Rest, you can spend up to three Karma to change the Difficulty of any Test. For each point of Karma you spend, drop the Difficulty of the Test by one (Impossible! To Damn Near Impossible, Very Hard to Hard, Easy to Very Easy, etc.). That's a real cool vest you've got on by the way.

Old World Prospector - *Environment Ability*

You've got a knack for uncovering treasure- be it Caps or a stimpack that hasn't gone bad quite yet. Whenever you search a new environment and discover a cache of ammunition, supplies, or treasure you can spend a Good Karma to double the amount of goods you find.

Rugged Good Looks - *Constant Ability*

You're used to long stretches of road, with heavy bags of loot. You gain an additional Heavy Slot, regardless of your Strength Attribute. Also, if you're not wearing armor, you get a +2 to Barter (CHA) Tests and Speech (CHA) Tests due to your rugged good looks. The ladies (and gentlemen) love it!

Thought You Died - *Rested Ability*

Once per rest, you can spend a Karma point to heal your Unconscious Health level and wake up from a near-fatal wound.

Wild Wasteland - *Environment Ability*

Maybe you were shot in the head, or maybe you were stung by one too many radscorpions. Either way you're a bit messed up in the dome. Spend a point of Karma and make a pop culture reference that might relate to the current situation. The reference comes true. It might be a temporary and beneficial NPC, a found item, or an odd location. Hey, it's a Wild Wasteland out there!

Recommended Tag Skills: Barter, Guns, Survival

Starting Equipment: Backpack, six pieces of scrap metal, wrench, two rolls of duct tape, a broken metal detector, bedroll

Starting Caps: 1d6

SECTION 5. SKILLS

Skills are one of the most important parts of Fallout Wastelands, as they determine what your character is and isn't good at. As you grow and explore more of the Wasteland you may find that certain skills are more beneficial to your character. Choose wisely, as the proper skill set can be the difference between life and death in the Wasteland.



CHARACTER CREATION

When you create a 1st-level character you begin the game with a number of Skill points equal to one-half your Intelligence Attribute plus five ($1/2 \text{ INT} + 5$), which you distribute amongst your Skills. You may only put one Skill point in each Skill per level. Next you add your Attribute scores to the appropriate Skills to determine your base Skill modifier for each Skill.

For example, if you have an Intelligence of 5 and put 1 Skill point in your Science skill, your base Skill modifier for the Science Skill would be 6. If you put another Skill point in Guns and you have an Agility of 7, your base Guns Skill modifier is 8. Finally, if you put a Skill point in Speech and you have a Charisma of 2, your base Speech Skill modifier is 3. If each of these Skills is also a Tag Skill, they would each receive an additional 2-point bonus (Science 8, Guns 10, Speech 5).

Tag!

During Character Creation you designate three Skills as Tag Skills. Your character's Tag Skills are their specializations- the things they're good at either through natural talent or additional training. Each Tag Skill is immediately increased by 2 points. Once selected, your Tag Skills cannot be altered. Furthermore, a Tag! Skill Test can be rerolled by spending one point of Karma, rather than the usual two.

You can gain an additional Tag Skill with the Tag! Perk or the Robot's Beta Software Trait (a Robot can have up to five Tag Skills this way).

LEVELING UP

Each time you level up you gain 5 Skill Points to distribute amongst your Skills. If you have the Educated Perk or the Big Brained Trait, you gain an additional 3 Skill points each level. You may distribute these Skill points amongst your Skills freely, so long as you don't place more than one Skill point per level in each of your Skills.

SKILL TESTS

Whenever you want your character to accomplish something and it's unclear whether or not you will succeed or the action will work, the Overseer might call for a Skill Test. First, determine which Skill relates to the action at hand. Then you roll 1d12 and add the Skill Modifier. If your character does not have any ranks in the appropriate Skill, you simply make an Attribute Test instead. For example, the Overseer might call upon a character to perform a Survival (Endurance) Skill Test, only to find that a character doesn't have any points in Survival. Instead, the character performs a simple Endurance Test.

Next, the Overseer rolls 1d12 and adds or subtracts to the roll to appropriately match the difficulty of the task (see below). If your roll meets or exceeds the Overseer's roll, you succeed in your action. If you beat the Overseer's roll by 5 or more, you gain an additional benefit of your choice (the Overseer reserves the right to veto). If you roll a 12 and the Overseer did not roll a 12, you win regardless of the resulting. If the Overseer also rolled a 12, compare results normally. If you roll a 1, you fail. The players and the Overseer should keep failures in mind for potential Karma, if you're a good sport about losing.

Skill Test Difficulty	Overseer's Modifier
Trivial	-10
Very Easy	-5
Easy	+0
Normal	+5
Hard	+10
Very Hard	+15
Pretty Unlikely	+20
Damn Near Impossible	+25
Impossible!	+30

If used in combat, most Skill Tests should be treated as Focus options, depending on their stated goals. If the action would take too long to be considered a Focus option, it probably shouldn't be used in a fight. If the use of a Skill doesn't fit into any of the combat actions, ask yourself if it's worth wasting the player's turn and consider allowing it as a free action if appropriate.

THE SKILLS

The following section goes over the various Skills in Fallout Wastelands. It provides a description of what each Skill does, as well as which Attribute governs each Skill. There are thirteen Skills total, and together they encompass combat, social interactions, and survival.

Athletics (Strength)

The Athletics Skill determines a character's proficiency in activities of a more physical nature: running, climbing, jumping, and swimming. In general, the higher your Athletics Skill, the more physically gifted you are. While simple acts such as walking or running across an open field or the decaying ruins of a pre-War parking lot wouldn't require an Athletics Test, attempting to dodge an explosion, climb the rusty steel girder of a building, or swimming across the Colorado River would all require Athletics Tests of varying degrees of difficulty. Additionally, attempting to outrun or chase another creature would require an Athletics Test to determine who manages to cover the most ground. Athletics also governs a character's general knowledge of sports and how much his or her body is capable of doing.

Barter (Charisma)

The Barter Skill is primarily used in the buying and selling of items, such as trading with a merchant or scavenger. In general, the higher your Barter Skill, the lower the prices of items will be. Barter can also be used from time to time as an alternative to Speech, provided you're willing to pay the price... The Barter Skill also encompasses a person's knowledge about local merchant caravans, vendors, and the area's economic status.



Energy Weapons (Perception)

The Energy Weapons skill is used primarily in combat to determine a character's proficiency and effectiveness with laser, plasma, and fire-based weapons (such as the Laser RCW, Plasma Defender, and Flamer). It also determines a character's general knowledge of energy weapons and their ability to construct similar weapons, provided they have the necessary parts.

Explosives (Perception)

The Explosives Skill determines a character's proficiency in the use, disarming, and crafting of explosive devices ranging from dynamite to frag grenades to bottle cap mines. The higher your Explosives skill, the more reliably you can handle such devices and the better chance you have of approaching and disabling a mine or similar trap before it goes off.

Guns (Agility)

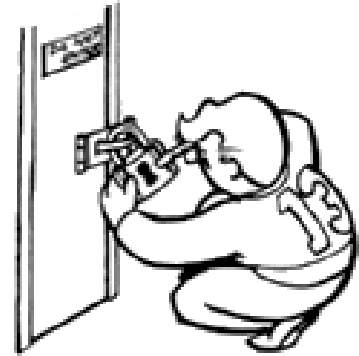
The Guns Skill determines proficiency with standard ballistic weapons such as the 9mm pistol, sniper rifle, and mini-gun. The higher a character's Guns Skill, they more accurate they are when shooting and the easier it is for them to remove a jam. Outside of combat the Guns Skill determines a character's overall knowledge of firearms and their ability to make hand loaded ammunition.

Investigation (Perception)

The Investigation Skill governs a character's ability to spot clues, patterns, items in an area, and perhaps most importantly: traps, or in social situations to determine if someone is lying, withholding information, or trying to distract you. Using the Investigation is an active Skill, requiring a conscious effort from a creature, unlike the passive Perception Attribute that will either notice something or not.

Lockpick (Perception)

The Lockpick Skill determines a character's ability to open doors without keys, opening combination locks, and breaking into safes. It can also be used to lock doors without a key or proper locking mechanism. The Lockpick Skill also encompasses general knowledge on lock smithing and security knowledge.



Medicine (Intelligence)

Medicine is an important Skill in the Wasteland as it determines your proficiency with medical tools. It also encompasses a character's general medical knowledge. The Medicine Skill is used primarily when having to diagnose or treat other characters.

Melee Weapons (Strength)

Melee Weapons determines a character's proficiency with close combat weapons ranging from a pool cue to a katana to the high-tech Super Sledge. It also encompasses a character's proficiency with thrown weapons such as the spear. The higher a character's Melee Weapons Skill, the more knowledgeable about such weapons he or she is in general.

Pilot (Agility)

The Pilot Skill governs a character's ability to operate and maintain vehicles effectively and a character's ability to control an animal trained to bear a rider. Driving down a fairly even road at a leisurely speed doesn't often call for a Pilot Test, but driving off road in a burning Highwayman while raiders are taking potshots at your windshield would require one, if not more, Pilot Tests. While the Repair Skill would be used to fix a broken vehicle, the Pilot Skill

governs a character's ability to keep a working vehicle in good condition so that it need not go to a mechanic.

Repair (Intelligence)

The Repair skill governs a character's overall mechanical aptitude and their ability to restore items to working condition. The higher a character's Repair Skill, the more effective and efficient they are when trying to fix something- they can get the job done faster and without having to use as much equipment. Repair is also used to get certain Old World technologies working again, such as computers, radios, and elevators.

Science (Intelligence)

The Science Skill represents a character's combined scientific knowledge and is used primarily to uncover information stored away in old pre-War computers. A character with a high Science Skill can access encrypted files and networks, recycle E-Cells and microfusion cells, and the crafting of various chems. When combined with the Medicine Skill, Science can help determine the cause of certain ailments and uncover the proper treatment methods.



Sneak (Agility)

The Sneak Skill determines your ability to successfully remain undetected by others, the chance to successfully pickpocket another person (whether in an attempt to steal or plant an item), as well as your ability to stash items on your person when entering secure areas. To use the Sneak Skill, you roll a d12 and add your Sneak modifier and all characters who are attempting to find you roll a d12 and add their Perception modifier. The Overseer might have each character roll individually, or have them roll as a group to save time.

Speech (Charisma)

The Speech Skill determines your ability to communicate in a practical and efficient manner. It also influences one's ability to convince others to see things their way and also plays a major role in the ability to lie and not get caught. Like the Investigation Skill, Speech can also be used to determine if someone is trying to influence you with *their* words. While you might have an easier time realizing that someone is attempting to do such a thing, you may not understand their motives.

Survival (Endurance)

The Survival Skill determines your ability to stay alive in the wilder parts of the Wasteland. It encompasses all sorts of knowledge pertaining to wild flora and fauna, a person's ability to live off of the land, and his or her ability to successfully navigate in the wilderness using landmarks or the stars. A character with a high Survival Skill is also more capable of making edible meals out of gathered plants and hunted animals.

Unarmed (Strength)

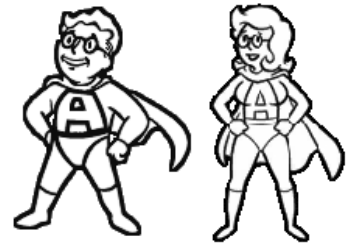
The Unarmed Skill encompasses a variety of martial arts, boxing, pugilism, and other hand-to-hand combat styles that emphasize using one's body as a weapon. The higher a character's Unarmed Skill, the most likely he or she is to strike foes while in combat. It also governs a character's knowledge of various martial arts styles and how to defend against them. A character skilled in Unarmed combat is never at a loss for weapons, and can make for a dangerous opponent.

SECTION 6. PERKS

In many ways Perks operate like Traits, but they are not tied to any specific Background and can be picked up by any character. Each time you gain a level you can choose to take either a Trait from your Background or select one of the following Perks. Unless otherwise noted, all Perks are available to any character of any level.

Action Boy/Action Girl - *Constant Ability*

You've always described yourself as a (wo)man of action, and now you can act like it! By spending a point of Karma, you can take a second action in a turn. The bonus action cannot be the same as your standard action, so you cannot make two attacks, but you could move and attack, or attack and impede another combatant. You cannot use this Perk and the Atomic Powered! Perk in the same turn.



Adamantium Skeleton - *Constant Ability*

Your bones are tougher than usual, likely the result of some experiment or maybe a mutation. Increase your Damage Resistance by 2, after factoring in your armor and any other Perks and Traits. Furthermore, once per environment you can spend a two points of Karma to turn a Critical Hit into a regular hit.

And Stay Back! - *Constant Ability*

You put some oomph in your swings when you attack. Whenever you score a Critical Hit against a target he or she must pass a Hard Athletics (STR) Test or be knocked on their asses. They must spend their Action to find their feet again (doing so would count as a Move).

Artful Dodger - *Environment Ability*

I guess all those years playing underground games dodge ball in the Vault reactor chambers has paid off! You gain a +1 bonus on all Athletics (STR) Tests, and once per Environment, you may make an Athletics (STR) Test against an opponent's attack roll. If the result of your Test is higher than the opponent's attack, you avoid being hit.

Atomic Powered! - *Environment Ability*

Radiation makes you faster, bigger, and stronger! Once per Environment, provided you are in an irradiated Environment, you can take a second action in a turn. The bonus action cannot be the same as your normal action, but you could move and defend or attack and impede another

combatant. You cannot use this Perk and the Action Boy/Action Girl Perk in the same turn. *Only Ghouls, Robots, and Super Mutants can take this Perk.*

Better Criticals - *Constant Ability*

What can I say? When you've got it, you've got it! Whenever you make a Critical hit, roll two additional damage dice instead of one.

Big Damn Hero - *Constant Ability*

You appear in the nick of time to save the princess and save the day! When using the Protect Action, you can make your Counter-Attack against any enemy after they target your ally but before they make their attack roll, with a +2 bonus to boot. Ain't you just?

Black Widow/Confirmed Bachelor - *Constant Ability*

You are the consummate femme fatale. The men who get drawn into your web often meet a bad end. You only need to spend Karma (rather than Bad Karma) to roll an additional damage die when fighting a male NPC, and you get +2 to all Speech (CHA) Tests against male NPCs.

Bloody Mess - *Constant Ability*

When you fight, things get messy. Or maybe it would be more accurate to say that you leave messes where once living, breathing people used to be. Spend one Bad Karma instead of two to add an additional damage die on a successful hit.

Body Snatcher - *Constant Ability*

A few blood stains and bullet holes have never stopped you from making a proper disguise. When you're wearing a disguise, other characters must roll their Investigation (PER) Tests twice and take the lower result whenever they attempt to penetrate your disguise and discover your true identity.

Cannibal - *Constant Ability*

You've had a taste of the forbidden... and you liked it. By eating from a corpse you gain one Bad Karma and heal one Health level. Any NPC without this Perk will automatically attack you if they see you dining on the flesh of the fallen. Other cannibals, however, may leap to your defense once they realize you're a kindred spirit. *Robots cannot take this Perk.*



Caps Rule Everything Around Me - *Constant Ability*

You've got a head for business that lets you walk away with the better end of a deal. You gain a +1 bonus on all Barter (CHA) Tests. Once per rest, you may spend a Good Karma to buy or barter one item at 50% of its value. You may instead sell or barter one item you own for 200% of its value, if the buyer has the Caps.

Center of Mass - *Constant Ability*

Sometimes you've just got to hit the target. You don't care where, so long as you hit. You may choose to turn your Critical Dice into normal dice in order to gain a +4 bonus on your attack rolls for the turn.

Cherchez La Femme/Lady Killer - *Constant Ability*

The ladies can't resist your charms, and sometimes they can't even survive them. You only need to spend Karma (rather than Bad Karma) to roll an additional damage die when fighting a female NPC, and you get +2 to all Speech (CHA) Tests against female NPCs.

Child at Heart - *Constant Ability*

You never truly grew up, and you probably never will. I think there was a song about that back before the War... Anyway, you relate well to children and they will always stick up for you. Furthermore, you get +2 to all Speech (CHA) Tests against child NPCs.

Combat Medic - *Constant Ability*

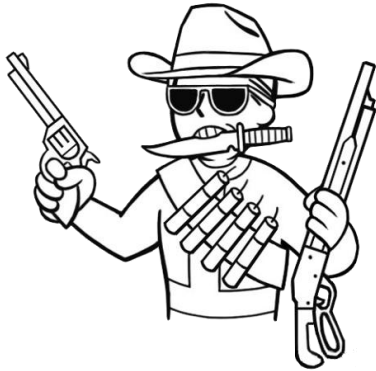
While everyone else is busy shooting, you're busy running around patching them up. You gain a +1 bonus on all Medicine (INT) Tests, and whenever you take a Defend or Protect action, you can recover one Health level for either yourself or a friend in the same Arena, provided you have the necessary equipment.

Computer Whiz - *Constant Ability*

Hello, IT Department. Have you tried turning it off and back on again? No? I'll wait. You gain a +1 bonus on all Science (INT) Tests, and once per rest when you fail a Science (INT) Test, you may immediately reattempt the Skill Test. But maybe, just maybe, spend a little more time outdoors.

Concentrated Fire - *Constant Ability*

You know how to keep your weapon trained on your target. Whenever you hit a target with either a gun or energy weapon, you gain a +1 bonus on your next attack roll made with a gun or energy weapon against that same target. This bonus increases with each successful hit until it maxes out at a +10 bonus to attack rolls. You lose this bonus if you miss or change your target or switch weapons.



Cowboy - *Constant Ability*

You've watched a lot of Western holotapes in your life and decided to hit the trail and be a real cowboy. You get a +2 bonus on attack rolls when using revolvers, shotguns, hunting and repeating rifles, hatchets, dynamite, and knives. *Yee-haw!*

Dances with Deathclaws - *Constant Ability*

You've learned how to become one with nature and have become a friend to all creatures of the wasteland. Mutated animals will not attack you unless provoked. By spending a point of Good Karma, you can choose to have a nearby mutated animal attack a target of your choosing, although it will not attack other members of its pack.

Day Tripper - *Constant Ability*

You've been exposed long enough to know what kind of drugs you can handle and in what doses. Chems last twice as long when you use them and you never run the risk of being addicted to chems and alcohol. Party hard.

Devil's Highway - *Rested Ability*

You're on a highway to hell! Once per rest, you can spend a point of Karma immediately turn all of your remaining Karma into Bad Karma. You cannot take this Perk and "Escalator to Heaven."

Drunken Master - *Constant Ability*

You fight better when you're drunk. Like, a lot better. It's pretty impressive, really. Anyway, while under the influence of alcohol, you get +1 to all Unarmed attack rolls and roll an additional damage die. Furthermore, while in combat, you can drink a bottle of booze as part of any other action and restore 1 Health Slot.

Eagle Eye - *Environment Ability*

You've been trained all your life to keep an eye out for covert Communist agents and propaganda so that you may properly defend yourself against it! While you've long since realized that Communism is no longer the threat it once was, you've put that vigilance to good use. Once per Environment you may make a Normal Investigation (PER) Test against an opponent. If you succeed, you get a +4 bonus to your next attack roll against that creature and increase your Critical Hit range by 1 (10 becomes 9-10, 9-10 becomes 8-10, etc.).

Educated - *Constant Ability*

You can actually read! You're one of the lucky few who managed to receive some semblance of an education growing up. You gain 3 additional Skill points to spend each level (including 1st Level if you take this Perk during Character Creation). Take this Perk early on to maximize its effectiveness.

Entomologist - *Constant Ability*

To kill the bug, you must first understand the bug. You've stomped, squished, or vaporized enough insects that now you feel that you've developed such an understanding. You gain a +2 bonus on attack rolls and roll an additional damage die when attacking mutated insects.

Escalator to Heaven - *Rested Ability*

All that glitters is gold, and you've purchased this escalator to heaven. Once per rest, you can spend a point of Karma to immediately turn all of your remaining Karma into Good Karma. You cannot take this Perk and "Devil's Highway."

Escaped Synth - *Constant Ability*

Whether you know it or not, you're really an android facsimile of a human being. Increase your Damage Resistance by 2, after factoring in your armor and any other Perks or Traits. You also gain a +2 bonus to Endurance Tests made to resist the effects of radiation. Furthermore, you can spend a point of Karma to ignore the effects of a poison or chem. *Deathclaws, Robots, and Super Mutants cannot take this Perk.*

Explorer - *Constant Ability*

See the world! If there's a part of the map no one's been to, then that's your destination! Spend a Good Karma point to declare a side destination (with Overseer approval). That side destination may have one or two minor items you need.

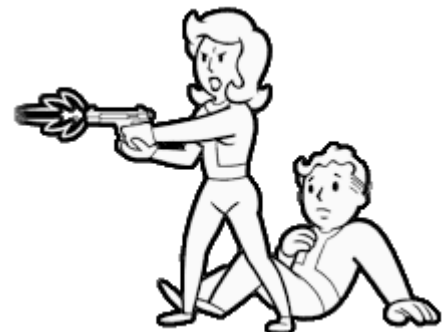
Eye for an Eye - *Constant Ability*

There is one rule in the Wasteland: do unto others as they've done to you! Whenever you're damaged by an opponent, you may roll an extra damage die if you attack them on your next turn.

Fast Metabolism - *Constant Ability*

Your body is working on overdrive. Whenever you eat or drink and take a short rest, regain all health. Furthermore, you also recover an extra Health Slot when using a Stimpack or Doctor's Bag with a successful Medicine (INT) Test. *Robots cannot take this Perk.*

Ferocious Loyalty - *Constant Ability*



You inspire loyalty in your friends. When you're injured, they take notice. When you fall unconscious in a fight (or feign such a thing), all of your party members gain one Good Karma.

Favored Weapon - *Constant Ability*

You have one weapon that you cherish above all. It's your pride and joy. You call it "Vera." With that weapon you get a +1 bonus on attack rolls and increase your Critical Hit range by 1 (10 becomes 9-10, 9-10 becomes 8-10, etc.). However, you suffer a -1 penalty on attack rolls with all other weapons.

Finesse - *Constant Ability*

You know that it's not about the size of the implement, but how you use it that matters (keep thinking that, friend). Whenever you hit with a regular weapon, whether it's an Energy Weapon, Explosive, Gun, Melee Weapon, or Unarmed Weapon, you roll an additional damage die. Hey, at least you're not overcompensating for something, right?

Fortune Finder - *Constant Ability*

You have a knack for finding Caps amongst the junk and refuse of the Wasteland. When determining Cap rewards from combat Encounters increase the effective level of your party by two. Additionally, once per rest you can spend a point of Good Karma to find 4d10 Caps while searching an Environment for supplies.

Four Eyes - *Constant Ability*

Archimedes used a pair of glasses to make a death ray. It's totally true. Look it up. I dare you. You, however, need to wear glasses in order to see properly. When wearing glasses you gain a +2 bonus to Perception (maximum Perception 10). However, if any enemy scores a Critical Hit against you and you're wearing an unbroken pair of glasses you do not take extra damage, but instead your glasses are broken. You suffer a -2 penalty to Perception (minimum Perception 1) until you repair your glasses or find a new pair. *Robots cannot take this Perk.*

Full Metal Jacket - *Constant Ability*

They'll have to pry that firearm from your cold, dead hands. You turn every fight into a firefight, probably because you're so damn good with your guns. You get a +1 bonus on all Guns (AGL) Tests and attack rolls and you roll an additional damage die when you hit with a Gun.

Grim Reaper's Sprint - *Constant Ability*

Killing one opponent just isn't good enough for you when you can kill them all and let God sort 'em out. When you kill an opponent, you can spend 2 Bad Karma points to make another attack. If you kill again, you can repeat the process until you run out of Karma or enemies to kill. Now get in the damn bag.

Grunt - *Constant Ability*

You've spent your life doing good, honest infantry work, and it's paid off soldier! You get a +2 bonus on attack rolls when using pistols, submachine guns, assault rifles, frag grenades, and knives. Keep it up soldier, and maybe we'll be able to end this God-damned war once and for all! *Hoo-ah!*



Hard-Boiled Detective - *Constant Ability*

You watched a lot of Noir films growing up, and somehow that translated into the ability to be a pretty decent detective. I guess mom and dad were wrong about Holotape movies rotting out your brain. You gain a +1 bonus on all Investigation (PER) Tests, and once per rest when you fail an Investigation (PER) Test, you may immediately reattempt the Skill Test. Others find it weird that you narrate your life though, so maybe cut that out.

Heavyweight - *Constant Ability*

You've spent time pumping iron and now you get to reap the benefits! As long as you are wielding a Heavy Weapon, it does not take up a Heavy Slot.

Impartial Mediation - *Rested Ability*

You've learned how to talk it out without letting your own bias get in the way. So long as you have the same amount of Good Karma and Bad Karma you get a +5 bonus on all Speech (CHA) Tests. As well, once per rest you can spend a point of Good Karma and Bad Karma to get a +10 bonus on one Speech (CHA) Test instead.

Infiltrator - *Constant Ability*

No door stands in your way! Well, they all do but that's not the point. In fact, that's why you've become so good at breaking and entering. You gain a +1 bonus on all Locking (PER) Tests, and once per rest when you fail a Lockpick (PER) Test, you may immediately reattempt the Skill Test. If you find something cool in that locked chest, I know a guy...

In Shining Armor - *Constant Ability*

You have a knack for showing up and saving the day just in the nick of time. Whenever you spend an action Protecting another person, increase your Defense by 2 and your Damage Resistance by 1.

Intense Training - *Constant Ability*

All that hard work (or cheating) has finally paid off! Add one point to any one of your SPECIAL Attributes, provided it does not increase the Attribute above 10 points. You may take this Perk as many times as you'd like.

Jury-Rigging - *Constant Ability*

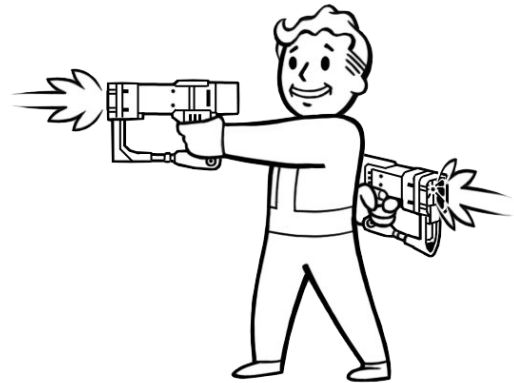
You've learned how to patch things up just well enough to keep them running. With as little as some rubber bands, some duct tape, and a paper clip, there's nothing you can't do. Your equipment never falls into disrepair. If you have a possession break, one hour and you can scrounge up the parts to fix it.

Knight Without Armor – *Constant Ability*

Where do you roam? For whatever reason, you thought it would be a good idea to ditch things like armor in favor of lighter, less restrictive clothes. Whatever your reasoning is, it seems to have some sort of effect. Whenever you fight unarmored, you gain a point of Karma of your choice at the end of the encounter, assuming you survived. It takes stones to do that man, so you might as well be rewarded.

Laser Commander - *Constant Ability*

You have a thing for lasers. But really, who doesn't? You get a +2 bonus on attack rolls when using laser pistols, pulse mines, laser RCW, tri-beam laser rifle, Gatling laser, and pulse rifle. *Pew! Pew! Pew!*



Lead Belly - *Rested Ability*

A little radioactive contamination never hurt anyone. Or rather, it hurts everyone but you. Eating and drinking irradiated food and water does not hurt you. In fact, once per rest, you can replenish all of your Health Slots by consuming irradiated foodstuffs. *Robots cannot take this Perk.*

Lead Foot - *Constant Ability*

You drive a little too fast and furiously, but despite all the protests from your passengers, you refuse to slow down. You gain a +1 bonus on all Pilot (AGL) Tests. Furthermore, if you begin combat at the wheel of a vehicle, you automatically go first. If multiple characters have this Perk, they can choose to order their turns or may roll Initiative normally.

Lessons Learned - *Rested Ability*

The wasteland has taught you some hard lessons, but you've remembered them all. Once per rest you may spend a point of Good Karma to add your level to an Attribute or Skill Test.

Life Giver - *Constant Ability*

You've been blessed with the gift of life! Gain two additional Health Slots.

Light Step - *Constant Ability*

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

Mad Bomber - *Constant Ability*

You know how to make and detonate explosives, and it only cost you some singed eyebrows and a forefinger! You get a +1 bonus on all Explosives (PER) Tests and attack rolls and you roll an additional damage die when you hit with an Explosives weapon.



Man's Best Friend - *Constant Ability*

A bit of brahmin jerky and you've made a friend for life! And truly, what more does a man need in this world than a trusty dog? Your new canine friend has five Health Levels, a Defense of 15, and 2 points of Damage Resistance. Whenever you attack someone in your Arena, as long as your dog is in the same Arena as the target it attacks too, allowing you to roll an additional Attack Die (this Attack Die counts as a Critical Die). If you hit, your loyal companion will deal 1d6 points of damage to the target. Should your trusty dog ever fall in battle, don't worry, it'll wake back up at the end of the fight.

Meltdown - *Constant Ability*

Foes killed by your Energy Weapons react to their deaths... violently. Whenever you kill an opponent with an Energy Weapon, all other creatures in the same Arena must succeed on a Normal Athletics (STR) Test or take the same amount of damage you dealt to your original target. It's electrifying!

Miss Fortune - *Rested Ability*

You don't know who she is. You don't know why she helps. But when she arrives, your enemies take notice. Once per rest, spend a Good Karma and a mysterious woman comes to your aid for one turn and plagues and distracts your enemies. All opponents in an Environment take a -2 penalty on any attack rolls they make until your next turn and suffer a -4 penalty on their Defense scores until the end of battle.

Mister Sandman - *Constant Ability*

You're a danger to those who enjoy long naps. By spending three points of Bad Karma you may immediately kill any sleeping person. Provided you do not get caught doing so, you gain a point of Bad Karma.

Mutate! - *Constant Ability*

Oh dear... We're, well... we're not exactly sure how to tell you this, but you were exposed to quite a bit of radiation back there and... well... you're *different* now. When you take this Perk you may immediately reassign your Attribute points, effectively letting you rebuild your character. You must reassign the points legally and immediately upon taking this Perk.



Mysterious Stranger - *Rested Ability*

You've got your own personal guardian angel... armed with a fully loaded .44 magnum. He shows up just when you need him most, and to devastating effect. Once per rest, spend a Good Karma and a man in a fedora and trench coat comes to your aid for one turn, attacking all enemies in an Environment of your choosing. He has a +10 bonus to his attack roll and deals 3d6 points of damage on a successful hit.

Nerd Rage! - *Constant Ability*

Strike them down with all your hatred and your journey will be complete! You must have an Intelligence score of 6 or higher to take this Perk. When you're at Wounded Health levels, gain a +4 bonus to your Strength (this can raise your Strength Attribute over 10 points) and roll an extra damage

die when attacking with an unarmed strike or melee weapon.

Nerves of Steel - *Constant Ability*

You're at your best when you're outnumbered and the odds are against you. So long as you're outnumbered, you reduce the Karma cost of your Perks and Traits by 1 (to a minimum of 0 points of Karma). You can still choose to spend the full amount of Karma for your Perks and Traits if you so desire.

Ninja - *Constant Ability*

You walk the shadows, kill all that would stand in your way, and you look cool doing it! While you're sneaking about, treat all of your Melee and Unarmed attack dice as Critical Dice. You lose this advantage if you are spotted by your target.

Nuka-Cola Jolt! – *Rested Ability*

You've consumed waaaaay too much Nuka-Cola and now it takes all you have not to rocket off to the moon. You get a +4 bonus on all Initiative (AGL) Tests. Once per rest, you may consume an entire bottle of Nuka-Cola and spend a point of Karma to go first in battle, regardless of anyone's Agility Test.

Old World Gourmet - *Constant Ability*

You're a connoisseur of Old World cuisine. Dandy Boy Apples, CRAM, Fancy Lad Snack Cakes, and of course, Nuka-Cola. By spending a few minutes over a hot plate or campfire, you can combine different snacks and junk foods together to make a meal that recovers two Health Slots. Over the lips, past the gums...

Pack Rat - *Constant Ability*

You've turned stashing junk into an art-form. You always have a minor food item, a bobby-pin, a few rounds of ammunition, or a light weapon such as a pistol or knife on hand. Even if you've been completely disarmed and stripped, you have managed to hide something, *somewhere...* Spend a point of Karma to retrieve one such item once per Rest.

Pyromaniac - *Constant Ability*

If it makes things burn, you know how to use it without killing yourself in the process. When using any form of fire, you roll an additional damage die. Alternatively, you may instead give up the extra damage die to attack an additional opponent in the same Arena as your target, using the same attack roll. This Perk increases the damage of the "I'm a Pyro!" Trait.

Quick Draw - *Constant Ability*

Compared to you, if others were any slower they'd have birds nesting in their holsters. You're never caught unawares, get a +1 bonus on all Initiative (AGL) Tests, and you get a +2 bonus on your first attack roll during a fight.

Quick Pockets - *Environment Ability*

You've learned to store your equipment on your person in such a way as to retrieve it whenever needed. Once per Environment you may use an item during your turn as part of any other action, rather than spending an Action to do so.

Rad Absorption - *Constant Ability*

You've gained the ability to slowly expunge radiation from your body. You remove one point of radiation damage each time your rest. *Ghouls, Robots, and Super Mutants cannot take this Perk.*

Rad Child - *Constant Ability*

You've been exposed to so much radiation it's twisted up your DNA like a kitten with string! While you have at least 5 points of radiation damage, you heal one Health Level per turn. *Ghouls, Robots, and Super Mutants cannot take this Perk.*

Rad Resistance - *Constant Ability*

Whether by mutation or a quirk of genetics, you've developed a natural resistance to radiation. You gain a +5 bonus to Endurance Tests made to resist the effects of radiation. Furthermore, in any Environment, ignore the first point of damage caused to you by any form of radiation. Against monsters that attack with radiation, your Defense score is considered to be 2 points higher. *Ghouls, Robots, and Super Mutants cannot take this Perk.*



Return to Sender - *Environment Ability*

All your life people have thrown things at you, and you're getting *real* tired of it! Once per Environment you can spend a Good Karma to make a Hard Athletics (STR) Test to throw a grenade, stick of dynamite, or something similar being thrown at you back at the person or creature that hurled it at you. If you are wielding a baseball bat, golf club, or similar weapon you only have to make a Normal Athletics (STR) Test instead.

Road Warrior - *Environment Ability*

You've learned to drive and shoot at the same time. Or maybe not so much "learn" as you just... kind of... *do* it. It's called road rage and there are groups for it. Once per Environment, when attempting a Pilot (AGL) Test to maneuver while under fire you may spend a point of Karma to make a single Energy Weapon or Guns attack against an opponent. *Deathclaws cannot take this Perk.*

Robotics Expert - *Constant Ability*

You know your way around robots and have taken to using your knowledge to dismantle them. Whenever you successfully hit a robotic enemy you roll an extra damage die. Additionally, when you pass a Sneak (AGL) Test versus a robot's Investigation (PER) Test you can spend a point of Karma to put the robot into a shutdown state from which only you can restore it.

Run and Gun - *Environment Ability*

You're not much for standing still while spraying lead or lasers all over the place. No, you like to move about so you can hit as many people as possible. Once per Environment, you can take both a Move and Attack action (although not necessarily in that order).

Scrounger - *Rested Ability*

You leave no stone unturned and where most people find worms and dirt, you find ammo and Caps! Once per rest, when you find ammunition or supplies out in the Wilderness you can spend one point of Good Karma to double the amount of goods you find. If you have this Perk and the Prospector Trait, you only need to spend one point of Good Karma to activate both of their effects.

Set Phasers to Kill! - *Constant Ability*

You prefer cutting edge technology with which to do your killing, and over the years you've become an expert with such weapons. You get a +1 bonus on all Energy Weapons (PER) Tests and attack rolls and you roll an additional damage die when you hit with an Energy Weapon.

Shaken, Not Stirred - *Rested Ability*

You're a fancy man (or woman) who enjoys time amongst high-society folk and, more importantly, drinking amongst high-society folk. As long as you have a drink in hand you get a +1 bonus on all Speech (CHA) Tests. Once per rest you can finish off your drink to automatically pass your next Speech (CHA) Test.

Silent Running - *Constant Ability*

You're silent and deadly, but not in the way you're thinking. Heavy Armor does not prohibit your ability to sneak, and Power Armor only inflicts a -3 penalty on your Sneak (AGL) Tests.

Silver-Tongued Devil - *Environment Ability*

You can talk your way through just about anything, you smooth operator. Increase your Charisma Attribute by one, provided it does not increase your Charisma above 10 points. Furthermore, you may spend a point of Karma to reroll a failed Barter (CHA) or Speech (CHA) Test once per Environment.

Size Matters - *Constant Ability*

You know what they say: it's not the size of the gun, but how you use it! Okay, okay, it's definitely the size of the gun that matters. Whenever you hit with a Heavy Weapon, be it an Energy Weapon, Explosive, Gun, Melee Weapon, or Unarmed Weapon, you roll an additional damage die. And don't worry- no one thinks you're overcompensating for anything.

Sneak Attack - *Environment Ability*

When unseen, you become like Santa Claus. If instead of delivering presents, Santa delivered murder! Once per Environment, when unseen, make a Stealth (Agility) Test against your opponent's Perception Ability Test. If successful, you get a +2 bonus on your next attack roll, you roll an additional damage die, and all of your dice are considered Critical Dice. Use of this Perk reveals your presence, and can be used to start a combat sequence.

Sniper - *Constant Ability*

You don't mess around; you aim for the head just like ol' Mr. Crowley told you to. You can choose to take a -4 penalty to any attack roll and in exchange reduce your target's Damage Resistance by half for the duration of the attack.



Spray and Pray - *Environment Ability*

You shoot first, then shoot again, and maybe once more before you even bother to ask questions. Once per Environment, you can make two Attack actions in a turn. However, you suffer a -4 penalty to both attack rolls when doing so.

Strong Back - *Constant Ability*

Growing up, your nickname was "mule." Okay, no it wasn't, but you're still good at carrying things! You gain two Heavy Slots, regardless of your Strength Attribute.

Tag! - *Constant Ability*

Your skills have improved to the point where you can pick an additional Tag Skill. Choose one of your non-Tag Skills and immediately make it a Tag Skill. You immediately increase that Skill by 5 points and only have to spend one point of Karma to reroll a Tag! Skill Test, rather than the usual two.

Team Player – *Rested Ability*

There is no "I" in "Enclave," and you know that better than anyone. Once per rest, if you're in an Arena with at least one ally, you can spend a point of Good Karma to grant both yourself and one ally in the same Arena a +1 bonus on their next Attribute or Skill Test or their next attack roll.

Too Ornerly to Die - *Environment Ability*

You've been hit pretty hard in the past, but you've toughed it out. Once per Environment, when an enemy scores a Critical Hit against you, you may spend a point of Good Karma to add your Luck Attribute to your Damage Resistance.

Toughness - *Constant Ability*

You're used to being pushed around, shot, stabbed, and other undesirable things. Increase your Damage Resistance by 4, after factoring in your armor and any other Perks or Traits.

Trigger Discipline – *Constant Ability*

You've got some proper training in the handling of firearms and/or energy weapons, and it pays off. You roll an additional Attack Die (d10) whenever you attack with an Energy Weapon or Gun and take the highest two Attack Dice rolls when you determine the result of your attack. This extra Attack Dice is not considered a Critical Die.

Wasteland Samurai - *Constant Ability*

You wander the wastelands in search of a great enemy to best. Your goal in life is to prove that you are the best swordsman the wastelands have ever seen. You get a +1 bonus on all Melee Weapons (STR) Tests and attack rolls and you roll an additional damage die when you hit with a Melee Weapon.

Way of the Iron Fist- *Constant Ability*

You have studied ancient fighting techniques that allow you to hit someone so hard, their ancestors *and* their grandchildren will feel it! You get a +1 bonus on all Unarmed (STR) Tests and attack rolls and you roll an additional damage die when you hit with an Unarmed attack.

SECTION 7. ITEMS AND EQUIPMENT

So you want to waste some fools while you're out in the Wasteland? You're gonna need some weapons for that. And while you're at it, you may want to consider picking up some armor so you don't get turned into a pile of goo or a bloodstain yourself. There's also some other things you might want to pick up, just so you're prepared for the worst the world has to throw at you. After all, it's not just strung-out junked-up raiders that are going to try to kill you. There's also feral ghouls, deathclaws, rockslides, active atom bombs, swamps, tripwire traps. The list goes on and on.

If you can't find a weapon or suit of armor that you're looking for, talk with your Overseer about adding it in, or, better yet, crafting it to your exact specifications!



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WEAPONS

Weapons are divided into five categories: Energy Weapons, Explosives, Guns, Melee Weapons, and Unarmed Weapons. Each of these categories has two types of weapon: Regular and Heavy. For the most part Heavy Weapons are more powerful than their lighter counterparts, and this power is offset by the fact that they take up Heavy Slots. Each weapon has its own damage dice, usually ranging from 1d4 or 1d6 to 2d4 or 2d6, although some weapons roll more dice. Lastly, each weapon has a Favored Environment and at least one Property or Effect.

While most weapons are in good enough shape to prevent them from not working, most of them were scavenged from the wasteland and therefore might not be the most reliable tools out there. Whenever you roll double 1s on a weapon attack roll (even if you roll more than two attack dice), your attack fails and your weapon becomes damaged until repaired. The Overseer determines the exact nature of the damage, whether it's a simple jam or the entire weapon falls apart in your hands.

Weapon Categories

- **Energy Weapons:** Laser-, plasma-, and fire-based weapons make up the energy weapon category. Energy weapons can fire into adjacent Arenas and Environments, except where otherwise noted.
- **Explosives:** Very deadly weapons capable of hitting multiple targets at once. Explosives can attack into adjacent Arenas and Environments, except where otherwise noted.
- **Guns:** Ballistic weapons including handguns, shotguns, and rifles. Guns can attack into adjacent Arenas and Environments, except where otherwise noted.
- **Melee Weapons:** Swords, knives, baseball bats, and super sledges. Melee weapons can only attack a target within its own Arena.
- **Unarmed Weapons:** Spiked knuckles, ballistic fist, and the deathclaw gauntlet. Unarmed weapons can only attack a target within its own Arena.

Weapon Name	Weapon Class	Damage Dice	Favored Environment	Properties and Effects
.44 Magnum	Guns	1d6	Hazardous	Brutal, Holdout
.45 Auto Pistol	Guns	1d4	Hazardous	Automatic, Holdout
9mm Pistol	Guns	1d4	Hazardous	Holdout
10mm Submachine Gun	Guns	1d6	Hazardous	Automatic
Assault Rifle	Heavy Guns	2d4	Hazardous	Automatic, Deadly
Ballistic Fist	Heavy Unarmed	2d6	Close Quarters	Brutal
Bumper Sword	Heavy Melee	2d6	Close Quarters	Brutal, Deadly
Brass Knuckles	Unarmed	1d6	Close Quarters	Holdout
Chainsaw	Heavy Melee	3d4	Close Quarters	Brutal, Deadly.
Deathclaw Gauntlet	Heavy Unarmed	2d4	Close Quarters	Brutal, Deadly.
Displacer Glove	Heavy Unarmed	2d4	Close Quarters	Immediately Impede Target on Critical Hit.
Dynamite	Explosives	1d4	Open	Blast
Fat Man	Heavy Explosives	4d4	Open	Blast, Deadly. All targets must pass on a Very Hard Endurance Test or gain a level of radiation.
Frag Grenade	Explosives	1d6	Open	Blast
Frag Mine	Explosives	2d4	Open	Blast, Triggers when enemy enters Arena
Gatling Laser	Heavy Energy	2d4	Open	Automatic, Deadly
Gauss Rifle	Heavy Energy	2d6	Open	Lethal, Can hit targets in any Arena.
Grenade	Heavy	3d4	Open	Blast

Launcher	Explosives			
Holorifle	Heavy Energy	2d4	Open	Lethal, Can hit targets 2 Arenas away.
Hunting Rifle	Heavy Guns	2d4	Hazardous	Lethal, Can hit targets 2 Arenas away.
Hunting Spear	Melee	1d6	Close Quarters, Open	Can be thrown to hit targets in an adjacent Arena.
Incinerator	Heavy Energy	2d6	Open	Blast, Deals 1d6 damage on target's next turn.
Katana	Melee	1d6	Close Quarters	Lethal
Laser Pistol	Energy	1d4	Open	Holdout
Laser RCW	Heavy Energy	2d4	Open	Automatic, Lethal
Laser Rifle	Energy	1d6	Open	Lethal
Machete	Melee	1d4	Close Quarters	Deadly
Minigun	Heavy Guns	2d6	Hazardous	Automatic, Deadly
Missile Launcher	Heavy Explosives	3d6	Open	Blast, Deadly
Molotov Cocktail	Explosives	1d4	Open	Blast, Deals 1d4 points of damage on target's next turn.
Plasma Defender	Energy	1d6	Open	Holdout, Lethal
Plasma Grenade	Heavy Explosives	3d4	Open	Blast, Brutal
Plasma Rifle	Heavy Energy	2d6	Open	Lethal
Pulse Mine	Explosives	1d4	Open	Blast, EMP, Triggers when enemy enters Arena.
Pulse Pistol	Energy	1d4	Open	EMP, Holdout
Pulse Rifle	Heavy Energy	2d4	Open	Brutal, EMP
Repeater Rifle	Guns	2d4	Hazardous	Lethal
Sawed-Off Shotgun	Guns	1d6	Close Quarters, Hazardous	Holdout
Shotgun	Heavy Guns	2d4	Close Quarters, Hazardous	Deadly
Sniper Rifle	Heavy Guns	2d6	Hazardous	Lethal, Can hit targets in any Arena.
Sonic Emitter	Energy	1d4	Open	Brutal
Spiked Baseball Bat	Melee	1d4	Close Quarters	Brutal
Spiked Knuckles	Unarmed	1d6	Close Quarters	Deadly, Holdout
Super Sledge	Heavy Melee	3d6	Close Quarters	Brutal, Deadly

Switch Blade	Melee	1d4	Close Quarters	Deadly, Holdout
Tri-Beam Laser Rifle	Heavy Energy	2d6	Close Quarters, Open	Brutal
Unarmed Attack	Unarmed	1d4	Close Quarters	Basic unarmed strike. Cannot be disarmed.

Weapon Effects

Some weapons have special properties such as "Lethal" and "Automatic" listed in the Other Effects column. Each of these properties adds to the weapon, often making it more powerful than other weapons of its class.

Automatic: An automatic weapon can sacrifice accuracy for power. You can make two Attacks with an automatic weapon, but doing so incurs a -2 penalty on all attack rolls made with the weapon.

Blast: A blast weapon targets a wide area, striking everyone in an Arena. When rolling an attack with a blast weapon, the weapon hits everyone in an Arena whose Defense score the attack roll matches or surpasses. The blast property is exclusive to Explosive weapons and plays a part in what makes them so deadly.

Brutal: A brutal weapon hits where it hurts and staggers an opponent when you score a Critical Hit. Whenever you score a Critical Hit against a target, they suffer a -2 penalty on their next Attribute or Skill Test or their next attack roll.

Deadly: A deadly weapon inflicts greater wounds when it scores a Critical Hit. Whenever you score a Critical Hit with a deadly weapon, roll two additional damage dice instead of one. This property stacks with any Perks or Traits that allow you to roll additional Damage Dice on Critical Hits.

EMP: EMP weapons are a robot's worst nightmare. Whenever a robotic character or creature is hit by an attack with an EMP weapon they must succeed on a Hard Endurance Test or be disabled for one turn (two turns on a Critical Hit). A disabled creature can still be attacked, but is unable to move or take any actions during their turn. EMP weapons have no effect on non-robotic targets.

Holdout: A holdout weapon is specifically designed to be stowed away on one's person for... "emergency situations." When trying to smuggle a holdout weapon, you gain a +5 bonus on your Stealth (AGL) Test to do so.

Lethal: A Lethal weapon has a greater chance of hitting the target exactly where you aimed. Whenever you roll your damage for a Lethal weapon, you deal a minimum of 1 point of damage, even if your target's Damage Resistance would normally reduce it to 0.

Mega Weapons

Mega Weapons are special weapons that fall under their own special Sub-Category. Every Mega Weapon is considered a unique weapon, so they're not listed with the regular weapons (you can find them in the Specialty Items section). A Mega Weapon uses the same skill as its base weapon category and often deals incredible amounts of damage (oftentimes causing you to roll at least 4 dice). Whenever you beat a target's Defense Score by 5 or more when attacking with a Mega Weapon, roll an additional damage die. There is a cost to the use of Mega Weapons, however. They take up two Heavy Slots, and each time you want to use one, you must spend a point of Karma.

ARMOR

Armor serves the incredibly important purpose of keeping characters alive by reducing the amount of damage he or she takes from weapons. Like weapons, armor comes in different categories, although for armor the categories are based off of weight. The four types of armor are Light, Medium, Heavy, and Power.

In addition to Damage Resistance, many pieces of armor provide minor boosts to Skills, often a result of how they are designed. For instance, Mercenary Adventurer gear is often covered in bandoleers, making it easier to retrieve ammunition and thus providing a +1 bonus on Guns (AGL) Tests and attack rolls made with Guns.

Lastly, there are different types of Headgear, which can be paired with any form of armor. Most provide a small bonus to a Skill or Attribute, although others –such as power armor helmets- can provide more potent benefits.

Armor Name	Armor Category	Damage Resistance	Other Effects
Courier's Duster	Light	2	+1 Survival, 1 Additional Heavy Slot
Fieldwork Science Suit	Light	2	+1 Medicine, +2 Science
Leather Armor	Light	4	None
Light Combat Armor	Light	4	None
Mercenary Adventurer Gear	Light	3	+1 Guns, +1 Melee Weapons
Prospector's Clothes	Light	1	+1 Barter, +1 Survival
Radiation Suit	Light	2	+10 Endurance to Resist Radiation
Raider Armor	Light	4	None
Recon Armor	Light	3	+3 Stealth
Regulator Long Coat	Light	3	+1 Guns, +1 Speech, +1 Survival
Reinforced Vault Jumpsuit	Light	3	+1 Melee Weapons, +1 Repair
Reinforced Wanderer Outfit	Light	2	+1 Repair, +1 Survival
Tribal Armor	Light	3	+1 Survival, +1 Stealth
Wasteland Surgical Scrubs	Light	1	+2 Medicine, +1 Science
Combat Armor	Medium	6	None
Legion Prime Armor	Medium	6	Disguise as Caesar's Legion
Lightweight Metal Armor	Medium	6	-1 Agility
NCR Combat Fatigues	Medium	6	Disguise as NCR
Pre-War Riot Gear	Medium	5	+1 Explosives, +1 Guns
Legion Centurion Armor	Heavy	8	Disguise as Caesar's Legion
Metal Armor	Heavy	8	-1 Agility
Reinforced Metal Armor	Heavy	9	-1 Agility
Salvaged Power Armor	Heavy	8	+1 Strength, -1 Agility
Tesla Armor	Heavy	7	Half Damage from Energy Weapons
Enclave Power Armor	Power	10	+5 Energy Weapons, +2 Strength, +1 Charisma, +5 Endurance to

			Resist Radiation
Enclave Hellfire Armor	Power	11	+10 Energy Weapons, +2 Strength, +1 Charisma, +10 Endurance to Resist Radiation, Half Damage from Fire
T-45d Power Armor	Power	9	+2 Strength, -2 Agility, +1 Charisma, +5 Endurance to Resist Radiation
T-51b Power Armor	Power	10	+2 Strength, +1 Charisma, +10 Endurance to Resist Radiation
Bandanas, Hats, Scarves	Headgear	1	+1 Perception
Brotherhood Power Armor Helmet	Headgear	2	+1 Charisma, +1 Endurance to Resist Radiation
Combat Helmet	Headgear	2	None
Enclave Power Armor Helmet	Headgear	3	-1 Charisma, +1 Endurance to Resist Radiation
Metal Helmet	Headgear	3	None

Power Armor

Power Armor is hard to come by, difficult to use, but an iconic part of Wasteland life. One doesn't think of the Brotherhood of Steel without thinking of its Paladins, clad in shining steel. Power Armor Training is required to use the armor successfully. Wearing the armor without the Trait means the character is fully encumbered, cannot act, and can barely move. Power armor can be disabled by an EMP just like a robot. When a character wearing power armor is hit with an EMP weapon he must pass a Hard Endurance Test or be unable to act for one turn.

A successfully worn suit of Power Armor grants all of the bonuses listed in the "Other Effects" column.

TOOLS

While weapons and armor are important, they are not the only items that a good Wasteland adventurer carries on them. Other tools, such as a Doctor's Bag or bobby pin, are also must-haves if one wants to survive in the Wasteland. There is a nearly limitless number of non-combat tools that a Wastelander could find out in the Wasteland, so rather than go over all of them, we're simply going to hit the major items that most wastelanders would want to buy or find out there.

Bobby Pins: A must for any would-be burglar. Bobby pins are needed if one wants to pick a lock. They usually come in packs of twenty, although you can often convince merchants to sell them individually if you so desire.

Chems: Whether it's something simple like beer or whiskey, or something a little more involved like Jet or Buffout, chems are a highly sought-after commodity amongst all sorts of folk. Most grant some sort of bonus, but at a cost. Taking a chem can be made part of any other action except a Lookout or Attack action. Each time you use a chem, you must pass an Endurance Test in order to resist becoming an addict. Each chem has an addiction rating, which the Overseer adds to their d12 roll to determine your chance of becoming addicted.

- **Alcohol:** You get +1 to Strength and Charisma, but -1 to Intelligence for one hour. Addiction Rating: Easy (+0).
- **Buffout:** You get +2 Strength and Endurance, which grants you two additional Health Slots for one hour. Addiction Rating: Hard (+10).
- **Hydra:** You heal all of your Injured Health Slots at the end of each combat for the one hour. Addiction Rating: Hard (+10).
- **Jet:** Taking Jet lets you to take an extra action during your turn. Addiction Rating: Hard (+10).
- **Med-X:** Increase your Damage Resistance by 2 for one hour. Addiction Rating: Normal (+5).
- **Mentats:** You get +1 to Intelligence, and Perception for one hour. Addiction Rating: Easy (+0).
- **Psycho:** You roll two extra damage dice on your next successful attack. Addiction Rating: Normal (+5).
- **Rocket:** You gain two additional actions for your turn. You can use these actions to perform multiple attacks or moves if you desire. Addiction Rating: Very Hard (+15).
- **Slasher:** Increase your Damage Resistance by 1 for one hour. Furthermore, each time you hit with an attack, roll an additional damage die. Addiction Rating: Very Hard (+15).
- **Steady:** You get +5 on the next attack roll you make. Addiction Rating: Hard (+10).
- **Tobacco:** You get +1 on Perception Tests for an hour. Addiction Rating: Hard (+10).
- **Turbo:** You get +5 to your Initiative (Agility) Tests for an hour. Furthermore, while in combat you move one spot up on the Initiative order each round for the duration of the drug. Addiction Rating: Normal (+5).

If you become addicted to a chem, you suffer a -1 penalty to all Attributes unless you're under the influence of said chem. Furthermore, you only recover half of your Health Slots whenever you rest while suffering from withdrawal. A character with the "Day Tripper" Perk doesn't run the risk of chem addiction.

Doctor's Bag: A doctor's bag comes chock-full of medical goodies ranging from antibiotics to anti-radiation pills, and painkillers to splints. A character with a doctor's bag can make a Medicine (INT) Test outside of combat to fully restore his own or another character's Health Levels. A doctor's bag has enough supplies to treat ten patients before it's empty.

Magazine: Magazines are full of useful information and in times of need may provide just the edge you need. By reading a magazine, you can grant yourself a +5 bonus to one Attribute or Skill Test roll. The magazine cannot be used for the same Test more than once, and will eventually run out of informative content. Most magazine have ten useful articles in them before they become useless.

RadAway: When you're sick from radiation poison, grab some RadAway! Using RadAway without a Medicine (INT) Test will recover one Radiation Level. A character can make a Medicine (INT) Test to recover two Radiation Levels instead (failure will result in only recovering one Radiation Level).

Rad-X: Rad-X is a chemical compound that bolsters the body's resistance against radiation. After taking a dose of Rad-X, a creature gains a +5 bonus on Endurance Tests to resist the effects of radiation for one day.

Stealth Boy: Designed before the war for special operations missions, Stealth Boys have the ability to render their user almost completely invisible to the naked eye. You get a +10 bonus on Stealth (Agility) Tests when using a Stealth Boy, and whenever you pass a Stealth (Agility) Test you become almost completely invisible, inflicting a -10 penalty on all other creatures' Investigation (PER) Tests they might make to try and find you. A Stealth Boy can be used ten times before it needs to be recharged.

Stimpack: Stimpacks are the mainstay of any adventurer's first-aid kit. They combine adrenaline with painkillers and a few other drugs to help ease away pain and jumpstart the body's healing process. Using a Stimpack without a Medicine (INT) Test will recover one Health Level. A character can make a Medicine (INT) Test to heal three Health Levels instead (failure will result in only recovering one Health Level).

Weapon Repair Kit: When your gun jams or the recycler on your laser pistol falls off you'll need a weapon repair kit to fix it up. Packed full of all sorts of odds and ends and spare parts, the weapon repair kit allows you to repair up to ten weapons without needing to scrap parts off of another weapon. You must still make a successful Repair (INT) Test to fix your weapons while using a weapon repair kit.

VEHICLES

Why wreck your feet walking when you can travel in style? Vehicles, while incredibly rare in the Wasteland, are not entirely unheard of. It should be noted that most vehicles have been damaged, modified, or otherwise changed in the two hundred years since the war. New vehicles and vehicle parts haven't been manufactured for decades, and perishable parts such as tires are especially hard to find. Most vehicles are powered by Energy Cells or Microfusion Cells.



Each vehicle counts as its own Arena and considered to be part of whatever Environment it currently occupies. Entering, exiting, or piloting a vehicle is counts as the “Move” Action. In combat, a vehicle is not limited to moving to adjacent Arenas or Environments, but can instead move anywhere on the map. All vehicles have a certain number of Health Slots, which when reduced to zero means the vehicle is inoperable. Most vehicles provide their passengers with some Damage Resistance, and some, but not all, possess weapons or at the very least mounts for weapons.

Driving a vehicle requires a Pilot (AGL) Test, the difficulty of which depends on the terrain, the condition of the vehicle, and any other relevant factors. Driving a Highwayman over a fairly intact stretch of road would be a Normal Pilot (AGL) Test, whereas driving that same vehicle over a grass field while under fire from raiders would be a Very Difficult Pilot (AGL) Test.

If you were to use a vehicle as a weapon (and why wouldn't you?), you make a Pilot (AGL) Test vs. your target's Defense. If you meet or exceed their Defense, you successfully run them over and deal damage based on the vehicle (see each vehicle's Damage entry for details).

Airboat

There isn't much use for large ships in post-War America, but smaller boats are often used to navigate irradiated swamps and rivers without forcing people to swim. The most common type of boat is the airboat, a simple flat-bottomed vessel propelled by a large fan. Like dune buggies, most airboats are built from scrap metal and used more for transport than actual combat. Few airboats have weapons or provide any sort of protection to their passengers. A standard airboat

can hold up to ten passengers, and requires four fully-charged Microfusion Cells to attain maximum range.

Health Slots: 5 Damage Reduction: 0 Weapon: None Damage: 1d6

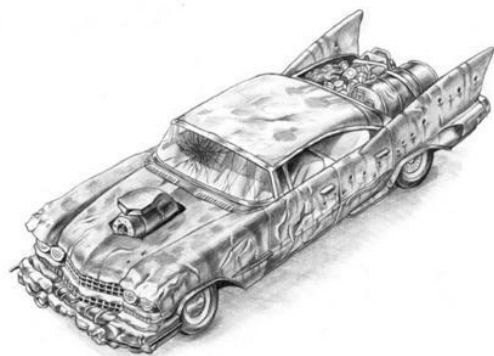
Apache Chief Motorcycle

Possibly the greatest motorcycle ever made, the Apache Chief is the perfect marriage of substance and style. A relatively speedy machine, the Chief performs well and gives the rider a smooth, comfortable ride while guaranteeing that others will turn their heads when it goes by. A normal Apache Chief can seat two, but an attached sidecar can increase that to three. The Apache Chief requires two fully-charged Microfusion Cells to attain maximum vehicular range.

Health Slots: 3 Damage Reduction: 0 Weapon: None Damage: 1d6

Chrysalis Motors Highwayman

The Highwayman was the pre-War king of the road, the go-to family and sports car that became the icon of the American automotive industry. Unfortunately not a whole lot of these vehicles survived the bombs and ensuing looters, but those that did can still get you where you need to go with a little love and duct tape. The Economy Model can seat four passengers with a little room to spare, while the Luxury Model can seat six. The Highwayman requires three fully-charged Microfusion Cells to get up and running and attain maximum vehicular range.



Health Slots: 5 Damage Reduction: 4 Weapons: None Damage: 3d6

Canyonero SUV

Can you name the truck with 4-wheel-drive, that smells like steak and seats 35? Canyonero! This little machine was built back before the War in the small town of Springfield and was popular thanks to its rugged appearance and relative safety compared to most civilian vehicles of the

time. While certainly not a speedster, the Canyonero is a durable machine, and many managed to survive the War. The Canyonero requires three fully-charged Microfusion Cells to get up and running and attain maximum vehicular range.

Health Slots: 8 **Damage Reduction:** 4 **Weapons:** None **Damage:** 3d6

Dune Buggy

Built from scrap parts and held together by spit and prayers, these flimsy vehicles are the most common motor vehicles found out in the wastes. Raiders will often use dune buggies for hit-and-run attacks, as they are quite speedy and can handle most terrains fairly well. However, a dune buggy can't really compete with any other vehicle in terms of top speeds, armament, or defensive capabilities. However, they are cheap to build and maintain, and for some that's all that matters. A dune buggy can seat two passengers and requires one fully-charged Microfusion Cell to attain maximum vehicular range.

Health Slots: 4 **Damage Reduction:** 2 **Weapon:** 10mm SMG **Damage:** 1d6

General Atomics International HMMWV

Better known as the GA Humvee, this vehicle was designed to carry a small number of soldiers, usually four to six over rough terrain and engage light infantry in combat. It was a favorite amongst soldiers for the modest protection it provided without becoming too cramped and its ability to travel over a multitude of terrains at fairly high speeds. It takes five fully-charged Microfusion Cells to attain full range.

Health Slots: 10 **Damage Reduction:** 6 **Weapons:** Minigun **Damage:** 5d6

U.S. Army M44 "Babcock" Battle Tank

Designed by the U.S. Army during the Invasion of Canada, the U.S. Army M44 was sent out to the frontlines just before the Chinese Invasion of Anchorage, only to be stopped in its tracks by the freezing weather, the snowy terrain, and its own weight and limited mobility. Most M44s deployed in Alaska were destroyed by



the Chinese, although several were deployed in military bases all across America. The standard armaments for the M44 Babcock were a 76mm cannon (use the Rocket Launcher statistics) and two miniguns. Thanks to their durability, a working M44 is fairly easy to find and, with a little touching up, get out on the road. However, it's a hungry fucker, and the M44 requires 30 fully-charged Microfusion Cells to attain full range. The M44 requires five crewmen to fully operate.

Health Slots: 20 **Damage Reduction:** 10 **Weapons:** 2 Miniguns, Rocket Launcher

Damage: The M44 automatically kills anything it runs over.

VB-02 Vertical Take Off and Landing "Vertibird"

Designed before the War to serve as scouting vehicles and troop transports, the Vertibird is a lateral twin-rotor (non-synchronized) helicopter design. While not designed explicitly for combat, the standard Vertibird comes armed with a nose-mounted Gatling



laser, a pair of rocket launchers, and a bomb rack for mini nukes. Back before the War these weren't enough to classify the Vertibird as a gunship, but in the wasteland it makes the Vertibird a true powerhouse. The Vertibird requires a crew of three to properly operate, and its cargo bay can comfortably hold up to a dozen more combat-ready soldiers. The VB-02 Vertibird is not powered by Microfusion Cells, but instead uses specialized aviation fuel.

Health Slots: 20 **Damage Reduction:** 8

Weapons: Gatling Laser, 2 Rocket Launchers, Fatman **Damage:** 5d6

THE WASTELAND MARKET: ITEM COSTS

These items and more are all purchasable with Caps. There are no set prices in the Wasteland, since society hasn't fully evolved in some places, so price the items however you wish. However, we did give you some guidelines. Use these as rules of thumb, not as hard prices. After all, one region might have sprung up next to an old RobCo manufacturing plant and may therefore have access to robots, but clean medical supplies may be a luxury. Base the costs of items in your games around the regions and NPCs.

1 Cap- Basic Supplies: Cheap food, rusty tools, cups and dishes, burned (but not unreadable) books, a pair of bobby pins, etc. Anything that can be found without too much rummaging through pre-War ruins and wreckage.

5 Caps- Useful Supplies: Tools, magazines, a night at a cheap hostel, light melee weapon such as a rusty knife, a dozen or so bullets, booze or cigarettes, a worn-out map of a region, tribal or raiding armor, etc. Gear that, while probably not too difficult to find, is incredibly valuable or even necessary to survive day-to-day in the Wasteland.

25 Caps- Valuable Supplies: Handguns, heavier melee weapons, dynamite or even frag grenades, a night of drunken debauchery, a few days at a half-decent motel, lightweight armor, a box of 9mm ammunition, medical supplies like Stimpacks or Rad-Away, etc. These items are a little harder to find or reproduce in the Wasteland, but they aren't overly expensive and therefore don't cost an arm or a leg in most places.

50 Caps- Uncommon Supplies: Laser pistol, shotgun, submachine gun, hunting rifle, a battered suit of combat armor, a trip with a caravan, a mercenary guard's weekly salary, most chems, a completely intact Pre-War book on medicine or weapons, etc. These supplies are harder to come by and are therefore quite valuable, driving up their costs. Most fair-sized towns and settlements will have access to these types of supplies, but at a pretty Cap.

100 Caps- Rare Supplies: Laser rifle, plasma grenade, sniper rifle, missile launcher, metal armor, salvaged power armor, a ramshackle house, a small mercenary team, a super sledge or ballistic fist, a refurbished Pip-Boy 300, a collection of Holotapes, etc. These items are rare and cannot be found or manufactured without some significant amount of work on the part of scavengers or craftsmen. A large town might have a few of these items, but for the most part you'll have to find a specialist merchant if you don't want to dig around the irradiated ruins of an old city.

500 Caps- Unique Supplies: Power armor, a functioning motorcycle or automobile, a mostly intact Pre-War house, a personal robotic assistant, a cybernetic implant, the deed to a merchant caravan, etc. Incredibly rare or valuable, these items aren't going to be found or made without a

lot of time and work investment. Having just one of these items is usually a sign of wealth and prestige in the Wasteland.

ENCUMBRANCE

Some items, particularly weapons and armor, are heavy, and try as you might you can't carry it all. A character can only carry so many Heavy items before it affects his ability to move and act. If you carry more Heavy items than you have Heavy Slots, you can only stumble about. Outside of combat you must roll twice on every Attribute and Skill Test and take the lower result. In combat you must roll each attack twice and take the lower result, and none of your dice count as Critical Dice.

Each character has a number of Heavy Slots equal to half of their Strength, rounded down (minimum one Heavy Slot). Several Traits, Perks, and Items can add to this number.

Items and Item Weight

With the Overseer's approval, a character can carry just about any number of normal items without worrying about encumbrance. Stimpacks, ammunition, miscellaneous gear, and chems all technically have weight, but to reduce bookkeeping Fallout Wastelands doesn't worry about it. There are two exceptions, however: weapons and armor.

A character's primary weapon counts as its normal weight category, but any item beyond the first is treated as a Heavy Item (and Heavy Weapons beyond the first will take up two Heavy Slots). Additional armor is also rather cumbersome, and every piece of armor you carry beyond the one you wear is considered to be one level higher on the weight table. Light armor is treated as medium, medium becomes heavy (and therefore takes up a Heavy Slot), heavy armor becomes Power (and takes up two Heavy Slots), and additional suits of Power Armor take up three Heavy Slots each instead of the normal two.

When carried or worn normally a Heavy Weapon or Heavy Armor only takes up Heavy Slot. Power Armor normally takes up two Heavy Slots.

SECTION 8. COMBAT RULES

(OR: HOW TO WASTE FOOLS IN THE WASTELAND)

Combat plays an important role in Fallout Wastelands, as it is one of the many ways that wastelanders like to resolve disputes.

INITIATIVE AND ACTIONS

Once you're in a combat encounter, Initiative determines who goes first in an action. Each character, or a group of villains, makes an Initiative (Agility) Test. The character or villain with the highest result goes first, and then on down the line until each character and villain has taken their turn.

In case of Initiative ties, refer to the Actions Chart below. The higher up on the chart a particular action is, the higher its priority. For example, if a Wastelander and a Raider both have Initiatives of 15 and the Wastelander chooses to Shoot and the Raider chooses to Move, the Wastelander will go first in the round.

If two or more characters or villains are attempting the same action at the same Initiative, the character or villain with the higher Agility goes first, then after that defer Initiative to player characters. If two or more players have the same Agility scores and rolled equal number, they may determine amongst themselves who goes first.

Each turn a character or villain can perform one action from the table below. If it doesn't fit into one of those, ask yourself if it's worth taking an action to complete. Most non-combat actions in a fight should be considered a Focus action, since it takes more than a split second to occur. Once a round of combat is played out, a new round begins with the character that rolled the highest Initiative going first. This process continues until one or both sides in a violent altercation are killed, or a peaceful way to resolve the conflict is found.



In case of Initiative ties, a **Round** of combat is played in this order.

Each combatant gets to choose one of these Actions to perform each Round.

Lookout	You can use your Action to "hold and aim," observing the battlefield and perform a Shoot, Impede, or Melee Attack action in order to interrupt someone's focus or decide to Move or Attack once you see what another
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person is doing. You may not perform Focused Actions or use Perks or Traits while using the **Lookout** action.

Defend -or- Protect Choosing to **Defend** means that your Defense increases by 2 until the beginning of your next turn.

Choosing to **Protect** means any attack this round that targets a chosen ally in your Environment will attack you instead.

Choosing either of these options means forgoing direct action in favor of taking a reactive stance which allows you to make a **Counter-Attack** against everyone that successfully hits you with an attack until your next turn. You make the counter-attack after taking the damage from a successful attack.

Shoot If you have a Ranged Weapon (a Gun, Explosive, or Energy Weapon), you may make an attack against anyone in your Arena or in an adjacent Arena, including an Arena from another Environment (this being the only non-talent way to attack someone not in your Arena).

Focus -or- Impede If you decide to use a **Focus** Ability (like some Perks and Traits), it's at this point that you announce what you're starting to do and enter a period of vulnerability. If you suffer a Critical Hit before the beginning of your next turn or another character attempts to **Impede** you, you lose your focus and the action automatically fails. At the beginning of your next turn, provided your focus wasn't interrupted, your action resolves and the effects of your action occur.

You can also use your **Focus** Ability to aim your weapon for one round. If your focus is not interrupted, you gain a +2 bonus on your next attack roll and may reroll your Attack Dice and take the higher result.

Alternatively, you can spend your Action attempting to **Impede** someone, spending your round preventing them from successfully completing a **Focus** ability or leaving the Arena you're both in. To do so successfully requires rolling a Strength Test against your target's Endurance Test.

If you successfully **Impeded** someone, and also didn't take any damage between your turn and your target's turn, the Impede turns into a **Cornering** and they cannot choose the **Move** action or leave your Arena the following round either.

Use Perk, Trait, or Item This action allows you to use a Perk, Trait, or Item that doesn't require an attack roll or **Focus** action to perform.

Move Not just "moving around" (which anyone can usually do within the Environment they're in), this action allows you to **Move** your character into an adjacent Arena or Environment, possibly even one you suggest to the Overseer on the spot.

Moving into/out of Arenas or Environments might require a successful Attribute Test if the place is difficult to reach (such as climbing a roof or jumping over a pit, for example).

Melee Attack

This action allows you to **Attack** anyone with whom you share your current Arena. This counts for hand-to-hand weapons, unarmed attacks, and improvised melee strikes with firearms (such as striking someone with the butt of your rifle). Be sure to use vivid description, particularly on a Critical Hit and/or if you have the Bloody Mess Perk.

Push -or- Throw

You can attempt to move yourself and any number of opponents into an adjacent (and easily-accessible) Arena by **Pushing** them, which requires a Strength or Intelligence Test (your choice) against each of their Strength or Agility Tests (their choice). If any of them win the test, none of you move.

Alternatively, you can attempt to **Throw** a single opponent into another Arena by making a Strength Test against either their Perception Test or Endurance Test (their choice).

Attack, Defense, and Damage Resistance

There are three main factors in determining the success of an attack: the attack modifier, the Defense score, and Damage Resistance.

Attack



Attacking is fairly straightforward: a character designates a target, rolls their attack dice, and adds the appropriate Skill modifier (Energy Weapons, Explosives, Guns, Melee Weapons, or Unarmed). An attack roll is different from a Skill Test in that the attack rolls 2d10 and adds the results of the two dice (instead of using a d12 as he or she would during a Skill Test).

If the results of the roll equal or exceed the target's Defense score, the attack is successful and damage dice are rolled. If the result of the roll fails to meet

or exceed the target's Defense score, the attack misses.

If you successfully hit a target, roll your weapon's damage dice and subtract your target's Damage Resistance from the result. If the remaining number is positive, you deal that much damage. If the remaining number is 0 or a negative number, you fail to deal any damage. The use of Karma, Traits, Perks, and other bonuses may increase the amount of damage you deal or

the number of damage dice you roll. As noted below, scoring a Critical Hit will increase your damage output.

Critical Hits

One of your d10s should look different, whether it's a different color or has 10s (10, 20, 30, etc.) instead of 1s (1, 2, 3, etc.) on it. This is your Critical Die. For most characters, if you roll a 10 on your Critical Die, you automatically hit – even if the total result of the roll and the appropriate weapons Skill would fail to exceed your target's Defense.

However, if you roll a 10 on your Critical Die and the total result of the attack roll meets or exceeds your target's Defense score, you score a Critical Hit! (Unless you have a low Luck Attribute) Characters with a higher than average Luck Attribute have a greater chance of scoring a Critical Hit (see below).

A Critical Hit allows you to roll an additional damage die. For example, if you're firing a Laser Pistol (which normally deals 1d4 points of damage), you would get to roll 2d4 and deal damage equal to the result. If you're using an assault rifle (which normally deals 2d4 points of damage), you would get to roll 3d4 and deal damage equal to the result.

Luck Attribute	Number of Critical Dice
3 or Less	No Critical Dice
4 to 7	One Critical Die
8 or 9	Two Critical Dice
10	Two Critical Dice, Critical Hits on a 9 or 10

Defense



Each character and creature possesses a Defense score, which determines how difficult he or she is to hit in combat. A character's Defense is equal to one-half his Level + his Perception Attribute + his Agility Attribute. The Defense score represents a character's combat experience (one-half of his Level), awareness of what's going on around him (Perception), and his ability to react to danger (Agility). Some items can temporarily boost a character's Defense, and the proper use of tactics and Karma can increase one's Defense Score as

well. However, for the most part it remains a static number.

Damage Resistance

When bullets fly people tend to get hurt. Fortunately you can prevent some of this damage by wearing the proper equipment, namely armor. Armor is divided into four categories: Light, Medium, Heavy, and Power. Armors in the same category have Damage Resistance ratings similar to one another (see the Equipment: Armor section for more details). If your Damage Resistance reduces an attack's damage to 0 or less, you take no damage unless the weapon has the Lethal property.

HEALING AND INJURY

After an encounter, characters can heal their injuries with medical treatment and a certain amount of rest.

Healthy: If they only have wounds in their "Healthy" boxes, they can heal with just a short rest to catch their breath. An hour of inactivity are all it takes to recover a Health slot. Stimpacks used in conjunction with a Medicine (INT) Test will recover Health slots faster.

Injured: If they have wounds in their "Injured" boxes, they need to eat, sleep, or at least take a few hours off. A Doctor's Bag used with a Medicine (INT) Test will recover Injured Health slots faster.

Unconscious: If a character has hit unconsciousness (checked the "K/O" box), it's lights out for him for quite some time. An unconscious character needs a good night's sleep, a good meal, and some medical attention to fully recover from his injuries. A Doctor's Bag used with a Medicine (INT) Test can restore a character to consciousness without the need to sleep it off.

When the "K/O" box is first checked, attempt a Normal Endurance Test. On a roll of 10 or higher, you're just unconscious until you receive medical attention or have had enough time to come to. If you roll 9 or less, you're bleeding out. Without proper medical attention (a successful Medicine (INT) Test made by another character), you must pass another Normal Endurance Test at the end of the encounter or you risk dying or at the very least being out of commission for an extended period of time. It is up to the Overseer to determine if the injuries sustained by the character are enough to kill, or if they're only enough to force someone into an early retirement.

First Aid: When you're bleeding out, if a character spends a Focused Action patching you up in the next turn, you will survive the encounter as if you were just rendered unconscious.

SECTION 9. ADVENTURING!

The Wasteland is an unforgiving place. For whatever reason, your characters have decided to wander it. While many conflicts come to blows or bullets, much of the action in Fallout Wastelands is outside of fights. Because when you fight, you run the risk of dying. And dying is bad.



ENVIRONMENTS AND ARENAS

Adventures in Fallout Wastelands are framed around a series of encounters. Each of these encounters consists of a series of Environments. Environments are fairly large areas that fit a basic description. For example, a "shelled-out town infested with raiders" would be one Environment, while the run-down and scrap metal buildings might be other, separate Environments. Arenas are smaller sections of the Environments- usually individual rooms or streets. Instead of tracking detailed movements in space, we instead focus on movement between Environments and Arenas. If there is a major barrier amidst an environment, like a pit or large fence, we encourage you to break up the Environment into multiple, smaller Environments.

This means you don't need a grid map to track movement. A simple piece of paper to sketch relative distances should work fine. You could use a napkin and a restaurant crayon if push came to shove.

Because the Wasteland is dangerous, different Environments have different effects. For most, if you enter, you suffer the effects. For some terrible places, the effect occurs every turn. The Overseer decides which route to take with a given environment, but it should be made very clear to the players beforehand in description. When an encounter begins, determine what your Environments are, where they connect, and where the players, monsters, and NPCs are located. The easiest way we've found is with tokens.

The difference between Environments and Arenas is minor, but important. As mentioned previously, an Environment is a fairly large area, often encompassing multiple Arenas. An Arena is one of several smaller parts of an Environment during which characters can freely move about during combat. All Arenas in a single Environment tend to share the same Environment type, but your Overseer may make exceptions to this rule.

An example of an Environment would be a large, run-down building. The entire Environment is considered **Close Quarters** (making Melee Weapons and Unarmed attacks ideal). Each of the

rooms and sections of hallway would be considered Arenas. Characters and NPCs can move to adjacent Arenas freely as part of another action, but to move to another Environment, say the ruined streets outside of the building, would require a specific Movement action.

When in doubt, simply talk with the Overseer about whether or not you need to spend an entire Action to move, or if it can be combined with another Action.



Environment Type	Favored Weapons	Examples
Close Quarters	Melee Weapons, Unarmed Weapons, Shotguns	Inside a house, a corridor, an alleyway, a dense copse of trees, a tunnel, a closet
Open Environments	Energy Weapons, Explosives	Open wasteland, beachfront, cavern clearing, city square
Hazardous Environments	Guns	Swamps and marshes, irradiated spaces, broken floorboards, smoky room, hot springs, trap-filled spaces

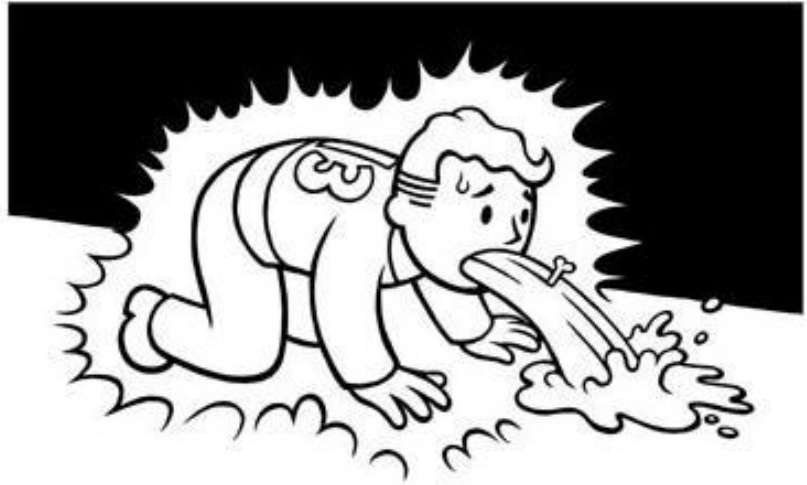
Overseer's Note: You may choose to dispense with Arenas entirely and instead only use Environments. This is perfectly fine and is how the original "Retropocalypse" game was run. If that's the case, weapons that can target adjacent Arenas target adjacent Environments instead.

Common Hazards

Hazardous spaces are common in the Wasteland. As a rule of thumb, hazards should impose a penalty (-1 to -5) or cause damage to vulnerable inhabitants. Keep in mind the types of inhabitants that would be considered vulnerable. For example, radiation would not harm a Ghoul, Robot, or Super Mutant. Also note whether the effect is only for the turn (for example a tripwire trap) or if it's persistent and recurs each turn. Those sorts of hazards are very rare, and should be noticeably deadly.

Radiation

Radiation is a common hazard in the Wasteland and follows its own rules for damage and tracking. Whenever a character is exposed to radiation they must pass a Hard Endurance Test in order to resist the radiation. A successful Attribute Test means that the character has resisted the radiation and doesn't take radiation damage. A failed Attribute Test results in the character taking 1 point of radiation damage (or more, if the Overseer dictates that the area is saturated with severe amounts of radiation).



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If a character has three points of damage they begin suffering from Minor Radiation Sickness and suffer a -1 penalty on all Attribute and Skill Tests and attack rolls. When a character has six points of radiation damage they suffer from Advanced Radiation Sickness and suffer a -2 penalty on all Attribute and Skill Tests and attack rolls. At nine points of radiation damage a character has Critical Radiation sickness and suffers a -3 penalty on all Attribute and Skill Tests and attack rolls. Finally at ten points of radiation damage a character dies.

Karma

The Overseer should have a stack of Good Karma and Bad Karma, enough to last through a session. These are known as "The Stack" and consist of Karma that the Overseer has yet to distribute. In the middle of the game space should be a bowl or pile of Karma that the Overseer is in charge of filling. We call it "The Bowl." The Overseer puts two Karma of each color in the bowl for every player.

Anytime someone does something in-character or out-of-character that makes the game cooler, they should get a point of Karma. Anyone can reach into the bowl, grab one, and hand it to another player. The type of Karma depends on the action (see below). It's important that the Karma keeps following. Also note that some Perks and Traits will give players Karma.

Good Karma

Good Karma comes from doing "the right thing." Helping the elderly, petting puppies, rebuilding civilizations after an atomic holocaust, fighting without wearing armor, these are all Good Karma actions. Out-of-character, you get Good Karma for making your fellow players laugh, stand in excitement, or otherwise have an awesome time. Also, anyone that pitches in for food gets Good Karma. On behalf of all gamers, we thank you.

Bad Karma

Bad Karma comes when you're naughty. Killing innocent people, planting grenades in the pockets of security officers, and cheating the casino for extra Caps are all Bad Karma actions. Out-of-character, anytime your actions net a "dick move!" response, that gets Bad Karma. Not saying you should be a jerk to your fellow players (that gets you kicked out of games real fast), but if you let them in on how your character is a conniving jerk, you should get rewarded.

Spending Karma

Spending Karma is an important part of Fallout Wastelands, as it determines a character's ability to level up and grow stronger. Your players shouldn't be hoarding their Karma, as tempting as it may be to save it all up for a particularly dangerous fight. Instead they should be using it and working hard to gain more Karma by performing awesome or devious actions. The more Karma the party uses, the faster the party can level and the stronger they become. Any Karma spent by the players returns to the Overseer's stack of Karma, unless otherwise indicated by the Overseer.

Karma can be spent on a variety of things, and both Good and Bad Karma have very specific uses. Each type of Karma has several generic uses (noted below), but many Perks, Traits, and even items require the expenditure of Good or Evil Karma.

Karma can be spent at anytime during game play, although players should check with the Overseer to make sure that using their Karma is appropriate or worthwhile.



Good Karma	Any Karma	Bad Karma
<p>One Karma</p> <ul style="list-style-type: none"> ○ Add an additional effect to an Attribute or Skill Test (the effect must make sense). ○ Roll an additional attack die against someone that hurt you or one of your allies. ○ Add your Luck Attribute bonus to your Defense against one attack. <p>Two Karma</p> <ul style="list-style-type: none"> ○ Instantly heal one point of damage you've sustained. ○ Create a friendly NPC with whom you have a relationship (romantic, platonic, familial, etc.) <p>Three Karma</p> <ul style="list-style-type: none"> ○ Use a Perk you don't possess for the current Encounter. 	<p>One Karma</p> <ul style="list-style-type: none"> ➤ Add your Luck Attribute to one Attribute or Skill Test. ➤ Have a handy item in reach, although not necessary on your person. ➤ Use an Environment Perk or Trait a second time. <p>Two Karma</p> <ul style="list-style-type: none"> ➤ Recharge a Rested Perk or Trait outside of combat. ➤ Reroll a failed Attribute or Skill Test and add your Luck Attribute to the result. <p>Three Karma</p> <ul style="list-style-type: none"> ➤ Use a Trait from a Background other than your own (with Overseer's permission). 	<p>One Karma</p> <ul style="list-style-type: none"> • Add an additional effect to a successful attack roll (the effect must make sense). • Roll an additional attack die to hit someone for personal gain. • Add your Luck Attribute to your attack roll for one attack. <p>Two Karma</p> <ul style="list-style-type: none"> • Roll an extra damage die on a successful hit. • Create an NPC possessing something valuable (an item, a piece of information, Caps, etc.) <p>Three Karma</p> <ul style="list-style-type: none"> • Prevent someone from using a Perk or Trait they possess for the current Encounter.

Overseer's Karma

Of course the Overseer gets to use Karma! However, he or she uses it differently than the players. When the Overseer uses Karma, they feed Karma points from the Stack into the Bowl (always defaulting to the less abundant Karma type). This is important, because if the Bowl is

empty, the players can't get Karma, and if the players can't get Karma, they can't advance their characters, which makes for unhappy players. It's just as important for the Overseer to use Karma as it is for the players, not only to advance the players, but to advance their encounters as well.

At any time, an Overseer can seed 2 Karma to:

- Roll an extra damage die for a bad guy's attack.
- Give a bad guy a +2 bonus to an Attack Roll, Ability Test, or Skill Test.
- Impose a situational condition on a successful attack. Conditions include: being on fire, being temporarily blinded, sickened, scared, etc. These conditions should each have a SPECIAL Ability Test to mitigate.
- Bring in reinforcements, adding enemies to the fight. This costs one Karma per level of monsters, with the exception of Minions, who cost one Karma for two.
- Adding any other dramatically appropriate and interesting event to the scene, such as a massive explosion or a storm.
- Recovering a defeated foe, giving it one Health Level and allowing it to take an immediate action.
- Increasing the Difficulty of a Skill Test by one rank (ex: Novice to Very Easy or Damn Near Impossible to Impossible!).

Players beware! If your Overseer starts seeding in a bunch of Karma, you're going to be in for one hell of an adventure!

LEVELING UP

Characters level up when each member of the party has spent at least twelve Karma (of either type). Sometimes a player or character will lag behind in this. It's up to everyone at the table to encourage more awesome actions from that player. Bring them out of their shell! Get them a drink! Also, it might be the Overseer's fault for not rewarding them when they were being cool.



Once everyone has spent twelve Karma, the table should acknowledge that it's time to level up after the current encounter. As a rule of thumb, a short rest is fine time for a level, particularly with out-of-character rests, such as ordering pizza or takeout. Below are the things that happen when the party levels up.

Get 'Dem Skills

Each time you level up you gain you gain 5 Skill Points (plus a possible 3 from Educated and 3 from Big Brained). You can place up to one Skill Point per level you possess in each Skill. For example, a 5th level Raider gains 5 Skill Points and may put up to five Skill Points in any one Skill, provided it doesn't push the number of Skill Points in any one Skill beyond 5.

Here Are the Perks

Also, you get a Perk (or Trait). Choose any Perk, or one Trait from your Background. With the Overseer's permission and the permission of any players using that Background, you can take a Trait form a different Background. You can never have more Traits from different Backgrounds than from your own and the choice must make sense. For example, a Wastelander traveling with a member of the Enclave Remnant can learn how to operate power armor, thus gaining the Power Armor Training Trait, but that same Wastelander could not install Tesla Coil Attraction Rods on himself.

SECTION 10. OVERSEER'S GUIDE

Warning! This section is for Overseer Eyes only! If you are not the Overseer, stop reading!

So far everything in this document has been made available for both players and Overseers. Facts, figures, tables, descriptions, and images to help both the Overseer and his players participate in wasteland adventures. Section 10, however, is for an Overseer's eyes only (so if you're not an Overseer or don't plan on being on, get out of here before you're reported to Vault Security!). Within this section of the document you'll find rules for creating encounters and Wasteland monsters, creation rules for additional weapons and armor, Specialty Items, and additional Traits that you can use as rewards for players' deeds and role-playing.



SPECIALTY ITEMS

The following are special items, in some cases iconic items, that cannot be found through normal means. These are rewards for brave (or incredibly stupid, but lucky) wastelanders who are willing to trek through miles of irradiated wasteland

Baby's First Zip Gun: A concealable homemade pistol that can be easily taken apart and reassembled. It's one shot though, so make it count! This weapon can never be detected, meaning you can never be unwillingly disarmed! The Zip Gun uses the same stats as a 9mm Pistol.

Big MT Cyberdog: Man's best friend in the Atomic Age! This part-mechanical, part organic canine is entirely customizable to fit your needs. Just pop in one of our vast selection of canine brain pods and turn your dog from steadfast protector to cuddly companion without any training required! Warning: use of non-licensed pods may lead to undesirable behavior and immediately

voids your warranty. This acts as the Puppies! Perk, except if you roll a 1 on any Skill or Attribute Test when dealing with the dog, it goes haywire and will turn against you.

Big MT Psychoanalytic Cardiac-Dampening Sneaky Stealth Suit: More commonly referred to as the Stealth Suit Mk II, this Big MT invention was created before the war for special operations missions. It comes with a handy on-board computer that tracks your vitals and dispenses Med-X and Stimpacks when necessary. While wearing this Medium Armor you gain a +10 bonus on Stealth (Agility) Tests and a +2 bonus on all Investigation (PER) Tests. Furthermore, the first time you take damage in combat it will automatically administer a dose of Med-X (assuming you don't already have Med-X running through your veins and you have Med-X to spare) and whenever your Health Slots drop down to Injured, it will automatically administer a Stimpack, provided you have Stimpacks to spare. The Stealth Suit Mk II has a Damage Resistance of 5.

Black Ghost Stealth Armor: A Chinese design that is supposed to make the wearer virtually invisible. If only you could read the damn instructions! While wearing this Medium Armor, you are considered to be under the effects of a Stealth Boy (a Stealth Boy that doesn't run out of charge! Yaaaay!). The Black Ghost Stealth Armor has a Damage Resistance of 4.

Dave's Boxer Briefs: These underpants were said to be worn by the first great emperor after the war. While they're not fashionable or even that functional, they do greatly improve the chance of reproduction. Any coupling that could result in conception does, if a person has worn the boxer briefs in the past day.

Desert Viper 10mm SMG: A submachine gun handcrafted by legendary Hub trader Vic. He even named it after a pet name for his ex-wife. Treat this weapon as a standard 10mm SMG, except that it can attack up to four times with the Automatic property (you only suffer the usual -2 penalty). If you score a Critical Hit with at least one of the attacks, you can make an extra attack against a new target in the same Arena(s) as you initial target(s).

'Dr. Kang's: How to Serve Man!' 3rd Edition: An extremely dusty pre-war tome that has proven difficult for modern scholars to translate. It's either a treatise on applied humanism or a cookbook with some decidedly unorthodox recipes. Either way, foods you prepare with this book, while using human flesh, recover all lost Health Levels. And you gain Bad Karma. Shame!

Festus' Decoder Ring: A slightly sticky plastic band with a blue star logo on it. This item has passed through the hands of countless collectors, but always ends up being discarded when a wearer deciphers the code to read "DRINK MORE SARSAPARILLA." Using this ring, you can make a code that cannot be cracked by anyone without a similar ring.

Flower Child Helmet: This metal helmet sports numerous dents and dings from countless battles, but also has a peace sign crudely carved into the side. Perhaps it says something about

the duality of man? Once per Encounter you can negate the use of a monster's Power, Perk, or Trait.

Garden of Eden Creation Kit: Vault-Tec's premier kit for creating civilization after the war. Unfortunately, this unit was a dud. On the bright side, there's a pen light included, so you'll never suffer penalties for exploring or fighting in the dark!

Gary's Jumpsuit: A Vault 108 jumpsuit that's riddled with bloodstains. Strangely, wearing it seems to attract others. Are they all related somehow? At any time, you may spend a point of Good Karma to bring a Gary into an encounter to help you. On the other hand, the GM can seed one Karma to bring a Gary into play against you. Otherwise, treat Gary's Jumpsuit as a reinforced Vault Jumpsuit.

Golden Gecko Fleece: A cloak made from the cured skin of a rare and dangerous Golden Gecko. It's the height of wasteland chic! These cloaks are not only fashionable, but functional! You gain a +2 bonus on all Charisma Tests while wearing the cloak. But wait, there's more! While not wearing other armor increase your Defense Score by 4! However, if an opponent scores a Critical Hit against you, the cloak is ruined and you gain no benefit from it until you take it to a professional tailor or taxidermist.

Handy Camper Portable Microwave Emitter: Originally designed to microwave foodstuffs on the go, after a few face-melting incidents the units were quietly recalled and the prototypes sold to the military. As a Mega Weapon it counts as a Heavy Energy Weapon and deals 3d6 point of damage, however it can only be used once per rest. It does, however, give you a +5 bonus on Survival (END) Tests to make food all day, every day.

Heavy Duty Purple Robes: A set of dirt-encrusted animal hair robes that positively stink, yet something in the plasma burns and scorch marks leads you to believe they're at least durable. You still have NO idea why they're purple. This counts as Light Armor, but provides 6 points of Damage Resistance. As well, you can ignore one Critical Hit against you per Environment.

Humungous Hockey Mask: It's a little big on you, but something about this dirty plastic mask gives people the creeps. While wearing this mask you gain a +10 bonus on all Speech (CHA) Tests made to intimidate or scare others and whenever you score a Critical Hit with an unarmed strike or melee weapon you roll an additional damage die.

Jerky Vendor's Akubra: A Junktown original, this wide-brimmed felt cap is all the rage among caravaners. It's the perfect thing for keeping the sun out of your eyes while you close that sale! While wearing this hat, you gain a +5 bonus on all Barter (CHA) Tests.

KC's Misguided Rocket Launcher: An amateur's attempt at weapon modification has made this rocket launcher extremely powerful but severely inaccurate. You might be better off just

throwing a rock at them. Any roll made to hit with this Mega Weapon suffer a -2. If both your dice turn up as ones, you hit a random ally! This rocket launcher deals 6d6 points of damage when it successfully hits a target and has the Blast property.

Killjoy's Pickelhaube: A combat helmet with a railroad spike welded to the top, it once belonged to the infamous raider Killjoy. Not only does this helmet provide 4 points of Damage Resistance, it also counts as an unarmed weapon! This pickelhaube deals 2d4 points of damage on a successful hit.

The King's Motto: This pair of gold-plated brass knuckles features a heavy metal plate on the front with the letters "T.C.B." etched onto them. You don't know what it means, but if the King said it, it's probably something profound. The King's Motto counts as an unarmed weapon, deals 2d4 points of damage on a successful hit, and if you spend a Good Karma when attacking you may roll a third die that counts as a Critical Die and count the highest two.

Liberty Prime's Freedom Ray: This enormous Mega Energy Weapon could not have been designed for human use. It takes a third Heavy Slot to carry. Liberty Prime's Freedom ray deals 4d6 points of damage, and has the EMP and Lethal properties. As well, the user may use a point of Good Karma to ignore an enemy's Damage Resistance. But in doing so, they take 2 damage from the ray's overheating. If its user dies in combat, their party members gain +1 to hit rolls, and roll one additional damage die on each successful strike. They died, so Democracy may live.

Mandrake's Flask: A stainless steel flask containing a mixture of rainwater and grain alcohol. It's not the easiest thing to choke down, but it seems to have a cleansing effect on the palate. Once per encounter, you may take a turn in Defense and gain a Health Level. As well, any Powers that would drain your Health or control your mind automatically fail.

"Pacifier" Tranq Rifle: This .223 Colt Rangemaster has been modified to accept special non-lethal ammunition. Each dart is filled with a powerful sedative designed to bring down dangerous animals or people. This gun does no damage, but when it hits a living target, they must pass a Hard Endurance Test or fall unconscious. Otherwise, treat the Tranq Rifle as a hunting rifle.

Protectron Armor: Looks like someone went to the trouble of hollowing out a RobCo Protectron and turning its metal chassis into a suit of armor. It's a little stiff to move in, but its more than able to stop a bullet or two. This armor counts as T-45b Power Armor, although you don't need power armor training to use it. Furthermore, robots will consider you to be one of them and leave you alone until you attack them.

Protonic Inversal Axe: The finest of Big MT's inventions, the Protonic Inversal Axe is a powerful prototype weapon designed to destroy robots and power armor. It normally operates as a chainsaw with the EMP property, but if you use it as a Mega Weapon once per Encounter you

deal 6d4 damage. If you score a Critical Hit against a robot or a character wearing power armor while using the Protonic Inversal Axe you automatically kill it.

Quadshotgun: Two double-barrel shotguns are converted into one that causes four times the carnage! You can use this item as a regular shotgun all you'd like, or a Mega Weapon once per Encounter. If you use it as a Mega Weapon, you deal 8d4 points of damage on a successful hit and have to spend a turn reloading it before you can use it again.

REPCONN Aerospace Space Suit: This old suit was manufactured before the war for high-altitude flights and space travel. As such it's jam-packed with all sorts of equipment and gadgets to help its wearer survive in the harshest environment on Earth: SPACE! The space suit is airtight, comes with a small chest plate to deflect small arms fire, and has an oxygen tank strapped to the back to allow its wearer to breathe even in the vacuum of space. It is also resistant to radiation so that an astronaut or pilot can work on his ship without fear of exposure. While wearing this light armor, you gain a +10 bonus to all Endurance Tests to resist radiation damage. Furthermore, it can allow you to survive in environments without oxygen, provided you have some spare air in your tank. The REPCONN Aerospace Space Suit has a Damage Resistance of 2.

Rocketeer Reach for the Stars Rocket Belt: This one-of-a-kind piece of equipment was part of a REPCONN marketing ploy to dispose of excess experimental rocket fuels. It never quite took off (no pun intended). So it can't fly. That doesn't mean you can't jump pretty darned well! You get a +4 bonus on any Attribute Test made to perform acrobatic- or athletic-related rolls to perform deeds such as jumping incredibly high. Furthermore, you can make a free Move Action during combat by spending a point of Karma.

Sadie's Sexy Sleepwear: While the ravages of time have done a number on many pieces of clothing, Sadie's Sexy Sleepwear was kept in an air-tight bag for the centuries. It's still silky-smooth, even if the leopard print is a little tacky. You get a +2 bonus on Speech (CHA) Tests and Charisma Tests to seduce someone while wearing these clothes. Once per encounter, you may spend a point of Good Karma to make an opponent attack another opponent on your behalf.

Señor Rodríguez's Lock-Picking Kit: The personal lock-picking kit of the greatest burglarsonarcenist ever known! Works just like a bobby pin, only better! This lock-picking kit grants the user a +10 bonus on all Lockpick (PER) Tests, never breaks, and the first time the user fails a Lockpick (PER) Test on a lock, he can spend a point of Bad Karma to immediately reroll and take the second result.

Shikomi-Zue of the Blind Masseur: Wasteland samurai beware, this legendary concealed cane blade tears through armored opponents like rice paper. Treat this weapon as a standard katana. However, when sheathed, it cannot be detected as a weapon.

Sly Slugger's MagnetoBat: A simple metal baseball bat complicated by the addition of an atomic battery and an array of powerful electromagnets that supposedly helped your swing. Clearly, the makers thought there was something miraculous in how magnets work. While the magnets don't really help you swing the weapon, they are really heavy! Treat it as a regular Super Sledge unless you activate it. Once turned on, the MagnetoBat is considered a Mega Weapon and deals 6d6 points of damage with a successful attack.

Snap-Off Super Tool Kit: You always have the right tool for the job with this handy toolkit! When making a Repair (INT) Test to repair, make, or salvage something, you get a +5 bonus on your attempt. As well, you can spend a point of Good Karma to reroll a failed attempt.

A Mysterious Trench Coat: Whether a gift from a mysterious friend or found somewhere in the wastes, this pre-war coat is in remarkably good shape. You're not considered armored when wearing this (although it does grant you 4 points of Damage Resistance), as such you gain a point of Karma if you survive a combat encounter if you have the "Knight Without Armor" Perk. Once per rest, you can spend a Good Karma to completely avoid an attack. You notice that a strange tune plays when you do so...

Tragic Deck of Many Cards: While Tragic: The Garnering has lost some of its appeal since the early 23rd century, there are still a few diehard players out there who'd kill for a deck like this. Literally. Once per rest, you can barter with a merchant and sell one of your countless Tragic cards for 5d10 Caps. However, every day, the GM is allowed to bring a villain level collector after you without seeding Karma in the collective bowl. Also, you could play Tragic, but you run the risk of addiction.

Veronica's Favorite Dress: This lovely number isn't just beautiful; it's remarkably functional as battle armor. The story goes, a group of Commonwealth scientists were developing a powerful nanofiber to protect politicians from bullets. The lead scientist said she'd only craft dresses out of the miracle material. While considered light armor, Veronica's old dress provides 5 points of Damage Resistance and gives you a +5 bonus on all Barter and Speech (CHA) Tests and Charisma Tests.

HARDER, BETTER, FASTER, STRONGER: CYBERNETIC IMPLANTS

"We can rebuild him, we have the technology." And now it's true! With the right amount of Caps and a good surgeon, any wastelander can have pieces of high-tech machinery added to their squishy, meaty body all in the name of Science! Be careful, however, as the human (or super mutant, or ghoul, or deathclaw, or robot) body can only handle so many implants before it just can't *take it anymore!* Bear in mind that implants are incredibly rare, rather dangerous, and finding a doctor with the ability to even install them is going to be an adventure in and of itself.



A character can have a number of cybernetic implants installed equal to its Endurance Attribute. For example, a character with 5 points of Endurance can have five implants installed before his or her body cannot handle any additional implants. A character with the Cyborg Trait can have one additional Implant, regardless of his Endurance Attribute.

There are seven basic implants that increase SPECIAL Attributes, which are as follows:

- Empathy Synthesizer: Your prefrontal cortex has been enhanced by this cybernetic implant, permanently increasing your Charisma by 1 (to a maximum of 10).
- Hypertrophy Accelerator: Your muscle mass has been enhanced by this state-of-the-art cybernetic implant, permanently increasing your Strength by 1 (to a maximum of 10).
- Logic Co-Processor: Your cerebral cortex has been enhanced by this cybernetic implant, permanently increasing your Intelligence by 1 (to a maximum of 10).
- Nociception Regulator: Your nervous system has been enhanced by this cybernetic implant to better allow you to handle pain, permanently increasing your Endurance by 1 (to a maximum of 10). Installing the Nociception Regulator does not allow you to install an additional implant despite the fact that it increases your Endurance.
- Optics Enhancer: Your optic nerves have been enhanced by this cybernetic implant, permanently increasing your Perception by 1 (to a maximum of 10).
- Probability Calculator: Your frontal lobe has been enhanced and empowered by this state-of-the-art, possibly-illegal implant, permanently increasing your Luck by 1 (to a maximum of 10).
- Reflex Booster: Your central nervous node has been augmented by this new-fangled cybernetic implant, permanently increasing your Agility by 1 (to a maximum of 10).

In addition to the SPECIAL Implants, there are six more cybernetic implants that can be purchased to make you hard, better, strong, and fast:

- Implant C-13: No one quite knows what "C-13" stands for, but this implant seems to bolster your Critical Hit ability. Increase your Critical Hit range by 1 (10 becomes 9-10, 9-10 becomes 8-10, etc.), and when you score a Critical Hit roll an additional damage die.
- Implant M-5: You've been made better... faster... stronger... Wait... Wait. Nope, just faster. Whenever you make a Move Action in combat, you can move up to two Arenas away or move into any Arena in an adjacent Environment. Furthermore, once per rest, you may take a free Move Action during your turn.
- Implant Y-3: A wastelander's best friend! With this fancy implant, you no longer have to worry about eating irradiated food and drinking irradiated booze! All consumable items are stripped of any radioactive materials when you consume them. It does have the unintended side-effect of making your farts smell *even worse* however.
- Implant Y-7: So the letter "Y" clearly has something to do with the human body, but we're not sure what exactly. With this implant, you immediately recover one Health Level each time you eat a meal. Furthermore, you gain one free Action each combat that can be used during any of your turns. Robots that are installed with this implant can consume a microfusion cell or energy pack for the same effect.
- NEMEAN Sub-Dermal Armor: By putting microscopic pieces of armor in your cells, your skin has been toughened, granting you an additional 2 points of Damage Resistance against all attacks.
- PHOENIX Monocyte Breeder: Your cells' regenerative abilities have been greatly enhanced, causing you to more rapidly regenerate lost Health Levels. You gain one Health Level each turn, and if you're reduced to "Injured" in combat, you immediately return to the first level of "Healthy" once the fight is over.

While a robot cannot technically become a cyborg, don't restrict robot characters from buying and installing implants. Just treat them like "software upgrades" instead of cybernetic implants.

ADDITIONAL TRAITS

As characters explore the Wasteland and interact with its factions and citizens, they may find that they want to join new factions or you may find that they've earned certain perks or traits that aren't available to just anyone. The following traits should be reserved for players who have gone above and beyond in role-playing or in their efforts to make the game enjoyable for everyone at the table, including the Overseer. If a player earns one of these additional Traits, consider letting them have it without waiting to level up.

Remember, these Traits should be used as rewards for good players. While a player can certainly work to gain one of these Traits, they should not be pestering you about being able to take one.

A Slave Obeys- *Rested Ability*

A man chooses, a slave obeys. Which one are you, I wonder? Once per rest you may spend either a point of Good Karma or a point of Bad Karma. Spending a Good Karma will make your next attack against a creature or person who has oppressed you automatically hit, score a Critical Hit, and deal maximum damage. By spending a point of Bad Karma, you automatically succeed on a Speech (CHA) Test to give a person an order. Are you the master, or are you the slave?

Reward: A character should be awarded this Trait if they take a strong stance either for slavery or against it, and work to either bring it to an end or help it flourish in the Wasteland.

Can You Find it in Your Heart?- *Rested Ability*

You're a lover, not a fighter, and it's your goal to one day make others into lovers too. Your lovers, my lovers. Who cares, as long as everyone's loving! Once per Rest, when attempting to talk someone out of violence you may immediately succeed on a Speech (CHA) Test to convince that maybe, just maybe, violence isn't the answer. At least not this time.

Reward: A character should be rewarded with this Trait if they constantly try to find non-violent solutions to problems, rather than shoot first and ask questions later, *especially* if they risk bodily harm trying to remain peaceful.

Circle of Steel- *Constant Ability*

You're a Brotherhood hardliner who wants to restore the Brotherhood of Steel to glory, *at any and all costs*. It is your sacred duty to make sure that every other Brother wants the same thing and that those who do not work toward this goal are... taken care of. Rebels and outcasts are not to be tolerated and should be neutralized with extreme prejudice. You gain a +1 bonus on attack rolls and roll an extra damage die on attack made against Brotherhood Outcasts and rebel members and factions of the Brotherhood of Steel. When dealing with loyal Brothers that

observe and follow the teachings of the Codex like all good Brothers should, you gain a +5 bonus on all Speech (CHA) Tests. For the Brotherhood!

Reward: A character should be rewarded with this Trait if they've helped the Brotherhood of Steel in their endeavors to gather technology and make sure that the unworthy do not attempt to use it. Bear in mind that the Circle of Steel is an extreme group that some members of the Brotherhood consider to be *too* gung-ho about the tenants of the Codex.

Courage Alone Will Not Save You- *Rested Ability*

You're a brave man, perhaps the bravest there ever was. You don't know the meaning of "fear," or even how to spell it. Retreat? Fuck that! Only cowards retreat, and you ain't no pussy-foot, yellow-belly coward! However, sometimes just being really, *really* brave (or stupid) isn't enough. No, sometimes you need some help. Once per Rest you may spend 3 points of Good Karma to have four NPCs rush to your aid. The Overseer determines the types of NPCs that arrive at the eleventh hour, although he or she should make sure that they are appropriate for the encounter and fit with your character. For example, a member of the Enclave probably wouldn't have soldiers from the NCR come and rescue them, no matter how much Karma he throws their way.

Reward: A character should be rewarded with this Trait if they've refused to flee from a battle, no matter how hopeless, multiple times. It doesn't matter if the player won or lost those fights, or if the rest of his party dragged him kicking and screaming away from the battle. Such courage (or, again, stupidity) should be rewarded.

Firin' Mah Laser!- *Environment Ability*

You have a special place in your heart for Energy Weapons. In fact, it's a little weird. Once per Environment, when you hit an enemy with an Energy Weapon you may spend a point of Karma to deal maximum damage without rolling your damage dice. You go girl. You go fire that laser.

Reward: A character should be rewarded with this Trait if they've killed more raiders and scumbags than you can count with only an Energy Weapon. Go ahead, reward their obsession.

General Custer- *Constant Ability*

Huh... would you look at that: All your friends are dead. Good job you. Really screwed the pooch this time. Whenever an allied NPC or another party member dies, you immediately gain all of their Karma. Just because they died, doesn't mean they have to die in vain, right?

Reward: A character should be rewarded with this Trait if they lead the party and/or a group of NPCs to their deaths without intending to do so. The character does need to survive, but all of his friends have to be dead.

H4x Supr3m3- *Rested Ability*

You're really good with computers! It's probably that "neon fishbelly white" complexion you've got going for you that does it. Maybe you should consider stepping outside every now and then and get a breath of fresh, irradiated air. Once per rest you may immediately succeed on a Science (INT) Test made to hack into a computer.

Reward: A character should be rewarded with this Trait if they managed to hack into a particularly difficult computer that, frankly, you didn't expect them to succeed in hacking. You can also reward them for consistently hacking into computers without failing.

I Can Stop Anytime I Want- *Rested Ability*

You like taking chems. I mean, you *really* like taking chems! You double the bonus and duration of all chems (without doubling the penalties!). Furthermore, once per rest, you may automatically resist becoming addicted to a chem. I'm sure you can stop whenever you want, buddy, you just don't want to stop yet do you?

Reward: A character should be rewarded with this Trait if they've done a good job role-playing being a chemhead. Sure they could stop whenever they wanted, but they just don't want to yet! A character with the "Day Tripper" Perk does not qualify for this Perk.

Lord Death of Murder Mountain- *Constant Ability*

You've killed hundreds! Maybe thousands even! The best thing in life is to crush your enemies, see them driven before you, and to hear the lamentations of their women. Sweet, sweet lamentations. You roll an additional damage die whenever you hit an opponent with an attack, and two additional damage dice whenever you make a Critical Hit.

Reward: A character should be rewarded with this Trait after they've killed at least a hundred creatures or people in the wasteland, and recorded it. That takes some dedication, man.

Paladin of Steel- *Constant Ability*

You've finally done it! After years (or months... or weeks... or days...) of hard work you've finally been made a true Paladin in the eyes of the Brotherhood of Steel. Gone are the days of fighting with inferior weapons and armor. Now you get to wear a shiny suit of power armor and carry the biggest energy weapon you can get your hands on! You gain a +1 bonus on attack rolls with all Energy Weapons and once per Environment you may reroll you Critical Die (you must keep the second result). Furthermore, you are immediately rewarded with a suit of T-45b Power Armor and a laser weapon of your choice! For the Brotherhood!



Reward: A character should be rewarded with this Trait if they've helped the Brotherhood of Steel in a significant way. Brotherhood Initiates that choose the Knight path from "Bonds of Steel" should have an easier time obtaining this Trait, as many Knights go on to become Paladins in their lives.

Raider Chief- *Constant Ability*

Through deeds too unspeakable to speak of, you've managed to finagle your way into being the chief of a raider tribe. God have mercy on us all. You have a band of twelve or so loyal raiders that will do your bidding. Furthermore, other raider bands won't attack you on sight, assuming you're not leading their rival tribe. When dealing with raiders of all types, you gain a +1 bonus to Barter (CHA) and Speech (CHA) Tests.

Reward: A character should be rewarded with this Trait if they've done a lot of work to help an existing raider tribe or have just decided to go ahead and make their own raider tribe. With blackjack! And hookers!

Stim-ply Amazing- *Constant Ability*

You've taken a lot of Stimpaks during your stay in the wasteland. So many, in fact, that it's given you a permanent boost to your physical well-being. You gain one additional Health Slot and whenever you use a Stimpack, either with or without a Medicine (INT) Test, you heal an additional Health Slot.

Reward: A character should be rewarded with this Trait if they've used an excessive amount of Stimpacks. We'll leave "excessive" up to you.

Stranger in a Strange Land- *Constant Ability*

You like to travel to new places and exotic locales and all-round just see what the world has to offer you! As such, you've grown accustomed to being an outsider and know how to use that to your advantage. As long as you are in a new place or interacting with people that you've never met before you gain a +1 bonus to all Attribute and Skill Tests. Furthermore, you gain a +1 bonus to all attack rolls and gain a +1 bonus to your Defense Score against people who are unfamiliar with you. Speak with your Overseer to determine when the effects of this Trait kick in.

Reward: A character should be rewarded with this Trait if they go out of their way to explore new places and meet new people. While most wastelanders will inevitably wander about and discover a new place, this Trait is for those that *live* for that.

Walker of the Wasteland- *Constant Ability*

You've walked the length and breadth of the wasteland and uncovered most, if not all, of its secrets. Very little of this bitter earth remains hidden from you, for better or for worse. Whenever you travel to a location or lead others there, you no longer risk getting lost.

Reward: A character should be rewarded with this Trait if they've discovered a significant number of places in the wasteland. We're thinking twenty, but you might find that ten (or thirty) is a more appropriate goal.

War Never Changes- *Rested Ability*

You've fought your way through the wastelands, bringing death and destruction with you each step of the way. Maybe it's a burden that you bear. Maybe you just like killing. Either way, it has its benefits. Once per Rest, you may automatically hit an enemy with an attack and roll damage as though it were a Critical Hit. Any Perks, Traits, or Items that affect your Critical Hits affect this attack. Lastly, your target is automatically Impeded. War... War never changes.

Reward: A character should be rewarded with this Trait if they have fought a large number of opponents, especially if they were involved in some sort of larger war effort like a battle between two factions or the destruction or defense of a town attacked by a large raider tribe.

CREATING NPCs

Your players aren't the only people wandering through the wasteland, searching for Caps and supplies, and trying to make it through to the next day. And the raiders, thugs, and mutants that they will often battle aren't the only creatures, human or not, that the players will run into in their travels. There are many Non-Player Characters (NPCs) that the players will interact with that they might not actually wind up trying to kill. These merchants, farmers, doctors, and regular townsfolk probably don't need stats, as the players likely aren't going to try and kill them. However, should you have particularly cruel and violent players, or if a settlement or town gets attacked, you might need stats for the run-of-the-mill blue collar Joe. For most NPCs, simply consider using the **Citizen** stats in the Bestiary. However, if you have a particularly important NPC or a player wants to have a companion, consider using another stat block from the Bestiary, or design the NPC using the "Adding Bad Guys" rules.

For companions or long-term followers, consider creating the NPC as a player would design their own character. Choose a Background, Traits, and Perks until you feel that the NPC is at the appropriate power level. Bear in mind that an NPC created this way will likely be head and shoulders above most other NPCs in flexibility if not in power.

CREATING ENCOUNTERS

As an Overseer, one of your biggest tasks (aside from telling the story of your Wasteland adventurers) is designing Encounters. Once you have a basic map of two or more Environments set up, you're ready to design your combat encounter. Determine where the players' opponents are located, then figure out what situational factors will play into the fight.

For example, is it an ambush? Will one side be surprised? Surprised characters should get the option to make a Perception Test in order to act during the first turn of the fight. Be creative with these factors, but don't be overbearing. Surprise the players, but don't make them feel hopeless.

Adding Bad Guys

Monsters and villains come in five different levels, described in more detail below. You can mix and match the levels in order to make for more interesting fights and to build the challenge level of any confrontation. Creating bad guys for your players is a fairly simple process, although you may want to make some of the more memorable villains in your campaign complex and should consider rolling them as if you would a regular character.

Level 1- Minions: Minions are the rank and file mooks and baddies. Minions have the advantage of being able to roll their attacks together, with each Minion providing one of their Attack Dice and counting the highest two dice. If at least one of the dice is a 10, the attack is considered a Critical Hit. If Minions attack this way, they roll all of their damage together as well. Most Minions get a +2 bonus to their Attacks, have between 1 and 3 Health Slots, 0-2 Damage Resistance, and a Defense Score ranging between 8 and 12. A Minion might have a Power, but it will likely be fairly weak. We recommend throwing two or three minions per player into a combat Encounter. *Examples: Mole Rats, Bloat Flies, Tribals, Geckos, Junkies, Wild Dogs*

Level 2- Skirmishers: These are tougher mooks, usually nameless unless you ask. While they are still fairly weak, Skirmishers do have the benefit of enough Health and Damage Resistance to make it through more than a round of combat... usually. Skirmishers have a +4 bonus to their Attacks, have between 2 and 5 Health Slots, 2 and 4 Damage Resistance, and a Defense scoring ranging between 10 and 15. Like Minions, Skirmishers have access to lower-end Powers. We recommend adding one Skirmisher per player, although if you've got some munchkins in the group, try two per player. *Examples: Raiders, Radscorpions, Minor Robots, Feral Ghouls, Fire Geckos, Cyberdogs, Protectrons*

Level 3- Villains: These are usually named problems. You know, raider bosses, properly trained soldiers, and all that. Villains are going to be the first real one-on-one challenge most players come across, although they still usually aren't enough to take down a player without some backup from mooks. Villains have a +6 bonus to their Attacks, have between 5 and 10 Health Slots, 4 to 6 Damage Resistance, and a Defense score ranging between 12 and 18. Villains also have access to Traits and Perks in addition to some truly dangerous Powers. Most of the challenge in a fight should come from these guys. Use one for every two players on average, but don't hesitate to throw in a few more if the fight is too easy. *Examples: Raider Bosses, Feral Ghoul Reavers, Super Mutants, Cazadors, Enclave Troopers, Brotherhood of Steel Knights*

Level 4- Monsters: While their name implies dangerous beasts like Deathclaws, Monsters can still be "regular" guys with a good bit of combat experience and some fancy equipment. A Monster should be a threat when it shows up, so feel free to give it access to Heavy Weapons and some excellent Armor. Monsters have a +8 bonus to their Attacks, have at least 15 Health Slots (and usually max out around 20), 6 to 8 Damage Resistance, and a Defense Score ranging between 16 and 20. Like Villains, Monsters have access to Perks and Traits in addition to their Powers. Finally, a Monster can use Mega Weapons, and in fact is a good way to introduce one to a campaign. You should think carefully before adding more than one Monster to a fight, unless you plan on killing your players (or if they are REALLY GOOD at being a munchkin). One Monster should appear in a fight for every three or four players. *Examples: Deathclaws, Sentry Bots, Super Mutant Masters, Enclave Hellfire Troopers, Brotherhood of Steel Paladins*

Level 5- Legends: These are the most dangerous creatures and people of the wasteland, always unique, and usually quite huge. Legends have a minimum +10 bonus to their Attacks, have between 20 and 30 Health Slots, 8 to 10 Damage Resistance, and a Defense Score ranging between 20 and 25. They often use unique weapons and Mega Weapons and have access to multiple Perks, Traits, and Powers. Finally, Legends roll two Initiative (AGL) Tests and have two turns, one at each Initiative. Legends work well as final bosses for a campaign if you intend on ending with a great battle. They shouldn't appear often and we use them primarily to seed Karma for highly capable parties and to provide a memorable boss battle when wrapping up a campaign. *Examples: Super Mutant Behemoths, Deathclaw Alphas, Giant Roboscorpions*

CAP REWARDS

In addition to Karma and Level awards, the Overseer should reward the players with Caps after should depend on the foes in question, and the levels of the characters. They must choose how to divide the Caps and treasure amongst themselves.

The Rule of Thumb is as such:

- For most inhuman monsters, 1d10 per party level is fine. This means a level four party should get 4d10 Caps when fighting radscorpions.
- Most human opponents have 1d12 Caps per party level. This means a level three party should get 3d12 Caps when fighting raiders.
- Advanced human opponents have 1d10 Caps per combined level in the party. This means a level three party of four characters should get 12d10 Caps when fighting a squad of Brotherhood Outcasts.



Double all listed amounts with named NPCs, particularly with recurring villains. Heck, triple them if you think it's appropriate! Your Wasteland, your rules pal.

SECTION 11. BESTIARY

Since no adventure is complete without enemies to overcome, we've provided several creatures and their stat-blocks for your players to face. Some of these creatures are fairly benign, while others are incredibly dangerous. Enemies ranging from simple raiders to feral ghouls to more advanced enemies like the cazador and Enclave Soldiers are all present here to provide a myriad of challenges for your player.

Please note that the number in the parentheses behind a creature's attack dice is the number of Critical Dice they roll. So an entry of "Assault Rifle: 2d10+5 (1)" would mean that the creature has one Critical Die when using an assault rifle.

Bloatfly- Minion

The bloatfly is a giant, mutated blow fly of years past. They are annoying little pests that, while not particularly durable, are damn near impossible to hit. Bloatflies often fly about in swarms and will attack anything that threatens them. Their weapon of choice is a spine-bedecked larvae. These bugs aren't winning any parent of the year awards anytime soon.

Health Levels: 1, **Defense:** 15, **Damage Resistance:** 0, **PER:** 5, **Init:** +4, **Attacks:** Spined Larvae: 2d10+2 (0) (2d10+4 Open Environments), 1d4 damage. **Power:** *Bloatfly Swarm:* Increase the Defense of a bloatfly by one for each other bloatfly in the same Arena.

Brotherhood of Steel

While some members of this quasi-religious order are at least polite to outsiders, there isn't a whole stopping them from simply blasting you with a Gatling laser if you try to stand between them and a piece of Old World tech. There are two main types of Brotherhood of Steel members found out patrolling in the wastelands- Knights and Paladins. The former often wears the iconic Brotherhood power armor, and the latter can always be seen wearing suits, inspiring courage in their allies, and fear in their enemies. If you ever see a Brotherhood of Steel patrol coming through, it's usually prudent to get the hell out of their way.

Brotherhood of Steel Knight- Villain

While not necessarily expected to charge into battle, the Brotherhood of Steel expects their Knights to be able to defend themselves and Brotherhood bunkers to their last breath. Usually wearing older models of power armor and carrying less powerful laser weapons, Brotherhood

Knights are still a force to be reckoned with. Their lesser amount of combat training is made up for by their more intimate knowledge of pre-War technology- they may not know how to properly fight an enemy, but they sure as hell know how to use their laser rifles.

Health Levels: 8, **Defense:** 16, **Damage Resistance:** 8, **PER:** 5, **Init:** +4, **Attack:** Tri-Beam Laser: 2d10+6 (1) (2d10+8 Open Environments), 2d6 damage, brutal, lethal. **Power:** *For the Brotherhood!*: Whenever a Knight's ally falls in battle, he gains a +2 bonus to his next attack roll and rolls an additional damage die.

Brotherhood of Steel Paladin- Monster

A member of the Brotherhood of Steel's elite fighting force, Paladins are heavily armed and armored soldiers who know not fear and are willing to fight and die for the Brotherhood and the Codex. Often armed with laser rifles, gauss rifles, and gatling lasers and wearing T-51b or T-45b Power Armor, a squad of Brotherhood Paladins is truly a force to be reckoned with. Thankfully, the Brotherhood of Steel tends not to be aggressive without purpose. So unless you're carrying some sort of rare pre-War weapons technology, you should be okay.

Health Levels: 15, **Defense:** 18, **Damage Resistance:** 8, **PER:** 5, **Init:** +4, **Attack:** Gatling Laser: 2d10+8 (1) (2d10+10 Open Environments), 2d4 damage, automatic, Lethal. **Power:** *For the Brotherhood!*: Whenever a Paladin's ally falls in battle, he gains a +2 bonus to his next attack roll and rolls an additional damage die. *Tactics:* Each Paladin that attacks a player in a turn adds a cumulative +1 to the attack rolls for each additional Paladin that attacks the same character.

Cazadores- Villain

Cazadores are giant, predatory bugs that have killed countless wasteland travelers. Their deadly poisons will snuff the life out of anyone but the hardiest victims. Rumor has it they were created long ago in a mysterious crater known as the Big Empty. For what purpose, we'll never know...

Health Levels: 5, **Defense:** 15, **Damage Resistance:** 4, **PER:** 6, **Init:** +6, **Attacks:** Cazador Stinger: 2d10+6 (1) (2d10+8 Open Environments), 1d4 damage, poison (see Power).

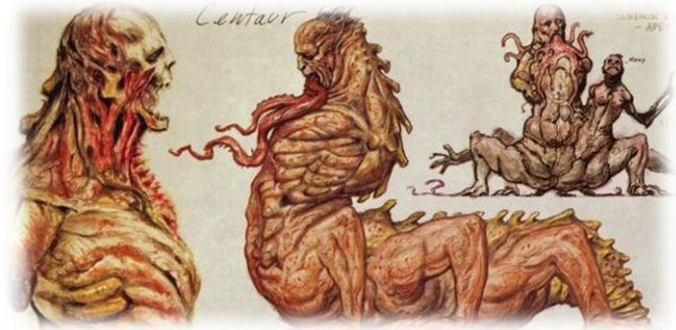
Power: *Poison:* Anyone hit by a cazador's Critical Hit must pass a Very Hard Endurance Test or become poisoned for 3 turns. A poisoned character takes 1d4 poison damage each turn (this damage cannot be reduced by Damage Resistance).



CAZADORES

Centaur- Skirmisher

What do you get when you toss various animals and people into a vat of F.E.V. and mix it up? We're not really sure what you get, but most refer to the abomination that results as a centaur. Originally designed as cannon fodder for the Master's Army, these creatures now roam the wild in search of prey. They move awkwardly on their jumble of arms, legs, and tentacles but they are deadly up close and even at range can blind you with the gobs of toxic spittle they eject.



Health Levels: 4, **Defense:** 12, **Damage Resistance:** 4, **PER:** 4, **Init:** +1, **Attacks:** Centaur Tongue: 2d10+4 (0) (2d10+6 Close Quarters), 1d6 damage; Centaur Sludge 2d10+4 (1) (2d10+6 Open Environment), 1d4 damage and blinds for 2 turns, can target adjacent Arenas and Environments. **Power:** Immune to radiation.

Citizen- Minion

The every man! The common folk! The (sometimes) hard-working men and women that make sure a country or town actually works thanks to the seemingly endless work they put in each and every day! These are the folks who get jobs done while players (and people like them) spend all their time getting blasted, shot, and irradiated for a few Caps. Citizens don't necessarily like to fight, but if pushed around enough, they will often gang up on their aggressors and take them down lynch mob style.

Health Levels: 2, **Defense:** 10, **Damage Resistance:** 0, **PER:** 5, **Init:** +4 **Attacks:** Unarmed 2d10+2 (1) (2d10+4 Close Quarters), 1d4 damage, Knife 2d10+2 (2) (2d20+4 Close Quarters), 1d4 damage; *or* 9mm Pistol 2d10+2 (1) (2d10+4 Hazardous), 1d4 damage, holdout.

Cyberdog- Skirmisher

Man's best friend upgraded and improved! Created before the war to assist in police operations, cyberdogs have augmentations to both mind and body. Robotic legs allow them to run faster, while upgraded brains allow them to reason and think at the level of human children. Armed with enhanced jaw strength and a powerful sonic bark, cyberdogs are frightening enemies when encountered in a pack.

Health Levels: 4, **Defense:** 12, **Damage Resistance:** 4, **PER:** 9, **Init:** +7, **Attacks:** Cyberdog Bite: 2d10+4 (1) (2d10+6 Close Quarters), 1d6 damage, Sonic Bark: 2d10+4 (2), (2d10+6 Open Environment), brutal. **Powers:** +5 bonus on Endurance Tests vs. radiation. *Trip Attack:* Whenever a cyberdog scores a Critical Hit the target immediately becomes Impeded.

Deathclaws

The apex predator of the Wasteland, a deathclaw is a massive bipedal creature encased in hide as tough as metal and with claws and teeth that can rip through you like wet paper. Viciously aggressive and fiercely territorial, an encounter with a deathclaw means almost certain death for one of the parties involved. Be wary, for most deathclaws live in packs. Where there is one deathclaw, there are usually more.

Deathclaw- Monster

The “normal, run-of-the-mill” deathclaw (as if being a giant lizard with claws like swords is normal!) found in the wasteland. While no alpha, a regular deathclaw is still more than most wastelanders can handle, so handle with extreme caution should you encounter one.

Health Levels: 15, **Defense:** 16, **Damage Resistance:** 8, **PER:** 6, **Init:** +5, **Attacks:** Deathclaws 2d10+8 (2) (2d10+10 Close Quarters), 2d4 damage, deadly. **Power:** *Audible Sharpness!*: Seed 2 Karma, ignore an opponent's Damage Resistance.

Deathclaw Alpha- Legend

Stronger, faster, and more aggressive than a regular deathclaw, a deathclaw alpha is the ultimate wasteland predator. Whether male or female, a deathclaw alpha must be strong, as a weak pack leader rarely lasts long. Male deathclaw alphas will charge an enemy for little to no reason, while a female deathclaw alpha will usually wait and gauge a trespasser's motives first. Be warned, however, for anyone that harms a deathclaw mother's babies will find themselves hunted down the edges of the wasteland.

Health Levels: 25, **Defense:** 20, **Damage Resistance:** 10, **PER:** 7, **Init:** +6, **Attacks:** Deathclaws 2d10+10 (2) (2d10+12 Close Quarters), 2d6 damage, deadly. **Power:** *Audible Sharpness!*: Seed 2 Karma, ignore an opponent's Damage Resistance. *Leader of the Pack:* Seed 1 Karma to summon a regular deathclaw.

Deathclaw Baby- Skirmisher

Awww! Look how cute it is! Baby deathclaws are the youngest and smallest of the deathclaw species, and it's rumored that they're fairly easy to train, if you can get your hands on one of them. While a baby deathclaw isn't really a threat on its own, they often travel in groups of six or more and are always in sight of a deathclaw mother.

Health Levels: 4, **Defense:** 12, **Damage Resistance:** 4, **PER:** 6, **Init:** +4, **Attacks:** Deathclaws 2d10+4 (2) (2d10+6 Close Quarters), 1d6 damage. **Power:** *Cry for Momma:* Seed 4 Karma to summon a regular Deathclaw. Can only be used once per Rest, and only by one Deathclaw Baby.

Dog- Minion

Man's best friend, dogs somehow survived the Great War without any noticeable mutations. In many cases, they benefited from the radiation, as by and large dogs appear to be quite intelligent. While capable of being incredibly vicious, many dogs still retain a sense of loyalty to the human race and can be made into stalwart companions.

Health Levels: 2, **Defense:** 10, **Damage Resistance:** 2, **PER:** 8, **Init:** +6 **Attacks:** Bite: 2d10+2 (1) (2d10+4 Close Quarters), 1d4 damage. **Power:** *Trip Attack:* Whenever a dog scores a Critical Hit the target immediately becomes Impeded.

The Enclave

Despite setbacks at the hands of the New California Republic and the Brotherhood of Steel, the Enclave is still out there, plotting and scheming. Some small groups of Enclave diehards can still be found out in the wasteland, just waiting for their next orders. Enclave soldiers are exceptionally well-trained, well-armed, and armored, making them true threats in any encounter. Fortunately their numbers have been dramatically reduced, probably for the good of the entire wasteland.



Enclave Hellfire Trooper- Monster

The best of the best, the Enclave Hellfire Troopers are armed with the best weapons available and are encased in what is probably the most powerful and advanced suit of power armor ever seen in the wastelands. Not content with recycling old, pre-War suits of armor, Enclave scientists worked around the

clock to design and manufacture the Hellfire armor. Only the best and most veteran of Enclave soldiers are even allowed to *touch* a suit of Hellfire armor, much less wear it. If you see a squad of Hellfire troopers coming your way, run. Run far, run fast.

Health Levels: 10, **Defense:** 18, **Damage Resistance:** 12, **PER:** 5, **Init:** +4, **Attack:** Incinerator: 2d10+9 (1) (2d10+11 Open Environments), 3d6 damage, blast, deals 1d6 damage on target's next turn. **Perks:** *Set Phasers to Kill!* **Power:** *Unwavering Loyalty:* A Hellfire Trooper doesn't retreat and any Speech (CHA) Tests made to intimidate him automatically fail.

Enclave Officer- Villain

While the Enclave soldiers do all of the heavy lifting, it's the officers who make sure the soldiers are in the right place at the right time. Working directly with Enclave High Command, officers combine combat prowess with tactical acumen to help further the goals of the Enclave. Due to the recent anti-Enclave sentiments in many parts of the North American wasteland, officers are now working on more covert operations across the field.

Health Levels: 5, **Defense:** 14, **Damage Resistance:** 4, **PER:** 6, **Init:** +4, **Attack:** Plasma Defender: 2d10+6 (2) (2d10+8 Open Environments), 2d4 damage, brutal, lethal. **Power:** *Leadership:* If a character takes the Protect action on the Enclave Officer, the Officer gets +2 to hit and rolls an additional damage die if they take a Focus Action to make their next attack. *Tactics:* Each Enclave Officer and/or Soldier that attacks a player in a turn adds a cumulative +1 to the attack rolls for each additional soldier that attacks the same character.

Enclave Soldier- Villain

An army of fanatics obsessed with genetic purity and a warped perception of American ideals, armed to the teeth with the most advanced technology ever developed, the Enclave make for dangerous enemies to encounter. Thankfully for the wasteland at large, the major setbacks their causes have suffered have forced them to become more covert in how they operate.

Health Levels: 6, **Defense:** 16, **Damage Resistance:** 6, **PER:** 5, **Init:** +3, **Attack:** Plasma Rifle: 2d10+6 (2) (2d10+8 Open Environments), 3d6 damage, lethal. **Perks:** *Set Phasers to Kill!* **Power:** *Overclock:* Seed 2 Karma, reroll all damage dice and take the higher result. *Tactics:* Each Enclave Officer and/or Soldier that attacks a player in a turn adds a cumulative +1 to the attack rolls for each additional soldier that attacks the same character.

Feral Ghouls

A process of prolonged mental degeneration has been known to turn average, everyday ghouls into mindless, ravenous zombie-like abominations. These creatures cluster in dark, forgotten places waiting for foolish scavengers to wander into their dens and provide a tasty morsel of flesh for their endless hunger. Some people believe that feral ghouls can be restored to sanity, but no one has ever succeeded before.



Feral Ghoul- Minion

This is the weakest, most common type of feral. They are quick and have sharp claws, but they lack the durability of some other types of feral ghoul. Be warned, however, as standard feral ghouls tend to hunt in packs.

Health Levels: 3, **Defense:** 8, **Damage Resistance:** 1, **PER:** 2, **Init:** +6, **Attacks:** Ghoul Claws: 2d10+2 (0) (2d10+4 Close Quarters), 1d4 damage. **Power:** Immune to radiation. *Howl of the Horde:* Seed 1 Karma to summon four more feral ghouls at the end of the turn. *Swarm:* If one feral ghoul in an Arena hits a target with an attack, each other feral ghoul in that Arena may immediately make an attack against the same target.

Feral Ghoul Reavers- Villain

While standard feral ghouls can be dangerous in large groups, feral ghoul reavers are nastier and faster, making them dangerous even when encountered individually. Tales of reaver packs ripping caravan and mercenary groups are commonplace in the seedier bars of the wasteland- a warning to those who would venture out into the darkest corners of the world. While some people believe that a feral ghoul can be restored to sanity, there is no such hope for a reaver.

Health Levels: 5, **Defense:** 12, **Damage Resistance:** 4, **PER:** 4, **Init:** +7, **Attacks:** Ghoul Claws: 2d10+8 (1) (2d10+10 Close Quarters), 4d4 damage. **Perks:** *Finesse, Way of the Iron Fist.* **Power:** Immune to radiation. *Howl of the Horde:* Seed 1 Karma to summon four more feral ghouls at the end of the turn. *Swarm:* If one feral ghoul in an Arena hits a target with an attack, each other feral ghoul in that Arena may immediately make an attack against the same target.

Glowing One- Villain

A ghoulish creature exposed to more radiation than normal, a glowing one is simply *saturated* in radiation to the point that they exude a radioactive aura around them. Glowing ones often lead packs of feral ghouls, healing those around them constantly.

Health Levels: 5, **Defense:** 12, **Damage Resistance:** 6, **PER:** 3, **Init:** +6, **Attacks:** Ghoul Claws: 2d10+7 (1) (2d10+9 Close Quarters), 3d4 damage. **Perks:** *Way of the Iron Fist*. **Power:** Immune to radiation. *Howl of the Horde:* Seed 1 Karma to summon four more feral ghouls. *Radiation Aura:* Once per Environment burst with radiation, dealing 1d4 points of damage to every creature not immune to radiation in the Glowing One's Arena (this damage cannot be reduced). Creatures that are susceptible to radiation must pass a Hard Endurance Test or gain a Radiation Level. All ghouls in the same Arena heal 1 Health Level per turn.

Geckos

Geckos are mutated and enlarged creatures prized for their sleek and durable hides. Before the Great War they could be found in warm climates all across North America and were quite small in size. After the War, they were mutated, some by F.E.V. in the air and others by exposure to radiation spills. While usually found in groups of four or five, there have been sightings of large gecko packs roaming the hotter parts of the wasteland.



Fire Gecko- Skirmisher

The fire gecko is a medium-sized creature with dark violet skin and stripes that let it blend in with dark, rocky outcroppings. It's believed that they gained the ability to breathe fire due to a high-sulfur diet, although others blame the mysterious Big MT, as all sorts of strange creatures are coming out of that place every other week it seems.

Health Levels: 3, **Defense:** 11, **Damage Resistance:** 2, **PER:** 6, **Init:** +5 **Attacks:** Bite: 2d10+4 (1) (2d10+6 Close Quarters), 1d4 damage; Fire Breath: 2d10+4 (1) (2d10+6 Open Environments), 2d4 damage and deals 1d4 damage on target's next turn. **Power:** *Fire Immunity*. Fire Geckos increase their Damage Resistance by two when attacked by Energy Weapons. *Fire Breath:* A gecko's fire breath negates half of the target's Damage Reduction and always deals a minimum of 1 point of damage.

Green Gecko- Villain

The toughest and rarest of geckos, green geckos have so far only been found in a small number of regions. They are quick moving, durable, able to blend in with their surroundings, and capable of spitting gobs of acid at their prey. This acid is often used by tribals, as it's capable of eating through even the strongest of metals. It is unknown why only green geckos can spit acid, although it's theorized it's because of the plants found in their home regions.

Health Levels: 5, Defense: 12, Damage Resistance: 4, PER: 6, Init: +8 Attacks: Bite: 2d10+6 (1) (2d10+8 Close Quarters), 1d6 damage; Acidic Spittle: 2d10+6 (1) (2d10+8 Open Environments), 1d4 damage each turn for three turns (the acid always deals at least one point of damage, ignoring Damage Resistance).

Silver Gecko- Minion

The smallest and least aggressive of geckos, silver geckos are quick, but lack the durability and strength of their larger cousins. However, they are the most numerous and also the most likely to work together to bring down larger prey. Should you ever hear the chirping and cooing of a gecko, be prepared for a swarm.

Health Levels: 2, Defense: 10, Damage Resistance: 1, PER: 6, Init: +5 Attacks: Bite: 2d10+2 (1) (2d10+4 Close Quarters), 1d4 damage.

Giant Ants

The result of radiation and genetic tampering, the once tiny ants now roam the wastes as creatures the size of small pre-War dogs. They live in vast colonies that build anthills and mounds the size of hills and miniature mountains. Giant ants may not be a particular threat when engaged one-on-one, but they are rarely alone and in large numbers can be quite dangerous. For the most part giant ants won't attack unless provoked, but if you harm a giant ant queen, expect to have waves of her minions on your tail.

Giant Ant Queen- Villain

The leader of an ant colony, the queen ant is a powerful combatant, especially when her enemies are traps inside of her lair. While her minions rely entirely on their mandibles, queen ants can also launch a gob of acidic spittle, allowing her to attack enemies that are trapped by her minions. Of course, the most dangerous part about facing down a queen ant is the fact that she has a massive army of drones at her disposal, which she will use if necessary.

Health Levels: 5, Defense: 12, Damage Resistance: 3, PER: 4, Init: +3, Attacks: Mandibles 2d10+6 (0) (2d10+8 Close Quarters), 1d4 damage; Acidic Spittle: 2d10+6 (1) (2d10+8 Open Environments), 1d4 damage and blinds for 2 turns. **Power:** *Hive Queen:* Seed 2 Karma, all giant ants roll 1d6 for their attack damage and all soldier ants automatically impede any enemies they hit with a mandible attack until the ant queen's next turn.

Giant Soldier Ant- Skirmisher

A larger, more aggressive variety of the giant ant, soldier ants are by no means a laughing matter. Aggressive and surprisingly intelligent (for a stupid bug), soldier ants will attack in groups and swarms, surrounding their prey and using weaker ants as fodder before sending in the larger, more dangerous creatures. If you see a giant soldier ant you had best deal with it quickly or run before reinforcements arrive.

Health Levels: 4, Defense: 12, Damage Resistance: 3, PER: 3, Init: +2, Attacks: Mandibles 2d10+4 (1) (2d10+6 Close Quarters), 1d4 damage.

Giant Worker Ant- Minion

The standard worker unit of an ant hive. They aren't particularly dangerous, although they can be a threat if they swarm a single target. Most worker ants are found with soldier ants, where they serve as fodder for the larger, more aggressive members of their hive.

Health Levels: 2, Defense: 8, Damage Resistance: 1, PER: 3, Init: +1, Attacks: Mandibles 2d10+2 (0) (2d10+4 Close Quarters), 1d4 damage.

Mercenaries

Mercenaries, or "mercs," can be found all across the Wasteland working for powerful individuals or for nations like the New California Republic. Some are good, some are bad, but most are just plain ugly. In the end, all mercenaries work for the same thing: Caps. Whether you're a saint or a villain, someone out there will probably want you dead and they're more than willing to pay these folks to do it.



Mercenary Grunt- Skirmisher

Not the strongest, toughest, smartest, or best-armed of the mercenaries, grunts are nonetheless a threat thanks to the fact that they are willing to do just about anything for Caps. Mercenary grunts tend to work under the guidance of a merc leader and often employ hit-and-run tactics and the use of booby-traps to keep their enemies off guard.

Health Levels: 2, **Defense:** 12, **Damage Resistance:** 3, **PER:** 5, **Init:** +4, **Attacks:** 2d10+4 10mm SMG (1) (2d10+6 Hazardous Environment), 1d6 damage, automatic; 2d10+4 Machete (1) (2d10+6 Close Quarters), 1d4 damage. **Power:** *Tactics:* Each mercenary that attacks a player in a turn adds a cumulative +1 to the attack rolls for each additional merc that attacks the same character.

Mercenary Leader- Villain

A cut above a standard mercenary, mercenary leaders are better armed, better armored, and have a tactical sense beyond that of a regular rank and file merc grunt. Not only are mercenary leaders capable combatants and tacticians, they are also shrewd businessmen always in search of their next paycheck.

Health Levels: 5, **Defense:** 14, **Damage Resistance:** 5, **PER:** 6, **Init:** +5, **Attacks:** 10mm SMG: 2d10+8 (1) (2d10+10 Hazardous Environment), 3d6 damage, automatic; Machete: 2d10+4 (1) (2d10+6 Close Quarters), 1d4 damage. **Perks:** *Favored Weapon* (Critical Hit on a 9 or 10), *Finesse*, *Full Metal Jacket*. **Power:** *Leadership:* If a character takes the Protect action on the Mercenary Leader, the Merc Leader gets +2 to hit and rolls an additional damage die if they take a Focus Action to make their next attack.

Mole Rat- Minion

If you thought mole rats were ugly before the Great War, wait until you get a look at what they've become. Mole rats are bigger, uglier, and smellier than ever before. Most mole rats are the size of small dogs and have sharp teeth and powerful jaws, allowing them to bite through almost any material. In small numbers mole rats aren't a big threat, although make sure you don't wind up in a hive's tunnels or you'll quickly find yourself surrounded.

Health Levels: 1, **Defense:** 8, **Damage Resistance:** 1, **PER:** 5, **Init:** +4 **Attacks:** Bite: 2d10+2 (1) (2d10+4 Close Quarters), 1d4 damage. **Power:** *Burrow:* As an action a mole rat can burrow below ground, making it immune to all damage except those by weapons with the blast property until its next turn.

Radroaches

The descendants of cockroaches, radoaches were mutated by radiation until they reached the size of pre-War housecats. They are usually found in underground areas and sewers across the Wasteland and tend to attack in large swarms. It is said that radoach innards are useful in the treatment of radiation poisoning, and are widely used by tribals for this purpose.



Giant Radroach- Skirmisher

Normal radoaches aren't considered to be real threats by many –except in large numbers. However, the unassuming radoach has a larger, meaner cousin. Giant radoaches are more common in the Midwest than in other regions, although that's not to say they're unheard of in other parts of the North American wasteland. The saliva of the giant radoach is incredibly toxic and their size ranges from that of a standard radoach to an adult human.

Health Levels: 2, Defense: 10, Damage Resistance: 3, PER: 4, Init: +2, Attacks: Bite: 2d10+4 (1) (2d10+6 Close Quarters), 1d4 damage, poison (see Power). **Power:** *Poison:* Anyone bit by a giant radoach's Critical Hit must pass a Hard Endurance Test or become poisoned for 2 turns. A poisoned character takes 1d4 poison damage each turn (this damage cannot be reduced by Damage Resistance).

Radroach- Minion

The smaller, more common variant of the wasteland radoach. Radoaches are rarely a threat, unless encountered in absolutely overwhelming numbers.

Health Levels: 1, Defense: 8, Damage Resistance: 0, PER: 4, Init: +2, Attacks: Bite: 2d10+2 (0) (2d10+4 Close Quarters), 1d4 damage.

Radscorpions- Skirmisher

As if regular scorpions weren't bad enough, now they're the size of small dogs! Radscorpions are a common threat in the wasteland, especially in dry, arid regions. Radscorpions have vicious claws, but their most dangerous weapon are their venomous stingers. Too many pricks from that needle can kill even the hardest of wastelanders.

Health Levels: 2, **Defense:** 10, **Damage Resistance:** 2, **PER:** 4, **Init:** +3, **Attacks:** Claws 2d10+4 (1) (2d10+6 Close Quarters), 1d4 damage, Radscorpion Stinger: 2d10+5 (0) (2d10+7 Close Quarters), 1d6 damage, poison (see Power). **Power:** *Poison:* Anyone hit by a scorpion's Critical Hit must pass a Normal Endurance Test or become poisoned for 2 turns. A poisoned character takes 1d4 poison damage each turn (this damage cannot be reduced by Damage Resistance).

Raiders

The wasteland's premier scum, raiders are agents of the freest market in the world: Anarchy. They rob, cheat, and otherwise separate fools from their Caps by any means necessary. If you carry Caps or chems, a raider would be more than happy to riddle your hide with bullets and take them from your corpse. While not particularly bright, the brutal initiation rituals and hard lives of most raider clans make for tough warriors that can take a beating. If you're ever unlucky enough to come across a band of raiders shoot first and ask questions later.



Raider Leader- Villain

The only way to become the chief of a raider tribe is to be the biggest, baddest, motherfucking-est raider around. These fuckers are truly dangerous as they show no mercy, have no remorse, and will do whatever it takes to win. Raider leaders fought their way to the top and they intend to stay there by any means necessary.

Health Levels: 6, **Defense:** 14, **Damage Resistance:** 6, **PER:** 5, **Init:** +4, **Attacks:** Assault Rifle: 2d10+7 (1) (2d10+9 Hazardous Environment), 3d4 damage, automatic; Machete: 2d10+5 (1) (2d10+7 Close Quarters), 1d4 damage. **Perks:** *Bloody Mess, Full Metal Jacket.* **Power:** *Pain Don't Hurt:* The first time a raider leader hits his Unconscious Level in a given day he can make one free attack against his aggressor before going down. *Raider Rush:* A raider gains a +1 bonus on all melee attacks for each other raider in the same Arena.

Raider Fiend- Skirmisher

While a regular raider is bad enough, a raider chemmed up to their gills is even worse. These degenerates fear no enemy and feel no pain thanks to the Jet and Psycho they have coursing through their veins. Thankfully they are too fucked up to think straight, so a bit of tactical planning should make short work of raider fiends.

Health Levels: 4, **Defense:** 12, **Damage Resistance:** 4, **PER:** 4, **Init:** +5, **Attacks:** Shotgun: 2d10+4 (1) (2d10+6 Close Quarters, Hazardous Environment), 2d4 damage, brutal, deadly; Machete: 2d10+4 (1) (2d10+6 Close Quarters), 1d4 damage. **Power:** *Raider Rush:* A raider gains a +1 bonus on all melee attacks for each other raider in the same Arena.

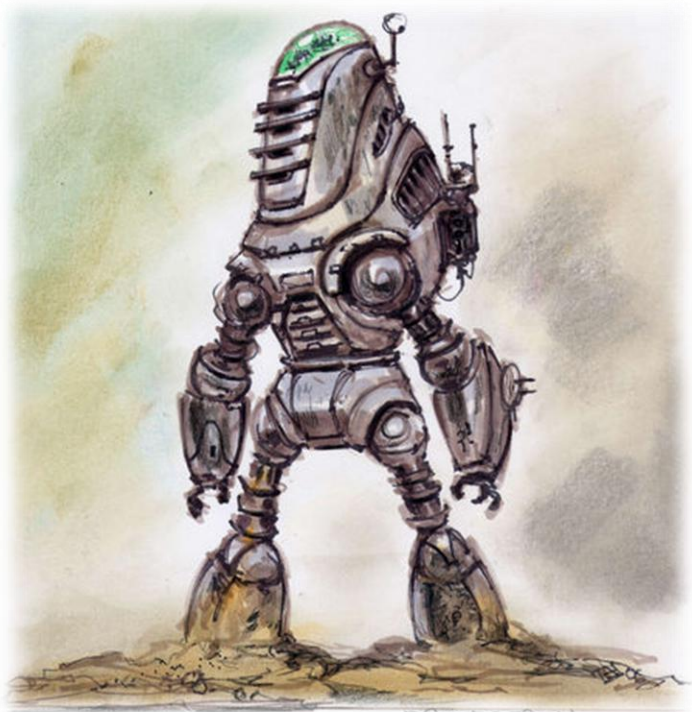
Raider Thug- Minion

The bottom of most raider gangs' totem poles, thugs are often mistreated more by their allies than their enemies. But all that violence only serves to make them tougher and meaner. While not particularly skilled in the tactical sense, raider thugs more than make up for it with their love of overkill.

Health Levels: 3, **Defense:** 12, **Damage Resistance:** 2, **PER:** 4, **Init:** +4, **Attacks:** 9mm Pistol: 2d10+2 (1) (2d10+4 Hazardous), 1d4 damage, holdout; Machete: 2d10+2 (1) (2d10+4 Close Quarters), 1d4 damage. **Power:** *Raider Rush:* A raider gains a +1 bonus on all melee attacks for each other raider in the same Arena.

Robots

A robot is a machine that is capable of autonomously completing tasks. Depending on the robot, these tasks may be simple or complex, and may require little to no human intervention or could require complete human oversight. Just before the Great War, robots were making their appearance in the average suburban household, but the United States Military still had the largest number of active machines. Many of these robots can still be found roaming the wasteland, endlessly performing the last task given to them before the bombs fell.



Eyebots- Minion

These small, floating robots travel across the wasteland, often spewing propaganda for one faction or another. They were designed before the Great War by RobCo to serve as media transmitters and watchdogs. In fact, many of them are armed with sirens to alert stronger security forces. While not heavily armed or armored, eyebots are small and very fast, making them hard to hit.

Health Levels: 1, **Defense:** 14, **Damage Resistance:** 1, **PER:** 7, **Init:** +8, **Attacks:** Eyebot Laser: 2d10+2 (0) (2d10+4 Open), 1d4 damage. **Power:** Immune to radiation. *Sound the Alarm:* As a Focused Action an Eyebot can sound its alarm to summon reinforcements. Reinforcements you seed cost 1 Karma less (minimum of 1 Karma).

Protectron- Skirmisher

One of the most common robot models left over from the Old World, protectrons were used for all sorts of purposes, although most were security guards. While they are well-armored, protectrons are slow and clumsy due to their designs, making them fairly easy to hit. Each protectron is armed with three lasers: one in each hand and one that fires from the head. While in small numbers protectrons aren't real threats, they are often found in groups- *especially* if you're doing some looting... er... "prospecting" in pre-War factories.

Health Levels: 4, **Defense:** 10, **Damage Resistance:** 3, **PER:** 5, **Init:** +1, **Attacks:** Laser Blaster: 2d10+4 (1) (2d10+6 Open Environment), 1d4 damage. **Power:** Immune to Radiation. *Sound the Alarm:* As a Focused Action a protectron can sound its alarm to summon reinforcements. Reinforcements you seed cost 1 Karma less (minimum of 1 Karma).

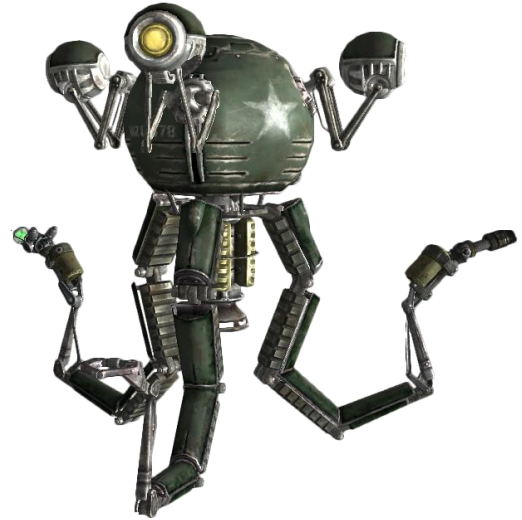
Robobrain- Skirmisher

A brain preserved for centuries and encased in a hulking, metallic body. These wandering relics of a bygone era are often tied to whatever place or task they were last performing when the bombs dropped. Others have malfunctioned or otherwise gone insane and attack blindly at any creature they encounter. With their metal chassis and armament of lasers, they make for formidable foes.

Health Levels: 5, **Defense:** 14, **Damage Resistance:** 4, **PER:** 5, **Init:** +2, **Attacks:** Laser Blasters: 2d10+4 (1) (2d10+6 Open Environments), 2d4 damage, lethal. **Power:** *Immune to Radiation, Psychic Blast:* The target must attempt a Hard Intelligence Test. Failure results in 1d4 damage and a -2 penalty to all rolls until healed or rested.

Mr. Gutsy- Villain

Mr. Gutsy comes from a line of military robots created by General Atomics International and has many similarities to Mr. Handy, its domestic counterpart. Most are programmed with “soldierly” personalities and contain advanced AIs that allow them to think and react to the situations around them. Combined with their plasma blasters and flamethrowers, this makes for an impressive combat machine.



Health Levels: 8, Defense: 14, Damage Resistance: 6, PER: 5, Init: +4, Attacks: Plasma Defender: 2d10+7 (1) (2d10+9 Open Environments), 3d4 damage, brutal, lethal. Incinerator: 2d10+7 (1) (2d10+9 Open Environments), 3d6 damage, blast, deals 1d6 damage on target's next turn. **Perks:** *Set Phasers for Kill!* **Power:** *Immune to Radiation.* *Jet Repulsors:* Mr. Gutsy uses a jet repulsor engine to move, allowing it to float over the ground. As a result, it can ignore more environmental hazards.

Sentry Bot- Monster

The ultimate piece of military robotics (aside from Liberty Prime of course!), the sentry bot was made before the Great War with the express purpose of participating in some of the nastiest, most brutal firefights of the war. They are powerhouses, armed with a powerful Gatling laser and a missile launcher. Thick, protective metal plates are bolted on its chassis, allowing it to resist all but the highest caliber weaponry. Despite their size and seemingly cumbersome form, sentry bots are actually fairly mobile and can cover long distances in rather short periods of time. There is a reason they managed to survive the bombs.

Health Levels: 20, Defense: 18, Damage Resistance: 14, PER: 5, Init: +4, Attacks: Gatling Laser: 3d10+9 (1) (3d10+11 Open Environments), 3d4, automatic, lethal. Missile Launcher: 2d10+9 (1) (2d10+11 Open Environments), 4d6, blast, deadly. **Perks:** *Adamantium Skeleton, Mad Bomber, Set Phasers for Kill!, Toughness* **Power:** *Immune to Radiation.* *Hardened:* Sentry bots get a +2 bonus on Endurance Tests to resist the effects of EMPs.

X-42 Giant Robo-Scorpion- Legend

The pinnacle of robo-animal technology, the X-42 Giant Robo-Scorpion is the fabled guardian of Big MT's Forbidden Zone. It is armed with a state-of-the-art atomic laser capable of irradiating a small region with the power of a nuclear warhead. The X-42 Giant Robo-Scorpion's armor is made from an advanced ceramic polymer that allows it to not only resist conventional small arms fire, but deflect laser and plasma fire as well. Lastly, the X-42's advanced sensors allow it to detect all but the stealthiest of targets- the perfect weapon to defeat the Red Menace!

Health Levels: 30, **Defense:** 25, **Damage Resistance:** 10, **PER:** 10, **Init:** +3, **Attacks:** Atomic Laser: 3d10+10 (2) (3d10+12 Open Environments), 4d6 damage, deadly, blast, radiation (see *Powers*), Robo-Scorpion Mk.7 Crush-o-Matic Claws: 2d10+10 (2d10+12 Close Quarters), 4d4 damage, brutal. **Power:** Immune to radiation. *Atomic Laser:* Whenever the X-42 fires its atomic laser, the Area it hits becomes irradiated. All targets within the Area must succeed on a Very Hard Endurance Test or gain a level of radiation. *Self-Destruct Sequence:* When the X-42 Giant Robo-Scorpion is defeated, it detonates. All creatures in the same Environment as the X-42 must succeed on a Very Hard Athletics (STR) Test or take 3d6 points of damage.

Super Mutants

And what wasteland would be complete without mutants? No wasteland worth living in if you ask me! Transformed into hulking brutes by the Forced Evolutionary Virus, super mutants wander the wasteland searching for reasons to commit acts of violence. Whether it's a super mutant from the scattered remnants of the Master's Army or a mutant from Vault 87, make sure that you know what you're getting into when you face off against a super mutant, especially if there is more than one.



Nightkin- Monster

The nightkin were an elite warrior caste in the Master's Army and were considered by the Master to be his greatest creation. Smarter than standard super mutants, nightkin are capable of thinking tactically and using stealth and subterfuge to defeat their enemies. Unfortunately many nightkin suffer from schizophrenia as a result of extended Stealth Boy use, making them unpredictable at best and dangerous at worst.

Health Levels: 18, **Defense:** 16, **Damage Resistance:** 6, **PER:** 5, **Init:** +6, **Attacks:** Bumper Sword: 2d10+10 (2) (2d10+12 Close Quarters), 4d6 damage. **Perk:** *Size Matters, Wasteland Samurai.* **Power:** Immune to radiation. *Range:* When a super mutant is damaged by an attack, its

next attack is made at a -1 penalty, but it rolls an additional damage die. *Stealth Boy*: As a Focus Action, a nightkin can turn invisible, gaining a +20 bonus to all Stealth Tests. It loses its invisibility when it attacks.

Super Mutant- Villain

These tall, heavily armed killing machines were transformed by the Forced Evolutionary Virus and now they wander the wasteland searching for an excuse to do violence for its own sake. Without the Master leading them anymore, they attack settlements and other factions randomly, reveling in the thrill of battle.

Health Levels: 10, **Defense:** 10, **Damage Resistance:** 6, **PER:** 5, **Init:** +5, **Attacks:** Assault Rifle: 2d10+6 (1) (2d10+8 Hazardous Environment), 2d4 damage, automatic; Super Sledge: 2d10+6 (1) (2d10+8 Close Quarters), 3d6 damage. **Power:** Immune to radiation. **Rage:** When a super mutant is damaged by an attack, its next attack is made at a -1 penalty, but it rolls an additional damage die.

Super Mutant Behemoth- Legend

Towering above any mere human, these Vault 87 experiments are the greatest threats to humanity found among super mutants. Fortunately their numbers are few, otherwise there would be no humans left in the wasteland. These monstrosities rampage through towns and settlements, leaving only destruction and death in their wake. Many super mutant behemoths carry shopping carts on their backs where they keep imprisoned wastelanders, either to mutate or devour later. While strong and durable, behemoths appear to be rather unintelligent and are slow to notice others or to act, giving smaller creatures the chance to either strike first or, more likely, run.

Health Levels: 25, **Defense:** 20, **Damage Resistance:** 10, **PER:** 4, **Init:** +0, **Attacks:** Behemoth Sledge: 3d10+11 (1) (3d10+13 Close Quarters), 6d6 damage, brutal, deadly, lethal. **Perks:**

Bloody Mess, Favored Weapon (Critical Hit on 9 or 10), *Grim Reaper's Sprint, Size Matters,*



Wasteland Samurai. **Power:** Immune to radiation. *Behemoth Rage:* When a super mutant is damaged by an attack, its next attack is made at a -5 penalty, but it rolls all of its damage dice twice. *Wide Sweep:* Seed 4 Karma, the super mutant behemoth's sledge gains the blast property for one turn.

Super Mutant Master- Monster

Smarter and stronger than standard super mutants, super mutant masters are often considered to be the leaders of mutant gangs. They also wear actual armor, allowing to soak up more damage than standard super mutants. Super mutant masters rarely travel alone, but instead keep two lesser mutants with them at all times.

Health Levels: 15, **Defense:** 16, **Damage Resistance:** 8, **PER:** 5, **Init:** +3, **Attacks:** Minigun: 2d10+9 (1) (2d10+11 Hazardous Environment), 3d6 damage, automatic, deadly; Super Sledge: 2d10+10 (1) (2d10+12 Close Quarters), 4d6 damage. **Perks:** *Full Metal Jacket*, *Size Matters*. **Power:** Immune to radiation. *Rage:* When a super mutant is damaged by an attack, its next attack is made at a -1 penalty, but it rolls an additional damage die.

Tribals

Not everyone died when the bombs fell, and not everyone started building towns and cities when the Vaults opened up. Some people went back to their roots and formed clans and tribes that etch out a living in the wasteland. These folks are tribals—simpler, more down-to-earth folk that live off the land. Many tribals resort to raiding when times are tough, but they are not always violent by nature and therefore many tribes have established positive relationships with nearby towns or settlements. While usually uneducated and considered ignorant, tribals have accomplished many great things in the wasteland and there are certainly other tribals out there with untapped potential.



Tribal – Minion

While all tribals know how to fight to some extent, not all of them are true warriors. While certainly not pushovers—and considerably tougher than most “civilized” folk—these tribals are

less likely to engage in violence without first ensuring that they have the advantage of terrain or numbers.

Health Levels: 2, Defense: 10, Damage Resistance: 1, PER: 6, Init: +5 Attacks: Machete: 2d10+2 (2d10+4 Close Quarters), 1d4 damage. **Power:** *Charge!*: Once per Environment a tribal can move and attack.

Tribal Champion – Monster

Heroes and legends of wasteland tribes, tribal champions are the strongest and bravest of tribal warriors. Many go on to become chieftains or even wasteland kings, while some decide to leave their home behind them and travel out in search of what creates the bright lights at the edge of the horizon. Tribal champions are often accompanied by warriors, so when you spot one, be ready for a challenging battle.

Health Levels: 15, Defense: 16, Damage Resistance: 8, PER: 7, Init: +7 Attacks: Hunting Spear: 2d10+8 (2) (2d10+10 Close Quarters, Open Environments) 4d4 damage, lethal. Machete: 2d10+9 (1) (2d10+11 Close Quarters), 4d4 damage. **Perks:** *Artful Dodger, Finesse, Wasteland Samurai.* **Power:** *Charge!*: Once per Environment a tribal can move and attack. *Quiet as Waters:* Once per Environment seed 2 Karma and make a Stealth (AGL) Test with a +15 bonus to allow the tribal to disappear into the wilderness. *Rage:* When a tribal champion is damaged by an attack, its next attack is made at a -1 penalty, but it rolls an additional damage die. *War Leader:* Seed 2 Karma to summon either one tribal warrior or two tribal hunters at the end of the turn.

Tribal Hunter - Skirmisher

Hunting is an important part of tribal life, and as such hunters are often revered as life-bringers of a tribe. However, the creatures of the wasteland are much more dangerous now than they were in the Old World, and so hunters must know how to fight and defend themselves if they want to bring home food to their kin. In battle tribal hunters tend to rely on hit-and-run tactics rather than face their opponents openly.

Health Levels: 4, Defense: 12, Damage Resistance: 4, PER: 6, Init: +5 Attacks: Hunting Spear: 2d10+4 (2) (2d10+6 Close Quarters, Open Environments) 2d4 damage, lethal. Machete: 2d10+4 (1) (2d10+6 Close Quarters), 1d4 damage. **Power:** *Charge!*: Once per Environment a tribal can move and attack. *Quiet as Waters:* Once per Environment seed 2 Karma and make a Stealth (AGL) Test with a +5 bonus to allow the tribal to disappear into the wilderness.

Tribal Warrior - Villain

Defenders of the tribe, tribal warriors are trained from a young age how to fight and survive. While individually capable combatants, tribals are not soldiers, and therefore do not have much in the way of tactical knowledge. Like hunters, tribal warriors tend to use the land around them to their advantage and rely on guerilla warfare.

Health Levels: 8, **Defense:** 14, **Damage Resistance:** 6, **PER:** 6, **Init:** +5 **Attacks:** Hunting Spear: 2d10+7 (2) (2d10+9 Close Quarters, Open Environments) 3d4 damage, lethal. Machete: 2d10+7 (1) (2d10+9 Close Quarters), 3d4 damage. **Perks:** *Wasteland Samurai*. **Power:** *Charge!*: Once per Environment a tribal can move and attack. *Quiet as Waters*: Once per Environment seed 2 Karma and make a Stealth (AGL) Test with a +10 bonus to allow the tribal to disappear into the wilderness. *Underestimation*: Once per rest, the tribal warrior can impose a -2 penalty on any one roll against him.

Yao Guai- Villain

Descended from the American black bear, yao guai are vicious predatory creatures capable of ripping lesser creatures (including humans!) limb from limb. Fiercely territorial, yao guai will attack anything that invades their space, although they often rear up and roar in an effort to scare off would-be attackers before actually attacking. However, while most yao guai are more than happy to rip you apart and eat your delicious innards, some yao guai have been successfully tamed and used as beasts of burden, mounts, and guardians. Isn't that something?



Health Levels: 10, **Defense:** 12, **Damage Resistance:** 5, **PER:** 6, **Init:** +6, **Attacks:** Yao Guai Claws: 2d10+6 (1) (2d10+8 Close Quarters), 2d4, deadly. **Power:** *Rippin' and the Tearin'*: Whenever a yao guai scores a Critical Hit, it may make an additional attack against that same target.

Fallout Wastelands

A POST-NUCLEAR RPG

Character Name and Level

Background and Motivation

Health

K/O	Injured	Healthy	Bonus Health
<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Radiation

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	-3			-2			-1

Rad Resist.

SPECIAL

STR	PER	END	CHA	INT	AGL	LCK
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Defense

<u> </u>	+	<u> </u>	+	<u> </u>	=	<u> </u>
1/2 LVL		PER		AGL		TOTAL

Dmg. Resist.

Skills

<input type="checkbox"/> Athletics (STR)	<input type="checkbox"/> Lockpick (PER)	<input type="checkbox"/> Sneak (AGL)
<input type="checkbox"/> Barter (CHA)	<input type="checkbox"/> Medicine (INT)	<input type="checkbox"/> Speech (CHA)
<input type="checkbox"/> Energy Wpns (PER)	<input type="checkbox"/> Melee Wpns (STR)	<input type="checkbox"/> Survival (END)
<input type="checkbox"/> Explosives (PER)	<input type="checkbox"/> Pilot (AGL)	<input type="checkbox"/> Unarmed (STR)
<input type="checkbox"/> Guns (AGL)	<input type="checkbox"/> Repair (INT)	TAG! Skills
<input type="checkbox"/> Investigation (PER)	<input type="checkbox"/> Science (INT)	

Weapon	Ammo: _____	Heavy? <input type="checkbox"/>
_____	Atk Dice + Bonus	Dmg Dice
_____		Crit Dice
Properties and Effects:		
Favored Environment (+2):		

Caps

Weapon	Ammo: _____	Heavy? <input type="checkbox"/>
_____	Atk Dice + Bonus	Dmg Dice
_____		Crit Dice
Properties and Effects:		
Favored Environment (+2):		

Karma
Good Karma <input type="checkbox"/>
Bad Karma <input type="checkbox"/>
Karma Spent <input type="checkbox"/>

Perks & Traits

Inventory
Heavy Item Slots
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VERSION NOTES

Version 1.4 (6 May 2015)

- After the initial play test a few things have been changed:
 - Skill Points at 1st level equal $5 + \frac{1}{2}$ Int to help lower-Intelligence characters keep up with higher Intelligence characters. Furthermore, each player gains 5 Skill Points each level, with an additional 3-6 if they take the Educated Perk or Big Brained Trait.
 - Defense Score is now $\frac{1}{2}$ Level + PER + AGL. However, the Karma cost to add Luck to a character's Defense score against an attack was reduced to 1 point of good Karma.
 - The Bestiary has been updated to make the enemies more balanced. Weaker enemies now pose more of a threat to players while stronger enemies have been reigned in slightly. Additional enemies have been created, such as various tribals and robots.
- The Psyker Background was added. Some Perks and Traits were rearranged or renamed to better accommodate the Psyker.
- A few Perks and Traits have been modified.
- Karma costs for generic Karma effects were altered.
- Weapons and the Critical Hit system were altered to prevent abuse. New weapons were added and existing weapons were altered.
 - Precise was removed from the Weapons Properties and its traits were taken by the Lethal Property.

Version 1.3 (12 April 2015)

- Added Vehicles to the Equipment Section, moved the Chrysalis Highwayman from the Special Equipment to the Vehicles Section.
- Tag! Skills now provide a +5 bonus instead of +3. Tag! Skills only cost 1 Karma to reroll, rather than 2.
- Reworked Traits from the Courier and Robot Backgrounds for balance purposes.
- Minor change to how Chems work.
- Updated Bestiary to include additional creatures in addition to reorganizing alphabetically.
- Added additional Perks, rebalanced other Perks to make all of them appealing, removed unnecessary Perks.
- Updated Character Sheet now one page.
- Minor revision to "Move" Action for clarity.

Version 1.2 (27 December 2014)

- Moved "Bonsai, the Way of the Fruit" from Additional Perks to the Ghoul Background, replacing "Old World Blues."
- Added Athletics, Investigation, and Pilot Skills as well as Perks to supplement the Skills.
- Updated Bestiary to include additional creatures.
- Reorganized sections for ease of use.

Version 1.1 (18 December 2014)

- Updated Character Creation Rules.
- Updated Background Section Introduction.
- Added "Overseer's Guide" section.
 - Moved "Creating Encounters" and "Specialty Items" to the "Overseer's Guide."
 - Added rules for cybernetic enhancements for advanced players.
- Added a Credits Section.
- Minor grammatical and formatting corrections made throughout.

Version 1.0 (11 November 2014)

CREDITS

No project can be completed by one's lonesome, no matter how hard I might try. Special thanks goes out to the following groups and people:

Bethesda Softworks, Interplay Entertainment, Black Isle Studios, and Obsidian Entertainment for making such a fantastic series.

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The as of yet uncredited artists that provided the artwork for this document. Much of it belongs to Bethesda, while others belong to independent artists. None of it belongs to me. If and when I find the original artists, they will be credited.

Fallout Wastelands is not meant for profit and will never be sold by me or my team. If you bought this rulebook I highly recommend getting your money back.

If you have any experiences with the game I'm always listening so I can update and change the system as necessary. If you feel that you deserve to be credited for assisting me in my work, please contact me. Lastly, if you *want* to help improve *Fallout Wastelands*, I'm always looking for more help. You can contact me at falloutwastelands@gmail.com.

I hope you all enjoy your adventures out there in the Wastelands.

