



The great book of Random Encounters.

v. 0.5

What is this book?

This text is considered to be an addition to Fallout Pencil & Paper Role-Playing Game currently available at www.iamapsycho.com/fallout and written by [Jason Mical](#). Any comments you have please send to [Michal Karpowicz](#) Please forgive me my english- if you find any errors, please report them to me.

Description of Random Encounter and a short "manual".

Much of the world has fallen into a state of complete disrepair in the years since the War, and safe travel is never guaranteed in the wastes. When traveling between locations, there is a chance for random

encounters. Random encounters can break up the monotony of long travel, provide combat and experience points (and, of course, loot), and even serve as comic relief. The specific adventure modules will instruct the GM on how often to roll for an encounter, and what chance the party has to meet one. In general, random encounters are usually terrain-specific; a party isn't going to meet a bunch of desert lizards in the middle of a jungle.

If the party does meet a random encounter, then they have a chance to avoid it. The "leader" of the party -the character who is first in marching order, or at the front of the party -must make a roll against Outdoorsman. If the roll succeeds, the

character has spotted whatever the party will encounter and can decide whether or not to avoid it.

Parties that meet random encounters will start at a position of 5 hexes multiplied by the "leader's" Perception from the middle of the group the party is encountering. This means that if the leader's perception is 6, the party starts 30 hexes from the center of the encounter (the middle of a caravan, for example). If the group the party encounters is big enough, this can still plant them right in the middle of everything. Starting position in random encounters doesn't matter as much when encountering peaceful things, but it matters a lot if you wandered into a radscorpion nest.

This text was written by Jason Mical-Fallout P'n'P v. 2.0.

I. SPECIAL ENCOUNTERS.

1. Encounters devised by Fallout P'n'P players and GM's.

Lots of encounters in this chapter I found in „Special Encounters” text, gathered by Ausir, which I downloaded from www.fallout.pl

Andrew Miller:

Jesus

The party encounters a muscular, dark skinned man in antique robes nailed to a wooden cross, muttering to himself, "This is getting monotonous... Come back to usher in a world of peace, Dad's creation is in ruins,

and the locals take one look at me and stick me back ON the cross..." You could come out of this with either a robe like that worn by the bridgekeeper and a karmic perk as "anti-christ- all good people hate and fear you, but nasty people take a shine to you;" or profuse thanks, blessings, and "Holy Champion" karmic perks-Tag skills receive bonuses, the better to perform great deeds.

Chosen One

The (low level) team meets up with a continual array of people helped or hindered by the Chosen One and his/her band of ragtag heroes. In the ensuing battles and quests to aid, they are perpetually compared to the Chosen One. Each time, they come within a hair's breadth of meeting the CO, but always just miss. Finally, at high levels, they meet the CO, to aid them in a climactic battle, or battle them in an apocalyptic duel worse than the showdown with Horrigan (after all, the CO BEAT Horrigan...), depending on everyone's Karmic ratings.

New Enemy

The team encounters a new kind of enemy. Depending on player's reactions to this new bunch, they could just be a one shot deal...or they could be the first in a new wave of baddies assaulting all that remains of goodness. Not so much humorous, as a way to test out new ideas.

Predator

The Predator shows up, looks down at the party, and says, "Excuse me, humans, but what happened to the hunting preserve?"

Forrest Gump

The party encounters a man running through the wastes at top speed, only pausing to eat and sleep. If questioned, he says, "Mah name's Forrest Gump, people call me Forrest Gump. Ah'm a little confused about what

happened to everything when ah was up there at that there galactic conferance bringing peace to the cosmos like Mama would have wanted. So ah'm running until I figure it all out. Or until ah get tired. Here, they were smashing these things at the conferance, and ah thought ah'd keep one as a souvenir. Here, you can have it." Party ends up with an Alien Blaster...

Galactus

A spaceship the size of the moon appears. A door the size of Mt. Everest opens up. "I AM GALACTUS, DEVOURER OF WORLDS, AND THE GREAT HUNGER IS UPON ME..." pauses to look around, "BUT NO SO MUCH THAT I SHALL CONSUME JUNK FOOD IN THE STEAD OF TRUE NOURISHMENT. YOU PEOPLE <REALLY> NEED TO WORK ON YOUR ENVIROMENTAL PROTECTION PLANS..." He then gets back in the spaceship and flies off, muttering, "SURFER, I THOUGHT YOU SAID THIS WORLD WOULD SATE MY HUNGER!" "Sorry boss, it was looking FINE when I FOUND it..."

Don Quixote

Whilst wandering through the wastelands, the team encounters a grizzled old man atop a swaybacked old nag. He wears metal armour, wields a wooden pole that would qualify as a spear, save that the pointy end is as dull as the blunt end is sharp, a shield in his other hand, a helmet that most likely would not survive a single blow. From his mouth spews forth poetry of exceedingly large wordings and complete incomprehensibility. He decries one of the team as the long awaited champion of the nefarious wizard Freston, and challenges him to single combat. Alone or en mass, Don Quixote turns out to be a pretty tough character, with Melee 150%, a madman's

strength of 10, Perception 1, Intelligence 1(if you think his ability to utter polysyllabic words makes him intelligent, try DECIPHERING the stuff he says in the stories), End 5, Charisma 4, Luck 10 and Agility 6. Beating him earns you a metal armour, a wooden pole, and a "strange shield of unmarked character." This shield turns out to be both a melee weapon that does 1-6 damage, and protection raising your AC by +15 over and above your armour, plus DT percentage bonuses of, oh... +20% for all types. Only usable with one handed weapons, comes in pretty handy with a 10mm submachine gun or powerful pistol, or as they're called, "hand cannons."

G.I.Joe

The team encounters a large force of vehicles and infantry, running and top speed. Atop a command carrier, a man wearing a blue uniform with his face concealed by a mask screams, "COBRA, RETREAT!" They are hotly pursued by another bunch in vehicles screaming, "YO JOE!" as they blast at Cobra with everything in their arsenal. I thought of doing this one when I remembered an old Comic, where the evil Twins inform Cobra Commander that the Joes spotted in the middle east where they're planning an invasion of a rich country at the invitation of a poor neighbor, have been "dealt with." Sayeth C.C. "Good! I hope you escorted them to a nice, neutral border and let them go!" "Say wha?" "We certainly don't need the Joes involved in this, certainly not with a personal grudge!" "Well, uh... sir, one of our subordinates misinterpreted your orders... with extreme prejudice, that is... he uh, shot seven of them." "WHAT!!! I'll handle this myself, as soon as I've taken care of things here!" And you just KNOW, off page somewhere, Destro came into C.C.'s office a few minutes later and said, "Sir I-Cobra Commander! Why are you sitting

there crying like a child?" "Why? 'Cuz the Joes are coming and they're gonna WAIL on us!" "Pull yourself together, man! It can't be that bad!" "They're real pissed. They're probably gonna send in Sgt. Slaughter." "Sgt. Slaughter?" And then Destro probably started crying.

Jason Mical:

Fallout Troopers

Group comes across a platoon of Brotherhood (or Enclave) soldiers called the Roughnecks holed up in a bunker. If they stay for a while, the bunker is surrounded by thousands of GiAnts, Mantis', Roaches, and any other bugs. The leader orders his troops to "give it everything they've got", even though there isn't nearly enough ammo for all the bugs. Resolution is up to the GM (a dropship to pull them out? :)).

Grok

Party encounters a thin, beautiful man wandering in the desert. He asks them if they grok. Answer no, nothing happens. Answer yes, and they have gained an interesting ally...

Usaf

The party comes upon an underground chamber, with an enormous, warm metal statue inside. Inscribed on the side of the statue is the name of the deity - Usaf. The sheer might and power of the statue is enough to make anyone in the party a believer. Anyone professing faith in Usaf gets the "Worshipper of Usaf" karmic perk, and once in the campaign - once in their lives, in other words - the player can "use" this perk to ask for Usaf's divine intervention. Whether or not Usaf intervenes is up to the GM, but there are some comic possibilities...

The statue of Usaf is, of course, a missile with "U.S.A.F." on the side. :)

Fang:

Robocop

Occurs around Detroit map area, you find a secret lab housing a Crime Protection Unit of an old era. It turns out to be Robocop! Basically you would get Robocop's kewl black gun that reverberating sound with that HUGE muzzle flash. You could also fight a half dozen ED-209's in the backdrop of a failed OCP vault. Then you could access files about Robocop, his last days on the planet (probably containing riots in Detroit), and how in some ways he was the precursor to Power Armor.

A-Team

A group of Enclave commandoes were convicted of a crime they didn't commit. They were in prison, but broke out. They currently are in hiding, constantly being hunted by the Enclave. If you have a problem and no one else can help, maybe you can hire...the A-Team. I was thinking of the ability that you could hire them on one miniquest, but as always they would solve it with a lot of guns, but nobody dies! Or maybe you could kill them, take their weapons, and their black van.

Knight Rider

You basically find Kit and Michael driving through the desert. Michael would be wearing a double sleeved leather jacket, and Kit would be right behind him. You can kill Michael and if your science skill is high enough, reprogram kit to become your car. Hey, who would anyone want to trade their Chrysalis for a talking Trans Am '82?

Half-Life

Around the New Mexico area you stumble upon a lone man. He is wearing an orange haz-mat suit and seems to continue mumbling about the G-man. if you kill him

he possesses: A crowbar, MP5, Colt 45, Glock 17, combat shotgun, Rocket launcher, plastic explosives, a gauss rifle, and a special weapon: the ion streamer! I was thinking perhaps Gordon could be already dead for quite a long time in the desert, and all you would see upon selecting him would be 'a dead man looking like his suffering has ended' kind of thing.

X-Com

Anywhere on map: You stumble upon a hidden hangar, and walk in. Inside the base is a plethora of Power Armor, Laser and Plasma weaponry. These weapons and Power Armor seem to be of a different type from the standard U.S. issue. In one storage room you find a strange weapon...the blaster launcher.

Remember in X-Com UFO Defense, the ability to set up a base anywhere in the world? And how when Aliens attacked your base you actually got to fight in it? Basically the base layout would resemble that map, but of course more advanced. You could spot old wreckage of Avengers and Firestorms, and maybe even find some remains in the alien storage center. About the blaster launcher: it would be the only one in the game with 5 rounds to work with. Why? Well, the base will already be filled with laser and plasma weaponry. And the Blaster Launcher in X-Com was a weapon that was basically a waypoint explosive round that could hit ANYTHING!

Jan Domanik:

Election

When crossing a ruined city party suddenly stumbles on strange meeting.... Two groups one with posters Gore-Lieberman and the second (yes you guessed) Bush-Cheeny (or however should it be written) are shouting at each other: "I wasn't confused!", "Bush for president!", "Gore is a loser" etc. After a

while they rush towards each other and begin to fight (bare handed). If party does nothing or tries to persuade both sides to stop or kills both sides then nothing happens. But if party decides to help a particular side a karmic perk "Democrat" or "Republican" should be assigned to each party member.

China

Suddenly in the middle of the desert party encounters a very deep hole (a stone thrown there will not make noise at all). After a while a loud noise can be heard like some kind of machine was coming and ground becomes to shake, then a drilling machine (much like those used in mines) comes out of it followed by many special tanks and APCs (they are special because they have double caterpillars to allow them to move straight upward and are heavily thermally shielded). They stop and many Chinese soldiers swarm out of those vehicles. If party tries to resist they will probably be exterminated (Chinese soldiers are all armed with MEC Gauss Miniguns) if not they will be arrested and brought for interrogation. During interrogation it will become clear that this is a "Special Underground Attack Unit of Chinese People Democratic Republic" that was ordered to drill a hole thru the earth and attack the States... Apparently it has taken them more time than anybody could have thought. After PCs convince them that the war is over they will head back for China... If somebody jumps into the hole then he/she will not survive this as Chinese tunnel comes quite close to planet core and even a power armour will not help much.

Vampire

During nighttime party encounters a lone man sitting in the middle of the desert. He is crying. He wears gothic style black&red clothes (with robe). He seems not to notice the party at all unless somebody speak to

him. Soon the players will learn that the guy is a vampire with one big problem - after the bombs fell there are no more dentists and he has a terrible toothache... If party gives him toothpaste (or maybe someone is a dentist?) then the party gains a powerful ally that wishes to pay off his debt, otherwise he just stays there still crying. Vampire is a powerful ally indeed as he cannot be wounded by any weapon (the only thing that harms him is holy water) but his help is available only once (and only during night) as then he says that he has paid off his debt and leaves the party.

Interplay&Workers Union

When travelling the desert party meets a ... dragon! (red dragon to be precise). He lies on the ground among some killed Brotherhood Paladins, reading a book "My Contract With Interplay" and mumbling to himself: "Fuck! They said kill those paladins you will be paid a lot of money but they said nothing about this radioactive shit! I thought it would be easy money, as in Baldur's Gate 2! I said I have allergy to lead but no one cares... I'll have to comply to Dragon Workers Union... LAWYER!!! I WANT MY LAWYER!!! I want my contract for Neverwinter Nights cancelled! I'm out of this shit..." Then the dragon suddenly takes out a cellular phone (that was hidden underneath him) calls a number and vanishes... Players can collect some weapons left by Brotherhood Paladins (none of the Powered Armours is operational)

Bill Fates

A group of Reavers has surrounded a building and is firing (with rifles, miniguns, plasma rifles, grenade launchers etc.) at a building. Someone from the building is shouting - "OK, OK we'll remove the Internet Explorer!". When player come closer a sign that reads: "Where do you want

to go today?" can be seen on the building. Suddenly the Reavers start an assault (shouting: "For St. Sony!", "Death to Satansoft!" etc.) on the building. But when they have run a few meters someone shouts from the building: "I want a helicopter! All my managers and me must be set free or I'll press CTRL+ALT+DELETE keys!" The Reavers do not worry much for that and continue their assault... Suddenly everything becomes blue, then fades to black for a moment. When vision returns to normal there are no Reavers nor the building they have attacked... Just an ordinary ruined city, but the wind seems to whisper "Microsoft..."

My name is...

When party is in the city a man dressed in a smart black suit (with a beautiful girl next to him) comes into a bar that players were just passing by. After a moment some noises can be heard: gunshots, some burst from automatic weapons, explosions, noise of broken furniture and glass... Then everything stops and the same guy in suit (no evidence of what have happened inside can be seen on him) comes out of the building with a different beautiful girl. When he is passing near surprised player he says to the girl: "Forgive me my lack of manners, I forgot to introduce myself. My name is Bond, James Bond".

Mr. Death (a small adventure rather than encounter)

!!! - in this encounter only the "chosen" player is able to see Mr. Death, it should also be played in a way that only "the chosen one" can hear what Mr. Death is saying, the rest should know only what their characters can see, which is not much...

In the middle of nowhere a dark robed figure with a scythe appears a few meters in

front of players. It puts his scythe aside, pulls out a bundle of papers and browses thru it then selects one and heads towards one of the players with words "Sing it". He gives it to player (the rest of players might be surprised why the chosen player is doing as they cannot hear or see him nor the paper he gave). Player can read:

Death Certificate No.
100.000.000.000.000.000.000.000 On
1st April, (give a year) (give
players name) has died of unexpected hearth
attack. Because of anniversary death number
a special messenger has been dispatched to
bring him for the Final Judgment. Please
sing this for you own convenience (our
representatives are authorized to use force).

Your faithfully,
God Inc.

PS. Everyone that sing by his own will takes part in lottery with second chance on Earth as main prize!

Mr. Death (as he is the Dark Robed figure) carries little about players actions or saying, he just responds "Sing it! I have so much work to do!" (bullets simply pass through him). When player finally sing it (if he opposes Mr. Death simply knocks him/her out, and forges his sing, saying: "I knew it's going to end like that") he suddenly falls down and dies of "unexpected heath attack" and Mr. Death vanishes - but the rest of players discovers that there is a war scythe laying near their fallen companion with some runic inscriptions (it look valuable and deadly). Players can take it (Dmg: 5d100, anyone wounded with it is instantly killed Range: 2 Weight: 10 AP S: 6 T:N/A B:N/A). And what about the player that has died? Well after the God discovers that he has lost his work tool he gives him a terrible row and says that he must get it back. Mr. Death offers "dead" player that if he will bring him

his scythe back his death certificate will be lost somewhere in the beaucroarcy of Heaven (making it plain: he can return back to life). But there is one problem - the Scythe may not be taken by force as it will lose all of it's power (this is just in case somebody taken it by force from Mr. Death). Player is reincarnated with the same mind and abilities but in different body (of the same race) and maybe even different sex? :) He must somehow convince his companions that it's really HIM/HER, and that he needs that scythe... :) This encounter is advised for advanced players only because of high role play skills required in the ending phase (players shouldn't believe someone who wants to steal the most powerful weapon they have ever seen! besides their friend is dead - they saw it so what does this loser want?)

Rexides:

PCs From Older Campaign

Have the players meet their older characters from an older rpg they played (like D&D).Note the armor and weapons they have (plate armor, long swords) and any special characteristics(eg. one has pointy ears).

They ask the PCs information about a quest they are on.This quest is, of course, one that the players completed when they played with that characters. If the players understand that these are their old characters and reveal crucial information about that quest (after all, they have completed it) they will gain some XP.If they decide to attack them ("Hey, I wonder if I can get the gridle of giant strength form my warrior") tell them that "The uncompatibility of the two rule systems has torn the gaming universe and they are sucked back to "where they came from"

Jason Mical Needs A Home!

The PCs meet a man who holds a book named "Fallout Core Rules". He asks them to help him find a place to live in New York. If they (somehow) help him, he gives them his lucky 20-sided die.

The Lost NATO Troops

The PCs meet a NATO convoy. A soldier asks them directions to Kosovo...Well, unless the gaming world is based on Europe, that would be difficult...

This is actually a somewhat true story. NATO wanted to send troops to Kosovo through Greece. They placed signs along the way to find their way. But during the night someone removed these signs...The convoy got lost and ended up in the vegetable market of Salonika...

Sniggy:

Drunken Master

You meet a drunk person, being attacked by some raiders with melee weapons. If you give him something to drink (there is a bottle of whiskey nearby), he will beat the crap out of the four raiders and then thank you (hick-upping all the way) by giving you the drunken master perk.

Klingon Encounter

Some strange looking tribals with curved blades come out of the bushes and attack, screaming stuff like „Quap'la!" and „Death to the Federation" and so on.

Call Home

A small, wrinkled alien will approach, asking for a radio to make a call home. If the players actually do help the little alien, he will touch them (mumbling: ouch. ouch) and the players will have the alien friend perk (like animal friend)

California Smith

A guy with a brown hat and a leather jacket will be fighting against some Enclave troopers over a tribal piece of art, all the while yelling stuff like: „this belongs into a museum!" or „I hate these damn Enclaves!" If the players help him, he will give them some water out of the tribal cup- it actually has healing powers! (strong medipac)

El Torro

A dark clothed figure with a black mask, riding on a black brahmin, is helping a bunch of farmers against some raiders. If the players help him, he will ask their assistance in rescuing his fiancé, Marry de la Notte, from the evil Captain Damon. If the players help him, they will get the mysterious stranger perk (who is no other than... el Torro!) Note: the GM might want to play some traditional spanish or mexican music any time the mysterious stranger appears.

The caped Mutant

Larry is not much of a brightie, he has been dipped a bit too long and his intellect is.. shall we say... underdeveloped? Even the Master threw him out (!) because he was too stupid (and far too gentle). After stumbling upon a small grocery store, he found some old superman comics... and loved them. so he became... (tam-ta-tam- taaa..) THE CAPED MUTANT! he will run past the party, yelling „up up and away..." if the party confronts him with some radioactive goo (the green stuff), he will yell: „oh, no... kryptonite!" and then die out of a heart attack. his cape is actually a red environmental armour.

Jeanie

The party will come across a man in uniform. He's wearing a white air- force helmet and dragging a parachute along, all the while screaming: „Jeanie! Jeanie! You

will stop this NOW!" As he meets the party, he will ask about the place, date and so on. Then, he will look shocked and mumble „I just hope this is one of them dreams again." Then he will look back at the characters and yell „JEANIE!" he will then vanish in a pop. the only things remaining will be his helmet and the parachute.

Ranger

This looks like a slaver attack at first, but the players will suddenly receive help from... the lone ranger! A single NCR ranger on a white motorbike will approach, kill every slaver and then yell „Hi- ho, Silver!" then he will ride away, all the while accompanied by some strange music coming out of nowhere. The players may pick up the equipment from the slavers (some cheap weapons, nothing special).

Yes, pa.

The players will encounter a brahmin ride. There will be four guards leading the ride, the oldest one giving orders such as „move the brahmin to the west side... move them to the east side." and so on. His boys will only reply „yes, pa" and do as they are told. when „pa" walks away, the little boy will tell the big boy: „Hoss, we shoulda kicked him off the ranch years ago." then the middle boy (all dressed up in black) grumble: shut up and move, you two... it's still a long way to pond rosa.

Brahmin Ride

The party encounters a brahmin ride with some dozen guards, each of them singing: „wind, rain and weather... couldn't get much better..." and yelling stuff like „Heyah! yeeehaaaaw! roll along!"

Melvis

The party encounters a ghoul, all dressed up in white, driving a cadillac and looking

around nervously. He will ask for something to eat and give them a small energy cell in exchange if they promise not to tell anyone that he is alive.

Dude

The party encounter two ghouls, walking through the desert, carrying two long oval shaped objects. They ignore the players, while mumbling: „dude, this is some long beach, if i ever saw one." „yeah... far out." „y'know, I sometimes wonder if we ever gonna find, like, THE wave?" If the players direct them towards the coast, they will give them some herbs, mumbling: „thanks, dude... check these out... they're, like, cool..."

Two sheriffs

The party encounters two sheriffs with fishing poles, walking down the road. One of them is whistling a comic tune, while the other asks: „Y'know, Andy... ya think that fishin pond is still there?" The first shrugs, then looks at the players and goes: „well, howdy, I reckon you haven't seen a good ol fishin pond out here?" if the characters explain to them that there are „none fishin ponds out here", they'll get two fishing poles. otherwise the two just shrug and go along, whistling that tune.

Family

The party will encounter a family of ghouls. They will be walking across the desert, with the children complaining all the time about them being lost. If the players approach, one of the kids will ask its dad to ask the strangers for the directions, but he will just turn around and yell: „Shut up! I know it best, ya hear?" „Yes, father." (referring to: father knows best, a show from the fifties)

Kookie

The party will encounter a hermit with LONG hair, he will approach the players and mumble: „hey, there, I'm Kookie... could you lend me your comb?" if the players actually do have a comb for him, he will give them a cool leather jacket.

Sangohan

The party will stumble upon a little half-naked boy wandering around in the desert. If asked, he'll tell them that he's looking for his dad and whether they've seen him. He'll ask the group whether they have something to eat and are willing to trade their supplies. He'll eat ALL THE FOOD THEY HAVE and give them something that looks like a furry whip. The whip (which was his tail) will do 1d20 + MD damage at a Range of 2.

Jan Kietlinski

Zorg Enterprises Inc.

During the night, the person currently on watch sees a meteor fall somewhere nearby. If they investigate, they will find a small opened, misshapen, burnt alien fighter and footsteps leading from it. If they follow, they will find a lying figure that is pointing at them with something weapon-like. It is the green nastie from Fifth Sense (looks a lot like supermutant). He is nearly dead and is holding the All-in-wonder weapon from the film. The green one will fire a net by mistake, possibly knocking one of the players with a weight attached to it. The weapon has inscription ZORG enterprises inc., many muzzles, a trigger, buttons for switching modes, (the original ones were: machine gun, freezer, flamethrower, grenade launcher and net thrower) and some unknown magazine types. You can regulate the power of the weapon and the number of charges as you like, and remember DON'T PRESS THE RED BUTTON.

Leon

While in desert, group encounters a man clad all in black, black hat, black overcoat and black glasses. He has a potplant in his hand. When he meets the party, he asks: "Hello out there, do you have any water? My plant badly needs it." If asked, his name is Leon, and he doesn't know why he is here. The last thing he remembers is a big explosion. If given some water he will give a party a grenade from under his coat (something else, if you want). Then he wanders off. When attacked he should be very tough, and when defeated he will have plenty of weapons on him.

2. Encounters that happened in computer Fallouts.

2.1 Fallout 1

Crashed car

The party will encounter a crashed truck. There is a crate next to it, which contains 10 765 bottle caps.

UFO

Hey! They're really out there. The party will encounter an Unidentified Flying Object, crashed in a desert. There are two Alien corpses lying next to it. One of them has an Alien Blaster in his dead hand, the second one has an Elvis' picture...



Godzilla's footprint

The party will encounter a very, very large and weird footprint. They can look for another tracks, but won't find them. There is a dead, squashed man lying there. If PC's will search the body, they will find a StealthBoy.

Phone cab

In the middle of the desert, the party will encounter a blue phone cab. If they get closer to it, phone cab will disappear and they'll find a Motion Sensor lying on the ground.

Bob's used cars

The party stumble across some wrecked cars in the middle of the wasteland. There is a small building, too, and a man standing in front of it. He says: "Hi! I'm Bob!" and will try to sell them these wrecks. If they will enter the building (door is locked), they'll find a BB gun , Red Ryder LE BB Gun and 100 BB's.



2.2 Fallout 2

!!! Note that there are encounters in Fallout 2 that are unable to „transform” them into Fallout P'n'P encounters (You won't find here: Cafe of Broken Dreams, Talking Head, Bridge of Death, King Arthur's Knights, Spammer and Guardian of Forever).

Crashed Shuttle

The party will encounter a crashed shuttle from Star Trek. There are several men lying

dead around it- they have hypo-sprays (hypo-sprays can heal ALL PC's lost hit points).

Crashed whale

The party will encounter a... whale... in the middle of the desert... It appears to have fallen from a great height... Impressive. Most impressive...



Tin Woodsman

The party will encounter a man imprisoned in his own power armor. He screams "Oil can!" to them. They can use an oil can lying before him to free him. If they will do this, he will reward them with 150 Micro Fusion Cells.

Pariahs

The party encounters a dog, surrounded by some dead man. It will join the party and until it dies, PC's will have a Jinxed Trait and they Luck statistic will not go above 2.

2.3 Fallout: Tactics

Mir

The party encounters a real Russian space station- Mir, crashed in the middle of the desert. That's it.



Deathclaw liberation

Janet Badall is going to free some Deathclaws out of their cage and gets killed. Then you can kill the monsters. (Referring to: Jane Goodall, wild animals specialist).

Komodo man

Heh, that's a tough guy, entered real Komodo's cage and got killed:) (Referring to: Crocodile Hunter show, known from Discovery Channel)

Reaver dance

The party encounters... some dancing Reavers on the scene. (Referring to: Irish dance show "Riverdance").



Four horsemen of post-apocalypse

The party encounters real Horsemen of Apocalypse: War, Famine, Death and Pestilence... Although they are all almost dead, they have 1000 Hit Points... And they're really cool- Famine even asks for chips:)

3. New encounters

Jon Irenicus

The party will encounter a strange man (Jon Irenicus, The Most Evil Character In Baldur's Gate 2) and a woman (Bodhi, The Second Most Evil Character In Baldur's Gate 2). A man says: „Oh gods. What the hell is this? This is Fallout, Fallout P'n'P to be precise! I wouldn't do that all confusion in Baldur's Gate 2 if I knew I get HERE! I want back to AD&D! F*****g Bhaal's

child! Man, I can't believe it! Do I have to end up here?! Noooooooo!!!!". Then the portal to „Lodoss War® The Manga RPG System®" will appear. Bodhi will say: „Yeah, that's all their fault. Let's kill all these big-eyed, not-so-real elves with one-meter ears!" and they will walk through the portal.

X-Men

The party will encounter two strange people. They are X-Men: Wolverine and Cyclops,. They are seeking someone named Magneto. If the party will show them direction where Magneto may be found (they can lie), they will be prized with a Solar Scorcher. Or whatever weapon of GM's choice. X-Men are armed with Adamantine Claws (Wolverine) and a Solar Scorcher (Cyclops- his EYES work like a Solar Scorcher).

McGyver

The party encounters a man, attacked by some Raiders or Slavers or whatever. If they help him, they will gain an interesting ally (Repair 300%, Science 300%, Lockpick 300%) and will be rewarded with his Swiss Army Penknife (dmg: 1d6+5+MD, +25% Repair).

Wazzup !!!

The party will encounter several humans, carrying phones. They all are repeating one word: „Wazzup!!!".

Amish paradise

The party encounters some black-dressed, working men. They're singing: „We've spend the most of life living in an amish paradise" or „It's hard work and sacrifice living in an amish paradise" to the melody of Coolio's „Gangsta Paradise" (or whatever it was named). Yes, you're right- there was Weird Al Yankovich singing „Amish paradise".

Jihad warriors

The party will encounter a building, surrounded by some dark-skinned, crazy looking man. Suddenly they will scream „For Allah!“ or „For the holy war!“, run towards the building and explode destroying it. PCs can pick up some stuff left by them- UZIs, AK-47s and Combat Knives. They are all in very poor condition- only one condition box is clear.

2. NEW TRAITS AND PERKS.

2.1 Traits

Traveller

You always loved to walk. This is more than just a hobby- it's your lifestyle. You get +1 to Endurance and a free Outdoorsman Tag skill, but all your skills except Outdoorsman suffer a -5% penalty and you can choose only Outdoorsman-and Random Encounters-related perks.

2.2 Perks

??? (I just don't know how to name it!)

You know how to talk to people encountered in the desert +2 to Charisma, +20% to Speech and Barter in random encounters only. Ranks: 1. Requirements: Lev. 6, Charisma 6, Speech and Barter 30%.

Guide

You know a desert like your own pocket. It has no secrets before you. You gain +10% to all skills, +2 to Perception and Intelligence and +2 to Sequence, Armor Class and

Critical Chance in the desert. Ranks: 1. Requirements: Lev. 9, INT 7, 75% Outdoorsman.

Gecko Skinning

You learned how to skin Geckos! You can sell these skins- it's up to GM how much it is worth. Ranks: 1. Requirements: lev. 3, AG 6, Outdoorsman 40%.

3. ADDITIONAL RULES

Chance for a special encounter

Roll 1d100. On 1-90, it's a normal encounter. On 91-100, it's a special encounter.

4. PERKS CHANGED

Explorer

This perk will make it more likely that your character will find those strange and interesting encounters and items. It adds +10% to your chance for a special encounter. Ranks: 1. Requirements: Level 9

Ranger

This perk adds +15% to outdoorsman. It also makes finding those special encounters and items a little easier (+5%). Ranks: 1. Requirements: Perception 6, Level 6

Scout

Your character can see further in the wilderness. Maps are easier to read. Special encounters and items are a little easier to find. This means that you get +25% to Outdoorsman when wandering with a map and you get +5% to your chance for a special encounter. But remember one- it's hard to

find maps in the post-nuclear world...
Ranks: 1. Requirements: Perception 7, Level 3.

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VERSION 1.0 OF THIS BOOK WILL COME WITH THE BEGINNING OF 2002: MORE ENCOUNTERS, MORE TRAITS & PERKS, MORE ADDITIONAL RULES. IF YOU HAVE SOME COMMENTS OR QUESTIONS, NEW ENCOUNTERS OR RELATED TO THEM TRAITS AND PERKS- JUST [E-MAIL](#) ME.