Fallout®

A Post-Nuclear Tabletop Roleplaying Game

2d20 Beta Edition

FALLOUT 2d20
Beta Edition

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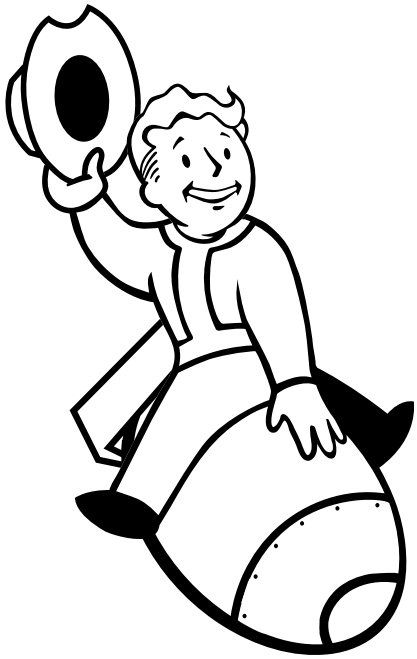

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Fallout 2d20 Beta Edition
INTRODUCTION

Welcome Vault Dwellers to the ***Fallout 2d20 Roleplaying Game***, Beta Editon. Your vault has been randomly selected to try out this beta version of the post-nuclear roleplaying game. Instead of having to deal with the harsh realities of the Wasteland for real, you can keep yourself entertained and prepare yourselves with this handly Vault-Tec approved game! Fight deadly creatures and discover the post-nucelar America right from the comfor of your Vault!

WHAT IS FALLOUT?

War. War never changes. The United States of America is no more. It was destroyed when the world's nuclear warheads were launched. The ensuing apocalypse brought an end to both the Great War and the civilized world. In its place exists the Wasteland, an irradiated, barren, desert landscape pockmarked by ruined cities and decaying civilizations. It is inhabited by a variety of mutated creatures, horrific beasts, and undying ghouls. The radiation from the detonations spread quickly. Everything that wasn't killed immediately was infected and most of the country's diverse plant and animal life was wiped out.

Survivors work to reclaim what little they can and salvage what they cannot rebuild. Civilization is starting to take root again and certain areas of the country have reached a level of stability that might even be called comfortable, at least for the rich and powerful. The coasts have been the easiest to reclaim and many of the cities on the eastern seaboard have been re-inhabited. Among these are the Capital Wasteland and the Commonwealth, which exist in the ruins of Washington D.C. and Boston, respectively.

Life in the Wasteland is harsh. The sun beats down hard and the radiation is intense. Clean water and food are a rarity. Most survivors have been forced to adapt to dirty water and irradiated food. Surviving alone in the Wasteland is difficult at best, but living in a community comes with its own struggles.

WHAT YOU NEED

In order to play this Beta version of ***Fallout 2d20,*** you'll need the following:

- **Character Sheets:** These can be found at the end of this booklet.
- **Dice:** 5 d20s (twenty-sided dice) and 10 d6 (six-sided dice) is best, but you can use fewer and share.
- **Paper and Pencils:** These are for writing on your character sheet and taking any additional notes on.
- **Tokens, Beads or Chips:** This is to represent your action points. Twenty to Thirty is best. Optionally, you can write down your action points instead, but its easier to track with physical counters.
- **Players:** At least 3 people to play (5-6 is reccomended) with one person playing as the gamemaster.

CHAPTER 1
CORE RULES

This chapter will take you through the core rules for the ***Fallout 2d20 Roleplaying Game*** Beta Edition. Take note of these rules Vault Dwellers, you'll need them to survive in the Wasteland!

TABLETOP ROLEPLAYING

When you play a tabletop roleplaying game, your gamemaster (GM) and fellow players are asking you to share an imagined experience of exploring the post-nuclear wasteland, where mutated monsters lie in wait around every corner and fellow survivors harbor a deep suspicion of others. As a group, you will travel ruined highways and ramshackle towns, completing quests, and building settlements by describing what your character does like an improvised story. When you want to accomplish something in this story, you'll use the game rules to resolve whether you succeed or fail at your task.

In any situation where your character's success is in doubt, their failure is interesting, or where they are at risk, you need to make a **test**. A test is a moment in the game where the rules come to the forefront for a moment, but once that's figured out, the gamemaster continues narrating the scene based on your actions and may take actions with their non-player characters and creatures in response.

This mode of play is freeform, where each player can act freely in no particular order, and fictional time passes as it makes sense to the actions you and your group attempt. When you begin fighting, entering a **combat encounter**, play is divided up into rounds and turns, with each player taking a turn, and each round representing a period of time in which every character present gets to act.

THE GAMEMASTER

The gamemaster is another player at the table with different responsibilities than everyone else. They run the game, playing non-player characters and creatures, adjudicating tests, interpreting their results, and describing the fictional world you play in.

It's their job to introduce the story, and respond to how your character's actions change the story, and how non-player characters respond to the player characters.

TESTS

A test is a method of resolving an action you want your character to attempt. You roll some dice and the results tell you whether you succeeded, failed, or complicated the situation.

When the gamemaster asks you for a test, they're asking you to check your character's attributes, roll a pool of 2–5 twenty-sided dice (also called d20s, presented as Xd20 where X is the number of d20s you roll), and get more successes than the gamemaster needs for you to pass the test.

Rolling the Dice

1. **Choose Attribute + Skill:** The gamemaster chooses which **attribute** and **skill** from your character sheet are appropriate for your test. Add together the attribute and the skill chosen: this is your **target number** for each d20. You can suggest which **attribute + skill** might apply, but the GM has the final say.
    A. Your target number is the number each d20 must roll equal or under to generate 1 success.

2. **Set the Difficulty:** The gamemaster sets the **difficulty** for the test, normally between 1 and 5. The difficulty is the number of **successes** you must generate with your d20s to pass.

3. **Roll the Dice Pool:** Assemble your dice pool. You start with 2d20s, but you can buy up to 3 more d20s with Action Points (see p.4). After you've added any extra dice from spending Action Points, roll the entire d20 dice pool.

4. **Check For Successes:** Each d20 that rolls **equal to or less than** your attribute + skill target number scores 1 success.
    A. Each d20 that rolls equal or less than your skill rating scores **2 successes**.
    B. Each d20 that rolls a 20 generates one **complication**, (see p.5)

5. **Check Successes Against the Difficulty:** If the number of successes scored equals or beats the difficulty of the test, then you have passed. If the number of successes scored is less than the difficulty, you have failed.
    A. Each success above the difficulty becomes an **Action Point**, (see p.4).

6. **Get the Result:** The gamemaster describes the outcome, and if the test was successful you can spend Action Points to improve the result further. After this, the GM introduces any complications.

Example: *Nate needs to find out if Codsworth is okay, as he's been on his own for 200 years. His test is difficulty 1, and he must use* **CHA + Speech** *(7 + 2 = 9). Nate's player rolls 2d20, checking the results separately, and rolls a 5 and a 19—because the 3 is equal or below Nate's target number, he scores 1 success, and passes the test. Codsworth describes how hard it's been to try and keep the house clean for two centuries...*

Target Number

When your gamemaster asks for a test, you agree to an **attribute + skill** combination from your character sheet that best applies to the action you're trying to achieve. That target number, made by adding your chosen attribute and skill, gives you the value each dice must roll equal to, or under—if it does then you generate 1 success.

DEFAULT ATTRIBUTE + SKILL

The skill list on your character sheet lists a default attribute associated with each skill. Some tests may prescribe a default **attribute + skill** combination to work out your target number, but at the GM's discretion you can suggest a different combination.

For example, you might use **Intelligence + Small Guns** to identify the make of a weapon, or **Strength + Medicine** to pop a rib back into place. You can always suggest alternative **attribute + skill** combinations for your target number, but your GM has the final say.

SUCCESSES AND DIFFICULTY

The number of successes you need to generate with your d20s to pass a test is called the **difficulty**. Only needing 1 success describes a routine task, while needing 5 successes reflects a difficult task that can only be completing with talent, effort, and teamwork.

Each d20 that rolls under the target number generates 1 success. However, a d20 can generate 2 successes by rolling equal or under the rating for the skill used on the test. For example, if you had a target number of 10 (made up of attribute 8 + skill 2), each d20 that rolled a 3–10 would generate 1 success, while any d20s that rolled 1–2 would generate 2 successes.

Total up the number of successes and compare them against the difficulty—if you equal or beat the difficulty you pass the test. Any extra successes over and above the difficulty, become Action Points (see p.4) that allow you to improve the test's outcome, or buy more d20s for future tests.

Difficulty Examples Table

Test Difficulty	Example
0	Gathering rumors around a settlement
1	Shooting a close target, picking a simple lock
2	Breaking down a reinforced door, treating a crippling injury
3	Identifying an unknown poison, deactivating a robot from behind
4	Hacking a complex computer, disarming a land mine
5	Convincing an enemy to stand down, wrestling a deathclaw

Dice Pool

By default, you roll two d20s together and check their results individually against your target number and count up the number of successes you generate, but you can buy more! If you have any saved Action Points, you can buy up to 3 more d20s to roll on a test. This means you can roll a total pool of 5d20 at any one time.

Example: *Cait is facing a difficulty 3 test to steal some bottlecaps from right under her captors' noses, and with 3 Action Points in the group pool, she opts to purchase two more d20s using all 3 AP in the pool. Her player will now roll 4d20, improving the odds of generating the 3 successes she needs.*

Difficulty Zero Tests

Some tests may be difficulty 0, or your character's perks may reduce tests to difficulty 0. If a test is difficulty 0, you don't have to roll any—your action is automatically successful with no risk of complications. However, because no roll is made, you don't generate any Action Points.

At the GM's discretion, you can still choose to roll the dice against a difficulty of 0 and can generate AP as normal (because zero successes are required, every success is an Action Point), but you can still generate complications as well. This sort of difficulty 0 test is useful if it's important to see how successful your character is when there's no chance of failure.

OPPOSED TESTS

Instead of rolling your dice against a static difficulty provided by the GM, sometimes you and the GM will both roll a dice pool and compare results.

When another character opposes you in a test, their player rolls their d20 dice pool, after buying any extra d20s, and the number of successes they generate becomes the difficulty of your test. Then, you attempt your skill test with your opponent's number of successes as your difficulty. If you equal or beat your opponent's number of successes, you pass the test, and any extra successes become Action Points. If you do not generate enough successes to meet the difficulty, you fail.

Example: *Paladin Danse is grappling a deathclaw, holding it back from advancing on his squad. The GM decides this is an opposed test, and rolls a test for the deathclaw. Rolling 2d20, the GM scores 3 successes, meaning Danse's test will be difficulty 3. Danse has a target number of 8, so his player decides to buy two more d20s with the Action Points in the pool, to ensure he gets the successes he needs and rolls the pool of 4d20s. They roll a 1, 5, 6, and 18, which generates 4 successes! Danse is holds his ground and, banks 1 AP for the extra success.*

ACTION POINTS IN OPPOSED TESTS

As they roll, reactive characters spends AP first and then roll. Then active characters spend AP to add any dice to their pool and then roll. If two player characters are making an opposed test, the active player spends AP from the group pool, and the reactive player must generate AP for the GM in order to buy additional d20s.

ASSISTANCE

Difficult tasks are often only completed through teamwork. When someone else is attempting a test, you may assist another player character, if your GM allows it. Describe how you are helping, and decide with the GM which **attribute + skill** combination applies. Roll 1d20 and add any successes you generate to theirs, providing they score at least 1 success of their own.

You can't buy additional d20s if you are assisting—you can only roll 1d20—but your d20 doesn't count towards the limit of 5 that the player attempting the test can roll in their dice pool.

Example: *Dogmeat is assisting the Sole Survivor in finding some medicine. Dogmeat will roll 1d20 and add any successes he gets to the Sole Survivors'—provided the Sole Survivor gets at least success 1. Dogmeat has a target number of 13. Rolling 1d20, his controlling player rolls a 5, generating 1 success, adding it to the Sole Survivor's 1 success, for a total of 2 successes.*

ACTION POINTS

When you check your successes against the difficulty established by the gamemaster, each success you rolled above the difficulty becomes an **Action Point (AP)**. Action Points can be used to take additional actions, improve the outcome of a test, reduce the time it takes, learn more about a situation, or buy more d20s in future tests. You can spend Action Points to do the following:

- **Buy d20s (1–6 AP):** Buy bonus d20s for a test, before the dice pool is rolled, but after the GM sets the difficulty. The cost increases for each die purchased: the first die costs 1 AP, the second costs 2, and the third costs 3. No more than three bonus d20s may be rolled for a single test, including any d20s from perks or traits.

- **Obtain Information (1 AP):** Ask the gamemaster a single question about the current situation, based on your test. The answer bust be truthful but does not need to be complete.

- **Reduce Time (1 AP):** AP from a successful test can allow the test take less time to complete, when time is important. Spending 1 AP halves the amount of time a test takes to attempt.

- **Narrative Detail (1 AP):** Introduce a new fact about the scene, based on the success of your test. Spending 1 AP either establishes a minor detail about the scene, or changes a detail about the scene based on the actions of your character.

- **Take Additional Minor Action (1 AP):** Take 1 additional minor action in your turn. You can only take a total of 2 minor actions in your turn in a single round.

- **Take Additional Major Action (2 AP):** Take one additional major action on your turn. You can only take a total of two major actions on your turn in a single round.

- **Add Extra Damage (AP up to Fire Rate):** On a successful attack you can spend AP upto to your weapon's fire rate (if it has one) to add 1 per AP spent. Each extra also expends 1 additional round or unit of ammo.

You spend Action Points either before or after you roll dice, and each option describes when you can spend Action Points to take advantage of its effect. You buy extra d20s for a test before you roll, while you spend Action Points after a test to obtain information, reduce the time, improve the quality of the success, or take an additional action.

Saving Action Points

If you don't want to spend the Action Points you generate immediately, you can save them in pool for the group to use later. Y**ou can save a total of 6 AP** as a group, and anyone can use the Action Points in the group pool.

The Gamemasters Action Point Pool

Just like you, the GM has a pool of their own Action Points to spend on their NPC's actions. **They start each quest with 1 AP per player.** There is no maximum to how many Action Points the GM can have in their pool.

If you don't have any Action Points to buy d20s, you may instead generate AP for the gamemaster. For each AP you want to spend in this way, the GM adds 1 AP to their pool, which they can use later on their NPC's actions and tests.**You may only buy d20s by giving the GM action ponts, you cannot do this for any other AP spends.**

COMPLICATIONS

When attempting a test, each d20 that rolls a 20 causes a complication, which comes into effect once the test has been resolved. Complications do not prevent a character from succeeding, but they do introduce something new to the story that makes things more difficult.

If you and the gamemaster can't come up with a complication for you, in the scene you're in, the GM can instead gain 1 Action Point to use for their non-player characters and creatures later.

Example: *MacCready has a mysterious disease, and his player has rolled a complication on his Medicine test to try and recover a little to keep moving north. The GM can't think of a complication and asks the group, "Do you have any ideas?" MacCready's player suggests, "he could get a fever," and the GM takes the suggestion and uses it. "Your head pounds— any INT test difficulties are increased by 1 until you get it healed."*

Complication Range

Normally, any d20 that rolls a 20 generates one complication, however some actions can be riskier than others instead of just more difficult. When tests are riskier, the GM can increase the complication range of the test meaning you could generate complications on more results than just a 20! For each increase in the complication range, a complication is generated on the listed d20 results in the complication range table.

Complication Range Table

Complication Range	Generates a Complication on...
1	*20*
2	*19–20*
3	*18–20*
4	*17–20*
5	*16–20*

LUCK

You can spend points of Luck from your character's Luck attribute to do one of the following, during freeform play or on your turn in combat:

- **Re-roll:** Spend a Luck point to reroll any number of d20s or d6s in your dice pool. You can only re-roll a dice pool once, but may select any number of dice from the pool to re-roll.

- **Automatic Successes:** You can set a d20 to a 1 instead of rolling it, generating 2 successes before rolling the dice pool. You must do this before rolling the dice pool, and you must roll any remaining d20s, even if you've generated enough successes to pass the test.

You can never spend more than 1 point of Luck on a single roll.

When you start your quest, you have a number of available Luck points equal to your Luck S.P.E.C.I.A.L attribute. Once you've spent a point, they can't be used again until the gamemaster refreshes them when you reach a milestone in your game. When they are refreshed, you get all your Luck points back, no matter how many you've spent. You can't have any more Luck points than your Luck S.P.E.C.I.A.L attribute.

Example: *Nick Valentine is hacking a computer, and hasn't generated enough successes to pass his test. He needs 2 successes, and has rolled a 9 and a 19, generating only 1 success. Nick's player decides to spend a point of his Luck, and re-roll the d20 that rolled a 19. Rolling it again, Nick's player gets a 6, generating the second success he needs to pass his test.*

CHAPTER 2
COMBAT

This chapter will explain how to resolve combat, as well as damage, injury and recovery, to make sure you know how to fight and survive in the Wasteland.

COMBAT ENCOUNTERS

Combat encounters involve characters attacking their opponents and defending themselves and their allies, and are played in a more structured way than freeform play. Instead of freely taking actions, you instead have a single turn in a round of combat.

You can attempt **one minor action** and **one major action** in each turn—a minor action represents something quick or supportive of your major action, like aiming or drawing a weapon; a major action represents something that involves more concentration or effort, like attacking an opponent, defending yourself, hacking a computer, or picking a lock.

SEQUENCE OF PLAY

- **Initiate Combat:** The character who initiates combat takes one turn before initiative is calculated.
- **Initiative:** Rank all the characters using their initiative statistic from highest to lowest.
- **Take Turns:** Each character, in order from highest to lowest, takes their turn.
- **Begin New Round:** Once every character has taken a turn, begin a new round and repeat taking turns until the round ends, beginning a new round if the conflict has not been resolved.

SEQUENCE OF PLAY

Each character takes a single **turn** in each **round** of a combat encounter. A round represents a short amount of time that allows all the characters present to complete their actions, and there are as many rounds in a combat encounter as needed to resolve the conflict.

Initiative

When combat begins, the character who initates combat gets to take one turn before the gamemaster then ranks the combatants in order of their initiative statistic, from highest to lowest. The character with the highest initiative goes first, and then each character takes a turn in order of highest to lowest. If there is a tie, the GM decides which character or creature goes first. Once the last character has completed their turn, the round ends, and the character with the highest initiative takes the first turn of the next round. Repeat this sequence until the conflict ends.

A player character's initative is equal to their **Perception x 2** plus any bonuses from equipment or perks.

A Creature NPC's initative is equal to their **initative stat + their level**. A Character NPC's initative is calculated the same as player characters.

ACTIONS

You can attempt one minor action and one major action on your turn in combat. You can take one extra minor action by spending 1 Action Point, and one extra major action by spending 2 Action Points.

You cannot take more than two minor and two major actions on your turn, but you may substitute taking a major action to take a minor action in your turn.

Minor Actions

- **Aim:** Re-roll a single d20 during your next attack.

- **Draw Item:** Pick up an object within your reach, or draw an item carried on your person.

- **Interact:** Take a short action that doesn't need a test, like opening a window,pressing a button or shouting to another character.

- **Move:** Move to any position within your Medium range, or stand up from being prone.

- **Take Chem:** You take a dose of a chem that you are holding. If the chem is in your inventory then you need to draw it as a separate minor action.

Major Actions

- **Assist:** Assist a character with their next test. When they take their turn and attempt a test, you may roll 1d20 using your own **attribute + skill** target number, and add any successes to theirs, so long as they generate at least 1 success themselves.

- **Attack:** Make a melee or ranged attack, as described in *Making an Attack* (p.9).

- **Command an NPC:** If you have an allied NPC under your command (such as from the Dogmeat perk) you may spend your major action to issue a command to the NPC allowing them to take a major action.

- **Defend:** Make an **AGI + Athletics** test. Add the number of successes you generate to your defense. This number becomes your defence untill the beginning of your next turn.

- **First Aid:** You may set broken bones, bind wounds, and staunch the bleeding of wounded and crippled body parts. Passing a **INT + Medicine** test with a difficulty of 1 allows your patient to ignore the complication range increase or effects of one of their injured body parts until they receive another injury to that body part. Each body part can only receive first aid once per day.

- **Pass:** Give up your turn.

- **Ready:** Describe an event that will trigger an action, and resolve that action when the trigger occurs. When you do, so long as the trigger occurs before the beginning of your next turn, you interrupt that character's turn to complete your action, and then the triggering character continues with their turn. If the trigger doesn't occur before the beginning of your next turn, your readied action is lost.

- **Stabilize:** Stabilize a dying character, stopping them from dying. The difficulty of the test is equal to the number of injured hit locations the patient has. If you succeed, they no longer need to make **END + Survival** tests in order to stay alive.They remain unconsious with 0 HP. You may be able to spend Action Points to improve the success of the test, bringing the patient back from unconsciousness with 1 HP (1 AP), or additionally healing an injury (2 AP).

- **Test:** Make a test, at the discretion of the gamemaster, using the relevant **attribute + skill** target number and difficulty.

ACTION POINTS IN COMBAT

During combat, you can use the normal Action Point options which are repeated here for ease of referencing.

- **Buy d20s (1–6 AP):** Buy bonus d20s for a test, before the dice pool is rolled, but after the GM sets the difficulty. The first die costs 1 AP, the second costs 2, and the third costs 3. No more than three bonus d20s may be rolled for a single test, including any bonus d20s from perks or traits.

- **Obtain Information (1 AP):** Ask the gamemaster a single question about the current situation, based on your test. The answer bust be truthful but does not need to be complete.

- **Reduce Time (1 AP):** AP from a successful test allows a character to make the test take less time to complete where time is important. Spending 1 AP halves the amount of time a test takes to attempt.

- **Narrative Detail (1 AP):** Introduce a new fact about the scene, based on the success of your test. Spending 1 AP establishes a minor detail about the scene, or changes a detail about the scene based on your actions

- **Take Additional Minor Action (1 AP):** Take 1 additional minor action in your turn. You can only take a total of 2 minor actions in a single round.

- **Take Additional Major Action (2 AP):** Take one additional major action on your turn. You can only take a total of two major actions in a single round.

- **Add Extra Damage (AP up to Fire Rate):** On a successful attack you can spend AP upto to your weapon's fire rate to add 1 per AP spent. This only applies to ranged weapons.

MAKING AN ATTACK

1. **Choose a Target:** You can select any target within your weapon's range. If you're using a melee weapon, choose a target within your reach. If you're using a ranged weapon, choose a target you can see.
    A. **Choose Hit Location:** You can choose to target a specific body part, increasing the difficulty of the test by 1.

2. **Attempt a Test:** The test is determined by the type of attack. Increase the difficulty of the test if you target a specific hit location.
    A. **Melee: STR + Melee Weapons** test, with a difficulty equal to your target's defense.
    B. **Ranged: AGI + Small Guns**, **Big Guns**, or **Energy Weapons** test based on the type of weapon you're using, with a difficulty equal to your target's defense, modified by range (*see p.10*).
    C. **Thrown: PER + Explosives** or **AGI + Throwing** test with a difficulty equal to your target's defense, modified by range.
    D. **Unarmed: STR + Unarmed** test with a difficulty equal to your target's defense.

3. **Determine Hit Location:** On a hit, roll 1d20 or a hit location dice to determine the body part you hit. If you targeted a specific body part in step 2, hit that location instead.

4. **Inflict Damage:** On a hit, the number of Combat Dice ( ) listed by the weapon's damage rating, plus any bonus from derived statistics, and total the result. Unarmed attacks have a base damage of 2 , modified by the character's melee damage statistic.
    A. **Resistances:** The target reduces the total damage by their damage resistance rating, based on the weapon's type.
    B. **Reduce Health Points:** The target reduces their health points by the remaining damage.

5. **Reduce Ammunition:** If your weapon uses ammunition, remember to reduce your ammo buy the ammount spent on the attack, see p.45.

HIT LOCATIONS

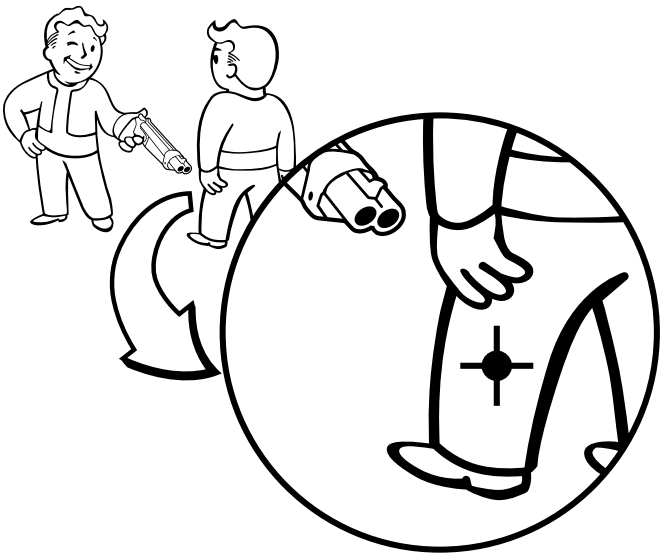
There are 6 body parts that you can target as **hit locations**: head, torso, left arm, right arm, left leg, and right leg. When you successfully hit an opponent with an attack, you either randomly determine which body part you hit, or hit the body part you chose before you made the test. Use the *Hit Location* table for reference

Creatures With Other Hit Locations

Some creatures in the wasteland may have other body parts—wings, claws, and tails—that do not appear on the hit location table. These locations will be listed in the creature's statistics, replacing this hit location table with their own.

Hit Location Table

d20 Result	Hit Location
1–2	Head
3–8	Torso
9–11	Right arm
12–14	Left arm
15–17	Right Leg
18–20	Left Leg



RANGE

A weapons' range is directly related to the relative position of the attacker and target, based on the zones of the combat encounter area (see *Distances and Ranges*, p.15).

Ranged weapons have an **optimal range** in their qualities, and will be one of the following:

- **Close range:** The weapon is effective against targets within the same zone, but not within Reach.
- **Medium range:** The weapon is effective against targets one zone away.
- **Long range:** The weapon is effective against targets two zones away.
- **Extreme range:** The weapon is effective against targets three zones away.

The difficulty of an attack increases by one for each range band outside of the weapon's range, whether that's closer or further away. For example, a ranged weapon with a Medium range will suffer from a +1 difficulty increase at Close range and Long range, and suffer a +2 increase at Extreme range.

Weapon Range Difficulty Table

	Weapon Range			
Range to Target	**Close**	**Medium**	**Long**	**Extreme**
Close	0	+1	+2	+3
Medium	+1	0	+1	+2
Long	+2	+1	0	+1
Extreme	+3	+2	+1	0

COMBAT DICE

When your attack hits its target, you inflict an amount of damage, determined by the weapon's **damage rating**. That damage rating is described as a number of **Combat Dice**, abbreviated to the symbol throughout this rulebook.

Combat Dice are specially designed six-sided dice, with four different results as shown in the Combat Dice Results table. If you don't have any custom Combat Dice, you can use normal six-sided dice (d6) and compare the result to the table.

When you hit, roll all your together as a pool of dice, and total up the result. The result is the amount of damage you inflict on your opponent, and any effects rolled (the face) will be triggered based on the damage effects listed for the weapon.

Combat Dice Table

d6 Result	Combat Dice Result	Damage and Effects
1	✸	1 damage
2	✸✸	2 damage
3	Blank	Nothing
4	Blank	Nothing
5		1 damage + damage effects trigger
6		1 damage + damage effects trigger

SNEAK ATTACKS

If the enemy is unaware of your attack, the difficulty to attack them is reduced by 1 to a minimum of 0, and your attack gains the Vicious damage effect. If the difficulty to hit your opponent is 0, you do not need to make the test, but you may still decide to do so, generating Action Points and complications as normal.

DAMAGE TYPES

There are four damage types in ***Fallout:*** physical, energy, radiation, and poison damage. Each weapon will list what each type of damage it inflicts.

- **Physical:** Unarmed attacks, blunt force, slashing and stabbing, ballistics.
- **Energy:** Laser, plasma, gauss weapons.
- **Radiation:** Exposure to RADs, or nuclear weaponry.
- **Poison:** Toxins, chemicals, and creatures' stings and barbs.

Physical damage is inflicted by melee weapons and ballistic ranged weaponry, applied through the kinetic force of projectiles and blunt force.

Energy damage relies on lasers, radio-waves, and plasma to inflict wounds on its targets, burning them and melting armor and flesh.

Radiation damage is caused by exposure to RADs and radioactive material, and nuclear-fission based ammunition like a mini-nuke.

Poison damage is caused by toxins, making contact with or being injected into the body.

Each damage type affects the body differently, and so is separated out as its four types. Each target has a damage resistance for each of these types, based on their clothing, armor, or naturally tough hides or chitin. While most forms of protection provide physical damage resistance, energy damage resistance is rarer, while radiation or poison damage protection can be particularly rare.

DAMAGE EFFECTS

Damage effects augment how the damage you inflict to a target is applied. When one or more symbols appear in your Combat Dice pool result, all your weapon's damage effects are triggered. Some damage effects are also based on the number of symbols appear in your result, as described in each entry.

Each weapon lists its damage effects immediately after its damage rating.

- **Area:** Attack hits 1 additional target within close range per Effect rolled.
- **Breaking:** For each Effect the damage reduces 1 DR from a piece of armor, based on its damage type. The reduction is permanent until repaired.
- **Crippling:** The attack has an especially potent effect. If one or more effects are rolled, and the attack would wound a body part, the attack cripples that body part instead.
- **Persistent:** The attack lingers, dealing 1 damage for each effect rolled, at the beginning of your next turn.
- **Piercing:** Ignore 1 point of damage reduction for each effect rolled.
- **Vicious:** Inflict +1 damage per effect rolled.

RADIATION DAMAGE

Radiation damage is applied differently than the other damage types. Radiation damage reduces a character's **maximum health points**, rather than their current health points. If a character's health point maximum is reduced below their current health point total, their current health points are also reduced accordingly.

Example: *Piper is attacked by a glowing feral ghoul, taking 3 radiation damage. The GM rolls their and totals 4 damage with an effect, reducing Piper's HP maximum by 4. Piper had already suffered 2 damage from a previous attack, so she also reduces her current HP by 2 so it matches her current HP maximum.*

DAMAGE AND HEALING

Once a character's health points (HP) have been reduced to 0, they are defeated and are dying. They are also afflicted with a critical hit to the hit location of the attack that dropped them to 0 HP, as well as any critial hits from taking 5 or more damage. Characters cannot have less than 0 HP.

INJURIES

If your target suffers 5 or more damage, after resistance, you have scored a **critical hit** and the body part has suffered an injury, and either becomes **wounded** or **crippled**. A healthy body part will first become wounded, and if it receives a second critical injury it becomes crippled.

Wounds and crippling injuries have the following effects, which stack with each other:

- **Arm:**
  - **Wounded:** STR and AGI tests with the arm increase in complication range by 1.
  - **Crippled:** The arm cannot be used to make tests, and you drop whatever is in your hand.
- **Leg:**
  - **Wounded:** AGI tests increase in complication range by 1.
  - **Crippled:** The character can only move up to close range during their turn. If both legs are crippled, the character is prone and can only crawl.
- **Torso:**
  - **Wounded:** STR and END tests increase in complication range by 1.
  - **Crippled:** The character is bleeding, and takes 2 of damage at the end of each of their turns, ignoring any damage resistance from armor or clothing, until this injury is healed.
- **Head:**
  - **Wounded:** PER and INT tests increase in complication range by 1.
  - **Crippled:** The character cannot see, increasing the difficulty of all tests that rely on vision by 2, and other tests by 1.

DYING

When you have 0 HP, you fall prone and are dying. At the beginning of each of your turns, you must make an **END + Survival** test, with a difficulty of 1 and a complication range of 19-20, in order to stay alive. Any complications generated from these tests increases subsequent tests by 1. You cannot take any actions, and you must continue to make this test until you are stabilized. You die if you fail any of these tests.

You can spend Luck and Action Points to improve the chances of these tests succeeding, like buying more d20s before you roll, or automatically generating a critical success on one d20.

If a dying character takes any more damage from an attack, the test's difficulty increases by 1. They can still gain critical injuries if the attack would inflict 5 or more damage, while stabilized.

Stabilizing the Dying

As a major action you can stabilize a dying character, with a difficulty 2 **INT + Medicine** test. Success stabilizes the dying character, and they no longer need to make **END + Survival** tests, but remain unconscious with 0 HP.

You may be able to spend Action Points to improve the success of the test, bringing the patient back from unconsciousness with 1 HP (1 AP), or additionally healing an injury (2 AP).

If a stabilized character takes any more damage from an attack, they must begin to make **END + Survival** tests again, with a difficulty equal to their last **END + Survival** test. They can still gain critical injuries if the attack would inflict 5 or more damage, while stabilized.

STIMPAKS

If you use a stimpak, you can either heal 1 injury by one degree, or heal 3 HP, and an additional 2 HP per Action Point you spend. If you are dying, you recover 3 HP and are no longer dying.

HEALING

You can use the Medicine skill to provide first aid to injured and dying companions. To do so, you must have some medical supplies from either a doctor's bag, or chems. These tests are based on **INT + Medicine**, with a difficulty equal to the number of injuries the patient has. Your gamemaster may ask you to use a different S.P.E.C.I.A.L. attribute, or skill, depending on your methods.

Healing Major Actions

- **Stabilize:** Stabilize a dying character, stopping them from dying. The difficulty of the test is equal to the number of injured hit locations the patient has. If you succeed, they no longer need to make **END + Survival** tests in order to stay alive.
- **First Aid:** You may set broken bones, bind wounds, and staunch the bleeding of wounded and crippled body parts. Passing an **INT + Medicine** test allows your patient to ignore the complication range increase or effects of one of their wounded or crippled body parts until they receive another injury to that body part. Each body part can only receive first aid once per day. The test is difficulty 1 for wounded hit locations, and difficutly 2 for crippled ones.

REPAIRING ROBOTS

Robots cannot recover from injuries normally, and need maintenance from someone else. Injuries you receive must be repaired by someone else attempting a difficulty of 2 **INT + Repair** test. If sucessful, crippled locations recover to wounded and wounded body parts recover fully.

Radiation damage still affects your circuitry, corrupting and corroding it, just like radiation poisoning. Corruption from radiation damage can be repaired by someone attempting a **INT + Repair** test with a difficulty of 1. Success heals 1 HP of radiation damage, with +1 HP healed per Action Point spent.

Recovering Health Points

When you rest for at least 1 hour you regain your health points to their maximum value, reduced by radiation damage if appropriate. Due to radiation damage reducing your **maximum** health points—instead of reducing your hit points as normal—those hit points do not recover until you have the radiation healed by some RAD-Away.

FIRST AID

When you apply first aid to an injured body part, you don't remove the wound or crippling injury, you just allow the patient to ignore its effects.

If they receive another critical injury from an attack, and the body part was wounded then they receive a crippling injury, and regain the effects of the injury on related tests—undoing the first aid. If the body part was already crippled and it receives another critical injury after first aid has been applied, it goes back to crippled with all its effects.

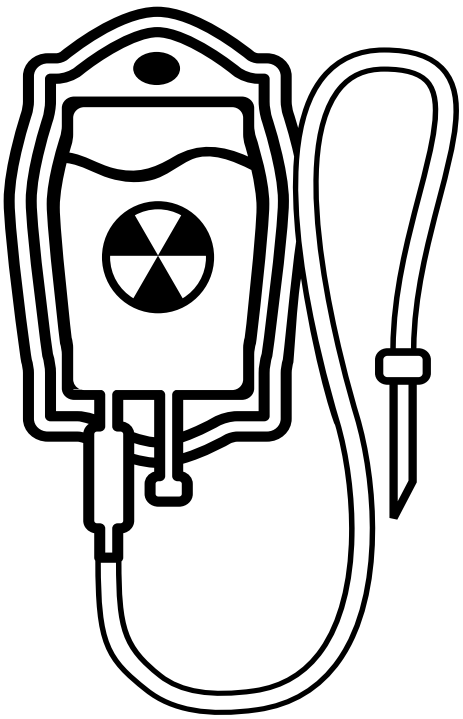
Recovering from Injuries

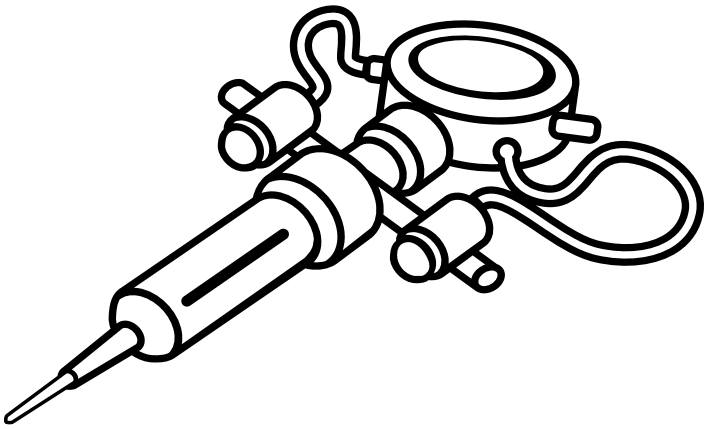
At the end of every day, make an **END + Survival** test, with a base difficulty of 2, to recover from one injury. You decide which injury to recover from. Crippled body parts recover to wounded and wounded body parts recover fully. You can spend 2 Action Points on a successful test to heal an additional degree of injury.

You can use your Medicine skill to assist another person in recovering from their injuries. When they make their **END + Survival** test, assist the patient by rolling 1d20 and using your I**NT + Medicine** target number. You add any successes you generate to your patient's test, providing they generated at least 1 success. (*See Assistance*, p.4).

The difficulty of either of these tests are increased based on the patient's activity that day.

Activity	Test Difficulty
Rest	1
Travelling	2
Combat	3





THE ENVIRONMENT

In combat, knowing where everyone is positioned is vital. Rather than tracking everything in precise distances, the environment in ***Fallout 2d20*** is represented in **zones**.

Each combat encounter happens in a single location. This may be a ruined building, a city street, an area of wilderness, or the floor of a vault. The location is divided into several zones based on the terrain features or natural divisions present in the area. For example, a vault may treat individual rooms and portions of corridor as separate zones, using the internal walls and doorways as dividing lines, while a city street may focus zones around features like parked vehicles, the fronts of buildings, alleyways, etc.

MAPPING YOUR ENVIRONMENT

Zones aren't fixed in size. Instead, they are smaller or larger depending on the terrain, and they can be varied to accommodate the spaces in the encounter's environment. For example, combat in a forest may be divided into many small zones amongst the trees, and a couple of larger zones representing clearings—larger zones for the clearings helps convey quicker movement and easier target acquisition in open areas, while the smaller zones convey cramped conditions and short lines of sight.

Under most circumstances zones are easy to describe—a few seconds to narrate the spaces and their relative positions, or to sketch out a rough map with counters representing characters. Of course, this doesn't prevent your GM from coming up with elaborate environments if they want to spend more time mapping out their encounters.

DISTANCE AND RANGES

Movement and ranged attacks need some sense of distance to make them meaningful. In combat, the relative placement of zones determines this distance.

To keep things simple, range is measured in the following five categories.

- **Reach** is when an object or character is within arm's length of your character. You can interact with objects and make melee attacks within your reach. Being in reach of an enemy is disruptive to ranged attacks and tests, adding +2 to the difficulty of any test that isn't a melee attack.

- **Close** range represents any distance within the zone you're in—a distance of 0 zones.

- **Medium** range is any distance to something in the zone adjacent to your current zone. Medium range is a distance of 1 zone.

- **Long** range represents objects two zones away from your current zone. Long range is a distance of 2 zones.

- **Extreme** range represents any objects beyond long range. Extreme range is a distance of 3 or more zones.

When you move into a zone as part of the Move minor action, you can move your character within reach of any object within that zone.

ENVIRONMENTAL CONDITIONS

Individual zones can have environmental conditions, like cover, difficult terrain, and hazards. Similarly, the environment as a whole may have some conditions that affect combat, like darkness or fog.

Cover

Cover provides additional damage resistance against physical and energy-based attacks. Objects in the environment will provide a certain amount of damage resistance, expressed in combat dice, depending on what they're made from and how resilient they are.

When you are attacked while behind cover roll the combat dice (☺) listed in the *Cover Values* table, and add that value to your damage resistance for that attack.

To benefit from cover, it needs to obscure enough of your character's body to reasonably protect them from an attack, whether that's from a melee or ranged attack. You can't be targeted by an attack if the cover obscures your character's entire body.

Cover Values Table

Type of Cover	Resistance Combat Dice
Foliage or Wood	1☺
Rubble, Ruined Brick Walls, Metal Fencing	2☺
Concrete Walls, Steel Barricades	3☺

Difficult Terrain

Difficult terrain represents ground that is harder to move across, either slowing you down or requiring a test to move through the area, at the discretion of the GM. If difficult terrain slows you down, it takes 2 minor actions to move instead of 1. If moving through the difficult terrain requires a test, the GM will ask you to make a test—failure may mean you don't move, or can move but suffer a complication.

Difficult Terrain Examples

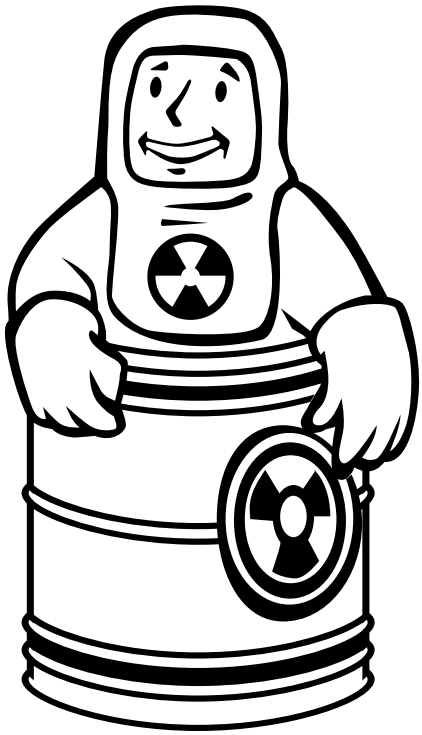
Difficult Terrain	Base Difficulty
Thick Mud, Deep Snow	1
Swamp	2
Mountainside	3

Environmental Conditions

Environmental conditions that affect a whole scene affect everyone in the scene in the same way. The most common conditions are the lighting/darkness of an encounter, or weather conditions.

Environmental Condition Examples

Enviromental Condition	Effect
Darkness	PER tests that rely on sight are increased in difficulty by 1, 2, or 3 depending on the available light.
Rain	Energy Weapon and Survival tests that rely on good weather are increased in difficulty by 1 or 2 depending on the strength of the rain.
Radstorm	Perception tests that rely on sight increase in difficulty by 1. Unless under sufficent cover or wearing RAD proof clothing with an indepent air supply, you take 4☺ piercing radiation damage each round.



Hazards

Hazards inflict damage to characters that get caught up in their effects. Physical damage can come from collapsing structures, dangerous chemicals, traps, and other environmental conditions. Energy damage can come from things like fire or energy-based traps. Radiation damage comes from sources of radiation, like pools of waste, unshielded isotopes, or airborne particles.

A hazard might be an object in the environment, like a trap triggered by a pressure plate, or it may be present in several zones, like a fire spreading across the floor. It could also be a hazard that affects the entire environment, like airborne radiation in rad storms.

Hazards that are present in whole zones or the entire environment automatically inflict damage to anyone who passes through them in their turn.

Hazard Examples

Hazard	Damage
Fire	3 energy damage
Irradiated water	2 radiation damage
Irradiated air particles	2 Piercing radiation damage
Direct isotope exposure	5 radiation damage

Damaging Objects

Objects that cause damage are triggered by player action, like your character touching the object or triggering its activation, and your GM may give you the opportunity to make a test to avoid the damage.

Damaging Object Examples

Object	Trigger	Test	Damage
Flammable Gas	A spark or energy weapon beam	**AGI + Athletics** difficulty 2	5 Persistent energy damage
Grenade Bouquet	Tripwire	**AGI + Athletics** difficulty 3	6 Area physical damage
Shotgun Trap	Pressure plate	**AGI + Athletics** difficulty 2	6 Vicious physical damage

CHAPTER 3
CHARACTERS

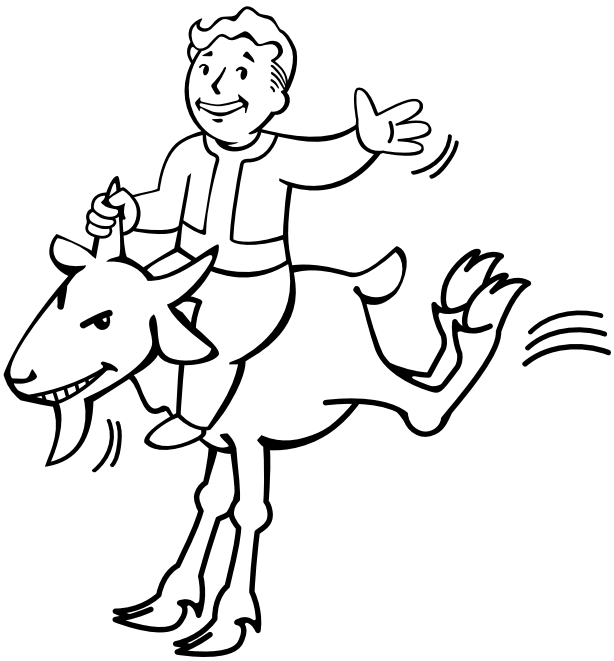
This chapter will guide you through character creation so you can get on with exploring the Wasteland, as well as how to level up to make sure you can handle anything the post-nuclear world might throw at you!

S.P.E.C.I.A.L. ATTRIBUTES

Each character in ***Fallout*** is defined by seven attributes. They embody the character's physical and mental abilities, compared to others, and define the ways your character prefers to approach problems.

These attributes are **Strength**, **Perception**, **Endurance**, **Charisma**, **Intelligence**, **Agility** and **Luck**. Each attribute has a rating, with higher numbers reflecting a greater ability. S.P.E.C.I.A.L. attributes can't go below 4 and can't be increased beyond 10, except Luck which can't be increased beyond 6. Some creatures may have attributes higher or lower than this, or perks that increase their S.P.E.C.I.A.L. attributes above 10.

Whenever you try to complete a test where you might fail, your S.P.E.C.I.A.L. attributes form one part of your target number when you roll d20s to see if you succeed.



STRENGTH

'S is for Strength, and that means I am strong! I can carry lots of toys and swing stuff all day long!'

Strength measures your character's physical prowess. It is used to make melee attacks, increases melee damage, influences how much stuff you can carry, and lets you use heavy weapons. Choose a high Strength attribute if you want to be a strong character and solve your problems with force.

PERCEPTION

"P is for Perception, a long funny word! It means what I tasted, smell, saw and heard!"

Your perceptiveness influences how easily you notice danger, how aware you are of your environment, affects your turn in the initiative order in combat, and increases your ranged damage. Choose a high Perception attribute if you want to be a perceptive person and solve your problems by studying your surroundings.

ENDURANCE

"E is for Endurance, and that's how long I can play! I'm always really healthy, and have energy all day!"

Your natural toughness and resilience influences how many health points you have, and how easy you find it to shrug off the physical dangers of the wasteland. Choose a high Endurance attribute if you want to be hardy and resilient, and solve your problems by pushing through them.

AGILITY

"A is for Agility, that's how I get around! I move real fast and easy, and I never make a sound!"

Your agility measures how fit and agile you are, your balance, athletic suppleness, and how precisely you can control your body. It is used to make ranged attacks. Choose a high Agility attribute if you want to be nimble, and solve your problems with accuracy and skill.

CHARISMA

"C is for Charisma, it's why people think I'm great! I make my friends all laugh and smile, and never want to hate!"

Your natural charisma influences how effectively you can convince people of your opinions, change their minds, barter with people, and find safety among others. Choose a high Charisma attribute if you want to be persuasive and solve your problems by talking your way out them.

LUCK

"L is for Luck, and it's simple, you see! It means that good things always happen to me!"

Luck describes just how much fortune smiles down on you, turning fickle forces in your favor, and generally coming out on top when you should be at the bottom. Luck gives you points to spend to generate automatic successes when you make skill tests, and re-roll dice.

INTELLIGENCE

"I is for Intelligence, it means I'm really smart! I use my brain for lots of stuff, like science, math and art!"

Your intelligence measures your smarts, how able you are to apply your mind to an obstacle, and how much you remember and know from studying the world around you. Choose a high Intelligence attribute if you want to be cunning and clever, and solve your problems by thinking of the most effective solution.

SKILLS

You are trained in several skills, which encompass the various activities and proficiencies that you've picked up surviving in the post-apocalyptic wasteland. Each skill is ranked from 0 to 6, with each rating representing a differing degree of training. You start with a srank of at least 1 in each skill, depending on your S.P.E.C.I.A.L. attributes.

You add your S.P.E.C.I.A.L. attribute and skill together when you make a test to get your target number—the number you have to roll equal or under to generate successes.

Skills can't go below a rank of 1 and can't be increased beyond 5.

ATHLETICS

Athletics describes your ability to apply your physical strength and agility, know your limits, but also how to focus during physical exertion.

Its default S.P.E.C.I.A.L. attribute pairing is **Strength** but it can also be used with Agility or Endurance when facing physical adversity. You might use Athletics when trying to push, pull, or lift objects, jump, climb, swim, or run.

BARTER

Barter describes your skill with money—how savvy you are with your wealth, how easily you can make deals, or how easily you can negotiate someone down on price.

Its default S.P.E.C.I.A.L. attribute pairing is **Charisma** but could also be used with Perception to see how willing someone might be to change their demands, or Intelligence to know the true caps value of something. You might use Barter trying to buy or sell items, or negotiate the cost of a service.

BIG GUNS

Big Guns is the skill that describes the training to use large weapons, from Fat Mans to Gatling Lasers, and everything in between.

Its default S.P.E.C.I.A.L. pairing is **Endurance** but could also be used with Strength when you need to brace a weapon, or Agility when precision matters. You use Big Guns with weapons like miniguns, rocket launchers, Fat Mans, and Gatling lasers.

ENERGY WEAPONS

Energy Weapons is the skill to use any time you use energy-based firearms, including laser guns, plasma guns, gauss weaponry, and any other small arm that fire a bolt of energy.

Its default S.P.E.C.I.A.L. pairing is **Perception** but could be used with Intelligence if you were trying to modify and repair an energy weapon, or Agility when you are trying to disarm a trap that uses an energy weapon. You use Energy Weapons with weapons like laser pistols, plasma rifles, the gauss rifle, the microwave emitter, or a laser musket.

EXPLOSIVES

Whether you throw them, place them as a trap, or remotely detonate them, you use the Explosives skill with any kind of explosive device.

Its default S.P.E.C.I.A.L. pairing is **Perception** but you can also use Strength to throw a grenade as far as you can, or Agility to try and get close to a mine without setting it off. You use Explosives with frag grenades and mines, Molotov cocktails, Nuka-grenades, Plasma grenades, pulse grenades and mines, and dynamite.

LOCKPICK

The Lockpick skill reflects your knowledge of manipulating physical locks, opening them without a key.

Its default S.P.E.C.I.A.L. pairing is **Perception** but could be used with Agility, or Strength if you're trying to force a door open without breaking the lock. You might use Lockpick to break into a safe, or open a locked door.

MEDICINE

Medicine is the skill that covers all medical application and knowledge, from first aid to pharmacology, surgery, and healing radiation poisoning.

Its default S.P.E.C.I.A.L. pairing is **Intelligence**, but you might use Agility to perform surgery, or Charisma to council a companion. You use Medicine to stabilize your companions in combat, and help heal their injuries.

MELEE WEAPONS

The Melee Weapon skill describes how able you are to inflict damage and deflect blows with one-handed and two-handed melee weapons.

Its default S.P.E.C.I.A.L. pairing is **Strength** but you might use Agility to parry a melee attack, or Charisma to threaten someone. You use Melee Weapons to make melee attacks in combat.

PILOT

The Pilot skill covers your ability to operate vehicles, from buggies and motorcycles, to Vertibirds and tanks.

Its default S.P.E.C.I.A.L. pairing is **Perception** but you might use Strength to pull a buggy out of a skid, or Agility to land a Vertibird on a tight landing zone. You use Pilot to drive any ground vehicles, or pilot any flying vehicles.

REPAIR

Building and repairing items, from guns to buildings, simple traps to complex mechanisms, fall under the Repair skill.

Its default S.P.E.C.I.A.L. pairing is **Intelligence** but you might use Strength to get some heavy machinery operating again, or Perception to investigate a problem with an engine. You use Repair to fix and modify weapons, create items from scratch, or build defenses.

SCIENCE

The Science skill covers academic and practical knowledge, but is practically applied in the wasteland through computer coding, robotic programming, and brewing chems.

Its default S.P.E.C.I.A.L. pairing is **Intelligence** but you might use it with Perception to observe a test subject, or Charisma to convince people of something using your scientific knowledge. You use science to hack computers, brew chems, and solve problems with science!

SMALL GUNS

The Small Guns skill describes your accuracy and working knowledge of single-shot and automatic pistols, rifles, and shotguns.

Its default S.P.E.C.I.A.L. pairing is **Agility** but you might use it with Charisma to hold someone at gunpoint or Endurance to remain trained on a target. You use Small Guns to make ranged attacks in combat with pistols, rifles, and shotguns.

SNEAK

The Sneak skill covers stealthy movement and any physical actions you take when you don't want to be noticed.

Its default S.P.E.C.I.A.L. pairing is **Agility** but you might use it with Perception to find enemies hiding in ambush, or Intelligence to case a building. You might use Sneak to move silently or stay hidden.

SPEECH

The Speech skill describes the techniques you've learned to communicate with other people, convincing them with strong arguments, or lying to them and not getting caught.

Its default S.P.E.C.I.A.L. pairing is **Charisma** but you might use it with Intelligence to formulate a speech, or Perception to figure out how susceptible your mark might be to your lie. You use speech to convince people of your arguments, inspire others, or convincingly deceive them.

SURVIVAL

The Survival skill covers all manner of practical bush craft, like hunting, foraging, fishing, building makeshift shelters, and lighting fires.

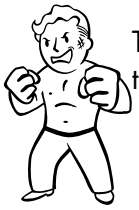
Its default S.P.E.C.I.A.L. pairing is **Endurance** but you might also use it with Perception to figure out how long you have until nightfall, or Charisma to charm animals. You might use Survival to build a base camp, or test your resilience against malnourishment or dehydration.

THROWING

The Throwing skill describes your ability to effectively make attacks with thrown weapons like javelins, knives, and improvised weapons.

Its default S.P.E.C.I.A.L. pairing is **Agility** but you might also use Strength with heavy objects or Perception to judge distance. You use Throwing to make thrown attacks with specific weapons.

UNARMED



The Unarmed skill covers your ability to fight with your fists.

Its default S.P.E.C.I.A.L. pairing is **Strength** but you might also use Agility, or Charisma when threatening or intimidating someone. You use the Unarmed skill to make unarmed attacks in combat.

DERIVED STATISTICS

As well as your S.P.E.C.I.A.L. attributes, and skills you also have a number of derived statistics. These derived statistics are passive elements of your character, telling you how much weight you can carry, how difficult you are for an opponent to hit, how quickly you act in combat, and how resistant you are to being hurt.

CARRY WEIGHT

Your carry weight measures how much gear you can carry. **You can carry a base of 150 pounds of equipment, plus your Strength attribute multiplied by 10.** You can carry more by using Perks and increasing your Strength attribute.

INITIATIVE

Your initiative describes how quickly you act in combat. It is equal to **PER x 2** (minus any effects from being over encumbered). This is a static number that determines your turn order in combat—it isn't a test, and is only modified by perks and any encumbrance effects. For example, if your Perception is 6, you will always act with an initiative value of 12. In combat, characters are ordered from highest initiative to lowest, so it depends on other characters' initiatives to whether you act sooner or later in the turn order.

HEALTH POINTS

Health points tell you how much damage you can sustain. You reduce your health points by the damage you take in combat. Once you are reduced to 0 health points, you suffer an injury and are dying. Your maximum health points are reduced by radiation damage, and cannot be healed until the radiation poisoning is removed. Your maximum health points at level one are equal to your Endurance + Luck attributes, and as you advance you gain HP equal to your Endurance.

Over Encumbered

If you carry more gear than your weight capacity allows, the difficulty of your skill tests increase, and your movement is impeded.

- If you carry any extra weight over your carry capacity, all Strength and Agility tests increase in difficulty by 1, and your initiative statistic decreases by 1. If you carry 50 lbs. more than your carry weight, those tests increase in difficulty by another +1, and your initiative decreases by another 1. Each additional 50 lbs. you carry applies the same penalty.
- If you are carrying double your carry capacity in pounds (lbs.), you can't move and any Strength or Agility tests are impossible, and you are last in any initiative order.

DEFENSE

Your defense statistic describes the base difficulty of an opponent's attack to hit you. It's based on your Agility attribute:

- **1–8 Agility =** attacks targeting you are difficulty 1
- **9+ Agility =** attacks targeting you are difficulty 2

Physical Damage Resistance

Physical resistance is how much physical damage each hit location can shrug off from an attack. Clothing and armor normally provide some damage resistance, depending on how it's made, but mutations can also provide some natural resistance to incoming attacks. You subtract your damage resistance from the attack's physical damage before reducing your HP.

Energy Damage Resistance

Energy resistance is how much energy damage each hit location shrug off from an attack. Some types of clothing and armor can provide some energy resistance, depending on its materials. You subtract your energy resistance from the attack's energy damage before reducing your HP.

Poison Damage Resistance

Poison resistance is how much poison damage your whole body ignores from an attack. Perks and mutations can provide you with some poison resistance. You subtract your poison resistance from a poison's damage before reducing your HP.

Radiation Resistance

Radiation resistance is how much RAD damage each hit location can absorb from an attack. Perks and mutations can provide you with some RAD resistance, and creatures like super mutants or ghouls can be immune. You subtract your radiation resistance from any RAD damage you suffer before reducing your maximum health point value.

MELEE DAMAGE

Your melee damage statistic lists any bonus damage you do in close combat, due to your Strength attribute, including unarmed attacks.

- **Strength 7–8 =** +1
- **Strength 9–10 =** +2
- **Strength 11+ =** +3

PERKS

Perks are special bonuses that you can obtain to boost your character's S.P.E.C.I.A.L or their skills, give them a unique edge, or even a brand new ability. Perks are often tied to S.P.E.C.I.A.L. attributes or skills, enhancing them, or providing you with a totally new ability in a specific circumstance.

Some perks can be chosen more than once—the number of ranks each perk has determines how many times you can take it. Each rank increases the effect of the perk, whether that's providing the same bonus again, or increasing the effect of the ability the perk gives you. **You start with 1 perk**, and can pick a new perk for your character every 3 levels (starting at level 3). Perks are listed on p.33.

ADVANCEMENT

As you scavenge and survive in the Wasteland your character gains **experience points (XP)**, which then increases their level at the thresholds in the *Level and Experience* table. Your character starts at level 1 by default, unless your group agrees to begin at a higher level. Each level grants the character a skill increase and, depending on the level, a possible perk choice.

Skill Rank

Each time you gain a level, you gain 1 skill rank to add to any one skill. You cannot increase a skill rank beyond 5.

Health Points

When your new level gives you an increase to your maximum health points, you increase it by your Endurance rating.

Perks

Each perk has some requirements that your character must meet in order for you to obtain the perk, such as level, a S.P.E.C.I.A.L. attributes or skill rank, or other element of your character.

EXPERIENCE POINTS

Experience points (XP) are awarded for completing milestones in play, or defeated enemies. Your GM may give you experience for your group completing a goal, accomplishing a difficult task, reaching a destination, or another story beat that makes sense.

XP is also awarded for defeating creatures and NPCs in combat. Each creature or NPC has the XP your GM should award each of you if you defeat them, or overcome any challenge they present, listed on their profile—but awarding the XP is entirely at the discretion of your GM.

MILESTONE PROGRESSION

Your GM may decide to award you an increase in level instead of XP, known as **milestone progression**. During milestone progression, you don't gain XP—your GM will tell you when you gain a level, depending your acomplishments. While this method is less transparent, it is easier to manage and led by the story rather than the gameplay.

Level	XP	Advancement
1	0	
2	100	+1 skill rank, +HP
3	300	+1 skill rank, perk
4	600	+1 skill rank
5	1,000	+1 skill rank, +HP
6	1,500	+1 skill rank, perk
8	2,100	+1 skill rank
8	2,800	+1 skill rank, +HP
9	3,600	+1 skill rank, perk
10	4,500	+1 skill rank
11	5,500	+1 skill rank, +HP
12	6,600	+1 skill rank, perk
13	7,800	+1 skill rank
14	9,100	+1 skill rank, +HP
15	10,500	+1 skill rank, perk
16	12,000	+1 skill rank
17	13,600	+1 skill rank, +HP
18	15,300	+1 skill rank, perk
19	17,100	+1 skill rank
20	19,000	+1 skill rank, +HP
21	21,000	+1 skill rank, perk

CREATING A CHARACTER

When you create your character, you'll be asked to make a number of choices on their **origin**, **S.P.E.C.I.A.L. attributes, skills**, **perks**, and then determine their **derived statistics**.

1. **Choose Origin:** Decide the origin of your character. This determines their trait, as well as any mutations they have, or if they're a robot.

2. **Assign S.P.E.C.I.A.L. Attributes:** Each attribute starts with a rank of 4. Spend 12 points across your 7 attributes to increase them to a maximum of 10 each (or 6 for Luck).

3. **Tag Skills:** Choose 3 tag skills, increasing them by 3, 2, and 1 respectively. Then allocate your 15 skill points to increase your skill rank.

4. **Choose First Perk:** Choose your first perk from the perks list.

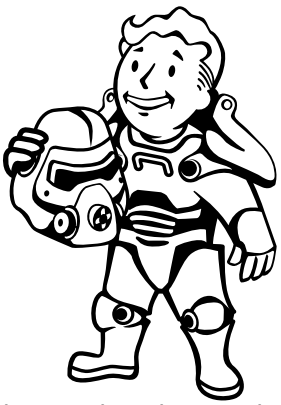
5. **Calculate Derived Statistics:** Determine your derived statistics, like carry weight, and defense.

6. **Purchase Equipment:** Select buy starting equipment with your starting caps.

STEP 1: ORIGIN

Choose an origin from the following options. Your origin describes your character's background—their birth, upbringing, community, and way of life. Each origin defines limits on your character's S.P.E.C.I.A.L. attributes and skills, and gives them a unique bonus to surviving in the wasteland.

Brotherhood Initiate



Born from the terrible revelations of the Mariposa Rebellion, Roger Maxson formed the Brotherhood of Steel so that his people—and eventually the rest of the survivors in this new word—would have something to believe in. With its own mythology, creed, and hierarchy, the Brotherhood of Steel's primary goal is the recovery and preservation of the technology of the pre-war world. With the Great War disrupting humanity's access to technology, the Brotherhood's knights and scribes do all they can to secure the technology of the past, for the needs of the future of generations.

You may be a descendant of a knight or paladin, born into the Brotherhood and a firm believer of their doctrine, or you may be a new recruit, pledging yourself to their cause and looking to rise through their ranks.

Although the Brotherhood share a common goal, their chapters across the wasteland can have different beliefs and protocols, and they aren't as unified as they seem from the outside. While the West Coast Brotherhood of Steel warred with the New Californian Republic over reclamation of technology and the NCR's expansion efforts, the East Coast Brotherhood chapter was effectively isolated when it prioritized charity over the exchange of technology and preservation of pre-war equipment. Elder Lyons' mission became humanitarian, and while that earned them isolation at first, Arthur Maxson led their expansion of influence from Washington D.C. to the entire Eastern Seaboard, refocusing their efforts on technological recovery and development.

Trait: The Chain that Binds
Increase your Energy Weapons skill by 1 rank and increase either Science or Repair by 1 rank. In addition, you are issued with a set of Brotherhood fatigues, a laser rifle and 20 fusion cells, and a set of dog tags. This laser rifle is uniquely coded, and traceable to you, and you are not allowed to lend it out or trade it with anyone. You do not start with any caps.

As a member of Brotherhood of Steel, you are bound by the chain of command—The Chain that Binds. You must carry out the orders of an immediate superior, and are responsible for your subordinate siblings. If you do not carry out your duty, you are expelled from the Brotherhood and your technology will be reclaimed, one way or another.

Ghoul

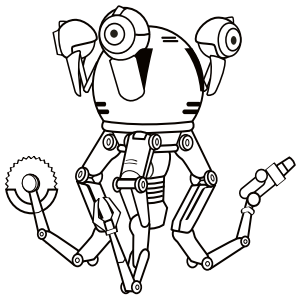
Prolonged exposure to the effects of background gamma radiation—part of the fallout of the Great War—can spontaneously mutate humans. You are one of those mutants. Either slowly, or strangely spontaneously, your body changed into that of a rotting, living corpse. You no longer age the same way, and appear unaffected by radiation. Your skin peels from your flesh but seems to be sustained by your mutated metabolism.

You are a "ghoul"—a necrotic post-human—one of many rag-tag survivors who weren't lucky enough to get into a Vault-Tec facility. You may have been born after the war, and over time developed the necrotic mutation. You may have come from Vault 12 in Bakersfield, California, whose vault door did not close, exposing the population to the radiation from outside. You may have taken refuge in a ghoul settlement, like Underworld in the Capital Wasteland, and have ventured out recently to explore, scavenge, and survive.

Civilized ghouls, such as yourself, also fear a possible degeneration into a frenzied, feral nature. Feral ghouls are necrotic mutants like yourself who have lost higher brain functions, and reverted to a primal, violent state. They attack non-ghouls indiscriminately, to defend their territory or feed. Whether this loss of reason is due to acute levels of radiation or the inevitable outcome of the mutation, you're not sure, and that makes it all the more terrifying.

Trait: Necrotic Post-human
You are immune to radiation damage. In addition, whenever you rest around a radiation source above the normal background levels, you may re-roll 1d20 during your skill test to recover from injuries. (See *Recovering from Injuries,* p.14). You also age at a staggeringly decreased rate, meaning you are much older than many of your unmutated companions—often a survivor of the Great War in 2077. You may face discrimination from "smoothskins" (humans who do not suffer from ghoulification) making Charisma tests more difficult depending on your opponent's beliefs. You also own a trinket from the old world or your old life before ghoulificaton.

Mister Handy



The General Atomics International robot "Mister Handy" exploded onto the robotic market as a reliable construction robot, known for its durability and low-maintenance, but its real breakthrough came in a collaboration with RobCo to produce a domestic model.

You are one of these domestic automatons, produced some time between 2037 and 2077, able to provide a every household in America with butler-like servitude. Equipped with state of the art programming, you have initiative and can adapt your own coding to learn more from your environment. This intellectual aptitude is what has enabled your survival beyond the Great War—where other robots may have broken down, you

have managed to shake loose from the shackles of your programming and find a life for yourself. Many models exist, and you could come from any of the Mister Handy, Mister Gutsy, Miss Nanny, or Mister Orderly series. You are powered by a nuclear core, can replace your own fuel, and repair other Mister Handy units. Your model has three mechanical arms and three mechanical eyes on stalks, and your jet propulsion keeps you hovering above the ground, providing you have all the fuel you need. With this rugged design, you have survived so far.

Trait: Robot
You have 360° vision, and improved sensory systems that can detect smells, chemicals, and radiation. You are also are immune to raditation and poison damage, and you cannot use chems. You move through jet propulsion, hovering above the ground, unaffected by difficult terrain. Your carry weight is 150lbs, and cannot be increased by perks but may be increased by armor. You cannot recover from your own injuries or heal HP without using a robot repair kit, instead someone else must attempt a **INT + Repair** test with a difficulty of 2 in order to repair you (see *Repairing Robots,* p.13).

You are built with factory plating for your Mr. Handy type (see p.59 and 60) and must modify this with armor to improve any damage resistances. In your inventory you have 1 robot repair kit and 100 caps.

You cannot manipulate the physical world like humans do, instead you have any three of the arm attachments in the *Arm Attachments* table. If you select an arm which features a weapon, you recieve 20 rounds of ammo for that weapon. When ammo runs out you must purchase ammo, can be found in *Chapter Four: Equipment.*

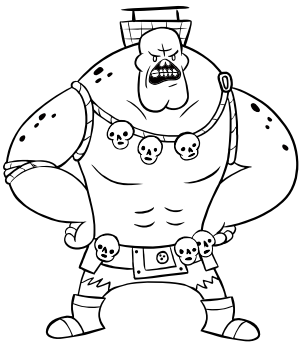
Hit Locations
As a Mr. Handy some hit locations are different to humanoids. Your eyes are treated as 'head', your body is 'torso', your thruster is 'left leg', and your pincers are treated as 'right leg', 'right arm' and 'left arm' and should be assigned at creation.

Arm Attachments Table

Arm	Abilities
Pincer	You can pick up objects that weigh no more than 40 lbs., and manipulate objects in your environment. You may also make unarmed attacks with the pincer.
Buzz Saw	You can cut objects and make melee attacks with a circular saw. The buzz-saw inflicts 3 Piercing physical damage.
Flamer	You can set objects alight, cook food, or make ranged attacks with a short-range flamethrower. The flamer inflicts 5 Persistent energy damage.
Laser Emitter	You can cut objects or make ranged attacks using a laser. The laser emitter inflicts 4 piercing energy damage.
!0mm auto pistol	You can make ranged attacks using a 10mm auto pistol. The 10mm auto pistol inflicts 5 Area physical damage.

No Pincer?
You can choose not to have a pincer attachment as a Mister Handy, but in doing so, you will be unable to make unarmed attacks, manipulte objects, and you cannot make tests that use the Lockpicking, Repair or Throwing skills.

Super Mutant



You are a brutal, mutated human, forced to evolve from thoughtless experiments by the twisted science of the pre- and post-war world. Infected with the Forced Evolutionary Virus (F.E.V), your body has mutated into a tall, muscular killing machine, filled with a rage.

You could have originated from the Master's army at the Mariposa military base, California, created as he experimented on unwilling human victims, splitting into one of the factions upon his death to attack or rebuild the wasteland with its survivors. Your origins could be rooted in the Evolutionary Experimentation Program of Vault 87, whose super mutant groups terrorize the Capital Wasteland. You could have been abducted from the Commonwealth and exposed to the F.E.V. by the Institute, and disposed of back into the wasteland to fend for yourself in small bands of raiders. Or finally, you could have been a resident of Huntersville, Appalachia, whose water supply was contaminated with the virus and the mutations went unchecked.

Although these super mutants share the same qualities, the groups formed from the three strains haven't mixed, and there is little evidence they have met one another. While some groups have migrated or moved in their lifetime, none have travelled far enough to encounter one another, so where your quests take place will likely dictate your origin.

Trait: Forced Evolution
Your maximum Strength and Endurance are increased to 12, but your maximum Intelligence and Charisma are both reduced to 8. You are also immune to radiation damage and poison damage. You standover 7ft. tall and muscular. Your skin has changed color to green, yellow, or gray. Even though your cells regenerate at a rate that makes you virtually immortal, you are sterile, unable to procreate. You start with 100 caps and also have a trinket in your posession from your pre-supermutant life. You can use the *Trinkets Table* on p.30 for inspiration.

Survivor

You are the living legacy of the people that prepared for Armageddon on their own. You are only alive in the post-nuclear apocalyptic landscape because your forebears dug in, survived, and found community enough to continue humanity's existence.

You could be from any number of settlements, isolated shelters, or travelling groups that sparsely populate the wasteland from West Coast to East Coast. You could be from the New Californian Republic, carrying on the legacy of Vault 15 and Shady Sands. You could fight to protect others, calling a group of survivors like the Minutemen or the Regulators your home. You could also be a merciless raider, or be born into one of these groups but escaped in order to rehabilitate and reform.

Wherever you are from, or wherever you travel, making connections and laying down roots can be hard. Survivors are naturally wary of others, and are always on the lookout for the next conman, raiding party, or thief that will take their hard-earned resources. Travelling vast distances is difficult too, and many travelling survivors—particularly trading caravans—move between large settlements within their area of the wasteland, rather than travelling from coast to coast.

Traits
You can choose any two of the following traits, listed in the *True Survivor Traits* table. Each trait has a benefit and a penalty. Additionally, you have 120 caps to purchase equipment with at the end of character creation.

True Survivor Traits

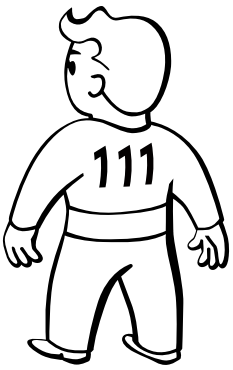
Trait	Benefit	Penalty
Chem Resistant	Reduce the difficulty of addiction tests by 1, to a minimum of 0.	Chems last half as long, at the discretion of the GM.
Fast Metabolism	When you take a stimpak to heal health points, you heal 5 health points instead of 3, and when you spend AP to heal additional health points, you heal an additional 3 health points per AP spent (instead of 2).	You reduce your radiation damage resistance and poison damage resistance by 1, to a minimum of 0.
Fast Shot	If you take a second major action in combat, and use it to make a ranged attack, you reduce the cost by 1 AP.	You cannot take the Aim minor action.
Gifted	You can increase any 2 S.P.E.C.I.A.L. attributes by 2 during character creation.	You do not gain a skill point at levels 3, 6, 9, 12, 15, 18, or 21.
Heavy Handed	You gain +1 to your melee damage derived statistic.	Your melee and unarmed attacks only inflict an injury on 6 or more damage, after resistance.
Skilled	You gain +1 to every skill rank.	Your melee and unarmed attacks only inflict an injury on 6 or more damage, after resistance.
Small Frame	The difficulty of Agility tests that rely on balance and contortion are decreased by 1.	You carry weight is calculated as 150 + (STR x 5).

Trinkets Table

If your character begins with a trinket you can roll on this table for inspiration or create one yourself. At the gamemasters discreation, all characters may gain a trinket item if they wish.

d20 Roll	Trinket	d20 Roll	Trinket
1	A gold pocket watch	11	Loaded casino dice
2	A garbled holodisk	12	Id card
3	A brightly coloured bandana	13	Cosmetics case
4	A silver locket	14	Musical Instrument
5	Medal	15	Broken eyeglasses
6	Potted plant	16	Necklace made of junk
7	Tickets to a pre-war event	17	Pages of an unfinished story
8	Wedding ring	18	Overdue library book
9	Pre-war party invitation	19	A postcard with an address
10	An engraved flip lighter	20	A pre-war necktie

Vault Dweller



When the bombs were falling, you or your predecessors were lucky enough to be safely secured in one of the one hundred and twenty-two Vault-Tec facilities, deep underground protected by thick blast doors and layers of rock and concrete. Your family either had enough money to buy their space or were randomly selected to enter the vault to be saved from the nuclear devastation above—perhaps only to be condemned to immoral experiments run by Vault-Tec on unwitting participants for the machinations of the Enclave.

You are a pure-bred human, free from mutation and disease. The Vault-Tec program has afforded you a safe home for some time, but not without some cost. The vault you came from used you as a human test subject, manipulating your understanding of the world and your behavior in order to study you. That's left you with a profound psychological change, compared to the survivors on the surface you now know, and affects how you make your way through the wasteland.

Whether through design or poor planning, many of the vaults were not well stocked or prepared for the long wait until nuclear fallout had reached safe levels outside, and many fell into disrepair or out of supplies. Due to these shortcomings, many vault dwellers sought help from the surface, and many vaults opened in order to allow supplies to reach them. By opening their vault doors, the isolated societies inside opened themselves up to mixing with the survivors above, and established a permanent connection with the surface—the most notable example being the residents of Vault 15, who split up and went on to establish the settlement Shady Sands, as well as the raiding gang of the Jackals, Vipers, and Khans when their vault opened.

Trait: Vault Kid

Your Endurance tests to resist the effects of sickness or disease are permanently decreased by 1. In addition, you start play with a vault jumpsuit, a vault canteen, and a Pip-Boy which, amongst other things, allows you to use V.A.T.S. to target a specific hit location without suffering an increase in difficulty. For a full description of the vault jumpsuit and Pip-Boy, see *Equipment* p.41. You also begin with 80 caps.

With the gamemsters approval, you may also work with them to establish an experiment that took place in your vault. Once per milestone of play, your GM can introduce a complication, for free, due to the nature of experiment that you unwittingly took part in. For more information on complications, see p.5.

Ghoul Survivors and Vault Dwellers

With your gamemasters permission you can choose to have your vault dweller or survivor be a ghoul.

Survior and Vault Dweller origin characters gain the Necrotic Post-Human trait from the Ghoul origin, but loose the following benifits from their orign trait:

- Survivor characters only gain one trait from the True Survivors table instead of two and begin with 100 caps instead of 120.
- Vault Dweller characters do not gain the difficulty decrease to Endurance tests to resist disease or sickness and begin with 80 caps instead of 100.

STEP 2: S.P.E.C.I.A.L. ATTRIBUTES

At the beginning of character creation, every S.P.E.C.I.A.L. attribute starts at 4. You have 12 points to spend to increase your attributes, increasing each by 1 for each point you spend.

- No S.P.E.C.I.A.L. attribute may be increased above 10, unless your Origin allows you to.
- Your Luck attribute cannot be increased above 6.
- You can decrease your Luck to a minimum of 2, to gain up to 2 points to spend on any other attributes.

Your S.P.E.C.I.A.L. attributes provide part of your target number for skill tests, with your skill rank added to it.

S.P.E.C.I.A.L. ATTRIBUTE ARRAYS

Some players favor balance over specializing too much, while others prefer to focus their characters in a singular purpose, maximizing their attributes and skills in one task at the expense of versatility. You can use the pre-created arrays below to assign values to your S.P.E.C.I.A.L. attributes, in any order. These vaules already include the starting 4 points. Remember you cannot assign Luck above 6.

- **Balanced:** *7, 7,* 6, 6, *5, 5,* 4
- **Focused:** 9, 8, 6, *5, 5,* 4, 3
- **Specialized:** 10, 9, *7,* 4, 4, 4, 2

STEP 3: TAG SKILLS

You can choose 3 tag skills, increasing them by the amount listed below.

- **First Tag Skill:** Increase the skill by 1.
- **Second Tag Skill:** Increase the skill by 2.
- **Third Tag Skill:** Increase the skill by 3.

A skill's default attribute pairing is listed in the *Default Attribute* table for reference. These are the attribute paird most often with a skill for tests.

Default Attributes

Skill	Default Attribute
Athletics	Strength
Barter	Charisma
Big Guns	Endurance
Energy Weapons	Perception
Explosives	Perception
Lockpick	Perception
Medicine	Intelligence
Melee Weapons	Strength
Pilot	Perception
Repair	Intelligence
Science	Intelligence
Small Guns	Agility
Sneak	Agility
Speech	Charisma
Survival	Endurance
Throwing	Strength
Unarmed	Strength

Increase Skill Ranks

Once you have selected your tag skills, you now have 15 points to spend freely to increase the skill rank of any of your skills, including the ones you have tagged if you wish. **You cannot increase any skill above 6.**

STEP 4: CHOOSE FIRST PERK

A character is more than the sum of their parts, and a character's S.P.E.C.I.A.L. attributes and skills alone do not give a full picture of what they are truly capable of. Player characters have an edge, called perks. Perks are specific advantages of your personal approach to challenges. They take the form of a mechanical bonus—re-rolls, bonus Action Points, or skill substitutions—that apply within a specific circumstance.

Many perks have one or more specific requirements. These conditions must be fulfilled before you can select the perk for your character, such as having a S.P.E.C.I.A.L. attribute at a minimum rating.

Each perk has a condition and a benefit. The condition is the circumstances under which the perk can be used, and the benefit is what the character gains from meeting that condition. You can choose a single perk from the perks list, that you meet the requirements for.

PERKS

Action Boy/Girl

Ranks: 2

At rank 1, you can take one additional minor action in combat, for a total of 3 minor actions per turn. At rank 2 you can also take an additional major action per turn, for a total of 3 major actions per turn. The Action Point costs of these actions is still the same, 1 AP for a minor action, and 2 AP for a major action.

Adamantium Skeleton

Ranks: 1

Your arms and legs cannot be crippled by critical hits—they can only ever be wounded.

Adrenalin Rush

Ranks: 1

Requirements: Strength below 8

Your Strength attribute counts as having a value of 10 for the purposes of tests while your health points are below half their maximum value.

Animal Friend

Ranks: 2

Requirements: CHA 6

At rank 1, hostile creatures are much less likely to target you when they make an attack in combat. At rank 2, you can make a **CHA + Survival** test, with a difficulty of 2, to charm them to come to your aid in combat.

Armorer

Ranks: 4

Requirements: INT 5, STR 6

You can modify armor with rank 1 armor mods. At rank 2 you gain access to rank 2 mods, and at rank 3 you gain access to rank 3 mods, at rank 4 you gain access to rank 4 mods.

Awareness

Ranks: 1

You can make a **PER + Survival** test with a difficulty of 2 to examining a target within close range, revealing their weaknesses so that you can attack more efficiently. If you succeed, your attack gains the Piercing or Vicious quality (your choice).

Basher

Ranks: 1

Your attacks using the butt of a rifle gain the Vicious damage effect.

Better Criticals

Ranks: 1

Requirements: LUC 6

When you cause a wound to a body part, you may spend a point of Luck to automatically cripple that body part.

Big Leagues

Ranks: 1

Requirements: STR 6

Your attacks using two-handed melee weapons gain the Vicious damage effect.

Bloody Mess

Ranks: 1

When you deal a critical hit, roll 1. If you roll an Effect, you inflict one additional injury to a connected body part, chosen by the gamemaster or randomized at their discretion.

Cautious Nature
Ranks: 1
Requirements: Perception 6
Whenever you spend Action Points to buy d20s during a test, you may re-roll one of the d20s in your dice pool during the test.

Center of Mass
Requirements: Small Guns 3
When you target the torso hit location, you ignore the difficulty increase, and in addition you may re-roll 1d20 when attempting the test to make your ranged attack.

Chem Resistant
Ranks: 1
Requirements: END 6, Medicine 3
Reduce the difficulty of addiction tests by 1, to a minimum of 0. At rank 2, you have complete immunity to chem addiction.

Chemist
Ranks: 1
Requirements: Medicine 3
Chems you brew last twice as long.

Comprehension
Ranks: 1
You gain one additional skill point for reading books and magazines.

Commando
Ranks: 1
Requirements: AGI 6
Your attacks using automatic rifles gain the Piercing damage effect.

Concentrated Fire
Ranks: 1
Requirements: Energy Weapons 3 or Small Guns 3
When you make a second ranged attack against the same target in the same turn, you decrease the difficulty of the attack by 1.

Demolition Expert
Ranks: 1
Requirements: Explosives 4
Your attacks using explosives gain the Vicious damage effect.

Dodger
Ranks: 1
Requirement: PER 8
Increase your Defense statistic by +1.

Dogmeat
Ranks: 1
Requirements: CHA 5
You aren't alone in the wilderness. You have a pet dog that serves as a friend and ally in dangerous times. The dog has the profile shown below and is treated as an allied NPC creature under your command (see p.66). If you need to forage for food and water, your dog looks after themselves.

DOG
Rank 5
Creature, Normal

Melee	3		**HP**	14
Guns	0		**Def.**	2
PER	2		**Init. Base**	5

Physical DR	1	Head, Body, Legs
Energy DR	0	
Radiation DR	0	

Attacks

- **BITE: Melee** (10), 3 physical damage

Special Abilities

- **Fetch:** When you are searching for items, your dog may assist you with its Perception, rolling 1d20 with a target number of 9.

Earlier Initiative
Ranks: 3
Increase your Initiative value by +1.

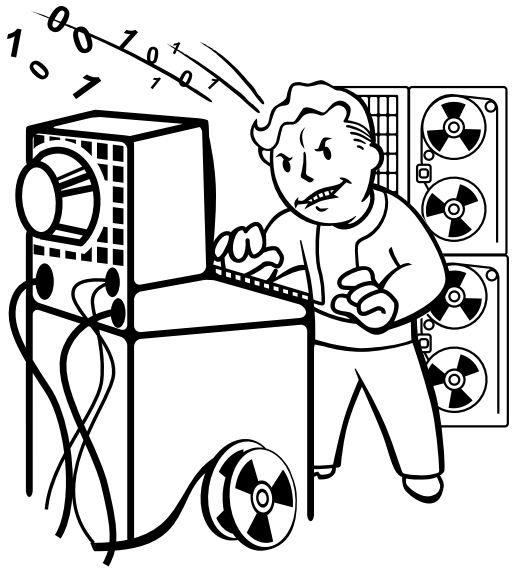
Educated
Ranks: 3
+3 skill points to spend immediately.

Entomologist
Ranks: 1
Requirements: INT 6
Your attacks against mutated insects gain the Vicious damage effect.

Faster Healing
Ranks: 1
Requirements: END 6 and not a robot
When you make an **END + Survival** test to recover from injuries, you can may roll an additional 1d20 without spending Action Points.

Fast Metabolism
Ranks: 1
When you use a stimpak to heal health points, you heal 5 health points instead of 3, and when you spend AP to heal additional health points, you heal an additional 3 health points per AP spent (instead of 2).

Finesse
Ranks: 1
Requirements: AGI 8
The first time you use Luck to re-roll your weapon's pool in a combat encounter, the cost is 0.



Fortune Finder
Ranks: 3
Requirements: LUC 5
At rank 1, you find +3 extra caps, whenever you find money. At rank 2, you find +6 extra caps, whenever you find money. At rank 3, you find +10 extra caps, whenever you find money.

Ghost
Ranks: 1
Difficulty to Sneak tests in shadows and darkness is decreased by 1.

Gunslinger
Ranks: 1
You may re-roll the hit location die when making a Small Guns attack with pistols.

Gun Nut
Ranks: 3
Requirements: INT 5, Small Guns 2 or Big Guns 2
Take full advantage of advanced technology. You can modify small guns and big guns with rank 1 mods. At rank 2 you gain access to rank 2 mods, and at rank 3 you gain access to rank 3 mods.

Hacker
Ranks: 1
Requirements: INT 7, Science 4
The difficulty of tests you attempt to hack computers is permanently decreased by 1.

Healer
Ranks: 1
Requirements: Medicine 3
You can re-roll 1d20 in your dice pool when using the Medicine skill.

Heave Ho!
Ranks: 1
The range of thrown weapons you throw are increased by 1 range category.

Here and Now
Ranks: 1
Requirements: Minimum level 2
You immediately gain an extra level.

Hunter
Ranks: 1
Your attacks against mutated animals gain the Vicious damage effect.

Infiltrator
Ranks: 1
Requirements: Perception 8
You can re-roll 1d20 when you attempt Lockpick tests to unlock a door or container.

Intense Training
Ranks: 10
Gain +1 point to any S.P.E.C.I.A.L attribute. As usual, your S.P.E.C.I.A.L attributes cannot be increased beyond 10 using this method.

Iron Fist
Ranks: 2
Requirements: STR 7
Your unarmed attacks gain the Vicious damage effect. At rank 2, your unarmed attacks deal +1 physical damage.

Junktown Jerky Vendor
Ranks: 1
Requirements: CHA 8
Gain +2 skill ranks to Barter and Speech

Jury Rigging
Ranks: 1
You can repair an item without having to expend any components, but the next complication you generate while using the item breaks it again. The complication range of all tests to use a jury-rigged item is increased by 1.

Laser Commander
Ranks: 1
Your attacks using the Energy Weapons skill gain the Vicious damage effect.

Lead Belly
Ranks: 3
Requirements: END 5
At rank 1, you have 1 Radiation resistance from radiation damage casued by ingesting irradiated food and drink. At rank 2, that resistance increases by 1. At rank 3 you are immune from radiation damage caused by irradiated food and drink.

Life Giver
Ranks: 3
Gain +3 HP

Light Step
Ranks: 1
You can ignore the first complication you generate that would set off a trap. In addition, if your actions set off a pressure-triggered trap, you may make an **AGI + Athletics** test, with a difficulty determined by the GM, to avoid the damage.

Master Thief
Ranks: 1
Requirements: AGI 8
The difficulty of Lockpick and pickpocketing tests using Stealth is permanently decreased by 1.

Master Trader
Ranks: 1
Requirements: Barter 5
The difficulty of Barter tests is permanently decreased by 1.

Medic
Ranks: 3
Requirements: Medicine 3
Stimpaks and robot repair kits restore +1 more health points, per rank.

Meltdown
Ranks: 1
Requirements: Energy Weapons 5
Your attacks using the Energy Weapons skill gain the Area damage effect.

Mister Sandman
Ranks: 1
Requirements: Sneak 4
When you make an attack with a Suppressed weapon, the difficulty to detect your attack is increased by 4.

Mr. Fixit
Ranks: 1
Gain +1 skill point to Repair and Science.

Mysterious Stranger
Ranks: 1
Requirements: LUC 6
If you spend 1 Luck point, the Mysterious Stranger makes a ranged attack against your target, out of sight. You cannot spend Action Points to improve the chances of their attack, but range does not modify the difficulty of their attack. If they hit, they deal 4 Piercing physical damage.

Negotiator
Ranks: 1
Gain +1 skill point to Barter and Speech.

MYSTERIOUS STRANGER-
Human ?, Rank ?

S	?
P	?
E	?
C	?
I	?
A	10
L	?

HP	?
INIT. BASE	?
DEF.	?
MELEE BONUS	?
Carry Weight	?

Physical DR	?	?
Energy DR	?	?
Radiation DR	?	?

Skills

Small Guns	6

Attacks

- **.44:** Guns (16), Close, 5 physical damage, Vicious, Close Quarters

Special Abilities

- **Mysterious Stranger:** After the Mysterious Stranger makes his attack, he dissapears from the battlefield without a trace.

Inventory
?

Nerd Rage!
Ranks: 1
Requirements: INT 8, Science 4
You gain +2 physical damage resistance, and +2 energy damage resistance while you have less than ¼ of your maximum hit points, in combat.

Night Person
Ranks: 1
Requirements: PER 6
Reduce the difficulty to perceive people and objects in darkness by 1.

Nuclear Physicist
Ranks: 1
Requirements: INT 9
Your radiation damage attacks inflict +1 radiation damage for each effect rolled.

Pathfinder
Ranks: 1
Requirements: Survival 2
Reduce your travel time after a successful Survival test, without spending Action Points.

Paralyzing Palm
Ranks: 1
Requirements: Unarmed 3
When you score a critical hit on an opponent using an unarmed attack, instead of causing an injury you can temporarily paralyze them—they cannot take any minor or major actions in their next turn without spending Action Points.

Pain Train
Ranks: 2,
Requirements: Wearing power armor
You can take a new major action, to sprint within Reach of a target while in power armor to knock them prone. Make a **STR + Athletics** test with a difficulty of 2—if successful, you move up to medium range into reach with one other person or creature and knock them prone. If you fail, you move to the target, but do not knock them prone. At rank 2, you also inflict your unarmed damage to the target.

Penetrator
Ranks: 1
Requirements: Perception 9
When you make a ranged attack and target a specific hit location, your attack gains the Piercing damage effect.

Pickpocket
Ranks: 2
Requirements: AGI 8, Sneak 4
At rank 1, you can ignore the first complication when you make an **AGI + Sneak** test to steal an object on someone else's person. At rank 2, you can re-roll 1d20 in your test dice pool.

Piercing Strike
Ranks: 1
Requirements: Melee Weapons 4
Your attacks using bladed melee weapons gain the Piercing damage effect.

Pyromaniac
Ranks: 3
Requirements: Explosives 2
+2 damage with fire-based weapons.

Quick Draw
Ranks: 1
Requirements: AGI 6
You may draw weapons and items carried on your person without having to take a minor action.

Rad Resistance
Ranks: 3
Requirements: END 6
At rank 1, you have +1 radiation damage resistance to all hit locations. At rank 2, you have +2 radiation damage resistance, and a rank 3 you have +3 radiation damage resistance.

Refractor
Ranks: 2
Requirements: PER 6, Luck 4
At rank 1 you have +1 energy damage resistance to all hit locations. At rank 2, you have +2 energy damage resistance to all hit locations.

Rifleman
Ranks: 1
Requirements: AGI 6
Your attacks using non-automatic rifles gain the Piercing damage effect.

Robotics Expert
Ranks: 3
Requirements: Repair 2, Science 2
At rank 1, the difficulty of skill tests you attempt to construct and modify robots, as well as repair them normally, is permanently reduced by 1. In addition, you can reprogram robots to fulfil a different function or alter their behavior at the discretion of the GM. You also gain access to rank 1 robot armor mods. At rank 2 you gain access to rank 2 robot armor mods, and at rank 3 you gain access to rank 3 robot armor perks.

Science!
Ranks: 3
Requirements: Energy Weapons 2
You can modify energy weapons with rank 1 energy weapon mods. At rank 2 you gain access to rank 2 mods, and at rank 3 you gain access to rank 3 mods.

Scrapper
Ranks: 2
Requirements: Repair 2
You can salvage uncommon components like screws, aluminum, and copper when scrapping weapons and armor.

Scoundrel
Ranks: 1
Requirements: CHA 8
The difficulty of Speech tests are permanently decreased by 1.

Shadow
Ranks: 1
Requirements: Melee weapons 4, Sneak 4
When your opponent is unaware of your melee attack and you are using a bladed weapon, you may re-roll blank results in your Combat Dice pool. You must take the second result.

Shotgun Surgeon
Ranks: 1
Requirements: Small Guns 3
Your attacks using shotguns gain the Piercing damage effect.

Size Matters
Ranks: 3
Requirements: END 6
You gain +1 skill rank to Big Guns.

Slayer
Ranks: 1
Requirements: Unarmed 4
Your Unarmed attacks gain the Debilitating quality.

Smooth Talker
Ranks: 3
Requirements: INT 4
You ignore the increase of complication range for Barter and Speech tests by 1 per rank.

Snake Eater
Ranks: 1
Requirements: END 6
Gain +2 poison damage resistance.

Sniper
Ranks: 1
Requirements: PER 6, Agility 6
When you make a ranged attack using a rifle with a scope, you can specify a hit location to target and ignore the increase in difficulty to the test.

Solar Powered
Ranks: 1
While you in direct sunlight, at the beginning of each scene you heal 1 health points.

Steady Aim
Ranks: 1
Requirements: AGI 6, Perception 7
When you take the aim action, you can re-roll your whole d20 dice pool, not just 1d20.

Strong Back
Ranks: 1
Carry an additional 50 lb. of equipment.

Tag!
Ranks: 1
Gain +2 skill ranks to any one skill.

Thief
Ranks: 1
Requirements: AGI 6, Perception 5
+1 skill point to Lockpick and Sneak

Toughness
Ranks: 2
Requirements: END 6, Luck 4
At rank 1 you have +1 physical damage resistance to all hit locations. At rank 2, you have +2 physical damage resistance to all hit locations.

STEP 5: DERIVED STATISTICS

Once the first three steps are complete, you can calculate your derived statistics. These are passive results that are used when you are the target of an attack, the subject of a skill test, and determine how much you can carry.

Carry Weight

Your carry weight measures how much gear you can carry. To calculate your carry weight, multiply your Strength attribute by 10, and add that to a base of 150 lbs., and then add any bonuses from perks. The result is the amount of stuff you can carry without any problems, in pounds. Mr. Handy robots do not calculate their carry weight this way, they start with the full maximum 150lbs.

Robots have a different carry weight to other characters, and a Mister Handy's carry weight is 40 lbs.

Defense

Your defense statistic describes the base difficulty of an opponent's attack to hit you. It's based on your Agility attribute:

- If your Agility is 7 or less, attacks targeting you are Difficulty 1
- If your Agility is 8–10, attacks targeting you are Difficulty 2

Initiative

Your initiative describes how quickly you act in combat. It is your Perception attribute x2.

Health Points

Health points tell you how much damage you can sustain. Your maximum health point total at first level is equal to your Endurance + Luck.

Physical Damage Resistance

Physical damage resistance is how much physical damage you shrug off from an attack. Your starting physical damage resistance is 0 but remember to note any resistance you get from traits, perks, clothing, and armor.

Energy Damage Resistance

Energy resistance is how much energy damage you shrug off from an attack. Your starting energy damage resistance is 0 but remember to note any resistance you get from traits, perks, clothing, and armor.

Poison Damage Resistance

Poison resistance is how much poison damage you ignore from an attack. Your starting poison damage resistance is 0, but perks and mutations can provide you with some poison resistance.

Radiation Damage Resistance

Radiation resistance is how much RAD damage you can absorb from an attack. Your starting radiation damage resistance is 0 but remember to note any resistance you get from traits, perks, clothing, and armor.

Melee Damage

Your melee damage statistic lists any bonus damage you do in close combat, due to your Strength attribute, including unarmed attacks. **If you have Strength less than 7, you gain no bonus.**

- **Strength 7–8** = +1
- **Strength 9–10** = +2
- **Strength 11+** = +3

STEP 6: PURCHASE EQUIPMENT

When you create your character, you can buy equipment from *Chapter 4: Equipment* up to the value of caps you have, if any, in addition to any equipment you were granted as part of your trait. If any equipment you choose would modify your derived statistics, make sure you note down the new values.

CHAPTER 4
EQUIPMENT

This chapter will take you through all the equipment avalible to your character, from weapons and chems, to armor and junk, dont get caught without the essentials of Wasteland survival!

WEAPONS

Each weapon you wield has a weapon type, damage type, damage rating, and for guns and some explosive weapons, a fire rate. Some weapons also have additional damage effects and qualities.

WEAPON TYPE

Weapons are listed by the skill that you use to attack with them:

- Big Guns
- Energy Weapons
- Explosives
- Melee Weapons
- Small Guns
- Throwing

DAMAGE TYPE

- **Physical:** Unarmed attacks, blunt force, slashing and stabbing, ballistics.
- **Energy:** Laser, plasma, gauss weapons.
- **Radiation:** Exposure to RADs.
- **Poison:** Creature attacks, poisoned weapons.

DAMAGE RATING

Damage rating is the number of six-sided Combat Dice to roll—the result is the amount of damage you inflict to your target. Combat Dice also have two sides that provide damage effects. Combat Dice are abbreviated to the symbol throughout this rulebook.

FIRE RATE

All guns and some explosive weapons have a fire rate. This describes the maximum number of that you can buy with the Add Extra Damage AP spend.

Each extra that you purcahse with AP also expends one additional round or unit of ammunition.

Some mods can also increase a weapons fire rate. **If a mod would decrease a weapon's fire rate, it does so to a minimum of 1 and if it increases a weapon's fire rate, it does so to a maximum of 6.**

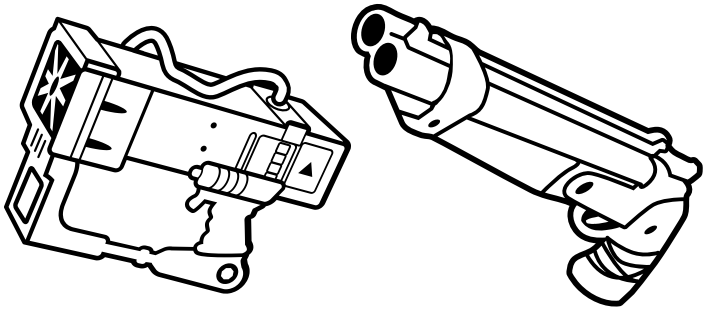
DAMAGE EFFECTS

- **Area:** Attack hits 1 additional target within close range per Effect rolled.
- **Breaking:** For each Effect the damage reduces 1 DR from a piece of armor, based on its damage type. The reduction is permanent until repaired.
- **Crippling:** The attack has an especially potent effect. If one or more Effects are rolled, and the attack would wound a body part, the attack cripples that body part instead.
- **Persistent:** The attack lingers, dealing 1 damage for each effect rolled, at the beginning of your next turn.
- **Piercing:** Ignore 1 point of damage reduction for each Effect rolled.
- **Vicious:** +1 damage per Effect rolled.

QUALITIES

A weapon's qualities describe how it operates compared to other weapons.

- **Ammo Type:** Describes the type of ammunition a weapon uses.
- **Accurate:** If you take the Aim minor action before attacking with this weapon, the weapon gains the Crippling damage effect.
- **Close Quarters:** The weapon suffers no penalty for being used when an enemy is within Reach.
- **Debilitating:** The difficulty of any skill test made to treat injuries caused by this weapon is increased by +1.
- **Inaccurate:** You gain no benefit from the Aim minor action when making an attack with this weapon.
- **Mine:** This explosive is placed and primed onto a surface, and automatically deals damage if anyone comes into Reach of it, inflicting damage on any targets in Reach and additional characters depending on its damage effects.
- **Night Vision:** Ignore the increase in difficulty when you attack someone in darkness.
- **Range:** Measured in range bands from Close, to Medium, Long, and Extreme. If the weapon doesn't have a range listed, it can only target enemies within Reach. When a mod increases a weapon's range, it is increased by the number of range bands indicated, to a minimum of Close.
- **Reliable:** You can ignore the first complication you generate in each combat encounter due to using this weapon.
- **Suppressed:** Tests to hear the weapon's use increase in Difficulty by +2.
- **Thrown:** The weapon can be thrown, with its optimal range listed. You must make a **PER + Explosives** or **AGI + Throwing** or test to make attacks with this weapon. When you throw this weapon, you lose the item from your inventory, but it may be recovered if it is not an explosive (at the discretion of the GM).
- **Two Handed:** This weapon requires the stability of two hands to make an attack.
- **Weight:** Each weapon has a weight, listed in pounds (lbs.).
- **Unreliable:** The weapon is flawed. Increase the complication range of any attacks with the weapon by 1.



BIG GUNS

Weapon	Damage Type	Damage Rating	Damage Effects	Ammo Type	Range	Fire Rate	Qualities	Caps Cost	Weight in lbs.
Gatling Laser	Energy	7	Area	Fusion	Medium	5	Inaccurate, Two Handed	804	19.3
Fat Man	Radiation	8	Piercing, Vicious	Mini nuke	Long	1	Inaccurate, Two Handed, Unreliable	512	30.7
Flamer	Energy	5	Persistent	Flamer fuel	Close	4	Inaccurate, Two Handed	100	16.1
Minigun	Physical	6	Area	5mm	Medium	5	Inaccurate, Two Handed	382	27.4

ENERGY WEAPONS

Weapon	Damage Type	Damage Rating	Damage Effects	Ammo Type	Range	Fire Rate	Qualities	Caps Cost	Weight in lbs.
Laser Gun (Pistol)	Energy	4	Piercing	Fusion	Close	3	-	69	3.5
Plasma Gun (Pistol)	Energy	5	Vicious	Plasma	Close	3	-	123	3.9

EXPLOSIVES

Weapon	Damage Type	Damage Rating	Damage Effects	Ammo Type	Range	Fire Rate	Qualities	Caps Cost	Weight in lbs.
Bottle Cap Mine	Physical	*Special*	Area	Caps	-	-	Mine	150	0.5
Fragmentation Grenade	Physical	6	Area	-	Medium	1	Thrown	50	0.5
Fragmentation Mine	Physical	6	Area	-	-	-	Mine	50	0.5
Molotov Cocktail	Energy	5	Persistent	-	Medium	-	Thrown	20	0.5
Plasma Grenade	Energy	6	Vicious	-	Medium	-	Debilitating, Thrown	135	0.5
Plasma Mine	Energy	6	Area, Vicious	-	-	-	Mine	100	0.5
Pulse Grenade	Energy	6	Persistent	-	Medium	-	Thrown	100	0.5
Pulse Mine	Energy	6	Persistent	-	-	-	Mine	100	0.5

Bottlecap Mine
For every 10 caps you add to the construction of the bottlecap mine, it inflicts 1 physical damage on detonation. When detonated the caps scatter across a Medium range area but are salvageable.

MELEE WEAPONS

Weapon	Damage Type	Damage Rating	Damage Effects	Qualities	Caps Cost	Weight in lbs.
Baseball Bat	Physical	3	Vicious	Two Handed	25	3
Baton	Physical	3	-	-	15	2
Bayonet	Physical	3	Piercing	-	50	1
Deathclaw Gauntlet	Physical	3	Piercing	Debilitating	75	10
Knife	Physical	2	Piercing	-	25	1
Knuckles	Physical	3	-	-	10	0.5
Machete	Physical	3	Piercing	-	25	2
Pistol whip/ Rifle butt	Physical	3	-	-	-	-
Power Fist	Physical	3	Vicious		100	4
Sledgehammer	Physical	4	-	Two Handed	40	12
Unarmed Strike	Physical	2	-	-	-	-

SMALL GUNS

Weapon	Damage Type	Damage Rating	Damage Effects	Ammo Type	Range	Fire Rate	Qualities	Caps Cost	Weight in lbs.
.44	Physical	5	Vicious	.44	Close	1	Close Quartes	99	4.2
10mm	Physical	4	-	10mm	Close	2	Close Quarters	50	3.5
10mm auto pistol	Physical	4	Area	10mm	Close	3	Close Quarters, Inaccurate	50	3.5
Assault Rifle	Physical	5	Area	5.56mm	Medium	4	Two Handed	144	13.1
Combat Rifle	Physical	5	Vicious	.45	Medium	3	Two Handed	117	11.1
Combat shotgun	Physical	6	-	Shotgun shell	Close	2	Debilitating, Inaccurate, Two Handed	87	11.1
Double-barrel shotgun	Physical	6	Vicious	Shotgun shell	Close	2	Debilitating, Inaccurate, Two Handed	39	9
Hunting rifle	Physical	5	Piercing	.308	Long	1	Two Handed	55	9.6
Pipe gun	Physical	3	-	.38	Close	1	Unreliable	20	2.3
Submachine Gun	Physical	5	Area	.45	Medium	4	Two Handed	109	12.7

THROWING WEAPONS

Weapon	Damage Type	Damage Rating	Damage Effects	Range	Qualities	Caps Cost	Weight in lb.
Javelin	Physical	3	Vicious	Medium	Thrown	20	3
Throwing Knife	Physical	2	Piercing	Close	Thrown	20	1

AMMUNITION

When you make a ranged attack in Fallout you expend ammo. Each attack you make expends 1 round or unit of ammo. You can buy additional of damage upto your fire rate with the Add Extra Damage AP spend. Each bought this way also expends an additional round or unit.

You are assumed to load or reload your weapon in between attacks, as you need to, but once you have run out of one type of ammo you can no longer make attacks with weapons that use that ammo type.

Ballistic ammunition comes in 10 types: 5.56mm, 5mm, 10mm, .308 caliber, .45 caliber, .44 magnum, .38 caliber, .50 caliber, shotgun shells, and missiles.

Energy ammunition comes in 3 types: fusion cell, plasma cartridge, and flamer fuel.

DETECTING AND DISARMING MINES

Mines planted around the wasteland may be hidden from view, or disguised within their environment. Mines automatically detonate and cause damage to any character or creature within Reach, and may affect others if the mine has the Area condition.

To detect mines, you'll need to pass a **PER + Explosives** test with a difficulty determined by the GM, based on how hidden the mine is.
To disarm mines, you'll need to pass a **AGI + Explosives** test with a difficulty of 4, and a complication range of 18-20. Generating a complication by rolling a 18, 19, or 20 on any of your d20s will cause the mine to detonate.

Big Gun Ammunition

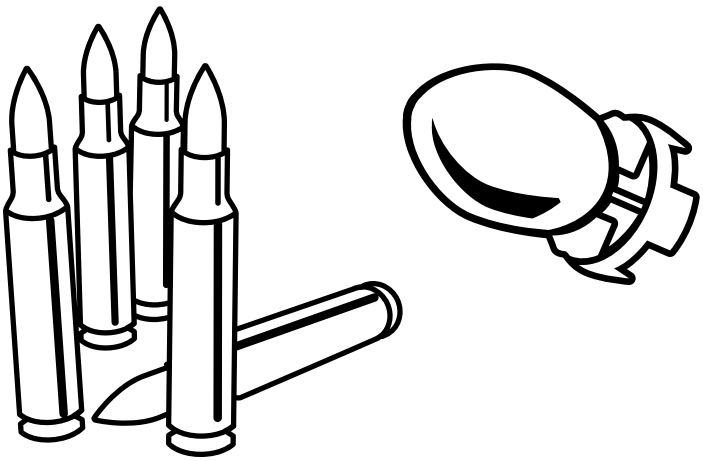
Ammo Type	Caps
5mm round	1
Flamer fuel	1
Mini nuke	100
Missile	25

Energy Weapons

Ammo Type	Caps
Fusion cell	3
Plasma cartridge	5

Small Gun Ammunition

Ammo Type	Caps
.308 round	3
.38 round	1
.44 round	3
.45 round	2
.50 round	4
10mm round	2
5.56 round	2
Shotgun shell	3



DAMAGING WEAPONS AND ITEMS

Sustaining damage over time will wear items down, decreasing their overall condition. When you attack a weapon or item held by someone else, make an attack as normal, with a +2 difficulty increase to directly target a weapon. Roll your combat dice pool to inflict damage, and if you score 5 or more damage, you reduce the condition of the item, and otherwise ignore the amount of damage you scored.

Your GM may decide that attacking a weapon or item that isn't being held, or is static, automatically hits—in which case, just roll your Combat Dice ( ) based on the weapon you are using.

If you are damaging a larger object in order to destroy it, your GM may give it health points and damage resistance, in which case you'll inflict damage, reduce its Hp, and worsen its condition like you would attacking a person or creature.

Example Object Health Points

Object	HP
Window	4
Door	6
Nuka Cola fridge	8
Computer server	10
Vault Door	22

Example Resistances

Material	Physical Res.	Energy Res.	Radiation Res.
Glass	1	2	Immune
Wood	2	0	Immune
Metal	4	6	Immune
Concrete	6	4	4

MISCELLANEOUS

There are a number of other items that can be found in the wasteland that can help you survive, some of these are listed here.

Bobby Pins

Caps Cost: 1 per pin

Bobby pins reduce the difficulty of Lockpick tests by 1. Complications generated while using bobby pins breaks them.

Bottlecaps

Bottlecaps are used as currency throughout the wasteland, rivaling the New Californian Dollar.

Bottle Cap	NCR Dollar Equlivant
1	$3.50
2	$5.00
4	$10.00
8	$20.00
40	$100.00

Fusion Core

Caps Cost: 200

Used to provide power to power armor and can often be found in pre-war generators or bought from merchants. A single fusion core will last for 24 hours of light to average travel, with that time halved if combat or strenuous activity is undertaken. A gamemaster my rule that a Fusion Core is depleted if complications are rolled on tests.

Robot Repair Kits

Caps Cost: 48

These act the same as a stimpack, but can only be used on robotic characters. They have no effect on non-robot characters or creatures and have no addiction side effects.

If you use a robot repair kit, you can either heal 1 injury (from crippled to wounded, or remove a wound), or heal 3 HP, and an additional 2 HP per Action Point you spend. If you are dying, you gain 3 HP and are no longer dying.

APPAREL

Apparel covers all outfits, from clothing, hats, and jumpsuits, to armor and helmets. Each piece of apparel provides some damage resistances that apply to the body parts it covers. You can wear clothing underneath armor, so long as it makes sense—your game master may say that the combination you want doesn't work, or they may provide a restriction on you like being over encumbered or increase the difficulty of Strength or Agility tests based on how you layer your apparel.

Outfits

Outfits are worn as an entire peice —from head to toe. You cannot wear an an outfit as well as armor, you must choose one or the other.

Armor Pieces

Each armor piece covers one body part, excluding the head (see Helmets). Each piece of armor covers either the torso, an arm, or a leg on humanoids (for robots see *Robot Armor* p.59). The resistances for each type of armor are listed below, but when you find or craft armor it will be for a specific body part: torso, arms, or legs. You can wear an arm or leg piece of armor on either left or right sides of your body.

Headgear

Each piece of headgear provides some damage resistance to your head body part, and may also provide additional protection based on its description.

Super Mutants, Robots, and Armor

Super mutants and robots can't wear armor normally. Instead, super mutants make their own specially-sized armor with wraps, harnesses, metal gauntlets and helmets, attaching chains and blades to make any melee combat even more deadly. Robots have their own damage resistance, based on their hull materials. Robot armor can be upgraded, and is explained on p.59.

Power Armor

To wear power armor you must be in possession of a power armor frame to mount and utilize pieces of power armor. Each piece of power armor is designed for a specific body part, and is listed in the *Power Armor* table.

You cannot wear a power armor frame while you wear any other armor pieces.

A power armor frame doesn't provide any damage resistances, but it does increase your carry weight to 250 lbs., and reduces the difficulty of all Strength tests by 1 (but not attacks). Power armor frames must be powered by a fusion core—if you generate a complication during a test, the GM could drain the power of your suit. Without a fusion core, you cannot move inside your power armor frame.

Pip-Boys

The Pip-Boy is a multi-functional device made by RobCo Industries and in many cases were distrubuted to residents of Vault-Tec vaults, often acting as an interface to open Vault doors, keep inventory, play radio signalsm and warn of radiation through its inbuilt Geiger counter. Some models also allow the playing of holotapes, both for recorded music or memos and games.

Wearing a working Pip-Boy allows you to ignore any difficulty increases for targeting a spesific hit location in combat. In addition, you may use the Pip-Boy's Geiger counter to measure the radiation in the area. You may ask the gamemaster about the radiation levels of the zone you are in without needing to spend AP, and they must tell you the level of radiation as described by the number of Combat Dice of damage it inflicts.

OUTFITS

Item	Physical Resistance	Energy Resistance	Radiation Resistance	Caps Cost	Areas Covered	Weight in lbs.
Brotherhood Fatigues	1	2	2	20	Chest, Arms, Legs	4
Brotherhood of Steel Uniform	0	1	1	15	Chest, Arms, Legs	2
Hazmat Suit	0	0	Immunity	85	Head, Chest, Arms, Legs	5
Road Leathers	1	0	0	5	Chest, Arms, Legs	1
Vault Jumpsuit	0	1	2	20	Chest, Arms, Legs	1
Armored Vault Jumpsuit	1	1	2	20	Chest, Arms, Legs	1
Utility Coveralls	2	0	0	13	Chest, Arms, Legs	2

ARMOR

Item	Physical Resistance	Energy Resistance	Radiation Resistance	Caps Cost	Weight in lbs.
Combat Armor	3	3	0	25 (Arm/Leg) 60 (Chest)	4 (Arm/Leg) 8 (Chest)
Leather Armor	1	2	0	10 (Arm/Leg) 25(Chest)	2 (Arm/Leg) 5 (Chest)
Metal Armor	2	1	0	15 (Arm/Leg) 40 (Chest)	3 (Arm/Leg) 6 (Chest)
Raider Armor	1	1	0	8 (Arm/Leg) 18 (Chest	3 (Arm/Leg) 7 (Chest)
Super Mutant Armor	1	1	0	8 (Arm/Leg) 25 (Chest)	5 (Arm/Leg) 10 (Chest)

HEADGEAR

Item	Physical Resistance	Energy Resistance	Radiation Resistance	Caps Cost	Weight in lbs.
Army Helmet	2	0	0	20	3
Aviator Cap	1	0	0	10	3
Combat Armor	2	2	0	25	4
Flight Helmet	1	1	0	25	2
Gas Mask	1	0	15	10	3
Super Mutant Helmet	1	0	0	8	1

POWER ARMOR

Item	Physical Resistance	Energy Resistance	Radiation Resistance	Caps Cost	Weight in lbs.
Power Armor Frame	0	0	0	4500	0
T-45 Helmet	5	3	8	60	12
T-45 Left Arm	4	3	8	100	15
T-45 Right Arm	4	3	8	100	15
T-45 Left Leg	4	3	8	100	15
T-45 Right Leg	4	3	8	100	15
T-45 Torso	5	3	8	140	20
T-60 Helmet	6	4	8	120	12
T-60 Left Arm	5	4	10	160	15
T-60 Right Arm	5	4	10	160	15
T-60 Left Leg	5	4	10	160	15
T-60 Right Leg	5	4	10	160	15
T-60 Torso	6	4	10	200	20

AID

Aid covers everything from food and drink, to medicine and chems. Each aid item you consume is expended, having a single use. Each aid item provides a unique, but usually temporary benefit

CHEMS

Chems are the drugs and medicines available throughout the wasteland, with their origination in pre-war narcotics and pharmaceuticals. Nowadays, many settlements home brew their medicines, and raider gangs take chems as a performance enhancer. Taking a chem is a minor action, and once you take a chem, it is expended and removed from your inventory.

ADDICTION

If you take more than 1 chem (except stimpaks) within the same encounter, or in a short space of time at the discretion of the GM, you must make an addiction test. This test is based on **END + Medicine**, with a difficulty of 1. You may improve the odds of success as normal, buying extra d20s to roll, or re-rolling with Luck, but you do not generate any Action Points as a result of this test.

If you pass the test, you are not addicted. If you fail, you are addicted to the last chem you took and the difficutly of tests using the attributes listed in the chems addition of that chem. Some chems also list additional effects when addicted. The GM may increase the difficulty by 1 for each chem you took after the second, in the same short space of time, or increase it based on other factors as normal.

TYPES OF CHEM

Addictall

Addiction: None (non-addictive)
Cure all additions you have.

Buffout

Addiction: STR and END
The difficulty of STR tests are reduced by 1 until the end of the encounter.

Jet

Addiction: AGI
Take another action immediately, in addition to any actions you have already taken and spending Action Points (AP).

Chem	Effect	Caps Cost	Weight in lbs.
Addictall	Cures all current addictions	125	0.1
Buffout	The difficulty of STR tests is reduced by 1	45	0.1
Jet	Take another action	50	0.1
Med-X	+2 physical damage resistance, +1 energy resistance	50	0.1
Mentats	The difficulty of INT tests is reduced by 1	50	0.1
Psycho	Deal +2 damage	50	0.1
RadAway	Heal 3 radiation damage (+2 for each AP spent)	80	0.1
Rad-X	+5 radiation damage resistance	40	0.1
Stimpak	Heal 1 injury, or 3 health points (+2 per AP spent)	48	0.1
Stealth Boy	Stealth tests reduced in difficulty by 2. PER tests to see you are increased by 2.	100	1

Med-X

Addiction: AGI, and Defense -1
You temporarily gain +2 physical damage resistance, and +1 energy damage resistance, until the end of your next turn.

Mentats

Addiction: CHA
The difficulty of INT tests are reduced by 1, until the end of the encounter.

Psycho

Addiction: STR, and Defense -1
Your attacks gain +2 until the end of your next turn.

RadAway

Addiction: None (non-addictive)
If you take RadAway, you heal 3 radiation damage, and an additional 2 radiation damage per Action Point you spend.

Rad-X

Addiction: None (non-addictive)
You temporarily gain +5 radiation damage resistance, until the end of your next turn.

Stimpak

Addiction: None (non-addictive)
If you take a stimpak, you can either heal 1 injury (from crippled to wounded, or remove a wound), or heal 3 HP, and an additional 2 HP per Action Point you spend. If you are dying, you gain 3 HP and are no longer dying.

Stealth Boy

Addiction: None (non-addictive)
When you activate a Stealth Boy, Stealth tests you make are reduced in difficulty by 2, and PER tests attempted in order to see you are increased by 2. This effect lasts until the end of combat, or the end of the current scene. Any complications generated while you are wearing an activated Stealth Boy may prematurely stop its effect.

MODIFYING WEAPONS AND ARMOR

You can apply modifications or mods to weapons, armor, and some clothing. Adding a mod to a weapon modifies its damage rating, damage effects, and qualities (see *Weapons* p.41), depending on the mod you install. Armor mods can increase their resistance and in some instances, your carry weight as well.

Where one of the weapon or armors properties is increased or decreased, it will be clearly indicated by "increased" or "decreased" or with a + or – symbol. If a mod has a simple entry for the property rating (it does not list an increase or decrease, or a + or –), the new rating replaces weapon or armors standard rating.

To install a ballistic or melee weapon mod, you'll need the relevant perk, access to a workbench or similar set up, and some time to apply the mod.

To install an energy weapon mod, you'll need a Science skill of at least 1, at least a rank of 1 in the weapon category the item belongs to, access to a workbench or similar set up, and some time to apply the mod.

To modify armor, you need an armor workbench and in the case of robot armor, a robot workbench.

Workbenches can be found in most settlements around the wasteland, but you may need to negotiate its use with its owner (like paying them!) or providing a service for them.

Applying a mod takes at least an hour of work, providing you know what you're doing. Your gamemaster could rule that your skill and facilities make the mod harder to complete, and therefore take more time.

You cannot stack mods of the same type on a single weapon or armor piece. For example, if your gun already has a barrel mod and you wish to add a new barrel mod, you must remove the first barrel mod before replacing it with the new one.

CANCELING OUT QUALITIES

Some qualities may directly contradict each other once mods are applied to a weapon.

If you install a mod with either the accurate or inaccurate quality, and add its opposite quality using a mod, they cancel each other out and the weapon has neither the accurate nor inaccurate quality.

Qualities can't be added if they already apply—so if your weapon already had the Accurate quality, and it gains it again from a mod, it doesn't become any more accurate. However, if a weapon is Inaccurate, and you apply two mods that both add the Accurate quality, the weapon becomes Accurate.

Working Together

When modifying or crafting weapons and armor, you can work together with other characters to do so. This means that if you dont posess all the relevant perks to mod something, and another character has the perk you are missing, you can work together to create the item.

Barrel Mods

Mod	Damage Rating	Damage Effects Added	Fire Rate	Qualities Added	Req. Rank
Stub barrel	-	-	-	Close Quarters, Inaccurate	Gun Nut 1
Short barrel	-	-	-	-	None
Long barrel	-	-	-	Increases the Range by 1	Gun Nut 1
Ported barrel	-	-	-	Accurate	Gun Nut 2
Vented barrel	-	-	-	Reliable	Gun Nut 2

Grip Mods

Mod	Damage Rating	Damage Effects Added	Fire Rate	Qualities Added	Req. Rank
Comfort grip	-	-	-	Accurate	Gun Nut 1
Sharpshooter's grip	+1	-	-1	-	Gun Nut 2
Short stock	-	-	-	Close Quarters	Gun Nut 1
Full stock	-	-	-	Range: Medium, Two handed	Gun Nut 1
Marksman's stock	-	Piercing	-	Range: Medium, Two handed	Gun Nut 2
Recoil Compensating Stock	-	-	-	Accurate, Two handed	Gun Nut 2

Magazine Mods

Mod	Damage Rating	Damage Effects Added	Fire Rate	Qualities Added	Req. Rank
Large Magazine	+2	-	+2	-	Gun Nut 3
Drum Magazine	-	Area	+1	-	Gun Nut 2

Muzzle Mods

Mod	Damage Rating	Damage Effects Added	Fire Rate	Qualities Added	Req. Rank
Bayonet	3	-	-	Make melee attacks without changing weapons. Piercing	None
Compensator	-	-	-	Reliable	Gun Nut 1
Muzzle break	-1	-	-	Accurate, Reliable	Gun Nut 1
Suppressor	-	-	-	Range reduced by 1, Suppressed	Gun Nut 2

Reciever Mods

Mod	Damage Rating	Damage Effects Added	Fire Rate	Qualities Added	Req. Rank
Light frame receiver	-1	-	-	Reliable, Weight halved	Gun Nut 1
Heavy frame receiver	+1	-	-	Weight doubled	Gun Nut 1
Calibrated receiver	-	Crippling	-	-	Gun Nut 2
Hardened receiver	-	Vicious	-	-	Gun Nut 2
Automatic receiver	-	Area	+1	-	Gun Nut 1
Armor piercing automatic receiver	-1	Area, Piercing	+2	-	Gun Nut 3
Hair trigger receiver	-	-	+2	-	Gun Nut 2
Powerful receiver	+1	Vicious	-	-	Gun Nut 1
Hardened automatic receiver	-	Area, Vicious	+1	-	Gun Nut 1
Rapid automatic receiver	+1	Area	+2	-	Gun Nut 2
Calibrated powerful receiver	+1	Crippling, Vicious	-	-	Gun Nut 3
Hardened piercing receiver	-	Vicious, Piercing	-	-	Gun Nut 2
Advanced receiver	+2	-	-1	-	Gun Nut 2
Powerful automatic receiver	+1	Area, Vicious	+2	-	Gun Nut 3
Tuned receiver		-	-1	Reliable	Gun Nut 2
.45 receiver	5	-	-	Ammo Type becomes .45	Gun Nut 2
.38 receiver	3	-	-	Ammo Type becomes .38	Gun Nut 2
.308 receiver	5	-	-	Ammo Type becomes .308	Gun Nut 2
.50 receiver	6	-	-	Ammo Type becomes .50	Gun Nut 2

Sight Mods

Mod	Damage Rating	Damage Effects Added	Fire Rate	Qualities Added	Req. Rank
Glow Sights	-	-	-	Accurate	Gun Nut 1
Reflex Sight	-	-	-	Accurate, Changes Range to Close	Gun Nut 2
Short Scope	-	Piercing	-	Changes Range to Medium	Gun Nut 2
Medium Scope	-	Piercing	-	Changes Range to Long	Gun Nut 2
Long Scope	-	Piercing	-	Changes Range to Extreme	Gun Nut 3
Short night vision scope	-	Piercing	-	Night Vision, Changes Range to Medium	Gun Nut 3
Medium night vision scope	-	Piercing	-	Night Vision, Changes Range to Long	Gun Nut 3
Long night vision scope	-	Piercing	-	Night Vision, Changes Range to Extreme	Gun Nut 3
Recon Scope	-	Piercing	-	Accurate, Reliable	Gun Nut 3

ENERGY WEAPONS

Weapon mods can be applied to all energy weapons using the following slots. Energy weapon mods are different from ballistic mods and cannot be applied to any other weapon types.

Grip Mods

Mod	Damage Rating	Damage Effects Added	Fire Rate	Qualities Added	Req. Rank
Comfort grip	-	-	-	Accurate	None
Sharpshooter's grip	+1	-	*-1*	-	Science! 1
Short stock	-	-	-	Close Quarters, reduces Range by 1	None
Full stock	-	-	-	Accurate, Two handed	Science! 1
Marksman's stock	-	Piercing	-	Increases Range by 1, Two handed	Science! 2
Recoil Compensating Stock	-	-	-	Accurate, Two handed	Science! 2

Capacitor Mods

Mod	Damage Rating	Damage Effects Added	Fire Rate	Qualities Added	Req. Rank
Photon exciter	-	Vicious	-	Accurate	None
Beta wave tuner	-	Persistent	-	-	None
Boosted capacitor	+2	-	+1	-	None
Photon agitator	-	Vicious	-1	Accurate	Science! 2
Gamma wave emitter	+1	Persistent	-2	-	Science! 2
Maximized capacitor	+1	Vicious		-	Science! 2
Boosted photon agitator	+2	Vicious	-	Accurate	Science! 3
Boosted gamma wave emitter	+2	Persistent		-	Science! 3
Overcharged capacitor	+3	-	+1	Unreliable	Science! 3

Barrel Mods

Mod	Damage Rating	Damage Effects Added	Fire Rate	Qualities Added	Req. Rank
Short barrel	-	-	-	-	None
Long barrel	-	-	-	Range increased by 1	None
Automatic barrel	-	Area	+2	-	Science! 1
Sniper barrel	-	-	+1	Range increased by 1	Science! 1
Improved short barrel	+1	-	-	-	Science! 1
Improved long barrel	+1	-	-	Range increased by 1	Science! 2
Improved automatic barrel	+1	Area	+2		Science! 3
Improved sniper barrel	+1	-	+2	Range increased by 1	Science! 3

Muzzle Mods

Mod	Damage Rating	Damage Effects Added	Fire Rate	Qualities Added	Req. Rank
Beam splitter	+1	-	+1	Inaccurate, Range reduced by 1	Science! 1
Beam focuser	-	-	-	Accurate	Science! 1
Gyro compensating lens	-	-	-	Accurate, Reliable	Science! 1
Improved beam splitter	+2	-		Fire Rate increased by 2, Inaccurate, Range reduced by 1	

Sight Mods

Mod	Damage Rating	Damage Effects Added	Fire Rate	Qualities Added	Req. Rank
Glow Sights	-	-	-	Accurate	Science! 1
Reflex Sight	-	-	-	Accurate, Changes Range to Close	Science! 1
Short Scope	-	Piercing	-	Changes Range to Medium	None
Medium Scope	-	Piercing	-	Changes Range to Long	Science! 2
Long Scope	-	Piercing	-	Changes Range to Extreme	Science! 2
Short night vision scope	-	Piercing	-	Night Vision, Changes Range to Medium	Science! 3
Medium night vision scope	-	Piercing	-	Night Vision, Changes Range to Long	Science! 3
Long night vision scope	-	Piercing	-	Night Vision, Changes Range to Extreme	Science! 3
Recon Scope	-	Piercing		Accurate, Reliable	

MELEE WEAPONS

Blade

Mod	Damage Rating	Damage Effects Added	Qualities Added	Req. Rank
Barbed wire	+1	-	-	None
Nails	-	Piercing	-	None
Razors	-	Persistent	-	None
Chains	-	Breaking	-	Blacksmith 1
Saw blades	+2	-	Two handed	Blacksmith 1
Serrated	-	Vicious	-	

REPAIRING AND CRAFTING

It's been necessary for the survivors of the Great War to scavenge and repurpose pre-war technology and materials in order to build settlements, protect themselves, and provide basic amenities.

While you are out in the wasteland, most of your time will be spent scavenging the ruins of the Commonwealth of America. From these junk materials, you can craft new items to survive and thrive in the post-nuclear world.

REPAIRING AN ITEM

During your adventuring out in the wasteland, your equipment may become damaged or broken. If you generate any complications while using your equipment in a test, the gamemaster may tell you it means that a slot of your piece of equipment is broken. For example, if you rolled a 20 on one of your d20s during a test to shoot someone with your 10mm pistol, the gamemaster could say that its standard receiver has broken and jammed.

To repair guns, melee weapons, and armor you'll need to attempt an **INT + Repair** test for. To repair energy weapons, computers, and other gadgets you'll need to attempt an **INT + Science** test. Repairing an item is usually a difficulty 0 test with the right tools, a workbench, and the right part—you pass automatically provided you have the time to make the repairs, and don't need to roll for the test. Without the proper facilities, like a workbench, tools, or the right part, the difficulty will increase.

If you don't have access to a workbench to make the repairs, the difficulty increases by 1. If you don't have the right tools, the difficulty increases by 1, and if you don't have the part the difficulty also increases by 1. These conditions also stack, for example, if you don't have the right part or a workbench the difficulty is increased by 2. If you attempt the repair and fail, you can't try again until you've improved the circumstances, like finding a workbench, tools, or the right part.

Alternatively, you could hire someone to repair the item but their cost will include parts and labor.

CRAFTING SKILLS

Whenever you want to craft something—make something out of junk—you need access to a workbench or similar set up, and some free time in order to craft the item. Depending on the item, you'll need a Repair or Science skill of at least 1.

Crafting takes at least an hour of work, providing you know what you're doing. Your gamemaster could rule that your skill and facilities make the item harder to make, but you don't need to make a test to craft and item, it just takes more time.

WEAPON SLOT RECIPES

With the following recipes, you can make weapon parts and mods. Once you have crafted all the slots required, you can combine these slots to create a weapon.

Item	Skill Requirement	Components
Standard receiver	Repair 1	Gears, oil, screws, spring
Standard grip	Repair 1	Steel, screws
Short barrel	Repair 1	Adhesive, screws, steel
Standard magazine	Repair 1	Spring, steel
Standard sights	Repair 1	Adhesive, steel
Standard stock	Repair 1	Screws, adhesive, plastic
Standard capacitor	Science 1	Screws, plastic, circuitry, steel

WEAPON RECIPES

Item	Skill Requirement	Components
Laser gun	Science 1, Energy Weapons 1	Capacitor, barrel, grip, sights, muzzle (optional)
Junk Jet	Repair 2, Big Guns 1	Short barrel, stock, sights

MATERIALS

In order to craft an item, you need the base components that will make up that item. You'll need one of each base component in order to craft your desired item. All scrap items weight 0.1 lbs and have a rarity attached to them reflecting their abundance or rarity in the wasteland and an example of where you might find the material

Component	Caps	Rarity
Acid	2	Rare
Adhesive	8	Uncommon
Aluminium	3	Uncommon
Antiseptic	3	Rare
Asbestos	6	Rare
Ballistic fiber	5	Rare
Bone	1	Common
Ceramic	1	Common
Circuitry	5	Rare
Cloth	1	Common
Concrete	1	Common
Copper	4	Uncommon
Cork	1	Uncommon
Crystal	4	Rare
Fertilizer	1	Uncommon
Fiber-optics	6	Uncommon
Fiberglass	5	Uncommon
Gear	3	Uncommon
Glass	2	Uncommon
Gold	9	Rare
Lead	1	Uncommon
Leather	2	Common
Nuclear Mateial	10	Rare
Oil	4	Uncommon
Plastic	1	Common
Rubber	2	Common
Screws	2	Uncommon
Silver	6	Uncommon
Spring	3	Uncommon
Steel	1	Common
Wood	1	Common

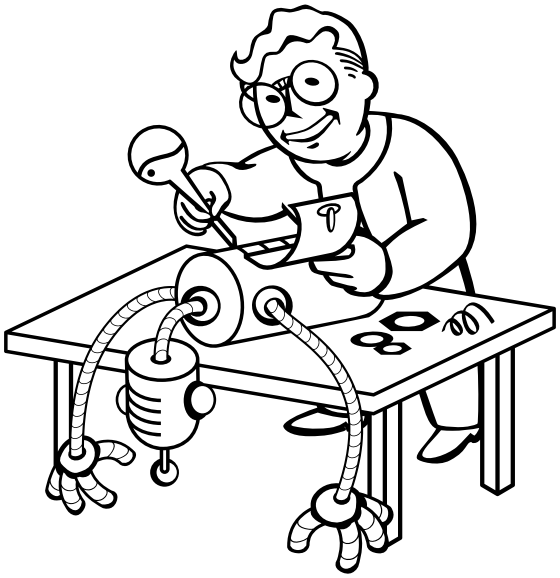
JUNK JET

The junk jet is a jury-riggers dream weapon—a launcher that doesn't need ammo, you can just pick up any old junk of the floor, stick it into the hopper, and blast your enemies with bits of the wasteland!

The junk jet is classed as a Big Gun but does not use conventional ammo. When you make an attack, you must discard one piece of junk you have in your inventory—it has been fired at the enemy. For each piece of junk launched in this way, roll 1 . If the result is an effect, you can salvage the piece of junk.

Damage Type	Damage Rating	Damage Effects	Ammo Type
Physical	4	-	Special

Range	Fire Rate	Qualities	Caps Cost
Medium	1	Inaccurate, Two Handed	Special



ROBOT ARMOR

Armor for robots works differently to armor for humanoid characters. Although it is avalible to buy from some vendors in the wasteland, it is rare to come across. This means that in most cases, you must modify your armor in order to upgrade it.

Mr. Handy characters begin play with the factory armor listed for their Mr. Handy type in the *Factory Armor* table. If you wish to upgrade your Mr. Handy characters armor, it is treated like crafting and modifying an item unless your gamemaster allows you to purchase it. You must collect the materials listed, have access to a robot work bench and meet any requirements before making your test to modify your armor. Armor can only be stacked ontop of factory plate, two armor types cannot be stacked on top of eachother.

Your gamemaster may decide that you can purchase these upgrades instead from NPC vendors or merchants, and can use the caps cost included as a baseline for these prices.

TYPES OF PLATING AND ARMOR

Robots have a number of differnt types of armor to choose from, based on the ammount of resistance to physical and energy damage, as well as features which inflict more damage on attackers or even aid in increasing their carry weight.

Factory Plating

This what all standard Mr. Handy types are made with when they leaves the factory. Mr. Handy, Miss Nanny and other domestic robots are resistant to Physical damage, while military robots, such as Mr. Gutsys are resistant to Energy damage.

Primal Armor

This armor is thicker and heavier than the standard factory armor, and provides better resistance to Physical damage. It does however reduce the carry weight due to its heft.

Warmonger Armor

Warmonger armor is tough and often rough and jagged at the edges, providing good physical resistance and an extra punch to a robots attacks.

Actuated

Actuated armor can sometimes increase a robots carry weight. This armor also offers resistance to both physical and energy damage.

Noxious

This armor has pockets of poisionous gas.It offers good physical resistance so you can get close to your enemies before inflicting posion upon them.

Hydraulic Armor

Hydraulic armor combines heavy armor with good engineering, allowing excelent resistance to physical and energy damage as well as increasing the carry weight of a robot. Its more difficult to make, requiring an expert hand or two.

Voltaic

This armor is rugged. It discharges an electrical current across the armors surface and while it causes no damage to the robot itself, enemies in melee can often suffer nastly wounds.

Storage Armor

Storage armor is usually a variant of another kind of armor which has been outfitted with storage compartments to aid in the carrying of all the equipment a robot wastelander might need.

ARMOR LOCATIONS

Robots have hit locations just like humanoid characters. See the *Robot Hit Location* table for the conversion of humanoid hit locations to the robot equlaivant. Robot armor is listed for use in each location. Not all armor types offer armor for all hit locations, and all 3 eyes are treated as a single location. You assign which of your arms are arm 1, 2 and 3 at character creation.

Robot Hit Location Table

Human Hit Location	Robot Hit Location
Head	Eyes
Chest	Torso
Left Leg	Thruster
Right Leg	Arm 1
Left Arm	Arm 2
Right Arm	Arm 3

ARMOR AND PLATING

Armor Type	Resistance	Damage Effects	Special	Caps Cost	Recipes	Perk Req.
Mr. Handy Factory Plate	1 Physical	-	-	-	-	-
Mr. Gutsy Factory Plate	1 Energy	-	-	-	-	-
Primal Armor	+1 Physical (Eyes, Arms, Torso, Thruster)	-	-10lbs carry weight (torso only)	40 (Torso/ Thruster) 15 (Arm, Eyes)	Copper x4 Screw x2 Steel x6	-
Warmonger Armor	+2 Physical	-	+1 to melee attacks (Torso/arms only)	80 (Torso/ Thruster) 45 (Arm/Eyes)	Adhesive x4 Aluminum x5 Copper x2 Screw x2	Armorer 3
Actuated Armor	+1 Physical +1 Energy (Eyes, Arms Torso, Thruster)	-	+10lbs carry weight (Torso/Thruster only)	40 (Eyes) 35 (Arms) 60 (Torso/ Thruster)	Adhesive x1 Ceramicx2 Rubber x2 Steelx2	Armorer 3
Noxious Armor (Torso only)	+1 physical	Melee attacks gain the Poison damage effect	-10lbs carry weight	60 (Torso)	Copper x2 Rubber x2 Screw x1 Steel x2	Armorer 2
Hydraulic Armor	+2 Physical +2 Energy Eyes, Arms, Torso Thruster)	-	+10lbs carry weight (Torso only)	25(Eyes) 45 (Arms) 80 (Torso/ Thrusters)	Adhesive x4 Ceramic x8 Rubber x8 Steel x8	Armorer 3 Robotics Expert 1
Voltaic Armor	+2 Physical +2 Energy Arms, Torso Thruster	-	Attacks with the Energy damage effect increase by 1 (Torso/ Arms) +20lbs carry weight (Thrusters)	40 (Arms/ Torso) 90 (Thruster)	Adhesive x2 Ceramic x4 Rubber x4 Steel x4 (per peice)	Armorer 4 Robotics Expert 1 Science! 1
Storage Armor (Torso only)	-	-	+20lbs carry weight	25	Adhesive x2 Ceramic x2 Cloth x3 Ruber x3 Steel x4	Armorer 1
Storage Primal Armor (Torso only)	+1 Physical	-	+20lbs carry weight	50	Cloth x3 Copper x4 Screw x2 Steel x6	Armorer 1
Storage Warmonger Armor (Torso only)	+2 Physical	-	+1 to melee attacks (Torso)	90	Adhesive x4 Aluminum x5 Copper x2 Screw x2	Armorer 4

WEAPON MOUNTS

Weapon mounts can be used to attach weapons that you would ordinarily be unable to use, such as energy weapons other than your in-built flamer or laser emitter, or 10mm pistol. Each mount can be placed on one of your arms, replacing whatever attachment you previously had.

Mount Type	Special	Caps cost	Recipe	Req. Rank
Big Gun Mount	Allows you to mount guns from the Big Guns catagory	40	Adhesive x8 Gears x16 Oil x8 Screw x10 Spring x10 Steel x13	*Robotics Expert 1* *Gun Nut 1*
Energy Weapon Mount	Allows you to mount guns from the Energy Weapons catagory	40	Adhesive x6 Alumunum x8 Circuitry x8 Crystal x6 Gold x2 Nuclear material x1 Screw x4	*Robotics Expert 1* *Gun Nut 1*

MODULES

Modules are installable programs or hardware that you can use to give your Mr. Handy character an extra edge over their opponents. You can only ever have two modules installed at any one time.

Module	Special	Caps cost	Recipe	Req. Rank
Hacking	Gain 1 additional d20 when making hacking tests	50	Adhesive x4 Aluminum x2 Ceramic x1 Circuitry x4 Rubber x3	Robotics Expert 1
Lockpick	Gain 1 additional d20 when making lockpick tests	50	Adhesive x4 Aluminum x2 Ceramic x1 Circuitry x2 Rubber x3	Robotics Expert 1
Sensor Array	Gain 1 additional d20 when making PER tests to spot areas if high radiation	70	Adhesive x2 Aluminum x2 Circuitry x4 Rubber x2	Robotics Expert 2
Recon	Gain 1 additional d20 to tests to recall the route, layout or points of interest of areas you have been to before	70	Adhesive x4 Aluminum x2 Circuitry x4 Fibre Optics x1 Rubber x3	Robotics Expert 2

Module	Special	Caps cost	Recipe	Req. Rank
Rad Coils	Melee attacks gain the radiation damage effect	80	Adhesive x4 Aluminum x2 Circuitry x2 Nuclear Material x4 Rubber x3	Robotics Expert 2 Science! 1
Tesla Coils	Melee attacks gain the Energy damage effect	80	Adhesive x4 Aluminum x2 Ceramic x1 Circuitry x1 Copper x4	Robotics Expert 2 Science! 1
Resistance Field	You may spend 2 AP to activate the resistance field. Untill the start of your next turn, you and anyone within reach of you gains +1 resistance to Energy damage.	100	Adhesive x4 Circuitry x4 Crystal x2 Rubber x3	Robotics Expert 3 Science! 2
Regeneration Field	You may spend 2 AP to activate the regeneration field. Untill the start of your next turn, you and anyone within reach of you who has not yet taken a turn this round gains +2 HP.	100	Adhesive x4 Circuitry x5 Crystal x3 Rubber x3	Robotics Expert 3 Science! 2

CHAPTER 5
CREATURES AND NPCS

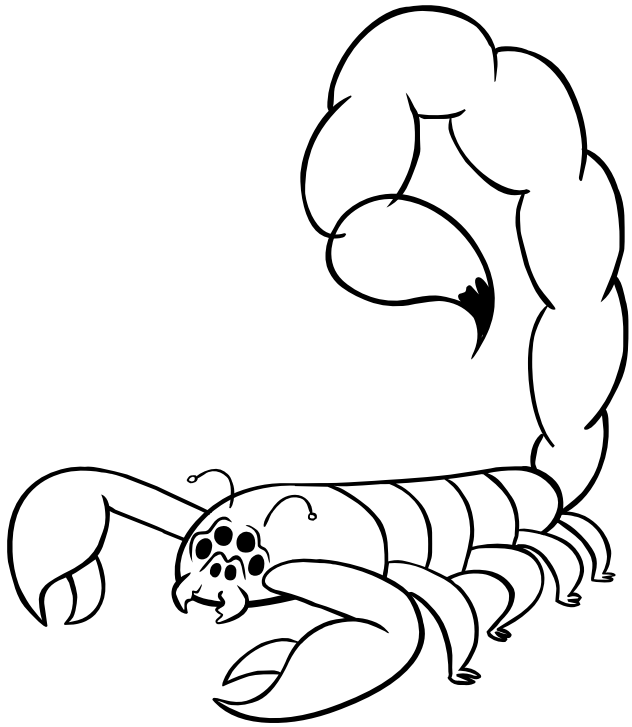
This chapter has all the rules for using non-player charactes. Make sure you know how to use these deadly creatures and helpful (or dangerous) non-player characters to bring the Wasteland to life!

TYPES OF NPCS

A non-player character (abbreviated to NPC) is controlled and portrayed by you, the gamemaster. You decide their motivations, actions, and characteristics. There are two categories of NPC: **creatures** and **characters**.

A creature is a simpler kind of NPC you control, that represent the mutants animals, feral humanoids and deadly predators of the wasteland. Everything from rats and radroaches, to deathclaws and feral ghouls are creatures.

Creatures use a simplified set of statistics, as they are primarily hostile, and play a less-important role in the overall quests that you undertake. Character NPCs use the full set of attributes and derived statistics, and are comparable to player characters in their aptitude and importance in your game.



CREATURES

Creatures use the following statistics.

Level and Type

Each creature has rank, indicative of their challenge. Ranks range from 4-12. Creatures are also classed into types, depending on their rarity and the danger they pose: normal, brute, and legendary. Their type effects their initiative and XP reward.
A creature's rank is also used as their primary attribute and is added to a test, just like S.P.E.C.I.A.L. attributes, to make the target number.

Creatures cannot spend or use Luck.

Abilities

A creature's 4 abilities define the other part of their target number for a test, like skills for player characters, and describe:

- **Melee:** Used to make all unarmed and melee attacks.
- **Guns:** Used to attack with firearms, including energy weapons, explosives, and thrown weapons, if any.
- **Perception:** Used to search and perceive their surroundings, as well as any other related tests like lockpicking or disarming traps. It also describes the difficulty of tests to avoid the creature's senses.
- **Defense:** The difficulty of melee attacks against the creature.
- **Initiative:** The base value used to determine when they act in combat. You calculate a creature's initiative by adding its rank to its base initiaitve value.

Health Points

A creature's health points are based on its rank, modified for the type of creature it is.

- **Normal:** Health points equal to double its rank.
- **Brute:** Health points 3 times its rank.
- **Legendary:** Health points 4 times its rank.

Damage Resistances

Each creature has an innate damage resistance, regardless of the armor it wears. Just like player characters, a creature's damage resistances absorb damage before it's health points are reduced.

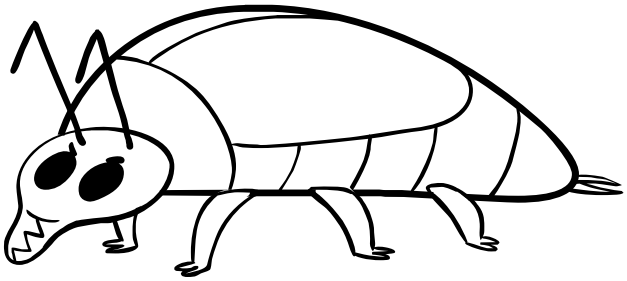
- **Physical:** Protects from physical damage, like bullets, explosions, blunt force, blades, and fists.
- **Energy:** Protects from laser and plasma-based weapons.
- **Radiation:** Protects the creature from exposure to RADs.
- **Poison:** Protects the creature from any toxins.

Attacks

A creature's attacks describe its method of assaulting foes. Each attack lists the test's target number, damage, effects, and qualities. You don't need to track ammunition for ranged attacks.

Inventory

Any equipment the creature needs to complete its actions will be listed in its inventory.



USING GROUPS OF CREATURES

Creatures can act in groups if you find it easier to manage at the tabletop. A group consists of up to five identical creatures taking a single combined turn during a conflict or attempting a single test together. When a group attempts a test, a single NPC within the group attempts the test. Each other NPC in the group then assists that test (see *Chapter 1: Core Rules*, p.4). The dice gained as part of operating as a group, as a form of assistance, do not count towards the normal limits on buying bonus d20s with Action Points.

Combat in Groups

- **Making an Attack:** When you attack with a group, inflicts +1 damage for each NPC in the group beyond the first.
- **Being Targeted:** When they are attacked, NPCs within the group are targeted and take damage and injuries separately.
- **Defeat:** When a creature in the group has been reduced to 0 health, they are killed (or defeated appropriately), but any remaining damage from the attack is lost—not carried over to any other creatures in the group.

Initiative Base Values

All creatures have a base initiative value based on their type, Normal, Brute or Legendary, that is added to their rank to calculate their initiative in combat.

- **Normal creatures:** 5
- **Brute creatures:** 7
- **Legendary creatures**: 9

CHARACTER NPCS

Character NPCs are the GM's equivalent of a player character. A lot more thought and creativity is put into a character NPC, each with their own names, backgrounds, and attributes comparable to the player characters at the table.

They have S.P.E.C.I.A.L. attributes, skills, and all other derived statistics the same as a player character, as well as any special abilities (like perks) that affect their tests and actions.

There are two types of character NPC: notable, and major. Notable character NPCs are a cut above the soldiers and scavengers around the wasteland and are normally local personalities or lieutenants for a leadership figure. Major NPCs have strong wills and personality, as well as the skills and aptitude to back it up—they are leaders, or renowned in the wasteland in some way.

Level and Type

Character NPCs each have a rank, which is the equlivaent of a player characters level. They also have a type just like creature NPCs that is used to calculate their XP reward.

S.P.E.C.I.A.L. Attributes

Character NPCs have S.P.E.C.I.A.L. attributes ranging from 4 to 10, totaling 40. Major NPCs have S.P.E.C.I.A.L. attributes ranging from 4-10, totaling 54.

Skills

Character NPCs have a number of points to increase their skill rank equal to 15 + their rank.

Derived Statistics

You calculate derived statistics just like player characters, taking into account any special abilities the NPC has that may affect their statistics.

Attacks

An NPC's attacks describe the way they defend themselves. Each attack lists the test's target number, damage, effects, and qualities. You don't need to track ammunition for NPC's ranged attacks.

Special Abilities

NPC stats will list any special abilities that affect their actions. These can be derived from traits or perks, like those a player character has.

Inventory

Finally, any equipment they possess will be listed in their inventory. If the character NPC has a weapon, you do not need to track ammo for them. Complications can determine them to have run out, and ammo left to loot can be deicded using the instructions in the *Loot* sidebar, p.66

NPC SPECIAL ABILITIES

NPC special abilities can be chosen from the perks in *Chapter 3: Character*s or created using the list below. When a special ability calls for a "specific test" or "acting in a certain way", it is asking for a limiting factor to the rule.

- **Proficient:** When using a specific S.P.E.C.I.A.L attribute or skill, in a certain way, their first extra d20 is free.
- **Threatening:** When using a specific attribute or skill, or acting in a certain way, and buying additional d20s, you may reroll a single d20.
- **Guiding:** Whenever they assist an ally in a certain way, you may re-roll your d20.
- **Substitute:** Whenever you perform a specific test, you may use a different S.P.E.C.I.A.L attribute or skill instead of the one required.
- **Familiar:** Whenever they attempt a specific test, you may reduce the difficulty by 1.
- **Additional Threat Option:** You can gain a specific or unique benefit by spending 1 or more AP.

EXPERIENCE POINT REWARDS

When you kill an NPC you are awarded if you took part in the combat and made at least one successful attack.Each player character recieves XP equal to that listed in the stat block. XP is not divided between the players, each player recieves the full ammount listed.

The XP you recieve from a creature or character NPC depends on their type.

- **Normal**-type NPCs show the baseline for XP of that creature, it is the minimum ammount you can recieve.

- **Brute** type NPCs have double the XP of their normal counterparts

- **Ledgendary**-type NPCs have three times the XP of their Normal counterparts.

For Example: *If a normal-type dealthclaw has an XP reward of 35XP then a brute-type deathclaw will have double this, so has a reward of 70XP. A ledgendary-type deathclaw has three times the XP reward of a normal-type, so has a reward of 105XP.*

LOOT

When creatures and NPCs die, their killers often take their belongings for themselves—whether that's raiders or the player characters themselves. Anything in your dead NPC's inventory is up for grabs, but they may also have a few extras depending on their equipment.

Ammo and Caps

If they were using any ranged weapons, roll 2d20 and add the total result in the ammunition type they were using into their inventory. If you like, you can add 1-5d20 worth of caps, depending on the wealth of the NPC.

Chems

If the NPC didn't use their chem dose, it is still in their inventory.

Junk

Depending on the NPC, they could have some scavenged junk in their inventory, at your discretion.

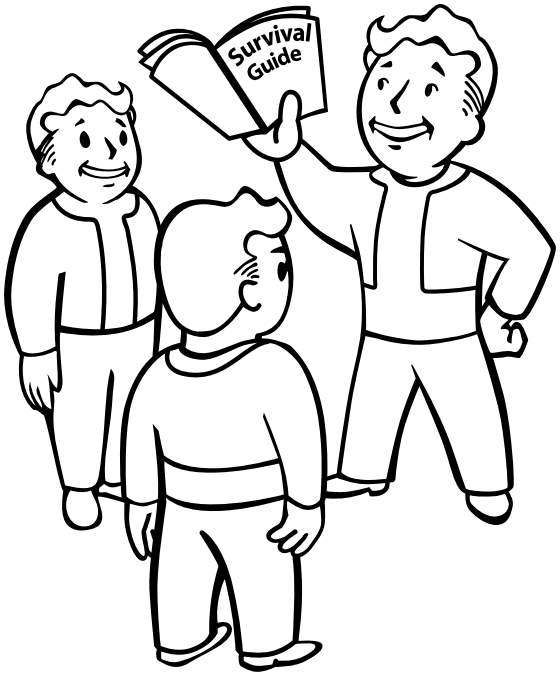
Player Commanded NPCs

If you have allied NPCs in a player character party, such as from the Dogmeat perk, you can command them during combat. NPCs under a player characters command only have a limited number of actions and they follow a few basic rules.

- They do not receive their own initative, instead they act as part of your turn.

- They will automatically perform any minor actions needed to keep up with the player character in command of them or to follow an order already issued. Action Points do not need to be spent for the NPC to perform these minor actions.

- To take a Major action, the commanding player character must expend one of their own major actions to command the NPC. You can spend AP for the Take Additional Major Action spend and use this to command an NPC, or to command them a second time on your turn.



CHAPTER 6
PARZIVAL AND THE WASTELAND KNIGHTS

Parzival and the Wasteland Knights is a three-part campaign for the Fallout RPG. It was written for a gamemaster and a group of 4-6 Players, though it can be adjusted to be used for larger or smaller groups, as appropriate. As written, it is set within the Fallout 4 era, though gamemasters familiar with the setting and lore should have no problem adjusting the contents to fit whatever era in which they wish to set the campaign.

ADVENTURE SUMMARY

ACT 1: MISTER PARZIVAL

In the first part of this campaign, a group of player characters get involved in a raider attack on a caravan navigating the wastelands outside what remains of the city of Boston. After the skirmish, the player characters meet one of the survivors of the attack, a garishly-painted old-generation Mr. Handy robot calling itself Mister Parzival. Mister Parzival reveals that he is on a quest to find something called Kameloth. The player characters investigate Mister Parzival's story and his eroding memory banks, and gather data through research and social interactions while in Diamond City. By the end of Act One , the player characters will have gathered sufficient data about Kameloth that they are ready to embark on Mister Parzival's quest if they so choose.

ACT 2: THE QUEST

In the second part of this campaign, the player characters leave Diamond City and enter the wasteland, using the information they gathered in Act 1 to track down clues to the location and contents of Mister Parzival's Kameloth. During their quest, the player characters encounter a number of wasteland challenges, and cross paths with Yawen, a super mutant behemoth who leads a force of super mutants. Yawen, a former connection of Mister Parzival, also seeks Kameloth, though for entirely different reasons. The player characters will have the opportunity to engage Yawen in a battle of wits, and failing that, a battle of arms.

Part Three: Kameloth

In the third and final part of this campaign, the story comes to a dramatic conclusion as the player characters and Mister Parzival race to get to Kameloth before Yawen and his minions. The player characters will endure combat challenges and social challenges from various wasteland dwellers and creatures. After a climatic pitched battle with Yawen and his force of super mutants, the surviving player characters enter Kameloth and discover the secrets contained within its glittering walls.

Part One: Mister Parzival

Synopsis

While roaming the wasteland for supplies, the player characters hear a pitched battle nearby and move in to investigate. A caravan traveling to Diamond City is ambushed by raiders, and the player characters get involved as they see fit. When picking up the pieces after the remaining raiders retreat, the player characters encounter an old, badly-damaged Mr. Handy robot that introduces itself as Mister Parzival. The robot is eccentric, but intriguing. The player characters escort the remains of the caravan through the wasteland and to Diamond City. Along the way, Mister Parzival reveals that he is on a quest for something special, and takes the player characters into his confidence.

Mister Parzival reveals that he has been following clues gathered from an ancient book he refers to as "Malory Morte," which he has stored on an old Pip-Boy integrated into his hardware. The Pip-Boy is old and damaged, and the text contained within it looks to be corrupted and in places nonsensical. With effort, player characters can tease out some clues from the text, which suggest a location somewhere in the wasteland. Mister Parzival insists the location is the legendary Kameloth and that there are treasures contained within its confines.

Over the course of Act One, the players will have the opportunity to:

- Get involved in a raider attack on a caravan, and interact with any survivors, including Mister Parzival
- Escort the survivors through the wasteland to the relative safety of Diamond City
- Learn about the quest for Kameloth from Mister Parzival
- Gather additional information about Kameloth
- Learn more about Mister Parzival and his history

Scene 1

Open this adventure by reading or paraphrasing the following text:

Another day navigating the wasteland, and another day closer to Diamond City, one of the few beacons of light in the devastated landscape all around you. You're looking forward to entering the city and finding time and space for a drink, a half-way decent meal, maybe some companionship—any break from staring at devastation and debris all day long. Steady rainfall has been your constant companion the last two days. As you work your way through the blistered ruins of a small town, its name long lost through time and war, pattering of raindrops changes in tone to the staccato beats of a frenzied firefight somewhere nearby. What do you do?

The player characters have two options: avoid the battle or investigate further.

- **Attempt to avoid the battle:** If they want to try and avoid the battle, they must make an **AGI + Sneak** test with a difficulty of 2. The terrain and heavy rain obscure the landscape making it easier to move through the ruins. If the group is successful, they can carefully sidestep the battle among the ruins and then they'll be able to make their way toward Diamond City unmolested. Proceed to **Scene 2**, and adjust how the player characters meet with Mister Parzival (e.g., he's slowly making his way toward Diamond City alone, he's slouched down along the path toward the city, he's evading a radscorpion, etc.).

  A player character failing the tests to avoid being detected will result in a raider rushing out of a nearby building, seeing the group, and calling out and opening fire. The players are now engaged in the battle and the raiders will take the first turn!

- **Investigate the battle:** If they want to try and investigate further, they may each attempt a **PER + Survival** test with a difficulty of 1 observe the battle. Success at the test means the player characters find a good position within the ruins and see that a caravan of settlers and survivors are fighting a pitched battle with a band of raiders. Depending on their allegiance and desires, the player characters have the option to either join in the fight to aid the caravan, or sit back and watch and wait it out.

  Failing this test results in the player characters being detected by either the settlers or the raiders at the gamemasters choice. If the settlers detect the player characters first, they'll call for help. If the Raiders detect the player characters first, they'll warn them off from what is 'theirs'.

If the player characters enter the combat without being spotted, the gamemaster may want to declare that the player characters have the first turn when they enter the combat since they have not been detected by anyone as yet.

By the time the player characters are in position to join the battle, there are as many active non-player characters from the caravan as there are player characters, and as many raiders as there are opponents (i.e., if there are four player characters, there are four caravan fighters and eight raiders in the combat. Use the stats for **Settlers**, **Wastelanders** and **Merchants** for the caravan group and **Raiders**, **Raider Psychos** and no more than one **Veteran Raider** for the band of raiders from p.94-96). Gamemasters who want an easier challenge or a harder challenge for their group of players may choose to increase or decrease the number of non-player characters as needed.

The steady downpour increases tests to attack using ranged weapons by 1. This is an urban battle, ranging from ruined building to ruined building. The gamemaster should encourage the player characters to make use of cover where possible, and should make sure the non-player characters do likewise.
The caravan fighters have nothing left to lose and will fight to the death. The raiders are somewhat more cowardly and will retreat once they have lost half their numbers. The player characters are free to chase down any survivors and deal with them as they see fit. If they let any of the raiders go, the raiders will disappear into the ruins and the wasteland and could be used as part of an encounter later in this campaign, if the gamemaster so desires.

Scene 2

After the battle, the player characters may engage the caravan survivors and gather information, scavenge any gear off the fallen raiders (and/or the fallen caravan fighters—though this may spark some outrage from any other survivors).

The player characters also encounter an old-generation Mr. Handy robot, which is painted in a garish blue and orange checkerboard pattern superimposed by faded images of unidentifiable creatures. One of its three eyes hangs limply against its body and one of its three appendages drags in the dirt, encrusted with debris and the wear and tear of time.

Read or paraphrase the following:

The Mr. Handy robot swivels its two working eyes toward you as you approach. From somewhere within its metal casing, you hear something that sounds like someone clearing their throat, and then in a gravelly voice it says, "Good day, fellow travellers. We seem to have hit a spot of trouble and woe betimes. Thank you for your assistance. My name is Mister Parzival."

Player characters may attempt a test using **INT + Science** with a difficulty of 3 to glean any memory about the name. Success at the test indicates that the name sounds familiar, though hard to place—most likely from a history book or an old story about knights. Failing the test means that the player characters don't note anything in particular about the name, other than it being an odd name for a Mr. Handy to assume.
Examining the robot with a **INT + Science** or

INT + Repair test with a difficulty of 1 reveals that it was shot during the recent battle, though the damage appears to be minor, at least in comparison to the wear and tear Mister Parzival has endured over what is likely decades of service. He will graciously accept any player character's offer of assistance if there is someone mechanically-inclined in the group. If a player character does attempt to repair Mister Parzival's recent damage they can do so with a **INT + Repair** with a difficulty of 1. They'll also note that there is an old-style Pip-Boy hard-wired into Mister Parzival's chassis, largely hidden from view save for close inspection. Mister Parzival will avoid discussing it if the player character brings it up, and will rapidly attempt to change the subject.

If asked, Mister Parzival will note that he has travelled the wasteland for years, and just a week ago had joined this particular caravan on their journey toward Diamond City. He seems like he wants to say more, but any prodding from curious player characters will have him demur and mutter, "Not yet...cannot trust others; not just yet."

Some of the other caravan survivors are available to speak with as well, depending on how friendly or chatty the player characters decide to be. Use previously mentioned stats noted above for the combat encounter, and pick from the following list of names to use as needed. Gender of the character is at the gamemaster's discretion, and the gamemaster is encouraged to assign each character a unique personality.

Caravan survivor names: Brogan, Delilah, Edwin, Gary, Jericho, Ophelia, Shytei, Zappie

The survivors note that the caravan originated in a demolished town outside the ruins of Washington, D.C. called Hagerstown, and at its height numbered almost a hundred people and animals. The long trip overland from Hagerstown toward Diamond City was brutal, and the caravan now numbers less than a dozen survivors, including Mister Parzival and any of the named survivors above. They're grateful for any help the player characters may choose to provide, and accept any offer of assistance traveling the remaining distance toward Diamond City (a week at a steady pace).

Of course, if the player characters have acted aggressively toward the caravan survivors, this interaction may play out very differently.

Assuming the player characters choose to travel to Diamond City with the survivors of the caravan, the group will depart the ruins once their dead are sorted out and any dead are relieved of their useful supplies and weapons. The caravan then resumes travel into the wasteland and toward Diamond City. Mister Parzival asks the player characters to travel with him if it seems like they need encouragement to travel with the caravan.

Scene 3

The journey from the site of the battle to Diamond City will take approximately a week on foot, though the player characters may choose to push the pace and either head for the city in advance of the caravan, or push the members of the caravan at a faster pace. The gamemaster should feel free to add +1 difficulty to all tests attempted during the trek to Diamond City if the player characters are pushing the pace to represent the additional level of exertion used to move more quickly.

The terrain between the battle site and Diamond City is generally easy to navigate, though there are occasional stretches of challenging terrain where the player characters and the caravan survivors will need to carefully step through debris fields, impact craters, wrecked buildings, and the like. The rain is steady for two more days, then transitions to drizzle and intermittent sunlight by the time the player characters reach Diamond City.

Over the course of the journey, Mister Parzival will spent much of the time chatting with the player characters, paying particular attention to any character that is mechanically gifted or who shows interest in what Mister Parzival has to say. He regales the player character(s) with tales of heroism and bravery, chatting about some of his long-lost companions, such as Bors, Ector, Galahad, and Pellinore. If a player character engages Mister Parzival in conversation, the robot might slip mention of a place called Kameloth, though he will quickly cover it up with a string of high-pitched whines suggesting something wrong with his speaker system or voice software.

A player character may attempt a **CHA + Speech** test with a difficulty of 2 to glean more information about Kameloth out of Mister Parzival. Failing the test means that Mister Parzival changes the subject and avoids chatting about Kameloth any further. If a player character succeeds at the test, Mister Parzival will note that Kameloth was "his home, a shining beacon of light and joy in the wasteland, home to treasures uncounted and unmatched in all the world." Then Mister Parzival coughs electronically and shrugs as best he can, and adds, "Or at least I think it was. It's hard to remember these days."

Mister Parzival and his Quest

This sidebar contains key information about Mister Parzival, his backstory, and his quest. Feel free to use these contents as you see fit, and sprinkle them into the discussions Mister Parzival has with the player characters as you see fit. A player character that befriends Mister Parzival may be able to glean some of the following information as well, either through conversations with Mister Parzival, or in attempts to repair or upgrade the robot.

Mister Parzival is one of several Mr. Handy robots once assigned to staff the greenhouse called Graygarden. At some point in his years of service there, he was damaged in an accident and wandered off the property and into the wasteland. He bore the wear and tear of his journeys, and somewhere along the way, a possibly-insane Ghoul calling itself Maerlyn fitted this particular Mr. Handy with an old Pip-Boy that was loaded with a significantly corrupted text edition of Sir Thomas Malory's Le Morte D'Arthur, a classic edition of the Arthurian legend from ancient Great Britain.

Maerlyn eventually died or disappeared, and left Mr. Handy, alone in the wasteland. As he continued to roam the devastated countryside, he delved into the ancient text and read it over and over until the contents were seared into its memory banks. Various glitches and damage sustained over the years further scrambled the poor robot's circuits, to the extent that he now believes that his name is Mister Parzival, and various individuals from his past are characters from the tale, including Guinevere, Arthur, Lancelot, Galahad, and so on.

Elements of his original programming still exist, though they are buried deep within his memory core and circuitry. He has a yearning to return home to Graygarden, though he cannot recall the name and has conflated the quest for the Grail with the founding of Kameloth and believes he is seeking out Kameloth and the green garden he was meant to tend to and to grow. In essence, he is a machine with a burning desire to find something green and alive out there in the wasteland, and wants to find good people, to join him on his quest.

He speaks in standard English with the occasional archaic word dropped in here and there. He is unaware of any language lapses and will act confused if anyone points out his verbal quirk. When pressed, he will grow frustrated at feeling like he knows something but that his damaged memory core circuits have rendered the information unrecoverable.

If forced, he will defend himself, but his need to complete his quest will compel him to retreat and run more than anything else. If a player character should befriend him and help repair some of the damage to his chassis, particularly repairing his damaged eye and broken third appendage, he will be more grateful than a robot perhaps should feel, and will ally himself with that player character.

Optional Encounters

The gamemaster is encouraged to narrate the journey to Diamond City to move the story along, but feel free to add one or more of the encounters presented below to add more action and excitement to the adventure and the campaign. The following encounters may be presented to the players in any order, and may be omitted desired.

Use the following encounters. if you want to leave it to chance, roll a Combat Die and use the following results:

- If the result is a 1 or a 2, use Encounter A.
- If the result is blank, use Encounter B.
- If the result is an effect, use Encounter C.

Encounter A: Radroaches!

During the trek toward Diamond City, the player characters notice a strange heap of debris in a crater field. The craters are partly filled with rainwater from the recent storms. Upon closer inspection of the heap of debris, the player characters discover that it is a Vertibird that crashed at some point in the past. The wreckage is mangled and barely recognizable, but the open hatch and the faded insignia on the hull confirm its origin. There are strange chittering sounds within the rusting hulk. Upon investigation, a swarm of radroaches attacks the player characters (use stats on p.99). There are three swarms, each containing 3 radroaches, though the gamemaster is welcome to add more to the battle if they want more of a challenge for their group of player characters.

The radroaches, defending their home, fight to the death. If the player characters search the makeshift nest inside the crashed Vertibird, they find a 12 bottle caps, a flashlight that still works, and a pair of eyeglasses with one shattered lens. A player character may attempt attest using **PER + Survival** with a difficulty of 1; success at the test enables them to scavenge various parts and wiring worth 50 caps (see Materials p.58).

Encounter B: Radscorpion Nest

As the player characters and the caravan survivors work their way through an old parking lot pockmarked with craters, part of the cracked asphalt beneath their feet gives way. Each player character must make a test using either STR or **AGI + Athletics** with a difficulty of 2 to avoid falling into the hollowed section beneath the asphalt. Any character who succeeds at the test step away from the crumbling edge of the hollow. Any character that fails the test falls in and is considered prone when the encounter begins.

Within the hollow are several intact radscorpion eggs, a couple more eggs that were crushed by any character who fell in, and a pair of immature radscorpions! The small radscorpions emit fearsome little chitters of alarm before they attack the player characters (use stats on p.100).

Two rounds after the encounter begins, an adult radscorpion some distance away cries out a challenge and rushes toward the hollow. It will defend its offspring to the death and will fight in a frenzy (+2 to all results) if it discovers any of its offspring have been injured or killed.

Player characters who search the hollow after the battle will find the three intact radscorpion eggs worth 10 caps each, and a battered but still functional army helmet painted in a blue camouflage pattern.

Encounter C: Madrighoul

One evening during the journey toward Diamond City, the player characters and the caravan find shelter in an abandoned barn that has somehow withstood the ravages of war and time. Most of the roof is intact, and the barn is empty save for a couple broken stall doors and one defiant black rat. The farmhouse near the barn did not fare so well—it has been knocked over and flattened and is little more than debris.

The player characters may search the barn, though they find nothing of interest. They will find nothing of interest. That evening, while the player characters are talking with Mister Parzival or any of the caravan survivors, they hear the faintest

sound of mechanical gears turning and then can hear someone singing loudly and off-key from some distance away.

If the player characters investigate, Mister Parzival will join them. Together, they discover that part of the barn flooring has shifted aside to reveal a narrow ladder leading down 10 feet to a tunnel. The tunnel, lined with a long string of flickering holiday lights, some bulbs long since burned out, leads straight toward the ruined farmhouse. The tunnel opens into one large chamber and then narrows into a tunnel again the closer it gets to the farmhouse. The far end of the tunnel is choked with rubble and debris from the crushed farmhouse and the exit there is inaccessible.

In the large chamber is a cozy-looking futon with tacky green upholstery, a small stove, a narrow bookshelf with two books on it, and a few other knick-knacks arranged here and there. A ghoul is seated on the futon, with an old red book in his hands, the cover and spine cracked with age and hard use, and dozens of pages missing or mouldering. He's wearing a faded set of blue overalls and a paisley shirt underneath. His wrinkled and aged feet are bare, and he has a moth-eaten gray wool beret perched on his bald head.

He continues to sing off-key as the player characters approach, and then stops and closes his book. "I hoped you would join me. My name is Palam and I welcome you into my home." Mister Parzival reacts to the ghoul's name. When asked, Palam looks mystified and studies Mister Parzival closely. After a long pause, he shrugs. "I don't recall ever knowing a Mr. Handy, much less one adorned as you."

Mister Parzival replies, "Your name is familiar, though I'm unable to place it." He rotates his eyes toward the player characters (especially if he's taken one or more of them into his confidence) and then turns back to Palam. "Do you know of Kameloth?"

Palam looks confused and asks Mister Parzival to clarify. Mister Parzival says, "Kameloth. A...a wondrous realm, a center of peace in the wasteland."

Palam's blank face and lack of reaction suggests that he does not know of Kameloth, which he soon confirms by putting voice to the statement. He'll apologies and then invite the player characters to join him for dinner—he's more than happy to share his cram casserole. "Best not to think too closely on what it contains," he warns.

If asked why he opened the secret door in the barn that led to his quarters, Palam shrugs. "I observed you all moving toward the barn and I was fairly confident you meant no harm. I expect given your numbers that you're heading toward Diamond City. Consider me a pause in the journey, a haven in the wasteland."

He'll pause, then add, "But not for long. Too many raiders moving around of late. This barn won't stand for long." If the player characters have been polite and have treated him well, he'll add, "I expect to leave soon, and when I do, I'll lock up this tunnel and demolish the barn. No sense letting some malcontents come in and ruin it."

If the player characters have gotten along well with him, he'll finish dinner and accept any help to clean up. He'll produce a half-filled bottle of rum that he shares with anyone who wants it, and then in the post-dinner conversation will slide a key card across the table and toward the player characters (and one character in particular if anyone has stepped up during this scene). "I'll lock it up tight before I go. If you ever find yourself coming this way again and could use a safe space for a little while, feel free to use this. You're clever enough to find the key slot, in time."

After the bottle is empty, Palam will say his goodnights and encourage the player characters and Mister Parzival to sleep in the barn. The secret door closes and locks behind him. The player characters enjoy a quiet night in the barn before venturing back into the wasteland in the morning.

Attacking Palam

If the Players decide to attack Palam or otherwise commit mayhem, he won't put up much of a fight, being unarmed. If they kill him before he has a chance to interact with them and share the information presented above, they can find a leather-bound journal tucked under the futon that contains Palam's diary. You can summarize the contents and fold in the above discussion into it. The key card is tucked into the journal.

Once you have completed all the optional encounters you wish run and the player characters are ready to approach Diamond City, read or paraphrase the following:

The rainstorm that has been a constant, unwelcome companion these last several days tapers off as you approach Diamond City's border. Beyond a Commonwealth Minutemen checkpoint lies the rubble of buildings that once stood around Diamond City, and, just beyond, Diamond City itself. Mister Parzival stares at the massive fortified city, largely painted in shades of green, and says, "A fine fair realm, this. May we find rest and resources here to guide us on our way to Kameloth."

Scene 4

The player characters, Mister Parzival, and the remaining caravan survivors are stopped at a checkpoint by a patrol of Commonwealth Minutemen, who listen to the group's story, check their things, and then allow them to pass into Diamond City. The Minutemen are well-armed and ready for a fight—they specifically ask the player characters if they've run into any raider bands recently. Clearly there has been an uptick of Raider activity lately and most are on edge about it.

Attacking the Minutemen

If the players decide they want to attack the Minutemen, by all means prepare a combat encounter and use an overwhelming force of Minutemen along with reinforcements arriving every couple of rounds. It would be a foolish endeavor to attack these troops near their stronghold, but sometimes Players do make unexpected choices. Allow the players a chance to escape, regroup and find another way into the city.

Read or paraphrase the following:

Diamond City, better known to residents and locals as the Great Green Jewel, is a fortified city, well-protected against external threats. It is built on an old baseball stadium, with the lower levels being reserved for the lower tiers of society and the upper levels for high society. The city contains shops, pubs, hotels, hostels, and people of all shapes and sizes. A wide variety of gear, supplies, and distractions can be had for the right price or the right trade.

Once in Diamond City, the caravan survivors thank the player characters for helping them get to the city, and then make their way into the city and on with their lives. If any of the non-player characters have interacted well with one or more of the player characters, the gamemaster is encouraged to make them companions to the player character

group and keep them around for the course of the campaign. Barring that, any of the named non-player characters from the caravan could pop up while the player characters explore the city in the following selection of optional encounters.

The gamemaster should encourage thepPlayers to spend some time exploring the city in search of supplies or clues to Mister Parzival and his Kameloth. Use any or all of the following encounters, which are presented in no particular order and may be run in whatever order best fits the needs of your group and campaign.

Diamond City Locations

This list details some of the locations within Diamond City that player characters may choose to visit during their stay.

- **All Faiths Chapel:** A non-d nominational religious building within the city, open to all faiths.
- **Chem-I-Care:** A store specializing in first aid gear.
- **Colonial Taphouse:** A bar serving food and drinks.
- **Commonwealth Weaponry:** A store specializing in weaponry and armor.
- **Diamond City Surplus:** A store selling and trading assorted basic goods and supplies.
- **Dugout Inn:** A bar and hotel with modestly-priced rooms and food.
- **Kathy & John's Super Salon:** Beauty salon and barbershop.
- **Power Noodles:** The city's power reactor and best noodle dishes around.
- **Science! Center:** A well-appointed workshop and chemlab rolled into one.

Encounter A: Hitting the Books

Some of the player characters may decide to seek out a terminal likely to have access to information related to Kameloth and Mister Parzival. There is a schoolhouse, an old library, and various government buildings in Diamond City, though the access to some of them are at higher society levels than the player characters are likely to be able to reach. They can access terminals at the schoolhouse or at the old library without issue, but clever or socially-focused player characters might be able to sweet-talk their way to a terminal situated at a higher class building.

Once at a terminal, a player character may attempt **INT + Science** using Computers to hack into the terminal and dig for any information on Kameloth or Mister Parzival. Hacking into a secured terminal has a difficulty of 3, while hacking into a public one is difficulty 1. Failing to hack into the terminal alerts the Diamond City police (use Wastelander stats), who will arrive in 3 rounds to investigate who tried to hack into the terminal.

If the player character successfully hacks in, they'll need to attempt a INT or PER test at difficulty 1 to run a search for the keywords or data they're interested in. Failure at this test means that the player character spent an hour or more searching through the city's databases, but turned up nothing useful.

If the player character succeeds at the test to search for information, they find the following pieces of information:

- Snippet from a Commonwealth Minuteman field report dated 15 years ago: "...prisoner revealed a location some distance to the north or northwest of Diamond City, referred to alternately as Camelot (Kameloth?) or Cibola. Prisoner was wounded and not lucid and was then neutralized."
- A brief biography from a children's book, the title of which is lost: "Sir Parzival, one of many knights of King Arthur's Round Table, quested for the Holy Grail for many years before eventually finding it, and love."

Once the player character closes down the terminal and heads back to meet their allies, ask one of them to make a **PER + Survival** test, opposed by a **AGI + Sneak** test (target number of 13). Failure means they get to their allies unmolested, and never notice the hooded form observing them from the alleyways. A player character succeeding at the test notes someone following them from wherever they accessed the terminal. The hooded form waves them over (or nudges into them in the street, and says, "You are not the only ones seeking the Grail. Be wary.")

The hooded form attempts to slip away, and the player character may attempt an opposed test to catch up to them. Allow the play to describe how they are trying to keep up and make a test with the appropriate attribute and skill combination and use the target number for the previous test for the NPC. Failing the test means that the player character loses the hooded form in the crowds and alleyways.

Success at the test means that the player character can grab hold of the hooded form, which is revealed to be a sad-eyed ghoul, something of a rare sight in Diamond City (ghouls are banned from entering). The ghoul refuses to name herself, and, when pressed, looks fearful and says, "The Lord Yawen, of the Super Mutants, hunts for the Grail for himself. I...I am old and weary, but I would see someone else find it first. Know that you are not the only ones seeking it." She then pulls away from the player character and escapes into the crowds and alleyways of the city.

Encounter B: Parts for Mister Parzival

Mister Parzival wants to take advantage of the time in Diamond City to secure parts and repairs. If he has befriended a player character up to this point, he will ask them to accompany him to the market to barter or buy items. If he has yet to befriend anyone in the group, this is an opportunity to do so. He'll approach the group and ask if anyone is available to accompany him to the market.

Mister Parzival has 50 caps in a storage tray built into his chassis, which he will use to barter for or buy parts and materials for his upkeep. He'll be chatty with the player character who accompanies him. The gamemaster should make use of this opportunity to add in any detail from the Mister Parzival sidebar presented on page 67, as needed.

Mister Parzival will come across as a gentle soul (at least for a robot) and it should be made clear that his yearning for finding Kameloth is strong. At one point in the trip to the market or at the market, Mister Parzival will nudge the player character to observe a couple buying food together and holding hands. Mister Parzival sighs and says, "Oh, were I ever to win knightly fame, may I be worthy to ask someone for love." The player character is free to react as appropriate.

Encounter C: The Supplier

If the player characters treated the caravan survivors poorly or arrived at Diamond City without the caravan for whatever reason, do not use this encounter.

If the player characters treated the caravan survivors kindly and helped them to Diamond City, one of the caravan survivors (reference the names on page 66) will seek out the player characters and indicate that they are the second cousin of one of the employees of Diamond City Surplus. They'll also tell the player characters that for their kindness and for escorting the caravan to Diamond City, the survivor worked with their second cousin to arrange a 20% discount that the player characters can use at the surplus store to buy reasonable supplies and equipment.

The survivor accompanies the player characters to Diamond City Surplus, where they introduce the player characters to Filora, an employee of the store. She welcomes the player characters and thanks them for helping her cousin get to Diamond City, and encourages them to shop and ask for whatever they may need.

A player character may attempt a **CHA + Speech** test to gain favor with Filora. Failure at the test results in lousy customer service. Success at the test means that Filora takes a liking to the player character and notes that she can probably persuade one of her friends, an employee at Commonwealth Weaponry, to give the player characters a similar discount there.

Scene 5

The player characters return to their temporary housing to discuss their findings from the slate of encounters above. Allow the player characters time to share what they found, and use Mister Parzival and any other companion the player characters have allied with to move the conversation along as needed. The player characters have two leads for things to search for within the wasteland, namely Kameloth itself and the super mutant Yawen, and may have an idea or two as to who in Diamond City can supply them for their quest.

In addition, Mister Parzival may have been repaired or upgraded during their time in Diamond City, especially if there is a technically-inclined player character among the group. This particular character may be given special treatment by Mister Parzival, and may even be looked upon as something of a friend or close ally, depending on how the player character has approached interacting with Mister Parzival. If so, the player character may have learned some of the content contained within the Mister Parzival sidebar on page 67.

Mister Parzival will be an eager participant in the information-sharing and discussion, and will do all he can to encourage his companions to embark on the quest with him. He promises no payment other than sharing the riches he is confident Kameloth contains once they reach their destination.

However, if the player characters encountered the mysterious ghoul in Encounter A, Mister Parzival will be evasive when asked about the super mutant Yawen. The player characters may attempt an opposed test using CHA and an appropriate skill of their choice to talk or threaten Mister Parzival into revealing what he knows. Failure at the test means that Mister Parzival remains tight-lipped, other than to say that he ran into Yawen years ago and that he's confident the super mutant will have forgotten all about him and his silly quest.

Success at the test means that Mister Parzival will reveal that during his wanderings in the wasteland, he was once badly damaged by a chance encounter with a mirelurk. He was 'saved' by Yawen and his company of soldiers, who took Mister Parzival in and repaired him enough to scour his memory banks for any useful data. They were less than gentle with him and soon discarded him among the other debris within the wasteland, and left him alone rather than dismantle him or destroy him thanks to Mister Parzival's entertaining way of telling ridiculous stories.

Mister Parzival notes that it's entirely possible he told Yawen more about Kameloth than he remembers, since he has endured much hardship in the years since Yawen captured him and then abandoned him. It's possible that tracking down Yawen and questioning him might be more effective than wandering the wasteland to the north and west of Diamond City, hoping to stumble upon Kameloth.

Conclusion

At this point, the player characters should have gathered enough information that they could leave Diamond City and begin the quest for Kameloth or to track down Yawen. The gamemaster should either proceed directly to Act Two of this campaign, though feel free to allow the characters to explore Diamond City more first.

Act Two: The Quest

Synopsis

The player characters have met Mister Parzival, learned of his quest for a location he calls Kameloth, and learned that at least one other individual, a super mutant behemoth named Yawen, may also be seeking Kameloth and its secrets. Mister Parzival encourages the player characters to take up the quest and is eager to join them as they head out into the wasteland.

Over the course of Act Two, the Players will have the opportunity to:

- Head out into the wasteland in search of clues as to what Kameloth is and where it might be found
- Encounter various wasteland dwellers, creatures, and hazards
- Find the trail of the super mutant Yawen and track him down
- Encounter Yawen and his company

Two Paths

The player characters have two likely paths to pursue in Act Two: either search for Kameloth itself by traveling north and west from Diamond City (Path One), or seek out clues to the whereabouts of the super mutant Yawen and his company (Path Two). No matter which path they take, the story will eventually lead them to Scene 4 p.70, and the rest of this part of the campaign, which proceeds as written no matter which path the players choose to take.

Path One is slightly more focused on social encounters and roleplaying, though there are some combat encounters. Path Two is slightly more focused on combat, though there are some social encounters and opportunities for roleplaying scenes. The encounters presented are unique to each path, which means that a group of players playing through this campaign more than once may experience different events over the course of the campaign.

Introduction

Encourage the player characters to open this part of the campaign with a role-playing scene amongst themselves and any companions they've gathered along the way, including Mister Parzival, to determine which path they want to pursue. Once the players have made a decision, proceed to either Path One: Scene 1 or Path Two: Scene 1, as appropriate.

If the players come up with an option outside the scope of either Path One or Path Two, adjust the material of this campaign accordingly and have fun!

Path One: Scene 1

This path assumes that the player characters have decided to travel north and west from Diamond City in an effort to locate Kameloth itself. Give the player characters the opportunity to gather any remaining gear or contacts they wish to make while in Diamond City, and then encourage them to leave the city and head out into the wasteland.

It takes a couple hours for the player characters to reach the northern outskirts of Diamond City's borders, and the area in which they travel to get there is well-patrolled by alert units of Commonwealth Minutemen. The player characters are essentially free to discuss matters amongst themselves. This is an opportunity for the gamemaster to have Mister Parzival add more commentary about his life and experiences, based on the content found in the sidebar on page 67. It's also an opportunity for roleplaying with any companions the player characters may have accumulated over the course of the campaign to date.

During the travels to the northern border, the player characters occasionally encounter travellers heading toward Diamond City singly, in pairs, or in small groups. These various and sundry stragglers pause long enough to share a little of their story, and their story is a consistent one—these are settlers, scavengers, and the like who have been pushed out of their enclaves and homes and regular routines due to the heightened Raider activity all around Diamond City. None of them have answers for why the raiders are on the warpath. Each of these encounters should

leave the player characters with the feeling that something strange may be occurring in the wasteland to get the raiders so amped up for attacks.

Raider Player Characters

Should one or more of the player characters be a member (or ex-member) of a raiders faction, you have a couple of options. You could assume that the raiders are a non-united collection of disparate clans, bands, and companies, and that one band of raiders doesn't necessarily owe any allegiance or friendship with another. This could be used to explain why some raiders are attacking settlers and scavengers and threatening Diamond City, while others, such as the raiders amongst the player characters, are not (at least, not yet).

Alternatively, if you don't want to deal with the whole raiders-in-different-groups issue, simply replace any raider encounter in this campaign with that of another faction. Perhaps the Brotherhood of Steel has sent out squads to cleanse or pacify the area.

Path One: Scene 2

The player characters reach the border checkpoint and the squad of Minuteman on watch there see them on their way with the encouragement to keep a sharp eye out for bands of raiders. If the player characters pause to question or interact with the Minutemen, they may attempt **CHA + Speech** test with a difficulty of 1. Success at the test means that one of the Minutemen tells the player characters that most of the stragglers coming into Diamond City's protection have been coming from the northwest, so they should be prepared if they're heading in that direction. Failure at the test provides nothing of value other than the Minutemen offering the group a half-hearted 'Good luck'.

Once past the Minuteman checkpoint, the player characters enter the wasteland and begin their search for Kameloth. Granted, they don't have a lot of information to go on, other than knowing it may lie to the north or northwest of Diamond City. Player characters who wish to question Mister Parzival further may make test with the appropriate attribute and skill combinations to learn more. Failure at the test reveals no new information. Success at the test and spending 2 AP means that Mister Parzival will study the blasted landscape all around them, and soon focuses on the remains of a nearby major highway. Most of the concrete supports still stand, though there are piles of asphalt and concrete rubble, twisted guardrails, and the like.

Mister Parzival stares at the ruined highway, then makes an excited sound. "Perhaps, yes! Kameloth was located near one of the main thoroughfares of its day. Perhaps by following the road, we may come across it, or more guidance to get us there."

Once the player characters decide which direction to travel, provide narration as appropriate as they head out into the wasteland under an overcast sky. Use as many of the optional encounters that follow as desired to fill out the travel time for the player characters before proceeding to **Scene 3**.

Encounter B: The Brotherhood

One afternoon during their travels, the player characters cross paths with a pair of Brotherhood soldiers: a Field Scribe named Margo and a Paladin named Merchad wearing power armor. The two soldiers are initially wary of the player characters, especially if there are any mutants among the group, but tests involving CHA should keep them friendly enough.

Mister Parzival acts very excited upon hearing their names, and noting the Paladin's armor, asks if they are also on the quest for Kameloth. Merchad is stone-faced, though Margo acts quite curious and will ask questions of the player characters and Mister Parzival about what Kameloth is. Once it's made clear that Kameloth is a place, Margo will shrug and note that many of the overpasses along the highway have ruined buildings in and near them.

If asked what their mission is out in the wasteland, the two soldiers will act cagey, though with some encouragement, Margo will note that they were sent out to survey the wasteland ruins in search of a likely site for a new Brotherhood base of operations. He'll also note that they've seen a few raider bands roaming around, as well as a number of settlers and survivors scrambling toward Diamond City over the last two weeks. This is an opportunity for the player characters to share information and roleplay with a pair of potential allies. If the player characters happen to mention they might encounter super mutants, this will pique their curiosity. The two will have a private conversation loud enough for the player characters to hear, along the lines of wanting to join the player character but being duty-bound to follow their orders.

If any of the player characters are members of the Brotherhood of Steel, or if the player characters appear to be in clear need of medical assistance, or somehow endear themselves to the two soldiers with effective roleplaying, Merchad will wish them the best on their journey and offers the group a pair of stimpaks and a signal grenade, in the off-chance that the player characters run into any mutants or other trouble they can't handle and have need of the Brotherhood to come to their rescue.

The two will make their farewells and head off into the wasteland, heading southwest.

Encounter C: Mole Rats

One cloudy evening, the group is attacked by a ravenous horde of mole rats desperate for a meal! No loot is associated with this encounter save for the irradiated meat from the corpses of the mole rats once the player characters are done with them.

Encounter D: Happy Freeze

During their travels through the wasteland, the player characters hear strange electronic music echoing through the wind. Upon investigation, they discover a large square robot wandering around, its white and blue finish pockmarked with rust and grime. There are faded images of ice cream cones and sweets on the long sides of the robot, and tinny, tinkling music coming out of small hidden speakers, sounding like a music box that has run down but is stuck on repeat. There are dispenser slots on the two long sides of the robot.

The nest of eyes set into the front of the robot focus on the player characters, and then the robot turns toward them. In a metallic voice it says, "Happy Freeze is he-he-here! Treats for the l-l-little ones! Treats for them all! Cold and fresh and del-del-delicious!"

As the robot approaches, the player characters may attempt a **PER + Survival** or **Per + Explosives**. Success at the test reveals that there are strange wires hooked into the dispenser slots, and what looks like explosives tucked inside! If they succeed, the player characters can dive for cover or otherwise prepare themselves before the robot explodes, causing 4 of damage with the Area damage effect. If the player characters failed the test, they take the full brunt of the damage without having had a chance to prepare or duck.

Alternatively, the player characters may decide to shoot the robot before it gets too close, in which case it will explode and inflict 2 of damage with the Area damage effect.

The explosion somehow does not affect the machinery attached to the speakers, which continues to bleat out the tinny music. The scrap from the explosion, if gathered up, is worth approximately 25 caps.

Path Two: Scene 1

This path assumes that the player characters have decided to head into the wasteland and hunt down the Yawen and his company. Give the player characters the opportunity to gather any remaining gear or contacts they wish to make while in Diamond City, and then encourage them to leave the city and head out into the wasteland.

If the player characters made any friends with the settlers in Act One, one or more of them may approach the player characters and ask to accompany them on their hunt for Yawen, in the spirit of wanting payback for the harms the super mutants did to them and their dead friends. The player characters are welcome to accept their company, or not, depending on how they want to play it out.

It takes a couple hours for the player characters to reach the outskirts of Diamond City's borders, whichever direction they decided to travel, and the area in which they travel to get there is well-patrolled by alert units of Commonwealth Minutemen. The player characters are essentially free to discuss matters amongst themselves. This is an opportunity for the gamemaster to have Mister Parzival add more commentary about his life and experiences, based on the content found in the sidebar on page 67.

During the travels toward the border, the player characters occasionally encounter travellers heading toward Diamond City singly, in pairs, or in small groups. These various stragglers pause long enough to share a little of their story, and their story is a consistent one—these are settlers, scavengers, and the like who have been pushed out of their enclaves and homes and regular routines due to the heightened Raider activity all around Diamond City.

Provide the Players with the opportunity to attempt to encourage the travellers to provide more detail. A successful test means that one of the travellers will reveal that their village was attacked by super mutants and their mutant hounds, and that they managed to escape only because they ran faster than their slower friends. These encounters should leave the player characters with the sense that the super mutants activities in the wasteland are having an effect on the raider clans and encouraging the raiders to strike out at settlers and scavengers. If the players spend AP on a successful test, they can discover the following:

- They were told by other survivors that the super mutants weren't just killing people, but capturing them.
- At least several survivors describe seeing a super mutant much larger than the rest, who seemed to be in charge.

Path Two: Scene 2

The player characters reach the border checkpoint and the squad of Minuteman on watch there see them on their way with the encouragement to keep a sharp eye out for bands of raiders. If the player characters pause to question or interact with the Minutemen, they may attempt **CHA + Speech** test with a difficulty of 1. Success at the test means that one of the Minutemen tells the player characters that most of the stragglers coming into Diamond City's protection have been coming from the northwest, so they should be prepared if they're heading in that direction. Failure at the test provides nothing of value other than the Minutemen offering the group a half-hearted 'Good luck'.

Once past the Minuteman checkpoint, the player characters enter the wasteland and begin their search for Kameloth. Granted, they don't have a lot of information to go on, other than knowing it may lie to the north or northwest of Diamond City. Player characters who wish to question Mister Parzival further may make test with the appropriate attribute and skill combinations to learn more. Failure at the test reveals no new information. Success at the test and spending 2 AP means that Mister Parzival will study the blasted landscape all around them, and soon focuses on the remains of a nearby major highway. Most of the concrete supports still stand, though there are piles of asphalt and concrete rubble, twisted guardrails, and the like.

Mister Parzival stares at the ruined highway, then makes an excited sound. "Perhaps, yes! Kameloth

was located near one of the main thoroughfares of its day. Perhaps by following the road, we may come across it, or more guidance to get us there."

Once the player characters decide which direction to travel, provide narration as appropriate as they head out into the wasteland under an overcast sky. Use as many of the optional encounters that follow as desired to fill out the travel time for the player characters before proceeding to **Scene 3**.

Encounter A: Minutemen Ambush

Early on after leaving the borders of Diamond City behind, the player characters accidentally stumble into the path of a squad of six Commonwealth Minutemen advancing on a ramshackle shack built up against a twisted overpass. The Minutemen encourage the player characters to either step back out of the line of fire or join in their battle against a trio of Raiders they've chased for the last few hours.

If the player characters choose to join in with the Minutemen, they may join the battle, which could be simply narrated since the Minutemen plus the player characters present overwhelming odds for the battle. Alternatively, you may choose to conduct the battle as normal. The Minutemen want at least one prisoner left alive for questioning, so they encourage the player characters to be careful when shooting.

Any surviving Raiders from the battle are disarmed, apprehended, and bound. The Minutemen squad's leader, Corporal Gates, takes the lead questioning them, though a player character is welcome to step up and join in by attempting a **CHA + Speech** or other appropriate test to charm, coerce or threaten the raider into talking. If the player character or Corporal Gates is successful at the test, the raider prisoner(s) reveal that they had been attacking farms and settlements, because they had been pushed out of their own fortifications by super mutants. If the players spend AP, the raider(s) also reveal that the super mutants stripped the raider camp for supplies and ammunition, so it wasn't a territory grab as much as it was a stockpiling of resources. They have no idea why the super mutants would attack many raider outposts.

The Raiders reveal nothing if the player character or Corporal Gates fail the test and refuse to cooperate. More dire threats or tests to intimidate the raider may be attempted with a difficulty of 4. Failure at this test means that the raiders will simply not give up any more information, and will go to their fates tight-lipped.

Encounter B: Crazed Raider

One afternoon while the player characters are travelling the wasteland, they stumble upon a critically-wounded raider slumped inside the rusted-out shell of a car. There is an empty medical kit nearby along with the partly-eaten carcass of a mole rat. When he sees the player characters approach, he raises one hand weakly as if to ward them off, but then drops his hand back to his lap and lets his head loll back with a chilling giggle.

A player character may attempt a **INT** or **PER + Medicine** with a difficulty of 1 to determine the health of the raider. Success at the test reveals that the raider is mortally wounded and that there is nothing that can be done for him in the field other than to keep him comfortable.

The player characters may question the Raider by attempting a **CHA + Speech** with a difficulty of 2, the raider is doped up on strong medication and from being badly wounded. If the player character succeeds at the test, the raider reveals that he was part of a war band, but that his group was ambushed by super mutants a couple days ago and was wiped out. He gestures toward the northwest and says that the fight took place somewhere in that direction. The player characters may choose to stay with him until he passes on, help him to his final rest, simply leave, or whatever other action is most appropriate.

If the player characters choose to attack the raider, he will not put up a fight. He has no gear on him save for his blood-stained clothes, a pistol with no ammunition, and a small silver half-heart charm on a broken chain tucked into his left boot, worth 20 bottlecaps.

Encounter C: Freaky Farmers

During one of their day's travels, the player characters discover a small farmstead carved out of the wasteland. There are a pair of emaciated brahmin hooked to a plow working in a field. It's unclear what crop has been planted, if any. A pair of ghoul farmers, wearing dingy clothing and wielding shotguns, encourage the brahmin to their work. Upon seeing the player characters, the farmers loudly demand that they get away from the farm and off their property.

If the player characters linger, the ghoul farmers will shoot with the intent to drive them off the farm or simply kill them all. If the player characters move on without engaging the farmers, the farmer will hurl a few insults their way and then go back to their work.

The player characters may also be able to talk with the ghouls, though attempting to do so without being shot will require the player characters to attempt a test using **CHA + Speech** with a difficulty of 3 due to the inherent suspiciousness of the ghoul brothers. If the player characters succeed at the test, the ghoul brothers introduce themselves as Ede and Nud. They offer the player characters to share their meal. If the player characters also spend AP to improve the results of their test, the brothers will allow them to sleep in the barn with their brahmin overnight if that'll help them with their journey. They expect the player characters to be on their way in the morning, however.

If the player characters fail the test, the ghoul brothers simply open fire and defend their farm.

Should the player characters battle and defeat the ghoul farmers, they may choose to access the modest farmhouse on the property. An egg casserole is cooking in the oven, there is fresh bread and cold water, and assorted other gear stored in the house, a medkit, shotgun ammunition, two bottles of Nuka-Cola, and a sealed bottle of vodka.

The farmers explain their hostility was due to having a number of wastelanders approach the farm in recent days, many attempting to steal food, caps and even the brahmin. They didn't bother to ask why however, and simply chased them away.

Encounter D: Rabid Radstag

One evening during their travels, a rabid radstag brays out a challenge and rushes the player characters' camp, attracted by the sounds of people in its territory. Upon killing the radstag, the player characters will discover six bottlecaps in its stomach should they choose to clean and dress the beast. If the gamemaster wishes to make this a harder encounter, feel free to make it a small herd charging into the camp by adding one or more radstags.

Scene 3

After a few days of travelling and enduring some or all of the encounters presented above in their chosen path, during one brisk afternoon the player characters hear gunshots from a high-powered weapon somewhere ahead of them. Anyone wishing to investigate should attempt an **AGI + Sneak** test with a difficulty of 2 to sneak up to a nearby pile of debris overlooking a valley. Success at the test gets them there without issue and without being detected. Failure at the test means that they have been spotted by lookouts, though they will not know this until later in the scene.

Read the following aloud:

Looking down into the valley reveals a gruesome sight. A large reinforced wagon, built out of scavenged Vertibird parts, sheet metal, and other elements stands in the valley, a team of four brahmin hooked up to it. Inside the wagon are several humans, all of whom appear to be wounded and bound. About a dozen well-armed super mutants stand near the wagon, one of whom is a behemoth in size and is clearly the leader of the band. There are several temporary shelters built up around the wagon; the overall look of the encampment is that this is a temporary, travelling company. There is also a second wagon built out of scrap metal and chitin, though this one is uncovered and packed with various supplies, weapons, and scrap, all of which look like scavenged materials and

may well be the product of the raids the super mutants have conducted on raider enclaves and settlers.

A pair of makeshift poles have been planted into the ground a dozen feet away from the wagon, and there is a body hanging from each pole. One body is missing most of its limbs, including its head. The other person is still alive, and frantically wiggling in its bonds to try and escape. The behemoth bellows an order, and one of the super mutants, holding a rifle, takes aim and shoots at the bound prisoner, hitting her arm. The prisoner cries out in pain while the super mutants laugh. It seems clear that the super mutants are having some sport with the prisoners, and it looks likely that they'll continue until they're all dead.

The player characters may decide to attack the camp outright, or move in to speak with the group, or whatever other option the players may choose to come up with. There is no one right path here; it will depend entirely on the morals of your particular group of player characters and how they want to approach interacting with Yawen and his company. Mister Parzival, upon seeing the situation and the number of opponents, will note that, "The odds are not in our favor. I suggest we move toward the camp slowly and parlay."

If the player characters decide to shoot it out, proceed with the battle. The super mutants will attempt to wound the player characters so that they can take them captive and torture them for information or for fun. Their larger numbers and tactical advantages should prove to defeat the player characters, though this is by no means a sure fight. Any player characters wounded or incapacitated during the battle are bound and thrown into the prison wagon. The more player characters that are wounded, the more likely it will be for Yawen to demand the other player characters surrender.
If the player characters decide to walk toward the encampment, they should do so without weapons in their hands and be clear about their peaceful intentions. A pair of wary super mutants will move toward them with weapons at the ready and escort them into the camp. If the player characters were spotted at the beginning of the scene then they are apprehended before they even make it to the camp and the difficulty of tests to interact with Yawen are increased by 1.

Whether the player characters are all taken captive or are escorted into the camp, proceed to **Scene 4**.

Scene 4

Adjust the opening of this scene accordingly depending on whether the player characters enter the camp under their own power but are escorted by guards, or are visited by Yawen while they sit in the prison wagon.

The player characters are escorted through the camp and toward the super mutant behemoth. Yawen looms over the player characters, his massive bulk and presence dwarfing most other beings. In a deep, gravelly voice, he says, "Who dares enter my domain?"

The player characters may speak up, but if none do after a few moments, Mister Parzival will. The robot says, "Yawen! I remember you! Dost remember me? I am Parzival, knight and seeker of Kameloth!"

Yawen stares at Mister Parzival while another, smaller super mutant, wearing a satchel over one shoulder and an old Pip-Boy in the other hand, whispers into Yawen's ear. Yawen listens, then shrugs him away. "Away from me, scribe."

The player characters may attempt a **PER + Survival**. If they succeed at the test, they note that the Pip-Boy in the scribe's hand is displaying a map, though it's not legible enough at distance to make out details.

Yawen focuses on Mister Parzival. "I do not remember you, scrap metal. But I do know the name Kameloth. What do you know of that place?"

The player characters may attempt a **PER +**

Survival. If they succeed at the test, they note that the Pip-Boy in the scribe's hand is displaying a map, though it's not legible enough at distance to make out details.

Yawen focuses on Mister Parzival. "I do not remember you, scrap metal. But I do know the name Kameloth. What do you know of that place?"

The player characters may attempt tests to converse with Yawen with whatever attribute and skills are appropriate. The tests have a base difficulty of 2, increased by 1 if the players were seen and brought in by force or tried to attack. He is belligerent and knows he has the advantage, and is content to speak from a position of power. He knows the likely location of Kameloth, and has more soldiers and weapons than the player characters.

During the conversation, find a good place to drop in the following statement from Yawen. "We will take Kameloth, strip it of its treasures, and then raze it to the ground. Or...I may use it as my new stronghold. None can oppose me."

Yawen seeks any additional information about Kameloth and its surrounding environment. The player characters may attempt to bluff their way through the conversation or choose to be honest. In either case, Yawen will soon realize they have nothing to offer him and his company. Mister Parzival is not much help, as much of his original memory and programming were wiped. He'll go on about wanting to find the place and how important it is to return there, but can't offer specifics on where to find it or what to expect when they get there.

If the player characters were escorted into the camp under their own power and conducted themselves appropriately Yawen will allow them to leave the camp as long as they leave and never return to this area of the wasteland. If the player characters were wounded and thrown into the prison wagon at the start of this scene, Yawen is likely to keep them as prisoners, though player characters may attempt any appropriate tests to escape, such as **AGI + Lockpicking**, at difficulty 4.

If the player characters decide to try and fight their way out of the camp, they are welcome to do so, though it will be a very hard fight against overwhelming odds. The player characters might attempt to grab the Pip-Boy from Yawen's scribe as they make their escape. The gamemaster should feel free to either let the dice fall as they may and wipe out the player character group here, or give them opportunities to split the party—perhaps some are able to escape while others are wounded and captured and dragged back to the prison wagon. Keep the action moving and reiterate the brutality of life in the wasteland.

The Pip-Boy contains the location of Kameloth, and can also contain information on other areas of interest if you wish to have other locations of interest for your players to explore after the end of this campaign.

Scene 5

Unless the player characters willingly left the camp and stuck out on their own, some or all of them, and Mister Parzival, have been wounded and/or beaten into submission. They are stripped of their gear, placed into chains, and stuffed into the makeshift mobile prison wagon made from scrap metal, mirelurk shell parts, and weathered rope. When asked why Yawen just doesn't kill them outright, the guards or perhaps Yawen himself will note that it is a five-day journey to what he believes is Kameloth and that the company's brahmin will need to eat something along the journey.

Adjusting the Scene

Adjust the opening of this scene accordingly depending on the results of the conversation with Yawen in the previous scene. Player characters may have left the camp empty-handed but wait outside the valley to discuss options, may have fought their way out but left some wounded allies behind, or may all be prisoners of Yawen. The intent of this campaign is that the player characters are either all prisoners of Yawen by this point, or that some of them have been taken captive while others managed to escape and are outside the camp area, determining their next steps.

The prison wagon is guarded by a trio of well-armed super mutants and a pair of mutant hounds. Their orders are to wound, not kill, but will not pull their punches if the player characters are clearly earnest about trying to escape or do them harm. "Dead taste as good as the living." If the player characters engage their guards, use the stats presented on p..

Faced with imprisonment and the likelihood of being a pack animal's brunch, the player characters in the prison are left to ponder their fate. Mister Parzival, resting heaving upon the rough flooring of the makeshift prison, rotates his eyes from companion to companion. He says, "The questing knights faced many challenges in their quest...we will face this one as well, together as friends." Whether this cheers up any of the player characters remains to be seen.

If any player characters evaded capture and escaped Yawen's compound, give them the opportunity for a roleplaying scene and emphasize the bleakness of their situation. Their party is split up, some imprisoned, some wounded or perhaps dead, and there is little hope of any allies or support to come to them from any direction.

Conclusion

This should be presented as the low point of the campaign. The player characters have met or engaged all the key non-player characters and know the location of Kameloth. They also know that Yawen is ready to lead his company to take Kameloth for himself. However, they are largely powerless to do anything about it because some or all of them have been imprisoned by Yawen. The gamemaster should proceed directly to Act Three of this campaign, but should feel free to run other adventures between Act Two and Act Three as desired.

Part Three: Kameloth

Synopsis

Armed with sufficient intelligence, the player characters travel through the wasteland in search of Kameloth, racing against Yawen and other characters, and the encouragement of Mister Parzival. As they approach what they believe is Kameloth, Yawen and his allies attack the player characters and there is a desperate battle for survival. The player characters come to the location of Kameloth, a battered but operative seedfarm revealed to them as Graygarden.

Over the course of Act Three, the players will have the opportunity to:

- Race toward Kameloth against Yawen and his company and any other non-player characters that have been caught up in the quest
- Battle wasteland creatures and the super mutant company led by Yawen
- Discover Kameloth and its secrets

Scene 1

Coming out of Part Two, the player characters are most likely either all imprisoned by Yawen and his company, or are partially imprisoned with a few player characters on the outside of the encampment looking in and left to determine what to do. Give the player characters some role-playing opportunities to note their situation and to brainstorm ideas on what to do next.

If all of the player characters were captured and imprisoned at the end of Act Two, then a jailbreak would seem to be the most likely path out of their situation. The guards are alert but complacent, and clever player characters may be able to talk their way out of the prison wagon or otherwise manage an escape from the wagon. They should then figure out how to get their gear and the Pip-Boy from the scribe, and get out of the camp without attracting additional attention. Running this scene in this manner may give the gamemaster the opportunity to focus on stealth skills and subterfuge rather than direct physical combat, or perhaps even some tests to persuade or intimidate guards into helping the player characters.

If some of the player characters were captured and others are outside the camp thinking of breaking their allies out of prison, the gamemaster is encouraged to switch from one group to the other in a dynamic fashion, keeping things moving. Perhaps the group of imprisoned player characters can attempt to sneak their way out of the prison wagon while the player characters outside the camp attempt a rescue or otherwise attempt to help their allies stuck in the prison wagon.

If the player characters have not yet attempted to steal the Pip-Boy containing the map from Yawen's scribe, they have a golden opportunity to do so if they manage to escape the prison wagon or attempt to sneak around the camp. Player characters may attempt a **PER + Survival** test with a difficulty of 1 to single out the scribe and identify which tent he ducks into at night. The player characters may attempt **AGI + Sneak** tests with a difficulty of 2 to slip into the scribe's tent unnoticed. Success at the test means that they successfully enter the tent without anyone noticing, and may attempt further **AGI + Sneak** with a difficulty of 3 to take the Pip-Boy off the scribe's arm (either by stealthily killing the scribe first, or by taking it off without waking or otherwise notifying the scribe.

Failure at the test to get into the tent means that one or more super mutant guards or a super mutant hound detect the player character(s) attempting to sneak into the tent, and raise the alarm. The player characters have one round to take an action before the camp erupts in angry super mutants and a general melee.

If the player characters end up in a general melee with the bulk of the super mutants, it will be a very hard fight against overwhelming odds. The gamemaster should feel free to either let the dice fall as they may and potentially wipe out the player characters, or give them opportunities to escape. It's possible some of the player characters might get wounded and captured again, or they all may be able to get away, either with or without the Pip-Boy containing the map to Kameloth. The

gamemaster is encouraged to keep the action moving and reiterate the brutality of life in the wasteland.

Scene 2

Once the player characters escape from Yawen's camp, the gamemaster may narrate a chase across the wasteland toward Kameloth, interspersing moments of narration with combat encounters either with the super mutants as they attempt to catch up, or with any of the encounters provided below. The intent is to keep up the action as the player characters work their way through the wasteland toward Kameloth, pursued by Yawen and his company and any other adversaries they've managed to generate over the course of the campaign.

This scene also presents the opportunity for any non-player characters encountered over the course of the campaign to show up and provide assistance to the player characters, depending on how the gamemaster wants to present events and how well or poorly the player characters interacted with non-player characters during the course of the campaign. Some options for potential assistance include:

- If the player characters encountered the Brotherhood of Steel members Margo and Merchad earlier in the campaign, the player characters might be able to signal for their help using the signal grenade given to them. Margo and Merchad could arrive out of the wasteland and lend assistance to the player characters, and can even offer to call in for additional support.

- If the player characters did not encounter Margo and Merchad earlier in the campaign, now might be a good time to have the player characters encounter them. The Brotherhood of Steel soldiers are roaming the wasteland, hunting down super mutants, and they have tracked Yawen and his company for some time. They'll encounter the player characters and offer to help them rescue their imprisoned allies or to attack the super mutants. If the player characters waffle on what they want to do, Merchad and Margo will tell the player characters that they're going to attack, and will leave the player characters behind to conduct an attack on the super mutants.

- If the player characters encountered Palam the ghoul earlier in the campaign, he could show up at some point and provide assistance. He's not much use with a weapon (use Wastelander stats), but could provide medical assistance or act as a runner if the player characters wanted to send him ahead to Kameloth or back toward Diamond City for assistance. Kameloth has no aid to provide, and Diamond City is too far for him to travel for any help to arrive in time.

- If the player characters weren't difficult during their time in and around Diamond City, a patrol of Commonwealth Minutemen might arrive to lend their support. Their leader could note that they chose to follow the player characters into the wasteland, or perhaps they were tipped off by any of the caravan survivors the player characters escorted to Diamond City and wanted to head out and assist if possible.

Encounter 2B: Minefield

During their rush toward Kameloth, either running from Yawen and his company, or chasing after them, the player characters stumble into a wide swath of land peppered with active land mines. Mister Parzival or any of the player characters or their companions must attempt a **PER + Explosives** test with a difficulty of 1. Any character succeeding at the test notices a partly-uncovered fragmentation mine in the ground and is able to warn their allies away from it. Any player character failing the test triggers a mine and suffers the effects accordingly.

A player character may attempt a **AGI + Explosives** test with a difficulty of 4, and a complication range of 3 to disable the mine. Success at the test means the player character successfully deactivates the mine and may remove it from the ground and reuse it as desired. Failure at the test means the player character triggers the effects of the mine.

Encounter 2C: Raider Revenge

The player characters encounter a rag-tag group of raiders trailing the super mutants. The group of raiders clearly looks to be a mix of individuals from several different raider factions, suggesting that they have banded together for a common purpose. There are twice as many raiders as there are player characters and companions. The player characters may choose instead to carefully approach the raiders, or the raiders themselves may approach the player characters under a flag of truce.

The player characters may attempt a **CHA + Speech** with a base difficulty of 1, but other relevant skills can be used depending on how they want to approach the social encounter with the raiders. The raiders at this point aren't looking to attack anyone save for the super mutants. It is clear through interacting with the Raiders that they are tired of being beaten down by the super mutants, and are desperate for revenge against the super mutants that wiped out their bases of operations and slaughtered their allies.

Whether the player characters go along with this shift in raider morality is up to the players—it's an example of how tides shift and change in the wasteland, where one's enemy can become one's ally depending on the circumstances. Mister Parzival may join in the conversation, suggesting something along the lines of "...the enemy of our enemy could become our friend, for a time" if the opportunity presents itself.

With effective test rolling and role-playing, the player characters may be invited to join the raider faction in their attack against the super mutants, or may be asked to take the lead in planning an attack on the super mutants. The raiders are not especially gifted at planning an attack, and might be willing to let a player character take the lead if one does well on the CHA test.

Scene 3

Through the player characters' travels, once it's clear that Kameloth is less than a mile away, the player characters hear a loud bellowing sound from nearby. It's the same war horn Yawen and his company have used over the last several days as part of their chase toward Kameloth. This particular blast sounds close, and sure enough, a quick look shows Yawen and his surviving allies running atop a nearby hill and charging toward the player characters.

As the player characters and their allied companions prepare to enter the final climatic battle with Yawen and the super mutants, Mister Parzival (if he is still with the company and able to move and speak) makes a strange little gesture over his chassis with his appendages and says, "We shall now seek that which we shall not find."

After a moment of (perhaps confused) silence, Mister Parzival glances at the player characters and any companions, and makes a shrugging gesture. Mister Parzival readies his built in weapon and joins the player characters in the fight against the advancing super mutants.

Running the Final Battle

This is a large battle with a lot of participants. Making a sketch on some paper to keep track of zones or positions can be useful.

Yawen and his company want blood and will not leave the battlefield—they will fight to the death, with nothing left to lose and Kameloth nearby. Any companions traveling with the player characters will fight with the player characters to the last, unless the gamemaster feels that performing a token effort and then cutting and running would fit better with their personality and how the player characters treated them over the course of the campaign. The player characters may also have additional allies who can help them during the fight, depending on which encounters you used earlier in Act Three and in the campaign.

Scene 4

Should any of them survive the battle, the player characters may pilfer the battlefield and any fallen participants for equipment and supplies, and then reconnect and finally move toward Kameloth.

Read or paraphrase the following:

Near a crumbled concrete and asphalt overpass lies the realm of Kameloth, its gleaming walls and roof panels sparkling in a sudden sunbeam that breaks through the overcast sky. A long rectangular building with a peaked roof dominates the scene, with smaller outbuildings scattered around it. One of the outbuildings appears to be a toolshed while the other is a partially-collapsed two-story homestead. Several Mr. Handy robots work here and there, some in a large mutfruit field and others in additional crop fields that appear to be well-tended and maintained. There are a couple ancient, rusted-out vehicles parked haphazardly in the crop fields.

The player characters see no opposition moving toward them from Kameloth, and are free to move forward. If he is still functional and able to move, Mister Parzival will make a delighted electronic squeal and move toward the large central building at his best possible speed. The unnamed Mr. Handy robots tending the fields will ignore the player characters and may spare a glance at Mister Parzival before resuming their work.

Kameloth's caretakers, a trio of Mr. Handy robots that Mister Parzival refers to as Guinevere, Arthur, and Galahad, soon emerge from the central building or wherever they happened to be working when the player characters show up. They introduce themselves as Supervisors Greene, White, and Brown, and welcome Mister Parzival home, though they call him Supervisor Orange (refer to the sidebar below for more information on each of the three supervisors and the history of the facility). Mister Parzival is mystified at their name for him, the memory of his early days here having been wiped from his circuits long ago. Mister Parzival exclaims how delighted he is to be home at Kameloth, which confused the supervisors. They will correct him and say that this facility is actually called Graygarden. Mister Parzival shrug off the name, convinced that the place is, in fact, the Kameloth of the quest he has pursued for the last many years.

If Mister Parzival met his end before the player characters arrive at Kameloth / Graygarden, the three supervisors will have a similar reaction if they refer to the place as Kameloth. They will correct the player characters, calling the place Graygarden. The player characters may attempt an **INT + Science** test with a difficulty of 2. If they player characters succeed at the test, they'll recall a rumor they un-earthed during their earlier research that an ancient scientist named Doctor Edward Gray has built a self-sufficient hydroponics greenhouse out in the wasteland. Graygarden or Kameloth would appear to prove that particular rumor.

If they fail at the test, no additional information is gleaned or recalled, and the name 'Graygarden' means nothing to them other than what is immediately apparent.

The Three Supervisors

The three supervisors in charge of operations at Graygarden are Mr. Handy model robots, programmed to manage the facility to the extent of their capabilities. They have worked at Graygarden for more than two hundred years, maintaining the facility and its crop fields. They are each very proud of their personalities and the fact that Doctor Gray programmed them to be something different from the other Mr. Handy robots working at Graygarden.

- Supervisor Brown: Brown has a male voice with a decidedly British tone of voice, is painted in shades of brown, and sounds like a soldier from ancient Great Britain. He keeps

the unnamed Mr. Handy robots in good repair, and orders them around the grounds with military-like orders. In conversations with the player characters, he'll often drop in a "Jolly good!" or "Cheerio!" or other such sayings into his dialogue.

- Supervisor Greene: Greene has a male voice, is painted in shades of green, and sounds like every game show host ever conceived rolled into one identity. He is friendly and gregarious, and doesn't hesitate to make deals with player characters, offering them successively larger sums of bottlecaps if they take greater risks at challenges or even just in conversation. He'll often drop in something like "You can choose from one of these fabulous prizes!" as a conversation ender, though no such prizes are to be found (save for perhaps a few bottlecaps or fresh mutfruit).

- Supervisor White: White has a female voice, is painted bright white (something of a surprise given the general dirtiness of the wasteland), and sounds like ancient cinema ingénue, sprinkling every comment with the player characters with archaic language such as 'dreadful' and 'ghastly'. Whether she learns any of the player characters' names or not, she refers to everyone as 'darling'

Scene 5

Mister Parzival shrugs off the welcome from the three supervisors and eagerly escorts the player characters into the greenhouse. He shows them the plants being tended to there, including corn, carrots, gourds, mutfruit, and tatos. He breezes past the crops to lead the player characters to a large flower bed set against one of the long walls and stops suddenly at the sight of a freshly-blooming yellow rose. Mister Parzival sighs in almost human fashion and presents the treasure to the player characters, and then makes his very best attempt at shedding a tear.

He says, "To have travelled so far, and to have endured so much, that our quest should end here is truly a sign of providence." He glances at the player characters. "Can you ken such joy?"
The player characters are free to explore the greenhouse and surrounding buildings so long as they don't damage anything or act aggressively toward the Mr. Handy robots tending the fields. The storage building contains some scrap metal and old tools. The two-story homestead has a partially-collapsed kitchen that is inaccessible, an empty living area, and a locked door leading to a basement. The lock can be opened with an **AGI + Lockpick** or forced open with a **STR + Athletics** test with a difficulty of 2. In the basement, the players can find a random assortment of chems and some crating materials worth 100 caps.

Should any player characters ask the three supervisors questions about the facility or their history, the three supervisors will be happy to answer questions or offer tidbits of lore. Graygarden was built before the Great War by a Doctor Edward Gray, who intended the facility to be self-sufficient. The facility is indeed self-sufficient, operated entirely by automation under the guidance of the three supervisor Mr. Handy robots. There is very little in the way of construction materials in the area, but much of the surrounding land is arable and can be converted into additional crop fields should the player characters or other characters deliver crop samples to the Mr. Handy robots tending the fields.

If the player characters ask any of the supervisors about Mister Parzival, they will be confused but curious. They'll note that Doctor Gray had programmed just the three of them with advanced cognition processors, giving them the ability to conduct complex decision-making and reasoning. That a Mr. Handy originally programmed to work the greenhouse had somehow developed a similar level of programming is a curiosity to them, and perhaps also any player character with a mechanical background or leaning. Where and how Mister Parzival got his programming, however, is a mystery for the ages.

The supervisors note that, due to their isolated location, and the fact that knowledge of the location is poorly-known, Graygarden is rarely visited and hasn't been attacked by Raiders for a very long time. For as long as word doesn't get out about Graygarden's location, the facility and the

player characters should be relatively safe, should they have need of a base of operations or a stable place to return to during their excursions into the wasteland.

Conclusion

The gamemaster should provide time for the player characters and any remaining companions to react to the resolution of the quest. The three supervisors and Mister Parzival are present to answer questions and to give the player characters a tour of the facility.

Mister Parzival will settle back into a working role at Graygarden, though he'll continue to refer to it as Kameloth and will call his three robot friends by his given name for them rather than their actual names. He'll be full of gratitude toward the player characters for helping him complete the quest, and the gratitude he presents is honest and heartfelt, something of a rarity in the wasteland.

The three supervisors make it clear that that player characters and their companions are welcome to stay at Graygarden for as long as they wish, so long as they don't abuse the invite and don't materially damage anything or get in the way. If any player characters offer to help around the site, the supervisors will put them to work on modest tasks first, and then more involved jobs should the player characters prove themselves capable. If any Brotherhood of Steel members are with the player characters, they will remain with them at Graygarden for a day or two before moving on, noting that they'll include Graygarden in their report but will not encourage any of their brethren to visit the site unless an emergency arises.

Where to Go From Here?

The player characters have a number of directions they could pursue following the events of this campaign should they or the gamemaster choose to continue the story with this particular group of player characters. The gamemaster and players should feel free to expand on these as desired.

- The player characters could align themselves with Mister Parzival and his allies at Graygarden/Kameloth and use the site as a base of operations to exploring the wasteland regions nearby or perhaps use it as a staging area for mounting cleansing operations against the Raider bands roaming the wasteland.

- The player characters could offer to search the wasteland for crop samples to return to Graygarden in exchange for food or bottlecaps, which would serve to provide them with a sustainable source of food for export to Diamond City, settlers, or perhaps Raider factions willing to pay for food.

- If the player characters have Brotherhood of Steel companions, raider faction companions, or any allies that might travel back to Diamond City or another settlement, it's possible that word of Graygarden's existence might spread and eventually pose a threat. Is this something the three supervisors or the player characters want to have happen? Do the player characters work with the non-player characters to keep quiet about the location's existence? Do they quietly eliminate any characters who might spread the word about the location? A subsequent adventure or campaign could focus on the player characters having to defend Graygarden from any number of external threats should news of the location get out into the wasteland and beyond.

End Game Expectations

Players expecting a large payoff may be disappointed that the end result of the quest is Mister Parzival finding and presenting the rose to the player characters. Some players may find appreciation in a robot seeking out love and joy and finding it by the end of the quest, while other players will be more interested in what gear and supplies they can loot. If your players are more slanted toward the latter end of the spectrum than the former, feel free to add some useful supplies, bottlecaps, and the like to the final battle with Yawen and his company. This gives the player characters a large reward at the end of the fight, before they get to Scene 4 and the end of the quest.

CHAPTER 7
STATS

Here you can find all the stats you need for the Parzival and the Wasteland Knights Campaign and some additional stats if you want to try your own adventures.

MR. PARZIVAL

Robot (Mr. Handy), Rank 4
Major, Normal, 12 XP

S	6
P	6
E	6
C	7
I	7
A	6
L	2

HP	*17*
INIT.	*14*
DEF.	*1*
MELEE BONUS	*0*
Carry Weight	*150lbs*

Physical DR	1	Eyes, Torso, Thrusters, Arms
Energy DR	0	
Radiation DR	Immune	All
Posion DR	Immune	All

Skills

Barter	*1*	*Science*	*3*
Energy Weapons	*3*	*Small Guns*	*3*
Melee Weapons	*3*	*Sneak*	*2*
Repair	*1*	*Survival*	*2*

Attacks

- **PINCER: STR + Unarmed** (6), 2 physical damage
- **BUZZ-SAW: STR + Melee Weapons** (9), 3 Persistent, Vicious physical damage (Debilitating)
- **FLAMER: AGI + Energy Weapons** (10), 5 Persistent energy damage, Close range (Inaccurate, fire rate 4

WASTELANDER

Human, Rank 2
Notable, Normal, 5 XP

S	6
P	7
E	6
C	5
I	6
A	8
L	2

HP	*14*
INIT.	*14*
DEF.	*1*
MELEE BONUS	*0*
Carry Weight	*210lbs*

Physical DR	1	Chest, Arms Legs
Energy DR	0	
Radiation DR	0	
Poison DR	0	

Skills

Melee Weapons	*4*	*Unarmed*	*3*	*Speech*	*1*
Small Guns	*4*	*Survival*	*3*	*Atheltics*	*1*

Attacks

- **UNARMED STRIKE: STR + Unarmed** (9), 2 physical damage
- **MACHETE: STR + Melee Weapons** (10), 3 Piercing physical damage
- **DOUBLE-BARREL SHOTGUN: AGI + Small Guns** (12), 4 Vicious physical damage, Close range (Debilitating, Inaccurate, Two Handed), fire rate 2

Special Abilities

- **Ghoul:** At your discretion, the wastelander can be a ghoul, with an immunity to radiation damage.

Inventory

Road leathers outfit (chest, arms, legs), double-barrel shotgun

MERCHANT

Human, Rank 4
Notable, Normal, 10 XP

S	5
P	6
E	6
C	9
I	8
A	5
L	1

HP	13
INIT	12
DEF.	1
MELEE BONUS	0
Carry Weight	200lbs

Physical DR	1	Chest, Arms Legs
Energy DR	2	Chest, Arms Legs
Radiation DR	0	
Poison DR	0	

Skills

Barter	4	Unarmed	3	Speech	4
Small Guns	3	Survival	3	Lockpick	2

Attacks

- **UNARMED STRIKE: STR + Unarmed** (8), 2 physical damage
- **10MM AUTO PISTOL: AGI + Small Guns** (8), 4 Area physical damage, Close range (Close Quarters, Inaccurate) fire rate 3

Special Abilities

- **Master Trader:** When a merchant is making an opposed test with Barter, they generate 1 automatic success on top of any other regular successes from their d20 roll.

- **Shop Keep:** The merchant is accompanied by a brahmin or is in a shop You decide what goods are available and at what price, based on the type of goods the merchant focuses on.

Inventory

100-200 caps, 10mm auto pistol, leather armor (torso, arms, legs)

SETTLER

Human, Rank 1
Notable, Normal, 5 XP

S	6
P	6
E	6
C	6
I	6
A	7
L	3

HP	9
INIT	12
DEF.	1
MELEE BONUS	0
Carry Weight	210lbs

Physical DR	0	
Energy DR	0	
Radiation DR	0	
Posion DR	0	

Skills

Small Guns	3	Melee Weapons	2	Unarmed	4
Medicine	2	Survival	3	Speech	2

Attacks

- **UNARMED STRIKE: STR + Unarmed** (10), 2 physical damage
- **KNIFE: STR + Melee Weapons** (8), 2 Piercing physical damage
- **PIPE GUN: AGI + Small Guns** (10), 4 Area physical damage, Close range (Close Quarters, Inaccurate), fire rate 1

Inventory

Knife, pipe rifle

RAIDER

Human, Rank 4
Notable, Normal, 10 XP

S	7
P	6
E	6
C	6
I	6
A	7
L	2

HP	*14*
INIT	*12*
DEF.	*1*
MELEE BONUS	*1*
Carry Weight	*/210lbs*

Physical DR	1	Chest/Arms
Energy DR	1	Chest/Arms
Radiation DR	0	
Posion DR	0	

Skills

Small Guns	*4*	*Melee Weapons*	*3*	*Unarmed*	*4*
Medicine	*2*	*Survival*	*3*	*Speech*	*2*

Attacks

- **UNARMED STRIKE: Melee** (11), 3 physical damage
- **LEAD PIPE: STR + Melee** (10), 4 physical damage
- **PIPE GUN: AGI + Small Guns** (12), 3 physical damage, Close range (Unreliable), fire rate 1

Inventory

Raider armor (Chest/Arms), lead pipe, pipe gun

RAIDER PSYCHO

Human, Rank 5
Notable, Normal, 15 XP

S	7
P	6
E	6
C	6
I	6
A	7
L	2

HP	*20*
INIT.	*12*
DEF.	*1*
MELEE BONUS	*1*
Carry Weight	*210lbs*

Physical DR	1	Chest/Arms/Legs
Energy DR	1	Chest/Arms/Legs
Radiation DR	0	
Posion DR	0	

Skills

Small Guns	*4*	*Melee Weapons*	*4*	*Unarmed*	*4*
Medicine	*3*	*Survival*	*3*	*Speech*	*1*

Attacks

- **UNARMED STRIKE: STR + Unarmed** (11), 3 physical damage
- **LEAD PIPE: STR + Melee Weapons** (11), 4 physical damage
- **PIPE GUN: AGI + Small Guns** (11), 3 physical damage, Close range (Unreliable) fire rate 1

Special Abilities

- **Psycho:** The raider veteran can take one dose of psycho, to gain +2 on their attacks until the end of their next turn.

Inventory

Lead pipe, raider armor (torso, arms, legs), pipe gun, 1x psycho

VETERAN RAIDER

Human, Rank 6
Notable, Brute, 32 XP

S	7
P	5
E	7
C	7
I	6
A	7
L	1

HP	22
INIT.	10
DEF.	1
MELEE BONUS	1
Carry Weight	210lbs

Physical DR	1	Torso/Arms/ Legs
Energy DR	1 2	Torso/ Arms Legs
Radiation DR	0	
Posion DR	0	

Skills

Small Guns	4	Melee Weapons	4	Big Guns	3
Athletics	3	Unarmed	1	Speech	2
Medicine	1	Explosives	2		

Attacks

- **UNARMED STRIKE: STR + Unarmed** (8), 3 physical damage
- **ASSAULT RIFLE: AGI + Small Guns** (11), 3 physical, fire rate 4

Special Abilities

- **Raider Leader:** The vetereran can use a major action to order another raider character within close range to take an immediate minor action. Alternatively, you can spend 2AP to use a major action to order another raider character to ta take an immediate major action.

Inventory

Raider armor (torso, arms) leather armor (legs), assault rifle, stimpack

MINUITE MAN

Human, Rank 3
Notable, Normal, 10 XP

S	7
P	5
E	7
C	6
I	6
A	7
L	2

HP	16
INIT.	10
DEF.	1
MELEE BONUS	1
Carry Weight	/210lbs

Physical DR	1	
Energy DR	0	
Radiation DR	0	
Poison DR	0	

Skills

Energy Weapons	3	Melee Weapons	2	Unarmed	2
Medicine	1	Survival	3	Speech	3
Barter	2	Sneak	1		

Attacks

- **UNARMED STRIKE: STR + Melee** (9), 3 physical damage
- **LASER PISTOL: AGI + Energy Weapons** (9), 4 Energy damage, Piercing, Close, Fire Rate 3

Inventory

Road Leathers (Arms, Torso, Legs), laster pistol.

BROTHERHOOD OF STEEL PALADIN

Human, Rank 10
Notable, Normal, 70 XP

S	*7*
P	*6*
E	*8*
C	*4*
I	*5*
A	*9*
L	*1*

HP	*33*
INIT.	*12*
DEF.	*2*
MELEE BONUS	*1*
Carry Weight	*/210lbs*

Physical DR	6 5	Head/ Torso Arms/ Legs
Energy DR	4	All
Radiation DR	8 10	Head Arms, Legs, Torso
Poison DR	0	

Skills

Atheletics	*4*	*Energy Weapons*	*5*	*Science*	*3*
Big Guns	*4*	*Explosives*	*2*	*Pilot*	*2*
Speech	*3*	*Unarmed*	*1*		

Attacks

- **UNARMED STRIKE: Melee** (8), 3 physical damage
- **LASER RIFLE: AGI + Energy Weapon** (14), 5, Energy damage, piercing, long, fire rate *5*

Special Abilities

- **Power Armor:** While wearing power armor, STR tests are reduced by 1 in difficulty.
- **The Chain that Binds:** As a major action, you can order a subordinate member of the Brotherhood of Steel within ear shot to take an immediate major action. The paladin assists them with **CHA + Speech**

Inventory

Power armor frame, full set T-60 power armor, laser rifle, dog tags

BROTHERHOOD OF STEEL SCRIBE

Human, Rank 8
Notable, Normal, 11 XP

S	*4*
P	*9*
E	*5*
C	*6*
I	*10*
A	*5*
L	*1*

HP	*21*
INIT.	*18*
DEF.	*1*
MELEE BONUS	*0*
Carry Weight	*/210lbs*

Physical DR	1	Chest. Arms Legs
Energy DR	2	Chest. Arms Legs
Radiation DR	2	Chest. Arms Legs
Poison DR	0	

Skills

Energy Weapons	*3*	*Lockpick*	*3*	*Medicine*	*3*
Science	*5*	*Barter*	*2*	*Sneak*	*2*
Speech	*3*	*Pilot*	*2*		

Attacks

- **UNARMED STRIKE: STR + Melee** (4), 2 physical damage
- **LASER PISTOL: AGI + Energy Weapons** (10), 4 Energy damage, Piercing, Close, Fire Rate *5*

Special Abilities

- **The Chain that Binds:** As a major action, you can order a subordinate member of the Brotherhood of Steel within ear shot to take an immediate major action. The paladin assists them with **CHA + Speech**

Inventory

Brotherhood fatigues outfit, laser pistol, dog tags

YAWEN

Mutated Human, Rank 10
Notable, Legendary, 150 XP

S	*12*
P	*7*
E	*12*
C	*7*
I	*9*
A	*6*
L	*1*

HP	*49*
INIT.	*14*
DEF.	*1*
MELEE BONUS	*3*
Carry Weight	*/210lbs*

Physical DR	1	Chest
Energy DR	0	
Radiation DR	Immune	
Poison DR	0	

Skills

Athletics	*4*	*Melee Weapons*	*5*	*Unarmed*	*3*
Speech	*4*	*Survival*	*5*	*Throwing*	*4*

Attacks

- **UNARMED STRIKE: STR + Unarmed** (15), *5* physical damage
- **FIREHYDRANT BAT: STR + Melee Weapons** (17), *7* physical damage

Special Abilities

- **Rubble Throw:** As a major action, you may spend 2 AP to allow the super mutant behemoth to pick up boulders or rubble chunks to hurl at targets. Make an attack using **STR + Throwing** test against the targets defense. On a successful hit, the rubble deals 3 of damage to the target and any other creatures in close range of the target.

Inventory

Fire hydrant bat, 100 caps, 2 chems of the GMs choice.

SUPER MUTANT

Mutated Human, Rank 6
Creature, Normal, 20 XP

Melee	1
Guns	1
PER	1

HP	12
Def.	1
Init	11

Physical DR	1	Chest/ Arms/ Legs
Energy DR	1	Chest/ Arms/ Legs
Radiation DR	Immune	
Posion DR	0	

Attacks

- **UNARMED STRIKE: Melee** (*7*), 2 physical damage
- **SLEDGEHAMMER: Melee** (*7*), 4 physical damage, two handed
- **PIPE GUN: Guns** (*7*), 3 physical damage, piercing, Close range, two handed, fire rate 1

Inventory

Super mutant armor (chest, arms, legs), Sledgehammer, hunting rifle.

SUPER MUTANT BRUTE

Mutated Human, Rank 6
Creature, Brute, 30 XP

Melee	2
Guns	2
PER	1

HP	18
Def.	2
Init	13

Physical DR	1	Chest/ Arms/ Legs
Energy DR	1	Chest/ Arms/ Legs
Radiation DR	Immune	
Poison DR	0	

Attacks

- **UNARMED STRIKE: Melee** (8), 2 physical damage
- **SLEDGEHAMMER: Melee** (8), 4 physical damage, two handed
- **HUNTING RIFLE: Guns** (8), 5 physical damage, piercing, Long range, two handed, fire rate 1

Inventory

Super mutant armor (chest, arms, legs), Sledgehammer, hunting rifle.

MUTANT HOUND

Mutated Mammal Rank 4
Creature, Brute, 26XP

Melee	2
Guns	0
PER	1

HP	12
Def.	1
Init	11

Physical DR	0	
Energy DR	0	
Radiation DR	Immune	
Poison DR	0	

Attacks

- **BITE: Melee** (6), 2 physical damage

RADROACH

Mutated Insect, Rank 3
Creature, Normal, 5XP

Melee	2
Guns	0
PER	1

HP	6
Def.	1
Init	8

Physical DR	0	
Energy DR	0	
Radiation DR	Immune	
Posion DR	0	

Attacks

- **BITE: Melee** (5), 2 physical damage

Special Abilities

- **Flight:** The radroach can fly short distances, up to Medium range, before having to land again.
- **Radroach meat:** Scavengers can butcher the radroach for 2 portions of meat with a successful **END + Survival** test, difficulty 1.

RADSTAG

Mutated Mamal, Rank 4
Creature, Normal, 15XP

Melee	2
Guns	0
PER	1

HP	8
Def.	1
Init.	9

Physical DR	0	
Energy DR	0	
Radiation DR	0	
Poison DR	0	

Attacks

- **ANTLER GORE: Melee** (6), 2 physical damage

Special Abilities

- **Radstag Meat and Hide:** Scavengers can butcher the radstage, for 2 portions of radroach meat and 1 hide with a successful **END + Survival** test, difficulty 1.

STINGWING

Mutated Insect, Rank 5
Creature, Normal, 15XP

Melee	2
Guns	0
PER	1

HP	10
Def.	2
Init.	10

Physical DR	0	
Energy DR	0	
Radiation DR	Immune	
Poison DR	1	All hit locations

Attacks

- **STINGER: Melee** (7), 2 poison damage

Special Abilities

- **Flight:** The stingwing flies and will not land while attacking. .
- **Stingwing meat:** Scavengers can butcher the stingwing for 2 portions of meat with a successful **END + Survival** test, difficulty 1.
- **Stingwing barb:** Scavengers can butcher the stingwing for its poisonous barb with a successful **END + Survival** test, difficulty 1.

RADSCORPION

Mutated Insect, Rank 8
Creature, Normal, 21XP

Melee	2
Guns	0
PER	1

HP	16
Def.	1
Init. Base	12

Physical DR	1	All hit locations
Energy DR	1	All hit locations
Radiation DR	Immune	
Poision DR	Immune	

Attacks

- **CLAW: Melee** (10), 4 Vicous physical damage
- **STING: Melee** (10), 4 Piercing poison damage

Special Abilities

- **Poisoned Sting:** The radscorpion's sting attack deals +1 additional poison damage for each effect rolled.

- **Radscorpion Items:** Scavengers can butcher the radscorpion for meat, for 4 portions of radscorpion meat with a successful **END + Survival** test, difficulty 1. The radscorpion's stinger can be extracted with a successful **END + Survival** test, difficulty 2.

GLOWING ONE

Mutated Human, Rank 9
Creature, Brute, 30XP

Melee	1
Guns	0
PER	1

HP	27
Def.	1
Init	16

Physical DR	0	
Energy DR	0	
Radiation DR	Immune	

Attacks

- **UNARMED STRIKE:** (11), 2 physical damage

Special Abilities

- **Ghoul:** Immune to radiation damage
- **Feral:** The feral ghoul cannot be reasoned with or influenced by speech tests. difficulty 1.
- **Radiation Burst:** The glowing one can use a major action to expel a blast of radiation which deals 2 radiation damage to all creatures within close range.
- **Radiation Healing:** The glowing one emmits radiation which heals other ghouls in the area by 2HP each round they are within close range.
- **Revivify:** As a major action, you may spend 3 AP to revive a recently dead feral ghoul that you are within reach of. The ghoul is revived and enters the combat with half its HP. The ghoul may not have been dead longer than 24 hours and must still have it's head and torso. intact, otherwise this has no effect. .

FERAL GHOUL

Mutated Insect, Rank 6
Creature, Normal, 5XP

Melee	2
Guns	0
PER	1

HP	12
Def.	1
Init	11

Physical DR	0	
Energy DR	0	
Radiation DR	Immune	
Poision DR	0	

Attacks

- **UNARMED STRIKE: Melee** (8), 2 physical damage

Special Abilities

- **Ghoul:** Immune to radiation damage
- **Feral:** The feral ghoul cannot be reasoned with or influenced by speech tests.

YAO GUAI

Mutated Mammal, Rank 5
Creature, Brute, 24XP

Melee	2
Guns	0
PER	1

HP	15
Def.	2
Init. Base	12

Physical DR	2	All hit locations
Energy DR	0	
Radiation DR	Immune	
Poision DR		

Attacks

- **BITE: Melee** (7), 3 physical damage

DEATHCLAW

Mutated Lizard, Rank 10
Creature, Brute, 35XP

Melee	2
Guns	0
PER	2

HP	30
Def.	2
Init	17

Physical DR	2	All hit locations
Energy DR	0	
Radiation DR	Immune	
Poision DR		

Attacks

- **BITE: Melee** (7), 2 physical damage
- **SWIPE: Melee** (7), 3 physical damage

Special Abilities.

- **Deathclaw Meat and hand:** Scavengers can butcher the radroach for meat, for 2 portions of radroach meat with a successful **END + Survival** test, difficulty 1.

PROTECTRON

Robot, Rank 6
Creature, Normal, 24XP

Melee	1
Guns	2
PER	1

HP	12
Def.	2
Init.	11

Physical DR	1	All hit locations
Energy DR	1	All hit locations
Radiation DR	Immune	
Poision DR	Immune	

Attacks

- **LASER ARMS: Melee** (8), 4 Energy damage, piercing, close range, fire rate 3.

Special Abilities

- **Self-Destruct:** Once the Protectron reaches half its hit points, it will rush towards the nearest combatant within close range and explode, dealing 3 of energy damage.

MR GUTSY

Robot, Rank 6
Creature, Brutel, 32XP

Melee	2
Guns	2
PER	2

HP	15
Def.	1
Init.	13

Physical DR	0	
Energy DR	1	All hit locations
Radiation DR	Immune	
Poision DR	Immune	

Attacks

- **PINCER:** Melee (8), 2 physical damage
- **BUZZ-SAW: Melee Weapons** (8), 3 Persistent, Vicious physical damage (Debilitating)
- **10mm MACHINE GUN: Guns** (8), 5 physical damage, area, Medium range (fire rate 4.

MR. HANDY / MISS NANNY

Robot, Rank 5
Creature, Normal, 12XP

Melee	1
Guns	1
PER	1

HP	10
Def.	1
Init.	10

Physical DR	1	All hit locations
Energy DR	0	
Radiation DR	Immune	
Poision DR	Immune	

Attacks

- **PINCER: STR + Unarmed** (6), 2 physical damage
- **BUZZ-SAW: STR + Melee Weapons** (9), 3 Persistent, Vicious physical damage (Debilitating)
- **FLAMER: AGI + Energy Weapons** (10), 5 Persistent energy damage, Close range (Inaccurate, fire rate 9

Name		Origin	

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Skill	Rank	Default Attribute
Athletics		Strength
Barter		Charisma
Big Guns		Endurance
Energy Weapons		Perception
Explosives		Perception
Lockpick		Perception
Medicine		Intelligence
Melee Weapons		Strength
Pilot		Perception
Repair		Intelligence
Science		Intelligence
Small Guns		Agility
Sneak		Agility
Speech		Charisma
Survival		Endurance
Throwing		Strength
Unarmed		Strength

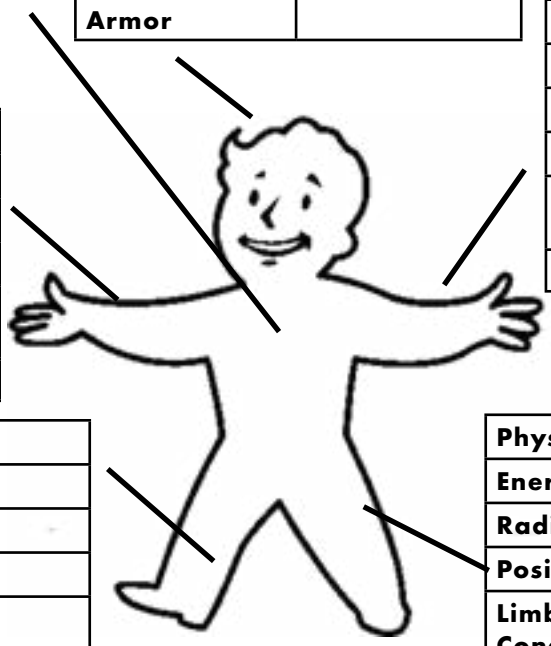
INIT	
DEF.	
MELEE BONUS	

Notes

Physical DR	
Energy DR	
Radiation DR	
Posion DR	
Limb Condition	
Armor	

Physical DR	
Energy DR	
Radiation DR	
Posion DR	
Limb Condition	
Armor	

Physical DR	
Energy DR	
Radiation DR	
Posion DR	
Limb Condition	
Armor	



Physical DR	
Energy DR	
Radiation DR	
Posion DR	
Limb Condition	
Armor	

Physical DR	
Energy DR	
Radiation DR	
Posion DR	
Limb Condition	
Armor	

Physical DR	
Energy DR	
Radiation DR	
Posion DR	
Limb Condition	
Armor	

Name		Origin	

S	
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Skill	Rank	Default Attribute
Athletics		Strength
Barter		Charisma
Big Guns		Endurance
Energy Weapons		Perception
Explosives		Perception
Lockpick		Perception
Medicine		Intelligence
Melee Weapons		Strength
Pilot		Perception
Repair		Intelligence
Science		Intelligence
Small Guns		Agility
Sneak		Agility
Speech		Charisma
Survival		Endurance
Throwing		Strength
Unarmed		Strength

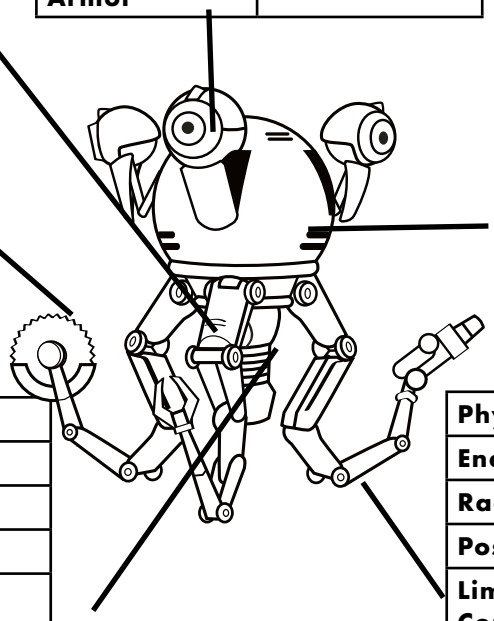
INIT	
DEF.	
MELEE BONUS	

Notes

Physical DR	
Energy DR	
Radiation DR	
Posion DR	
Limb Condition	
Armor	

Physical DR	
Energy DR	
Radiation DR	
Posion DR	
Limb Condition	
Armor	

Physical DR	
Energy DR	
Radiation DR	
Posion DR	
Limb Condition	
Armor	



Physical DR	
Energy DR	
Radiation DR	
Posion DR	
Limb Condition	
Armor	

Physical DR	
Energy DR	
Radiation DR	
Posion DR	
Limb Condition	
Armor	

Physical DR	
Energy DR	
Radiation DR	
Posion DR	
Limb Condition	
Armor	

Weapon	Damage Type	Damage Rating	Damage Effects	Ammo Type	Range	Fire Rate	Qualities	Caps Cost	Weight in lbs.

Ammo Type	Quantity	Ammo Type	Quantity	Ammo Type	Quantity	Ammo Type	Quantity

Perks

Item	Notes	Weight	Item	Notes	Weight
				Total Weight	