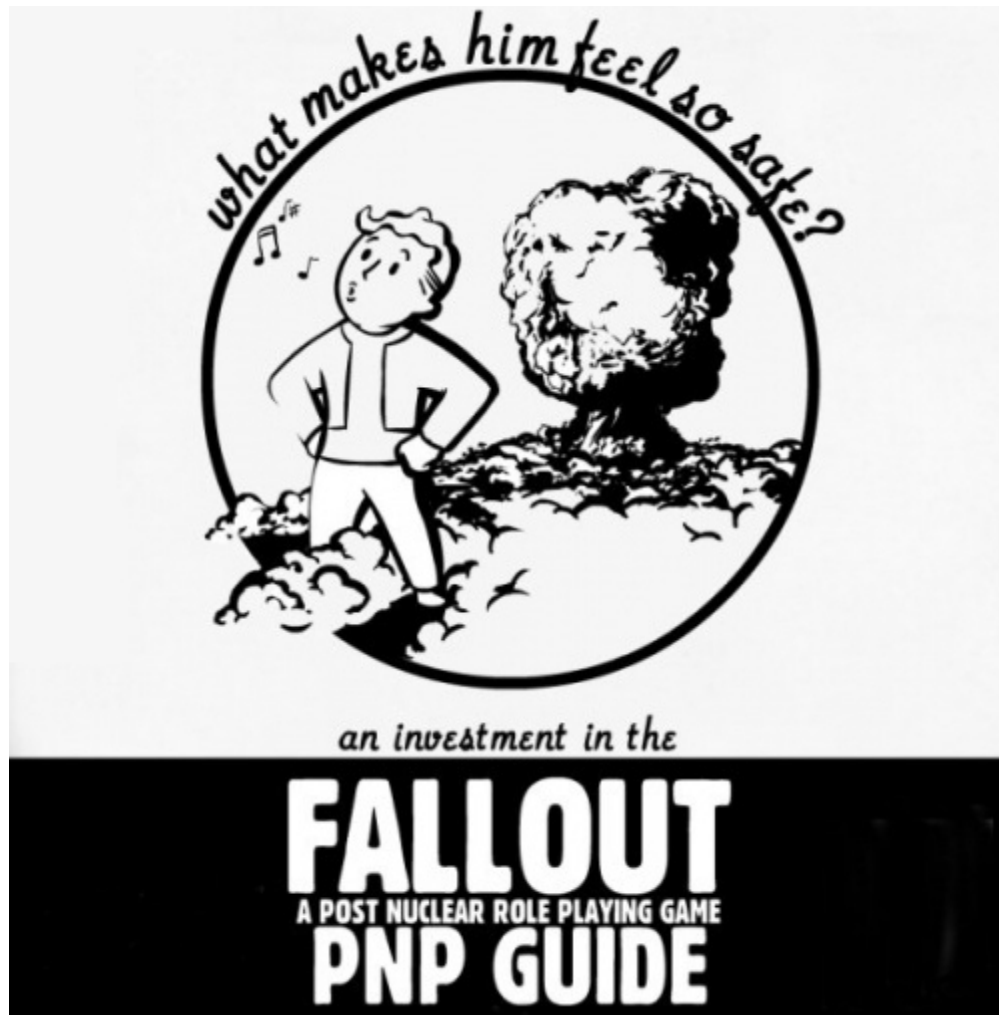# GURPS: FALLOUT

BY VARIOUS AUTHORS

COMPILED, EDITED AND UPDATED BY

NATHAN ROBERTSON

GURPS FALLOUT

BY VARIOUS AUTHORS

COMPILED, EDITED AND UPDATED BY

NATHAN ROBERTSON

TABLE OF CONTENTS

PART 1: CAMPAIGN BACKGROUND

© Glutton Creeper Games 2006

CHAPTER 1: A RECORD OF THINGS TO COME

It's all over and I'm standing pretty, in the dust that was a city.

- Nena, 99 Luftballons

GURPS Fallout, like the Fallout computer game series, takes place in an "alternate universe." This means that, sometime after World War II, "real" history and Fallout history diverged, although where this happened is not exactly clear. The alternate reality, henceforth referred to as the "Fallout Universe," is awfully close to the real world, but with some major differences. The Soviet Union survived well into the 21st Century before it finally splintered in the Resource Wars. The microchip was never invented, and fashions, weapons, vehicles, and computers keep a very "retro" feel, almost as if the 1950s never truly died. This did not hinder the advances in technology, as supercomputers, advanced robotics, and fusion power all flourished before the War.

It should also be noted that the nuclear weapons used in the Fallout universe are not as strong as the nukes in modern arsenals; they are much closer in yield to warheads developed and tested in the late 1940s and 1950s, which means that the level of devastation is slightly different (and potentially far less severe) than it would be in the "real" world. In addition, the dust cloud necessary for nuclear winter never formed, so that phase of nuclear war is unheard of in Fallout.

In 2052, the Resource Wars erupted, threatening to tear the world apart. Famines in Africa and the Indian subcontinent, massive pollution in Southeast Asia, religious extremists in the Middle East and the Pacific Northwest, coupled with an ever-growing need for irreplaceable fossil fuels, led the planet to a breaking point. American corporations, desperate for now-nonexistent cheaper labor and new markets so they could continue to make profits, became more and more brazen about their ties to the American government, which in turn became more and more brazen about its imperialistic tendencies.

China, along with the European Commonwealth, began its own form of imperialism, raiding resources in the American sphere of influence. While the world had not experienced a massive war in over 100 years, the house of cards created by ailing superpowers and limping business interests could not withstand the strong breeze. As the EC and the Middle East squabbled over oil, China turned its attentions towards North America.

There was no one incident that decisively led to the declaration of war on China by America (or on America by China), but the Chinese invasion of Alaska and its still-flowing oilfields in 2066 was all the excuse either side needed. After brutal but indecisive trench-and-plane warfare dragged on for months and then years, it became obvious that both sides had too much to lose to back out – and the corporations running both countries would never allow such a profitable war to quit. America eventually took back most of the Alaskan frontier, but more than a decade of intense warfare left a good deal of the formerly-pristine land a scorched, useless wreck.

In the early morning hours of October 23, 2077, the war became the War, and reached its inevitable conclusion. Spears of fire rained from the sky, destroying the planet's major cities, polluting the oceans, and creating nightmares no scientist could imagine. Tens of thousands of soldiers, scientists, artists, and wealthy people reserved spaced in enormous underground shelters called Vaults, but because of the constant false alarms, only a fraction made it inside on that day. High-ranking US officials took refuge on an oil platform off the coast of San Francisco, evidence at last of the corporate control over the government and its army.

As the radioactive dust coated the planet and the last matchsticks of civilization snapped, the surface survivors died by the billions, leaving those that were left to try to fend for whatever scraps they could find. The Government, safe on Poseidon Oil's provided offshore platform, took to calling itself the Enclave and secretly began plotting the return of their "pure" version of humanity to the mainland. Their sense of genetic and mental superiority allowed them to justify their actions, just as regular survivors stronger than the others justified atrocities by the same twisted logic. Fortunately, the Enclave's influence was limited to the extreme American West by its location on the platform, and the rest of the world limped toward civilization – or descended into darkness – at its own pace.

Eventually, though, the Vaults opened, some at pre-appointed times, others by apparent mechanical or planning errors, releasing the inhabitants to mix with surface survivors in a much-changed United States, on a much-changed planet Earth: the setting for Fallout Unlimited.

A History of the Resource Wars

The Resource Wars was a series of conflicts which began in April 2052 with the start of the war between European Commonwealth and the Middle East, and ended with the Great War on October 23, 2077. Some of the conflicts include the annexation of Canada by the United States and the Chinese invasion of Alaska.

2052

April: The Resource Wars begin. Many smaller nations go bankrupt, and Europe, dependent on oil imports from the Middle East, responds to the Middle East's rising oil prices with military action. The long drawn-out war between the European Commonwealth and the Middle East begins.

May - July: The United Nations, already suffering, begins to collapse. In a series of heated debates, many nations withdraw from the organization as the UN tries to keep the peace. At the end of July, the United Nations is disbanded.

Note: This information comes from Chris Avellone's Fallout Bible timeline. According to the Sierra Depot GNN Transcript holodisk, which Avellone discards as non-canon, as it was supposedly modified by the Sierra Army Depot soldiers, the UN still existed in 2074

2053

December: Like an exclamation mark on the end of a very bad year, a terrorist nuclear weapon destroys Tel Aviv.

2054

January: Limited nuclear exchange in the Middle East raises fears throughout the world.

2059

The Anchorage Front Line is established, as the United States increases its military presence in Alaska to protect its oil interests. The Anchorage Front Line causes tensions in the United States and Canada, as the United States attempts to pressure Canada into allowing American military units to guard the Alaskan pipeline.

2060

The Euro-Middle Eastern War ends as the oil fields in the Middle East run dry... there is no longer a goal in the conflict, and both sides are reduced almost to ruin.

The European Commonwealth dissolves into quarreling nation states, fighting over the remaining resources.

2066

Winter: In the winter of 2066, China invades Alaska. The Anchorage Front Line becomes a true battleground.

Note: This date for the Chinese invasion of Alaska comes from Chris Avellone's Fallout Bible timeline. According to the Sierra Depot GNN Transcript holodisk, which Avellone discards as non-canon, as it was supposedly modified by the Sierra Army Depot soldiers, this happened on October 10, 2077.

Winter: As a sign of increasing tension between the two countries, Canada proves reluctant to allow American troops on Canadian soil or allow American planes to fly over Canadian airspace. The United States and Canadian tensions rise, but Canada eventually backs down, and US troops pass through Canada. This sets the stage for the Canadian annexation in 2076.

2067

The first suit of Power Armor is deployed in Alaska. While lacking the full mobility of future versions, this Power Armor is incredibly effective against Chinese tanks and infantry. Its ability to carry heavy ordnance becomes key in various localized conflicts, and it has the power to destroy entire towns without endangering the wearer. China rushes to create its own versions, but they are many years behind the United States.

2069

Canada begins to feel the pressure from the United States military as the US draws upon Canadian resources for the war effort. Vast stretches of timberland are destroyed, and other resources in Canada are stretched to the breaking point. Many Americans refer to Canada as Little America, and Canadian protests are unheard.

2072

The United States' increasing demand for Canadian resources causes protests and riots in several Canadian cities. An attempted sabotage of the Alaskan pipeline is all the military needs as an excuse to begin its annexation of Canada... which in fact, had already begun in 2067.

Completed B.O.M.B. missiles are sent to different space centers around the U.S. so they can be carried into space and installed into the B.O.M.B. satellites. The process is slow, but it is being carried out fairly regularly.

2073

September 15: As China becomes increasingly aggressive with their use of biological weapons, the United States government felt that a countermeasure was needed. The Pan-Immunity Virion Project (PVP) is officially formed and plans are made to begin experiments at the West Tek research facility in Southern California.

2074

Negotiations between the US and other world powers come to a dramatic end, with the President walking out of oil talks with the other world powers. After a much heated debate, the President stormed out of the meeting and declared that the last known supply of petroleum will be used exclusively by the US and the US will not sell or trade any oil to outside parties. Contrary to their claims of seeking only to retake Alaska from the Reds, American Power Armor units, infantry, and mechanized divisions are deployed to China, but they become bogged down on the mainland, putting a further drain on American resources and supply lines.

Note: This information comes from Chris Avellone's Fallout Bible timeline. According to the Sierra Depot GNN Transcript holodisk, which Avellone discards as non-canon, this happened on October 22, 2077.

2075

February 14: Canada, after being almost entirely taken over by US troops, finally agrees to be annexed by the U.S. The annexation is finalized almost a year later.

2076

January: The United States annexation of Canada is complete. Canadian protesters and rioters are shot on sight, and the Alaskan Pipeline swarms with American military units. Pictures of atrocities make their way to the United States, causing further unrest and protests.

March 30: The U.S. President ordered the Pacific Fleet to the Poseidon deep sea oil derrick located at a secret location out in the Pacific.

June: Power Armor prototype completed, resulting in model T51-b Power Armor. This is the pinnacle of Power Armor technology before the Great War. Many of these units are sent to China, and they begin to carve a swath through the Chinese forces. The Chinese resources are strained to the breaking point, and the supply lines from the nations China has annexed begin to break down.

2077

January 10: Alaska is reclaimed, and the Anchorage Front Line is again held by the Americans.

January 22: The first domestic use of Power Armor within the United States for crowd and quarantine control. Units originally serving in China and the Anchorage Front Line find themselves fighting Americans at home. Food riots increase, and many civilians are killed. Several soldiers defect from the military both in Canada and the United States. They are captured, and are sent to military prisons.

March: Prepared for a nuclear or biological attack from China, the president and the Enclave retreats to remote sections around the globe and make contingency plans for continuing the war.

October 23: Great War: Bombs are launched; who struck first is unknown... and it is not even known if the bombs came from China or America. Air raid sirens sound, but very few people go into vaults, thinking it is a false alarm. The Vaults are sealed.

CHAPTER 2: THE BROTHERHOOD OF STEEL

Overview

The ranks of the BOS is generally recognized as being composed of the best and the brightest, which means the BOS is a relatively small organization, at least compared to the New California Republic. They make up for this with their frightening arsenal of pre-war and post-war technology: They have laser weapons, Power Armors, surgical enhancements, combat implants, and the Brotherhood Paladins who have the ability to erase an entire town from a map without a scratch. The vast majority of BOS members are born in the Brotherhood - they very rarely accept outsiders into their ranks. Those born in the Brotherhood that want to be neither Scribes, Knights nor Paladins are free to leave - the Brotherhood does not believe in forcing anyone to serve them against their will.

While they're generally not hostile to others without a good reason, unlike the legendary chivalrous knights (and very much like historical military and religious orders like the Knights Templar), members of the Brotherhood are not interested in justice for the obviously weaker and less fortunate around them. They largely focus on keeping their secrecy and preserving and developing technology, which, in many cases, they put above human life. Their motives are often unclear, and Brotherhood members are not people to be trifled with. It is safe to say, however, that if a group of Brotherhood knights appears to be helping some less fortunate people, their motives are not altruistic.

The Brotherhood doesn't like to share their choicest technological bits, despite the obvious benefits their technology could bring to the wasteland. It's commonly accepted within the Brotherhood that the people of the wasteland are not responsible enough to use (and maintain) all of the technology the BOS has at their disposal. They are known for trading some of their technologies with frontier communities and NCR states in exchange for food and other resources, but they keep the more sensitive technologies to themselves.

While they have great reverence for technology, most of the Brotherhood members have little regard for non-technical fields of knowledge (and even for non-combat technology). Even most of the Scribes don't care about history, and some Initiates don't even know who Roger Maxson, the founder of the Brotherhood, was.

The Brotherhood's attitude towards mutants ranges from dislike (e.g. in the case of ghouls) to outright hostility (in case of super mutants). Early contact with the Master's super mutants was mostly hostile, and the BOS helped drive the majority of the mutant armies away from California. While after the Master's defeat many super mutants settled peacefully among humans, the hostility between the two groups didn't disappear. BOS contact with ghouls has been limited, but negative - it's difficult for the BOS to respect a stumbling crew of emaciated scavengers that tend to dismantle or FUBAR old world technology. BOS' anger grew even further when various salvaging operations began in the Glow, a location which the BOS came to regard highly both for their fallen comrades and the Pre-War technology there, with Dayglow ghouls at the forefront. Most BOS members see ghouls as filthy scavengers.

West Coast

The headquarters of the Brotherhood is the Lost Hills bunker, the seat of the BOS High Elder and the ruling council, and the place where the organization was founded. It is also the center of their research and military activities. However, by 2242, the BOS is spread across the wastes of California in small bunkers and installations hidden from the eyes of common folk, and finding them all and wiping them out would be a difficult and dangerous task. Their installations include bunkers in the Den, San Francisco and Shady Sands (capital of NCR). All Brotherhood outposts are formally subject to the Lost Hills authorities, even if they sometimes tend to act independently, especially if they're located far from California and contact with the headquarters is rare. The Lost Hills bunker is surrounded by the town of Maxson, which, while named after the founder of the Brotherhood, is officially outside BOS rule and is a member of the NCR.

Southwest

Maxson Bunker is a Brotherhood of Steel outpost in the Arizona area, commanded by General Andrea Brixley. The bunker was intended to be used as a staging area for exploration teams scouting the east. However, once the war broke out with the New California Republic the bunker became a forward base of operations against Hoover Dam, an NCR outpost. The war effort has gone poorly for both sides. The BOS has superior technology, but the NCR has superior numbers of troops. As a result, the war has been at a stalemate for years. Morale on both sides has plummeted but the BOS has been severely affected. In the wake of these troubles, a covert group of former BOS operatives has come into existence. Calling themselves the Circle of Steel, this group raids caravans and villages, confiscates any advanced technology they may have, and does so in the name of salvaging mankind from itself.

Midwest

Much further East there lie the territories of the Midwestern Brotherhood of Steel, a splinter faction which lost contact with Brotherhood leadership at Lost Hills and has been an independent organization since the 2160s, where the airships of its founders crashed near Chicago. Unlike the original, isolationistic Brotherhood, this faction rules over a large part of the area between the former states of Illinois and Kansas and drafts tribals from villages under Brotherhood protection into its ranks. In an even more glaring contrast, while the Midwestern Brotherhood treats mutants and ghouls as, at best, second class citizens, some of them were actually allowed to join the organization. While more open to the outside world, this Brotherhood is by no means altruistic - the villagers under Brotherhood rule, while protected from raiders and mutants, live in fear of the infamous Brotherhood Inquisitors. The Midwestern BOS bunkers are called Bunker Alpha, Bunker Beta, Bunker Gamma, Bunker Delta and Bunker Epsilon.

East Coast

On the East Coast, a faction known as the Capital Wasteland Brotherhood of Steel established a base called the Citadel, built into and beneath the ruins of the Pentagon in Washington, DC. This faction is led by the idealistic Elder Owyn Lyons who decided to make protection of human inhabitants of Capital Wasteland from super mutants, instead of the acquisition and preservation of technology, his top priority. While Lyons is officially recognized by the ruling council at Lost Hills, because of his changed priorities he receives no support from California and his faction is mostly independent. Without reinforcements from the West Coast, Lyons has been forced to recruit locally, but most new conscripts are overeager, unskilled, or both, and as a result their survival rate is atrocious. Elder Lyons' daughter Sarah commands her own elite squad, Lyons' Pride. A group of disgruntled members who preferred to stay faithful to the Brotherhood's original goals left the Citadel and became known as the Outcasts.

Symbolism of the Insignia

In the Brotherhood symbol, the gears represent their engineering knowledge, the sword is their will to defend themselves, the wings are the uplifting hope, and the circle is the wholeness that makes it a brotherhood.

Another interpretation is that it represents each of the orders. The sword represents the Paladins, the wings represent the Elders (the "wings" control the movement of the sword), the large gear represents the Knights, and the two smaller gears represent the Scribes and the Apprentices, whose services keep the Knights supplied with the information and the manpower to get their jobs done.

While both the original Brotherhood and the Capital Wasteland division use different colors for different elements of the symbol (blue for the wings, grey for the sword and black for the gears), the Midwestern Brotherhood uses several monocolor variations. A blue version is used by the Knights and Paladins, a black one by the Scribes and an orange one by the Elders. The golden/yellow variant seems to symbolize the Brotherhood as a whole. The Midwestern version is also reversed horizontally - the large gear is to the right of the smaller ones, not to the left.

History

Mariposa

The founder of the Brotherhood was Captain Roger Maxson. He was a member of a military team commanded by Colonel Robert Spindel, originally sent to the West Tek research facility on January 3, 2076 to monitor the experiments in the interest of national security. On January 7, 2077, all West Tek research was moved to the newly constructed Mariposa Military Base, along with Spindel's team.

On October 10, Maxson and his men discovered, to their horror, that the scientists at Mariposa were using military prisoners as test subjects in their experiments with the Forced Evolutionary Virus. Morale in the base broke down, and Spindel suffered a mental breakdown, eventually committing suicide 5 days later. Maxson's men turned to him for leadership.

After interrogating Robert Anderson, the chief scientist, and learning about the extent of their actions, Maxson executed him, and the other scientists soon followed. Maxson, now in control of the entire base, declared himself to be in full desertion from the army via radio on October 20. Strangely, he got no response, as the rest of the army was busy fighting the Chinese threat. Three days later, the bombs were launched, and the Great War ended two hours after it started.

Exodus

The Mariposa Military Base survived, the soldiers within protected from the radiation and FEV flooding the wasteland. Two days later at Mariposa, a scout in Power Armor (Platner) was sent out to get specific readings on the atmosphere. He reported no significant radiation in the area surrounding the facility. After burying the scientists in the wastes outside of Mariposa, the soldiers sealed the military base, then headed out into the desert, taking supplies and weapon schematics with them. Captain Maxson led his men and families to the government bunker at Lost Hills, and this event was later called the Exodus. In November, after a few weeks in the Wasteland, the soldiers and their families arrived at the Lost Hills, suffering many casualties along the way, including Maxson's wife (but not his teenage son). The Lost Hills bunker became the headquarters of the newly formed Brotherhood of Steel.

Early years

Not much is known about the early years of the Brotherhood. In 2134, a faction led by Sergeant Dennis Allen gained strength, and they urged the Elders to let them explore the southeast ruins of West Tek, called the Glow after being hit by a nuclear bomb, for artifacts. The Elders refused, so Allen and his divisionist group split away from the Brotherhood of Steel, taking some technology and weapons with them. Despite that, under the leadership of Roger Maxson, the Brotherhood grew in strength, developing their technology, and the orders of Knights, Scribes and Paladins were formed. In 2135, Roger Maxson died of cancer, and his son took over as the High Elder of the Brotherhood.

Growing power

In the 2150s, the Brotherhood established its control over the areas surrounding the bunker, becoming one of the major powers in the region. Around the early 2150s a raider group known as the Vipers began to establish a power base in the badlands to the South of the Lost Hills Bunker. Driven by a religious frenzy (and the need to provide for their much larger numbers of soldiers and disciples), they began raiding more frequently than before, eventually attracting the attention of the Brotherhood of Steel.

In 2155, The Brotherhood sent out a few squads of scouts to track the Vipers down. This was more of a training exercise conducted by the High Elder than anything else, as the Brotherhood was convinced that a small detachment of troops in Power Armor would be sufficient to deal with a group of raiders, no matter how large. One Brotherhood squad, led by Maxson, found the Vipers. Expecting the raiders to break and run, Maxson didn't take into account the religious zeal and ferocity of the Vipers . . . or their poisoned weapons. A single arrow nicked him while his helmet was off, causing him to die a few short hours later. John Maxson, the grandson of Roger, took up the role of Elder, and Rhombus became the new head of the Paladins.

The Paladins, now led by Rhombus, began a full scale campaign against the Vipers, tracking them down and wiping out almost all of their members within the span of a month. Some of the Vipers were able to flee north and east into the mountain range.

During the campaign, the Brotherhood sent a few scouts and emissaries to the Hub to track down Vipers members, and from these beginnings, the Hub and the Brotherhood began full trade relations (caravans had delivered to the Brotherhood before, but not long after the destruction of the Vipers, caravan trains ran directly from the Hub to the Brotherhood on a regular basis).

Super mutant threat

Several years later, the Brotherhood were to face an enemy far greater than any band of raiders. In October 2161, a Brotherhood of Steel patrol came across a dead super mutant in the badlands. They took the corpse back to the Scribes, and Head Scribe Vree began to study it. After several long examinations, it was shown to be completely sterile.

In February 2162, a man known as the Vault Dweller came to the Lost Hills bunker, wanting to join the Brotherhood. Not taken seriously, he is told to go to the ruins of the West Tek facility, which was now called the Glow, after being hit by a nuclear bomb during the Great War. When, after some time, he returned alive, and brought with himself a holodisk with the record of a lost expedition of several Brotherhood Paladins to the Glow, he was the first outsider in a very long time to be accepted as a member of the Brotherhood of Steel, even though some prominent members of the BOS resisted his joining the organization.

It was from the Vault Dweller that the Brotherhood learned about the Master's army and his plans to turn everyone into a super mutant. With the support of John Maxson, he managed to convince the Council of Elders to send a squad of paladins to the Mariposa Base (which had been, ironically, where the BOS originally came from, although by that time even John Maxson didn't remember it), where the Master's FEV vats were located. With the help of the Brotherhood, the Vault Dweller eventually managed to defeat the Master, and was never seen again in the Lost Hills bunker.

Aftermath

After the death of Maxson, Rhombus, head of the Paladins, became the new High Elder. After the death of the Master, the Brotherhood of Steel helped the other human outposts drive the mutant armies away with minimal loss of life on both sides of the conflict. Without the ability to create more mutants and enforce their harsh brand of justice, the majority of the mutant armies fled to the east, beyond the no-man's land.

A much smaller faction, under the leadership of Attis, tried to recreate the mutant army in Texas, but was eventually defeated by the Brotherhood.

Midwestern Brotherhood

The Brotherhood found themselves at odds with their need for new blood versus their code of technological secrecy. The debate went lightly. Finally, the elders ruled against sharing the technology with outsiders, convinced that they would endure what they had before. Further discussion was discouraged and the elders ordered the minority on a mission across the wastes. The Brotherhood constructed airships and dispatched the minority East, to track down and assess to the extent of the remaining super mutant threat. However, a great storm broke the main airship and flung it far from its course. The mighty airship was badly damaged. The smaller sections were torn from the main craft and never to be seen again. Many of the expedition leaders were lost to the winds. The fraction of the crew that still survived, struggled to keep their ship aloft before finally crashing on the outskirts of the ruins of Chicago. The survivors eventually formed an organization called the Midwestern Brotherhood, which diverged greatly from the ideals of the old Brotherhood. In time, they established a harsh rule over the towns and villages in that area.

After long fights with countless raider bands, a warlike technological cult known as the Reavers, and a super mutant army led by mad Paladin Latham, a survivor of one of the other BOS airships, in 2198 the Brotherhood eventually faced their greatest enemy - a robotic army commanded by the Calculator, mad AI of Vault 0. Eventually, the robots were defeated, but in the course of the war, the Midwestern Brotherhood lost many of its men, and territory. As of 2242, the splinter faction has yet to meet the original, West Coast Brotherhood again.

Decline

After the defeat of the Master, the Brotherhood had become a shadow of its former self. No longer the sole custodian of advanced technology in the wasteland, the Brotherhood was struggling to find a new identity. After they first encountered the Enclave, they started to raise small bunkers in various cities throughout Northern California, and in 2242 they eventually came across the Chosen One, the granchild of the Vault Dweller who, with Brotherhood's help, destroyed the Master in 2162. They sent him to Navarro to retrieve the vertibird plans for them, but it is not known if they eventually got them.

War with the NCR

In 2250s, the BoS leadership, led by Jeremy Maxson, favored a return to power by wresting all advanced tech from the hands of "lesser people" by any means necessary. This attitude didn't win them any friends, and because many in the Brotherhood disagree with such brutal methods, the whole organization was on the verge of civil war.

In the year 2242, Jeremy Maxson renamed Peterson's bunker, found by Andrea Brixley's expedition in 2231, after his famous ancestor, Roger Maxson. He then sent a full compliment of troops for occupation. Brixley was promoted to Elder, given the rank of General, and placed in charge. The remainder of her exploratory team was given the title of Elder as well. It was not long afterward that the war with the New California Republic was announced.

For years the war waged on and was considered a victory for the Brotherhood of Steel. However, no matter how many troops fell to the Brotherhood's superior technology, the NCR always seemed to have more replacements available. The Brotherhood, however, was not so fortunate. Being an elitist group, replacements were short in arriving. It soon became obvious that the Brotherhood was doomed to lose the war to the NCR's greater numbers. Morale at the bunker began to falter as the war seemed more and more hopeless. Eventually the inevitable happened. Lower ranking members of the Brotherhood began to desert their posts.

In an effort to end the war once and for all, the Brotherhood began to use newly discovered subversive technology known as StealthBoys. These devices could create a field of energy that would bend light around the user, thus making him virtually invisible to sight. This allowed Brotherhood operatives to penetrate deep into NCR territory for the gathering of intelligence. However, it was soon discovered that the devices had severe side effects. Paranoia, delusions, and eventual schizophrenia were the major ones. The Brotherhood disallowed the use of StealthBoys and once again fell behind in their war effort.

Now the Brotherhood of Steel is facing yet another problem. The side effects of the StealthBoys were not discovered until the team using them had already begun to feel their effect. When the team was disbanded, paranoia over the reason began to set in and the team plotted against their leaders. They stole the StealthBoys, fled the bunker as deserters, and formed a covert group known as the Circle of Steel. The goal of the COS is to recover lost technology and rebuild the glory of the Brotherhood at any cost.

Capital Wasteland

The Brotherhood's ruling council decided to send a contingent of soldiers to the East Coast, to recover any and all advanced technology from Washington, DC and to investigate the reports of super mutant activity in the area. When the group reached the East Coast, they found the Pentagon largely destroyed, but they found there a technological marvel that, if restored, could help the Brotherhood rebuild a strength and reputation that had been declining steadily for years. After the discovery, Paladin Owyn Lyons, the leader of the expedition, was promoted to Elder. A permanent base known as the Citadel was built into and beneath the ruins of the Pentagon. Lyons and his soldiers also found the super mutants in the urban ruins of downtown D.C. and helped stop the mutant tide from overtaking the entire region, by at least keeping them at bay.

Eventually, Lyons decided to make protection of innocent inhabitants of Capital Wasteland from super mutants his main priority. In response, the Lost Hills elders cut off all support to the East Coast faction, while still recognizing him as a leader of the Brotherhood of Steel, and the Citadel as their D.C. headquarters. However, some members of the Capital Wasteland Brotherhood believed that by abandoning the Brotherhood of Steel's primary mission of acquiring new technologies, Elder Lyons had abandoned the very values that defined the order itself. One night, the dissenters departed from the Citadel, absconding with weapons, Power Armor, and other pieces of technology and equipment. Lyons branded the dissenters "Outcasts," traitors to the Brotherhood of Steel – it was a name they would ultimately wear like a badge of honor, proud of the distance it put between themselves and Lyons' "soldier sycophants." Without reinforcements from the West Coast, Lyons was forced to recruit locally.

CHAPTER 3: THE ENCLAVE

Overview

One of the few old world organizations to survive the Great War, the Enclave was once the shadow government of the United States. Members of the Enclave were hardliners who both embraced the idea of a nuclear war and knew that the common man could not survive it. They believed that as long as the "important people" of the United States survived, they could regroup quickly and wipe out communism once and for all. Though not technically part of the Enclave, many powerful corporations benefited from the Enclave's actions and their research facilities were protected during the firestorm of 2077.

In 2073, as the global race to exploit the handful of remaining natural resources reached its fevered peak, the United States managed to stake a claim on the world's last known supply of crude oil, buried thousands of feet beneath the Pacific Ocean. Poseidon Oil, a major U.S. energy concern, was contracted to build an oil rig and extract the oil. Before long, the oil ran dry and the oil rig was abandoned by Poseidon.

Come 2077, with total nuclear war rapidly arriving at America's doorstep, the President of the United States and a number of other United States government officials leave their posts to take refuge in a number of secret locations around the world. Among them was the Poseidon Oil Rig. Here, the President himself set up a secret base from which the U.S.A. could continue to exist and wage war on China, with the eventual goal of retaking the continental United States.

Now, the Enclave essentially represents those parts of the US government that managed to escape the Great War. The Enclave's scientists continued to do research on armor and weapons after the War and thus have even fancier toys than the Brotherhood of Steel, who only have U.S. Military standard issue from when the Great War broke out. Its president in 2241 was Dick Richardson, the son of a previous president, and his vice-president was Daniel Bird.

The Enclave's Plan

For a long time after the Great War, the Enclave sat quietly in its Oil Rig, consolidating its forces and working on gaining a technological edge over anyone on the mainland. Eventually, though, when they felt it would be safe, they decided it was time to move out and start working towards the rebirth of America. Using their rather impressive Vertibirds, the Enclave sent out scouting parties all over California, the closest state to the Oil Rig.

What they found there scared them considerably: mutancy was rampant. The Enclave scouting parties arrived in California after Fallout 1 ended, and so saw super mutants and ghouls littering the land and the destruction and ravages they caused. When this was reported to the higher ups at the Enclave, it was decided that all the mutants would have to go. It occurred to the Enclave that those who had lived out in the open on the mainland for over a hundred years since the end of the War must have been contaminated or compromised somehow by radiation... or worse (indeed, most people living in the wasteland were inoculated with an airborne mutation of FEV immunizing them to the full effects of the real serum). These mutants too, then, would have to be destroyed before true humanity, true America, could once again lay claim to the mainland.

Reconnaissance and exploration of California continued: the Enclave didn't have any means of carrying out their genocidal ambitions short of destroying the world all over again with nuclear weapons. Eventually, Enclave troops stumbled across the old abandoned Mariposa Military Base, where research on the Forced Evolutionary Virus had been done before the Great War. FEV was what created the super mutants that most threatened the Enclave, and it would eventually come to be the Enclave's solution to these same mutants.

The Enclave excavated the Military Base (ruined by the Vault Dweller in Fallout), largely using slave labor gathered from the nearby mining town of Redding, eventually finding the Vats deep inside the lower levels of the base. Though they had been buried in rock and forgotten for decades, the Vats still contained that old familiar green bubbling gunk, Forced Evolutionary Virus. The Enclave gathered samples to be sent back to the Oil Rig for further analysis. Before long, though, the slave miners, some being fully exposed to raw FEV, others likely falling into the Vats accidentally, began to mutate into a second generation of super mutants. The mutant slaves soon overthrew their guards. Seizing their weapons, hardware left behind by the first Mutant Army or anything lying around, the super mutants stormed the upper levels and quickly overran the troops in the base. Panicked and retreating, the Enclave troopers on the upper levels fled the base and used explosives to seal the entrance, trapping the second generation mutants inside the base.

According to Chris Avellone, (In one of the Fallout Bibles) the Super Mutants at Mariposa did not get all their armaments from the Enclave officers. Instead, with the help of Melchior, a Magician from Redding who retained his intelligence even after exposed to FEV, the Mutant slaves had in fact been hiding weapons from the Enclave for some time, only to arm themselves against a squad of 10 Enclave soldiers left behind when all other personnel had returned to the Rig. The slaves were "no longer useful" to the Enclave since the required FEV samples had already been taken to the Enclave main base at the Poseidon Oil Rig. Because of this, the last remaining Enclave at the site sealed Mariposa shut using liberal amounts of explosives, which remains shut until the Chosen One arrives several years later.

Still, even though things went badly at Mariposa, the Enclave still had the samples of FEV they needed. Back at the Oil Rig, the United States Chemical Corps began work on the serum immediately. They found that it would be possible to make from FEV an incredibly potent and lethal toxin. But, in order for research to progress, they would need test subjects. They needed two test groups: one of clean, pure humans and another composed of the 'mutants' that lived all over the mainland, suffering radiation and FEV exposure for decades that, to the Enclave, made them unclean. The unclean sample was easily obtained by kidnapping the entire population of Arroyo: who would notice if one isolated Tribal village disappeared overnight? Most civilized people in the wastes hated Tribals anyways.

The clean group would be more difficult, though. The Enclave wouldn't allow the Chemical Corps to use people living on the Oil Rig (presumably because they were all too important to the Enclave's various projects). So, they had to look elsewhere. Once again, the mainland provided the needed stock.

The Vault Experiment Program

The Vaults were funded by the U.S. government and, accordingly, the government had control over them. Overtly, they were intended to allow a selection of privileged United States citizens to survive the Great War. Secretly, however, a large part of the Vault Project had a far more sinister goal. The U.S. government's real plan to survive a nuclear war was simply to find another planet to live on after blowing up this one. A spacecraft designed to ferry the human race to another planet was either under construction or ready to go before the War. The plan was for the government to flee to the Oil Rig, wait out the War and then pack up the populations of the Vaults to go into space. However, the spacecraft was likely destroyed, disabled or rendered inaccessible by the nuclear bombs, so the Enclave had to abandon that plan and focus on retaking the continental United States.

Any voyage to space would have been very difficult and fraught with unforeseeable complications. Thus, to test the aptitude of the average American person to travel to another planet, several of the Vaults were designed to have some sort of critical flaw. Vault 12, in Bakersfield (better known as the Necropolis), had a faulty Vault door that wouldn't close all the way, allowing dangerous radiation to leak in, leading to the creation of California's ghoul population. Vault 15, which is a few miles east of Vault 13, was built normally (the rockslide that buried its control center was accidental), but it was populated with a diverse mix of races and peoples to see what sort of tensions arise when varied backgrounds are packed into a small environment. Vault 13, the home of the Vault Dweller in Fallout, was intended to stay shut for a full 200 years to test the effects of long term isolation (the troubles with the water chip forced the Overseer to improvise, potentially ruining the experiment as much of the Vault's population left to found Arroyo). The types and purposes of the experiments go on. Vault 8 (which is the Vault that Vault City was built around) was a control group, a Vault intended to exist normally to serve as a reference point for the other Vaults.

In order to monitor the populations being experimented upon, the Enclave's Oil Rig possessed a great deal of equipment that allowed them to observe and control the Vaults. For example, the Enclave sent the all clear signal to Vault 8 shortly after the War, prompting them to leave their Vault and build their City. These monitoring tools also let the Enclave see that the population of Vault 13 was largely intact. Thus, they traveled in force to Vault 13 and sent a command to the Vault's computers to open the Vault door. After taking care of some mild resistance, the Enclave troops rounded up the residents of Vault 13 and shipped them off to the Oil Rig in vertibirds to take part in the Chemical Corps' FEV experiments.

The Final Solution

Before long, the Chemical Corps developed their supertoxin. It was found to be 100% lethal to tainted humans. Just as the Enclave was preparing to launch the poison into the jet stream to kill the entire population of the mainland, the Chosen One arrived at the Oil Rig on the Poseidon Oil tanker that had sat in San Francisco for years. He freed the survivors of both the Vault 13 population as well as the Arroyo tribals and started a self destruct sequence in the Oil Rig that destroyed the entirety of the Enclave's headquarters, saving the world from horrible death at the hands of the mutant FEV.

CHAPTER 4: THE NEW CALIFORNIA REPUBLIC

The New California Republic (NCR) is a federation of towns in Northern California. The capitol of NCR is the town of the same name (population: 3000+), previously known as Shady Sands. It is west of the Rockies, in the middle-eastern portion of California (almost straight east inland from San Francisco). In 2241 the Republic consists of 5 states - Shady, Los Angeles, Maxson, Hub, and Dayglow. The population is about 700,000 people. The NCR is arguably the largest known power group in the world of Fallout, and maintains the largest standing army.

Government

The government of NCR is much like the Pre-War United States, with a House of Congress staffed by elected representatives (Congressmen elected by their states). These representatives decide upon the President and Vice-President to head the council and govern the republic - under advice from the representatives, of course (NCR, at the time, has no existing term limits - Tandi was currently serving her tenth year at the beginning of Fallout 2). The titles for these representatives have ranged from "Councilor," "Counselor," "Councilman," "Representative," "Senator," and in particular, the Hub (in its own obstinate way) prefers to call their representatives "Governors." (There is a lot of friction between the Hub and Shady for a variety of reasons, usually related to trade rights and caravan routes.) In any event, all titles are recognized and accepted outside of the council chambers, but within the chambers, the titles are occasionally used as insults and spark furious debates - nothing more than petty displays of each state trying to exert its independence.

NCR has outlawed slavery in their territories, have one of the best and largest standing armies in the wastes, and have benefited under their current President, Tandi, who has been with the Republic since she was a young girl in Shady Sands (see History, below). On the plus side, the NCR has outlawed slavery in their territories, has attempted to bring civilization and law back to the wasteland, and they don't (openly) discriminate against ghouls and mutants.

There is little to no sexism in NCR (unlike most other territories in the wastes), most likely due to the community's origins in Vault 15 and because of Tandi's extended presidency. The republic also has shown little discrimination against ghouls and mutants, though many political analysts argue that this is because NCR has had limited contact with them (NCR had little contact with Necropolis or the Master's Army).

While Aradesh believed in the teachings of Dharma, Tandi always believed in the separation of church and state - and resisted any attempts to canonize the Vault Dweller within the city limits (the statue's fine, but that's it). Both Aradesh and Tandi found politics and religion don't mix, especially when they got more exposure to the people of the Hub and visits from a few well-spoken members of the Followers of the Apocalypse. In any event, the NCR allows any non-psychotic religions within their capitol (they are all for freedom of religion, as long as it doesn't involve human sacrifice or dipping people in Vats).

The NCR military is composed of several Divisions, including special cavalry and mechanized units. One of their "Special Forces" units consists of the New California Rangers, a select group that is pledged to protect the people of the Wastes much like the Texas Rangers of old. The Rangers are said to have numerous safehouses throughout the wastes, and they use these to strike at slavers outside of NCR territory (usually in the North). As expected, the two groups hate each other with a passion. NCR was also in the habit of establishing marshals in the major population centers in their territories, responsible for enforcing the laws of NCR throughout the Republic. Ghouls, super mutants, and humans were all known to serve in the NCR armed forces, even in the rangers.

Although nearly hitting a hundred years of age, Tandi has done more to unite the people of the wastes than any other leader born from the ashes of the Great War, and she is revered as a saint and even a "Great Mother" by some of the tribals outside of the Republic territories. Tandi's State of the Republic messages were famous for inspiring countless people to join the "service" and rebuild civilization. Under her rule, the republic has grown, and she has focused efforts on rebuilding the pre-war infrastructure to support the growing population, finding new forms of transportation and manufacturing, clearing roadways and rail lines, building forts, fostering caravans and trade in the republic (and with other territories), and dealing with threats swiftly and efficiently. In all her years, she has never forgotten her roots in the small village of Fallout 1, and she has always strived to put the welfare of the common man above the wheels of progress.

When people talk about "good people," Tandi is good people.

Common NCR Laws include:

No weapons may be carried openly within the city limits.
Public drunkenness and drug use is grounds for arrest.
Slavery, gambling, and prostitution are not permitted within the city limits. These laws were more relaxed in the outlying settlements, but became more rigidly enforced the closer one came to a major NCR population center.

History

The New California Republic was born out of the remnants of the survivors of Vault 15, a sister vault to Vault 13 that opened earlier and released its occupants out onto the wasteland. Abandoning their vault (after scavenging most of what they could from the surviving technology and collapsed lower levels), the former residents of Vault 15 founded the small walled community of Shady Sands, a town midway between Vault 13 and 15. In the period of Fallout 1, this community was led by Aradesh and his daughter, Tandi, eventually rose to become president of the sprawling New California Republic in Fallout 2. (Without the efforts of the Vault Dweller in F1, however, the raiders in the region - the Khans - would have claimed Shady Sands and stamped out the republic before it even got started). At the time of Fallout 2, NCR's main resource are its great brahmin herds, which provide most of the wasteland with as much meat and leather as they require. The brahmin barons and ranchers in NCR (along with the Stockmen's Association) hold a great deal of sway with the caravans and the government.

The NCR's relationship with their old Vault has undergone some violent upheavals over the years. From nests of monsters, raiders, Vault 15 worshippers, ghoul scavengers, to more innocent (and not-so-innocent) Squatters and Salvage Teams and the Republic arguing over excavation rights, it seems to be difficult for the government or any other inhabitant of the wasteland to leave the area alone... because, well, it's a Vault.

The brahmin herders hatred of radscorpions is famous, and it dates all the way back to the founding of Shady Sands. Rumors of herds being attacked by talking deathclaws are unfounded.

Even though the relationship between the NCR and the Brotherhood of Steel was never without some tensions, it got much worse when Jeremy Maxson became the leader of the Brotherhood. He favored a return to power by wresting all advanced tech from the hands of "lesser people" by any means necessary. Some time after 2242 the war with the New California Republic was announced.

For years the war waged on and was considered a victory for the Brotherhood of Steel. However, no matter how many troops fell to the Brotherhood's superior technology, the NCR always seemed to have more replacements available. The Brotherhood, however, was not so fortunate. Being an elitist group, replacements were short in arriving. It soon became obvious that the Brotherhood was doomed to lose the war to the NCR's greater numbers. Moral at the bunker began to falter as the war seemed more and more hopeless. Eventually the inevitable happened. Lower ranking members of the Brotherhood began to desert their posts.

At some point between 2241 and 2253, Hoover Dam joined the NCR. During the war with the Brotherhood, the Dam lost contact with the rest of the NCR and it currently considers itself the capital city of the Republic.

The Hard Sell

For your country's sake today. For your own sake tomorrow. - NCR propaganda posterNCR has a decent marketing and public relations department, and they are constantly sending couriers out into the wastes to nail up NCR posters or disseminate NCR propaganda. Famous among these is the frontiersman Thomas Moore, who bravely enough is out in the breach, currently passing out anti-Vault City and pro-NCR propaganda in the middle of Vault City. Talk about brave, huh?

CHAPTER 5: THE VAULTS

The Vaults are a series of massive underground fallout shelters developed by Vault-Tec in the mid-21st century.

Overview

The vaults initially appeared as a haven for the endangered U.S. population. However, there were not nearly enough Vaults to achieve the task. The true reason for these 'shelters' was that in fact they were a series of sociological experiments planned by pre-war government. Each Vault was set up with different conditions and observed to see how the dwellers within coped with varying conditions and the pressures of isolation.

The Vaults were never intended to save the population of the United States. With a population of almost 400 million by 2077, the U.S. would need nearly 400,000 Vaults the size of Vault 13, and Vault-Tec was commissioned to build only 122 such Vaults. The real reason for these Vaults was to study pre-selected segments of the population to see how they react to the stresses of isolationism and how successfully they re-colonize after the Vault opens.

Known Vaults

- The total number of vaults is a government secret and has been lost; there were "public" vaults, which numbered around 100 and an undisclosed number of "private" vaults.

- *The LA Vault:* The Vault-Tec demonstration Vault. It was not part of the experiment, and was the Master's Vault under the Cathedral in Fallout.

- *Vault 8:* A control Vault, intended to open and re-colonize the surface after 10 years. Vault City is the result. Unfortunately, because of seals present by Vault door and on Day Passes, that were similar to one present on the Poseidon oil rig entry level, some connection with Poseidon Oil could be supossed (also: similar Vault suits with no numbers as well as Vault-Research Control station connected to PoseidoNet on the oil rig).

- *Vault 12:* In order to study the effects of radiation on the selected population, the Vault Door was designed not to close. This is the Necropolis Vault... and the ghouls were the result.

- *Vault 13:* Intended to stay closed for 200 years as a study of prolonged isolation, the broken water chip forced the Overseer to improvise and use the Vault Dweller as a pawn. Later study of the Vault 13 records by the Enclave led them to their current plan to end the war.

- *Vault 15:* Intended to stay closed for 50 years and include people of radically diverse ideologies.

- *Vault 27:* This Vault would be overcrowded deliberately. 2000 people would be assigned to enter, double the total sustainable amount. The location of this Vault is unknown.

- *Vault 29:* No one in this Vault was over the age of 15 when they entered. Parents were redirected to other Vaults on purpose. Harold is believed to have come from this Vault. Constructed by Greenway Hydroponics. There was no Overseer, but ZAX AI was present.

- *Vault 34:* The armory was overstocked with weapons and ammo and not provided with a lock.

- *Vault 36:* The food extruders were designed to produce only a thin, watery gruel.

- *Vault 42:* No light bulbs of more than 40 watts were provided.

- *Vault 69:* Most of the equipment was designed to break down every few months. While repairable, the breakdowns were intended to stress the inhabitants unduly.

- *Vault 55:* All entertainment tapes were removed.

- *Vault 56:* All entertainment tapes were removed except those of one particularly bad comic actor. Sociologists predicted failure before Vault 55.

- *Vault 68:* Of the one thousand people who entered, there was only one woman.

- *Vault 69:* Of the one thousand people who entered, there was only one man.

- *Vault 70:* All jumpsuit extruders fail after 6 months. This Vault was located in Salt Lake City, Utah and most of the inhabitants were Mormons.

- *Vault 101:* 101 was meant to remain permanently closed, but this was compromised in Fallout 3 (location: somewhere near DC area).

- *Vault 106:* Psychoactive drugs were released into the air filtration system 10 days after the Door was sealed.

Positions

Overseer; Underseer; Security Officer (armory supervision, in charge with his security team); Medical Officer (physician); Supply Officer.

Facilities

ODYSSEUS – An extremely advanced AI that was designed to coordinate and operate all of the Vaults before Project Safehouse was privatized.

Stores

Complete construction equipment, hydro-agricultural farms, water purification from underground river, defensive weaponry to equip 10 men, communication, social and entertainment files (for total duration of 10 years at 1000 capacity).

Portable equipment

GECK

Defensive weaponry to equip 10 men (according to Vault Dwellers Guide: Combat Armor, pistols, Vault-Tec Knives). Vault 13 Armory was equipped with one double barreled 12 gauge shotgun also, but there were no armors.

Ammunition: .223 FMJ, 10mm JHP, 10mm AP

Chems: Radaway, Rad-X, Stimpak, Super Stimpak.

Miscellaneous: Backpack, Doctor's Bag, First Aid Kit, Dynamite, Flare, Lockpicks, Geiger Counter, Motion Sensor, THT Tapes (holotapes).

CHAPTER 6: GURPS FALLOUT GAZETTEER

This section includes information on the more notable settlements found in the post apocalyptic North California region in 2162 AD. Information is based as much as is possible on original games, but in many cases guesstimates are needed - In the games, populations always were smaller than written background stuff suggested, for example, vaults had populations of 1000 or so, but in the computer games you could only see few dozens of inhabitants. So, for the purposes of this conversion it is assumed that 'real' populations of locations are always much higher than you can count heads in the computer games. Population values given are only rough estimates, so GM is always free to differ from the numbers suggested here.

In addition, a random system (a bit similar to one found in GURPS Space and/or GT:First In for colonies/cities) is provided for determining what kinds of services and shops can be found in a given settlement, based on it's population rating and other factors. This is intended both for use with adding detail to existing settlements as well as an aid for the GM to create new locations.

Settlements

Arroyo	
Population: 20+ (PR:1)	Government: Clan/Tribal
CR: 2	TL: 3

Arroyo is a small isolated village of hunter-gatherers in south-west Oregon founded by the Vault Dweller after he was exiled from Vault 13 by the Overseer. After the Enclave's destruction, the refugees of Arroyo and Vault 13 resettled, building the tow of New Arroyo on the site of the old village with the aid of the Garden of Eden Creation Kit.

LA Boneyard	
Population: 1000 (PR:3)	Government: Ruled by Gangs
CR: 1	TL: 4; up to TL7 (Gunrunners)

The Boneyard, or Angel's Boneyard, is what remains of Los Angeles, named so both for its decimated skyscrapers, reduced to their metal "skeleton", and for skeletons of the dead that littered the city after the Great War. The headquarters of Vault-Tec was located somewhere in the Los Angeles area, and a Vault-Tec demonstration Vault, which was not part of the Vault Experiment, was built there.

LA was pretty much decimated during the Great War. The majority of people in LA are people who came to the city after the destruction. Most to scavenge what they could, be it equipment, food or people. Los Angeles houses gunrunners, gangs, and various people with delusions of grandeur. The largest concentration of people live in a "suburb" called Adytum.

Most people in LA died after the bombs dropped, due to radiation poisoning, disease, famine (and each other). Some, however, took shelter in the demonstration Vault, and eventually most of them emerged in 2092, founding the Boneyard. Many of them were the founders of Adytum, a fenced town in the suburbs of the old Los Angeles. Some, however, founded other communities, like the Blades, the Rippers, the Followers of the Apocalypse and the Gun Runners.

In 2155, the Master learned the location of the LA Vault, conquered the inhabitants and set up operations there, and the human cultists began to use the Vault as their powerbase. Eventually, a monumental building known as the Cathedral was constructed above the Vault. The Cultists thus became known as the Children of the Cathedral. Of those that remained in the Vault, most became the Master's servants and members of the Children of the Cathedral. Those that left could be part of almost any organization in LA.

In the 2150s, a pack of deathclaws appeared in the Boneyard, taking over the base of the Rippers. In 2159 Jon Zimmerman, the town's mayor, hired a band of mercenaries known as the Regulators to help protect Adytum from the deathclaw and the odd random attack by raiders, who by 2161 were in control of Adytum.

The Cathedral was destroyed in 2162 either by a man known as the Vault Dweller or by the Master himself, when he learned that his super mutants were sterile.

By 2241, Los Angeles became one of the states of the New California Republic and Adytum became known as New Adytum.

Broken Hills	
Population: 300+ (PR:2)	Government: Rep. Democracy
CR: 2	TL: 5

Shortly after the Master's defeat, super mutant Marcus wandered aimlessly until he encountered Jacob, a Brotherhood of Steel paladin in a Power Armor who had pledged himself to the extermination of all mutants. Marcus and Jacob fought for a day or two, but they soon realized the futility of their battle and became friends (though Marcus always thought that Jacob would have been improved by a dip in the FEV vats, while Jacob disagreed, which was always a bone of contention between the two). As they wandered through the wastes, they attracted a following of other refugees from the war, who believed that Marcus's strength and Jacob's power armor gave them the closest thing available to safety. Eventually, Marcus and Jacob lead the refugees to settling in Broken Hills to exploit the uranium mine there.

Broken Hills uranium mine is worked on by the towns super mutant population. The radiation in the mine has minimal effect on them and their great strength aids in the physically taxing labor. The mine however does require an air purifier as toxic gas build up makes the mine inoperable less it is regularly filtered. The towns life blood comes from the uranium mine. Broken Hills has its own operational refinery operated by ghouls. If you can purchase uranium ore from a caravan the refinery will produce refined uranium for you. The town is powered by a small reactor that runs off of uranium slugs. This produces ample power for the Broken Hills community. The uranium trade runs to the NCR and Vault City as well as trafficking Brahmin Herds across the wastes. The uranium trade is so important to so many towns existence that Vault City will check their unabiding bigotry for outsiders and mutants and trade valuable medical supplies and money for uranium ore. Ever since the mines air purifier broke down uranium production has halted leading to an economic crisis in Broken Hills.

With the vast demographics and races occupying Broken Hills, a rift between the super mutants, ghouls and select humans groups has grown. This has culminated in a conspiracy to rid Broken Hills of it's mutated brethren through a conspiracy led by human purist and store owner Joseph. The conspiracy has resulted in the arrest and incarceration of several of Josephs supporters as well as the murder of several civilians dumped deep in the towns caves and sewers to attempt at destabilizing Broken Hills and starting conflict. Joseph also sabotaged the mines air purifier temporarily halting mine operation. he ultimately hoped to detonate the purifier and bring the whole mine down on all super mutants working inside. In opposition to Joseph are the mines foreman and the super mutant Francis.

The Den	
Population: 1500+ (PR:3)	Government: Ruled by Gangs
CR: 0	TL: 5

The dangerous Den is a safe haven for drug and slave trading. In some ways, the Den might be considered a "mini-New Reno." They are both semi-stable anarchies with no central authority: while the Den is more focused on slaving, and New Reno is more focused on prostitution, they both share an economy dependent on gambling, prostitution, drugs, and slavery.

Gambling is under the control of Rebecca Dyer, who also sells the cheapest alcohol in the Den, as she has her own still, rather than importing it from New Reno. Uncharacteristically given both her location and her business, she is an scrupulous and decent woman, and a passionate opponent of the slave trade that underpins the Den's economy. Her craps tables are unique in the game in that they are truly (pseudo)-random like an honest game of craps (although, unlike a real game of craps, there are ways of playing it that allow the player to beat the house on average). Her tables do not check the player's gambling skill.

For those residents of the Den who tire of the booze, whores, theft, drugs, and slavery that are so widespread in most of the Den, Mom's restaurant provides a welcome respite. Mom ensures that the atmosphere is respectful and bans fighting, cursing, and unlike most Den businesses (but like the Slaver's Guild), no orphan children stand outside her doors stealing from those who enter or leave. Mom specializes in rat dishes, offering rat-loaf, rat-pie, and spaghetti with rat sauce.

Smitty, also one of the more respectable people in the Den, is a local mechanic. He has a Chrysalis Highwayman in near-perfect condition, but it lacks a Fuel Cell Controller. He also occasionally sells other things, such as microfusion cells and super tool kits.

There are two shops in the Den: Tubby and Flick. Tubby's is mostly focused on selling drugs, whereas Flick's sells a wider variety of goods. Both merchants' shops are supplied, at least in part, by orphaned children who stand beside the doorways of shops and steal from passersby, but Flick's in particular depends on this.

Prostitution is primarily under the control of Frankie, proprietor of the Hole. He also sells drinks imported from New Reno, and is amazed and angry that Becky can sell her drinks so cheaply.

Another businessman of the Den styles himself "The Great Ananias". He claims to have found a great "jan-u-wine" (genuine) mummy and to have a haunted house next door. In fact, the "mummy" is a sleeping, comatose ghoul named Woody. The haunted house has more basis in fact: Anna Winslow's ghost recently has become restless because her locket was stolen from the haunted house by Joey, a local thug and jet dealer.

Finally, the richest and most powerful business in the Den is the Slaver's Guild. Headed by Metzger, this heavily-fortified guild prevents casual infiltration and ensures member loyalty by tattooing its symbol on the foreheads of all members. It sells slaves to New Reno and Vault City. Although Metzger's primary investments are in the slave trade, he also is looking for a way into the drug business as well. In the current arrangement, raw chemicals from Vault City are exported to New Reno, where the families, especially the Mordinos, synthesize them into drugs. Metzger seeks to short-cut this chain by synthesizing the chemicals in the Den, but his teams have made little headway in deciphering the manufacturing process.

Gecko	
Population: 300+ (PR:2)	Government: Dictatorship
CR: 3	TL: 5; Power TL7

Gecko is a ghoul town northeast of Vault City. Its economy is based on the operation of an old, half-functional Poseidon Energy nuclear power plant. Harold is the de facto mayor of Gecko, while he is assisted by Lenny, who also serves as Gecko's doctor. The power plant is administered by Festus.

Gecko's citizens are divided between the renewal cultists and the more ordinary ghouls, who resent the cult. The renewal cultists seek to "renew," i.e. become human again. They are headed by a giant, sentient mole rat who lives in an underground cave adjacent to the reactor, known as the Brain, who seeks to take over the world. In the short term, he seeks to build an alliance between Gecko and Vault City based on power from Gecko being sent to Vault City in exchange for medical research on how to "restore" the ghouls to humanity. The cult is symbolized by the ankh, and its members wear ankh necklaces.

The Harp is a bar tended by Wooz. It serves the usual drinks of Gecko, specialized for ghouls' unique resistance to radiation: Gamma Gulp Beer and Roentgen Rum. Wooz is a rather eccentric ghoul: he tells strange stories of severed heads in hell and is obsessed with playing Tragic: the Garnering, although he isn't as good at it as he thinks.

The Survival Gear Locker is a general store of Gecko. Percival Crump, a.k.a. Percy owns this store. He offers a decent selection of rad-resistance drugs, weapons, and ammunition. His friend, Woody. has recently gone missing.

The Manager's Office is the seat from which Harold tries to keep Gecko together. It supplies part requisition forms and oversees reports concerning the power plant.

Skeeter is a "ghoul gadgeteer" who serves as a sort of mechanic for Gecko. He can perform weapon upgrades and, more importantly, has a fuel cell controller. However, he is considered unreliable by the ghouls who administer Gecko's supply locker/storage room, since he once caused a fire, and as such he is typically denied part requisition forms. He is assisted by "Lumpy" John, a human refugee from Vault City who has no visible mutations like the ghouls, but is considered unacceptably mutated by the Citizens in Vault City because of his unusual resistance to radiation. Lumpy also helps guard Gecko's brahmin.

Gordon is a ghoul who believes that if everyone would follow their own self-interest, everyone would be better off. He proudly believes that greed is good, and wants to optimize Gecko's power plant and establish trade with Vault City based on their mutual self-interests. He is also a member of the renewal cult.

Finally, the nuclear power plant is the heart of Gecko's economy. The plant's supply cabinet and storage room are administered by Jeremy, the plant overall is managed by Festus, and the reactor control room is watched by Hank.

Hoover Dam	
Population: 800+ (PR:2)	Government: Rep. Democracy
CR: 2	TL: 5

The town of Hoover Dam is a town built along the top and sides of the dam. At the bottom of the dam there's a slummy area, and the dam's rim is home to all the rich folk and military.

The Dam became part of the New California Republic some time after 2242. The town has lost contact with the central government of the NCR in Shady Sands, and Governor Joseph Dodge, the leader of Hoover Dam assumed that it was destroyed by the remains of the Enclave (possibly from Navarro). He's determined to hold the NCR together, and declared himself the president of NCR (or what is left of it). Unfortunately, Dodge is a weak leader, and he fights an ongoing war with the Brotherhood of Steel.

The Hub	
Population: 12000+ (PR:4)	Government: Ruled by Guilds
CR: 3	TL: 6+1

The Hub is a major trading city in Fallout. It is a large community of traders, barterers, gamblers, and other interesting scum. The Hub is a stopover point for caravans north to Shady Sands and Junktown and south to the Boneyard. The wide variety of people passing through ensures that there is always something interesting going on. The town, not unlike New Reno, is divided into districts controlled by powerful groups (only merchants not mafia). Unlike New Reno, however, the town has a neutral police.

The Hub was founded in 2092 by a man named Angus, who set up camp around a filthy oasis in the desert, and proceeded to begin trading with other settlements.

In 2096, a man called Harold rose to the level of a caravan boss in the Hub. His caravans suffered occasional attacks in the wastes, but Harold's caravan outfit survived and prospered... until the mutant attacks begin to pick up a few years later. Increasing mutant attacks on Harold's caravans caused Harold to get so pissed, in 2102 he financed an adventuring party to try and find out where these damnable mutants were coming from. Consulting with a scientist and doctor at the Hub, a man by the name of Grey, the two of them decide to join forces. A few months later, Harold was found by traders and taken back to the Hub. But he wasn't human anymore - he was mutating into a ghoul-like mutant. His former caravan partners and employees, horrified by his condition, abandoned him left him without even two bottlecaps to rub together. However, he soon became the leader of the Hub's small ghoul population.

In 2120 Angus established himself as the governor of the growing Hub. Five years later he managed to stop the Vipers' attempt to raid the Hub. In the winter of the same year, however, he was murdered, which threw the Hub into chaos.

In 2125 the Great Merchant Wars started when a band of merchants seized the water tower in the Hub. They demanded anyone wanting water must pay a toll. The war lasted for 2 years. The Water Merchants sealed up the town, but were outnumbered. A man named Roy Greene (Justin Greene's grandfather) made the peace and negotiated a settlement. The Hub's Central Council was formed, composed of two representatives from each of the Hub caravan companies. A long period of indecisiveness and meetings maintain the status quo in the Hub.

In 2131, the Master began ordering his super mutants to gather human stock from caravans. For many years, the caravan disappearances were blamed on monsters in the desert, and even when the abductions begin to occur on Hub caravans, the deathclaws were blamed.

The Hub Underground was formed by a man called Decker in 2140, who quickly started pulling the strings in the town.

The three merchant groups running the town are the Water Merchants, Crimson Caravan and the Far Go Traders. The Underground is led by Decker. There is also the Thieves' Guild, which is led by Loxley.

The Hub was overrun by fleeing mutants after the Vault Dweller destroyed the Master and the vats. Though much of the city was razed it managed to survive and joined the NCR. Representatives in the NCR congress from the Hub call themselves "Governors."

Junktown	
Population: 2000 (PR:3)	Government: Rep. Democracy
CR: 1	TL: 4

Junktown is one of the smaller towns in southern California. It was founded soon after the War by a soldier called Darkwater. Instead of the ruins of an old town, he thought it would be better to begin from the ground up. As the name suggests, it was built after the Great War out of random pieces of junk, mostly of broken cars. The town mostly lives out of trading and has a reputation of open hospitality.

Around 2161, the mayor of Junktown was Killian Darkwater, grandson of the town's founder, who also ran a general store, Dark Waters. Another big player in the town was Gizmo, a small-time crook and casino owner. While Gizmo's casino brought a lot of tourists and money into the town, problems also came with it. Other important places in Junktown at that time included Crash-House Inn, home to the Skulz and the Skum Pitt, a bar owned by Neal. Doc Morbid was the town's doctor. Tycho, a Wasteland Ranger, also resided in Junktown for a while at that time.

Drawing weapons in town is not permitted except in self-defense. The gates to the town are closed in the night. In 2161, Lars headed the guards in Junktown, working for Killian Darkwater. The gates were guarded by Kalnor. They also had a jail, which is guarded by Andrew. The guards were aware of the illegal activities of Gizmo and the Skulz, but they didn't want to act without proper evidence.

In 2161, Gizmo hired a man to assassinate Killian, in order to gain full control over the town. Unfortunately for him, in December 2161 Gizmo was eventually killed by a man known as the Vault Dweller, who earlier helped Killian gather evidence of Gizmo's involvement in the assassination plot. Killian then took firm control of Junktown, drove out the last of Gizmo's kind, and then enforced his own brand of frontier justice.

By 2241, Junktown has become a member of the New California Republic. Currently, it is part of the state Shady

Klamath	
Population: 350+ (PR:2)	Government: Rep. Democracy
CR: 1	TL: 4

Klamath is a town built upon the ruins of the city of Klamath Falls in Southern Oregon.

It is a small community of trappers that hunt the giant, mutant lizards called geckos in the area. Highly prized for their pelts, geckos and golden geckos are the lifeblood of this small community. Klamath is the stopping point for caravans on their way to the tiny tribal villages to the north like Arroyo, and also serves as a place where members of those tribes can come and exchange information, goods, and news about the larger world.

Lost Hills Bunker	
Population: 1000 (PR:3)	Government: Council of Elders
CR: 2	TL: 6+4 - 9+1

Lost Hills is an old government bunker in Southern California; the headquarters of the Brotherhood of Steel. Lost Hills is located northwest of Junktown and the Hub, southeast of the Mariposa Military Base and south of Vault 13.

During the Great War, the Mariposa Military Base soldiers were protected from the radiation and FEV flooding the wasteland. Two days later, a scout in Power Armor (Platner) was sent out to get specific readings on the atmosphere. He reported no significant radiation in the area surrounding the facility. After burying the scientists in the wastes outside of Mariposa, the soldiers sealed the military base, then headed out into the desert, taking supplies and weapon schematics with them. Captain Roger Maxson led his men and families to the government bunker at Lost Hills, and this event was later called the Exodus. In November, Maxson and his men, and their families, arrive at the Lost Hills later, suffering many casualties along the way, including Maxson's wife (but not his teenage son). The Lost Hills bunker became the headquarters of the newly formed Brotherhood of Steel.

Modoc	
Population: 350+ (PR:2)	Government: Dictatorship
CR: 2	TL: 4

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

Necropolis	
Population: 4000 (PR:3, all Ghouls)	Government: Dictatorship
CR: 2	TL: 4

The Necropolis, a town built upon the charred remains of Bakersfield, is the grim aftermath of Vault 12; it is best described by Killian Darkwater: "The climate ain't good, rain or shine." The true purpose of that vault was to keep the doors open regardless of the conditions, which spelled disaster to anyone attempting to seek relief from the radiated aftermath of the Great War. The residents of the Necropolis were ghouls, individuals ravaged by the effects of radiation after the Great War. To most of post-War California's residents Necropolis was a haunted city, at times a myth used to frighten children, a "city of cannibals" inhabited by brain-eating ghouls.

On October 23, 2077 the bombs were launched; who struck first is unknown... and it is not even known if the bombs came from China or America. Air raid sirens sounded, but very few people went into vaults, thinking it was a false alarm. Once it became known that the other vaults were sealed, the people of Bakersfield attempted to force their way into Vault 12 to protect themselves and their families.

In the summer of 2083, the city of Necropolis was founded by the ghoul survivors of Vault 12. In spring of 2084, Set took control of Necropolis, wresting control from the original Overseer. The Vault 12 Overseer, not willing to take a dirtnap, was driven north and history lost sight of him.

In 2157, the Master learned the location of the Bakersfield Vault, and sent a detachment of super mutants there to seize the vault. Many ghouls are snapped like twigs in the attack, and Set finally parleys with the super mutants, telling them that the ghouls are the Vault survivors the super mutants are looking for. The super mutants, angered at failing to find an intact Vault, set up a small garrison at the watershed to watch the inhabitants and insure Set's... cooperation in the war to come.

In March of 2162, the super mutant army attacked Necropolis, killing many of the town's inhabitants. Most ghouls, however, managed to escape, leading to the Great Migration across the wastes to towns such as Gecko, Dayglow and Broken Hills.

The ghoul population was divided into three groups:

The surface dwellers were what could be called the public face of Necropolis, as they were by far the most numerous of the three groups, and controlled most of the city's surface. They were typically the first thing outsiders encountered in Necropolis, and were likely the cause of the aforementioned rumors surrounding the City of the Dead. Their operations were based out of the Hall of the Dead, where their leader Set did his business. Paranoid and intolerant of outsiders and non-ghouls, the surface dwellers were often violent, attacking strangers on sight and harboring a particularly deep hatred of super mutants. This was most likely due to the super mutant garrison newly established around Necropolis' important Watershed. Though Talius mentions heated resistance to the super mutant presence in the city by Set's surface dwellers, by the time the Vault Dweller arrives there appears to be a sort of stalemate between the two groups, though Set does not hesitate in employing the outsider to eliminate the super mutants garrison.

The Glowing Ones were heavily irradiated ghouls who lived in the old Vault 12. Shunned by even their own kind, they hate other ghouls as much as they do normal humans.

The so-called underground ghouls, who were forced to live in the city's sewers, though they were by far the most peaceful of Necropolis' residents and were much more tolerant of outsiders than either of the other groups.

The city of New California Republic (or NCR; previously known as Shady Sands) is the capitol of a federation of Northern California towns of the same name. It is west of the Rockies, in the middle-eastern portion of California (almost straight east and inland from San Francisco). The NCR is arguably the largest known power group in the world of Fallout, and maintains the largest standing army.

The government of NCR is much like the Pre-War United States, with a House of Congress staffed by elected representatives (Congressmen elected by their states). These representatives decide upon the President and Vice-President to head the council and govern the republic - under advice from the representatives, of course (NCR, at the time, has no existing term limits - Tandi was currently serving her tenth year at the beginning of Fallout 2). The titles for these representatives have ranged from "Councilor," "Counselor," "Councilman," "Representative," "Senator," and in particular, the Hub (in its own obstinate way) prefers to call their representatives "Governors." (There is a lot of friction between the Hub and Shady for a variety of reasons, usually related to trade rights and caravan routes.) In any event, all titles are recognized and accepted outside of the council chambers, but within the chambers, the titles are occasionally used as insults and spark furious debates - nothing more than petty displays of each state trying to exert its independence.

NCR has outlawed slavery in their territories, have one of the best and largest standing armies in the wastes, and have benefited under their current President, Tandi, who has been with the Republic since she was a young girl in Shady Sands (see History, below). On the plus side, the NCR has outlawed slavery in their territories, has attempted to bring civilization and law back to the wasteland, and they don't (openly) discriminate against ghouls and mutants.

There is little to no sexism in NCR (unlike most other territories in the wastes), most likely due to the community's origins in Vault 15 and because of Tandi's extended presidency. The republic also has shown little discrimination against ghouls and mutants, though many political analysts argue that this is because NCR has had limited contact with them (NCR had little contact with Necropolis or the Master's Army).

While Aradesh believed in the teachings of Dharma, Tandi always believed in the separation of church and state - and resisted any attempts to canonize the Vault Dweller within the city limits (the statue's fine, but that's it). Both Aradesh and Tandi found politics and religion don't mix, especially when they got more exposure to the people of the Hub and visits from a few well-spoken members of the Followers of the Apocalypse. In any event, the NCR allows any non-psychotic religions within their capitol (they are all for freedom of religion, as long as it doesn't involve human sacrifice or dipping people in Vats).

The NCR military is composed of several Divisions, including special cavalry and mechanized units. One of their "Special Forces" units consists of the New California Rangers, a select group that is pledged to protect the people of the Wastes much like the Texas Rangers of old. The Rangers are said to have numerous safehouses throughout the wastes, and they use these to strike at slavers outside of NCR territory (usually in the North). As expected, the two groups hate each other with a passion. NCR was also in the habit of establishing marshals in the major population centers in their territories, responsible for enforcing the laws of NCR throughout the Republic. Ghouls, super mutants, and humans were all known to serve in the NCR armed forces, even in the rangers.

Although nearly hitting a hundred years of age, Tandi has done more to unite the people of the wastes than any other leader born from the ashes of the Great War, and she is revered as a saint and even a "Great Mother" by some of the tribals outside of the Republic territories. Tandi's State of the Republic messages were famous for inspiring countless people to join the "service" and rebuild civilization. Under her rule, the republic has grown, and she has focused efforts on rebuilding the pre-war infrastructure to support the growing population, finding new forms of transportation and manufacturing, clearing roadways and rail lines, building forts, fostering caravans and trade in the republic (and with other territories), and dealing with threats swiftly and efficiently. In all her years, she has never forgotten her roots in the small village of Fallout 1, and she has always strived to put the welfare of the common man above the wheels of progress.

When people talk about "good people," Tandi is good people.

Common NCR Laws include:

- No weapons may be carried openly within the city limits.
- Public drunkenness and drug use is grounds for arrest.
- Slavery, gambling, and prostitution are not permitted within the city limits.

These laws were more relaxed in the outlying settlements, but became more rigidly enforced the closer one came to a major NCR population center.

The New California Republic was born out of the remnants of the survivors of Vault 15, a sister vault to Vault 13 that opened earlier and released its occupants out onto the wasteland. Abandoning their vault (after scavenging most of what they could from the surviving technology and collapsed lower levels), the former residents of Vault 15 founded the small walled community of Shady Sands, a town midway between Vault 13 and 15. In the period of Fallout 1, this community was led by Aradesh and his daughter, Tandi, eventually rose to become president of the sprawling New California Republic in Fallout 2. (Without the efforts of the Vault Dweller in F1, however, the raiders in the region - the Khans - would have claimed Shady Sands and stamped out the republic before it even got started). At the time of Fallout 2, NCR's main resource are its great brahmin herds, which provide most of the wasteland with as much meat and leather as they require. The brahmin barons and ranchers in NCR (along with the Stockmen's Association) hold a great deal of sway with the caravans and the government.

The NCR's relationship with their old Vault has undergone some violent upheavals over the years. From nests of monsters, raiders, Vault 15 worshipers, ghoul scavengers, to more innocent (and not-so-innocent) Squatters and Salvage Teams and the Republic arguing over excavation rights, it seems to be difficult for the government or any other inhabitant of the wasteland to leave the area alone... because, well, it's a Vault.

The brahmin herders hatred of radscorpions is famous, and it dates all the way back to the founding of Shady Sands. Rumors of herds being attacked by talking deathclaws are unfounded.

Even though the relationship between the NCR and the Brotherhood of Steel was never without some tensions, it got much worse when Jeremy Maxson became the leader of the Brotherhood. He favored a return to power by wresting all advanced tech from the hands of "lesser people" by any means necessary. Some time after 2242 the war with the New California Republic was announced.

For years the war waged on and was considered a victory for the Brotherhood of Steel. However, no matter how many troops fell to the Brotherhood's superior technology, the NCR always seemed to have more replacements available. The Brotherhood, however, was not so fortunate. Being an elitist group, replacements were short in arriving. It soon became obvious that the Brotherhood was doomed to lose the war to the NCR's greater numbers. Moral at the bunker began to falter as the war seemed more and more hopeless. Eventually the inevitable happened. Lower ranking members of the Brotherhood began to desert their posts.

NCR has a decent marketing and public relations department, and they are constantly sending couriers out into the wastes to nail up NCR posters or disseminate NCR propaganda. Famous among these is the frontiersman Thomas Moore, who bravely enough is out in the breach, currently passing out anti-Vault City and pro-NCR propaganda in the middle of Vault City. Talk about brave, huh?

A large city, New Reno is known for its casinos, such as the Shark Club and the Desperado. It is home to, among many other things, the Golden Globes studio, the Jungle Gym and the Cat's Paw brothel. There is also a substantial weapons outfit called New Reno Arms. The town is currently run by four different families, the Mordinos, the Bishops, the Wrights, and the Salvatores, all of which are willing to make The Chosen One a Made Man in exchange for a little help. The Las Vegas of the wastes, if you will.

Reno was spared the atomic fire of the Great War, but with the destruction of the rest of the United States, law and order broke down as mobster families ascended to power. To this day, New Reno has no official government or police force. However, aside from their internecine conflicts, the families generally keep order and make the city safe for tourists from the wastes, sending any trouble makers who disrupt the tourist trade to Golgotha, a burial site near New Reno. The tourists are glad to partake of the gambling, prostitution, and drugs (particularly jet, which was developed near New Reno in the Stables by boy-genius Myron) offered by the city's mobsters. Jet is distributed from family supported dealers and independent ones alike such as Jagged Jimmy. New Reno, lead by the Mordino family, is scheming to take over Redding, primarily by addicting Redding's miners to jet en masse. New Reno also acts as a major trading partner in the Big Circle trading Brahmin, as well as trading routes between The Den for slaves and chemicals from Vault City caravans. Both these trades are overseen by the head of the Slavers Guild, Metzger.

Redding	
Population: 800+ (PR:2)	Government: Rep. Democracy
CR: 2	TL: 4

Redding is a mining town, located south of Vault City. There are two major mining companies in Redding, as well as a saloon, a sheriff and a doctor. The mayor of Redding, Ascorti, runs an establishment called Ascorti's Ace casino. Redding mines gold for shipment to New Reno and the New California Republic, and the miners are some of the largest consumers of Reno's drugs.

The town is a collection of wooden buildings, and can be a wild and wooly place. There is no real police force to speak of, and the mining companies deal with internal disputes. A Sheriff exists, but mainly works as a mediator between different mining companies. Redding has also been avoiding the influence of the NCR, although there are elements in town that strongly favor joining, if just to get rid of the rampant drug problem.

Although Redding may appear unassuming it has great economic clout. Redding is northern California's primary producer and distributor of gold. Being the center of gold mining several larger political factions have volleyed for control of Redding to gain dominance in the gold trade. The two largest competitors for Redding are the NCR and New Reno run by the Mordino family. Mordino looks to fuel and exploit the growing jet addiction of Redding miners to create a broken town dependent on Mordino's drugs. The NCR offers law and security in exchange for Redding's wealth and sovereignty. Redding is also a stop during Brahmin drives and part of the Big Circle. Caravans from Redding head in all directions, to NCR, Vault City, and New Reno.

The primary political division in Redding exists over the growing drug issues and the future governance of Redding. The two large mining companies in Redding primarily dictate policy however they are divided by bitter hatred toward each other's policies. Marge LeBarge the owner of the Kokoweef Mine supports merging with the NCR. The Morningstar Mine run by "Dangerous" Dan McGrew is in favor of alliance with New Reno. The dispute often culminates in tensions and violence occasionally, usually down at the Malamute Saloon. In addition to the political division Reno is struggling to contain its drug problem and the law enforcement is taxed thin particularly after the sheriff had his leg accosted by a gecko. Further havoc is being sewn by a band of gangsters led by Frog Morton of the Morton Brothers. Mayor Ascorti is a questionable politician as well as apearing to be primarily a profiteer. His motives all seem to be generated by money as seen by his gambling hall and high rent demanded of impoverished elderly citizens.

San Francisco	
Population: 6000 (PR:3, mostly Shi)	Government: Dictatorship
CR: 2	TL: 8

San Francisco is a city in Northern California. After the Great War, its population consists mostly of the Shi, who are the descendants of the crew of a Chinese submarine that crashed there, and of the members of a religious cult known as the Hubologists.

The Shi have managed to keep many of their old traditions and customs, which is more than many American groups can say. Somehow, the city was spared a good deal of destruction, although radiation levels were high for a while. As of 2242, two clans currently battle for control of San Francisco, and the style of martial arts that will reign in the future. The Shi manage to run an extensive weapons trade, offering pieces of technology usually only available to groups like the Brotherhood of Steel. Where they manage to get these items is unknown.

There is also a population of artists, disenchanted people from various cities, and ex-military personnel that have taken over an old oil tanker still floating in the harbor. They will usually trade expertise for goods, although they prefer to be left alone.

The third major group, which does not trade, is a religious community called the Hubologists. They are obsessed with an old space shuttle they found parked at the airport, and are attempting to make it fly again, so they can join their "gods" in the heavens above.

The New California Republic has little influence in San Francisco, and the Shi are quite happy to avoid them while the Hubologists don't concern themselves with such things.

There are few foreigners in San Fran and newcomers are easily noticed. Due to its location in between the Military Base, Navarro and a highly desolate flat patch of hazardous land in the wastes it is logical to assume few but heavily armed caravans traverse these paths. Super Mutants and remnants of the Masters army, Enclave Patrols, Press gangs, Hubologists, and aliens plague the surrounding area making it inaccessible to weak or crudely armed travelers.

San Francisco is populated by the Shi and governed by the Emperor. The Emperor and his aids live in a steel palace on the east side of San Fran. The palace contains vast and advanced scientific labs of various fields and the scientists working there are some of the best in the wasteland. Their main opposition are the Hubologists who have scientists of their own yet have proven to be significantly behind the technological innovation of the Shi.

The Brotherhood of Steal has a large outpost stationed in San Francisco. The outpost is indiscernible from other Brotherhood outposts yet contains a more extensive basement stocked with Brotherhood technology and armaments. The brotherhood maintains a low profile and sails below anyones radar. This is a sign of the brotherhoods waning influence.

Vault City	
Population: 4000+ (PR:3; Mostly slaves)	Government: Dictatorship
CR: 4	TL: 6+1

Vault City was built with the help of a Garden of Eden Creation Kit by the vault dwellers who emerged from Vault 8. The city is built around the vault and run by the First Citizen. First Citizen Lynette runs Vault City with cold hands and an iron grip. The main style of the city is bureaucratic, sleek and antiseptic, with a lot of technology, rules, regulations and guards.

The city is automatically antipathetic to all outsiders, and are pro-Slavers in policy, although they prefer the term "Servants". They claim that it's legitimate because they give the servants shelter, food and protection, but people like Thomas Moore object to this heavily, and calls it hypocrisy since they frown at those who openly call it slaves and do slaving (The Den, for instance). They won't share their technology with the outside world, either, because they view everyone else as "thieves and baggarts" of the wasteland.

Generally, the only normal way to become a Citizen of Vault City is to be born into it. Personal intervention by the Senior Councilor (currently McClure) or the First Citizen (currently Lynette) can grant a non-citizen citizenship (though this is never done lightly). In addition, non-citizens can take a citizenship test (administered by the Proconsul, currently Gregory), which is intentionally designed to be so difficult as to be virtually impossible (for someone of extraordinary intelligence, perception, and luck, it might be done, but the overwhelming majority of Vault City Citizens would fail it if they were required to take it).

Full Citizens have access to all of Vault City, including the original Vault 8 itself, although few people still use it much, except for its medical bay, and it is mostly used for storage (including a huge number of Water Chips, which were accidentally shipped to Vault 8 instead of Vault 13, while Vault 8's second GECK was shipped to Vault 13 instead of Vault 8).

While Citizens of Vault City have a high material standard of living compared to most other places in the Wastes, they pay a price for it in the form of a crushing sense of conformity and regulation in their lives. Many -- perhaps most -- Vault City Citizens never see Vault City's external courtyard (more on that below), let alone another city. Possibly because of chromosomal damage, they are unable to conceive children naturally and must use artificial insemination techniques in cycles which produce uniformly aged generations of children. They are forbidden the use of drugs such as buffout, jet, psycho, mentats, and natural alcohol, though artificial alcohol is still used in bars.

Day passes are issued to non-citizens able to provide a bona fide reason for entering Vault City, such as being slave, uranium, gold, or gecko pelt traders (though generally they are charged a hefty fee), diplomats, or some other, exceptional reason, such as being a non-citizen agent of Vault City. Day passes allow a non-citizen access to Vault City proper during daylight hours, but not the original Vault 8 itself. While the customs office is nominally strict in its rules regarding the issuance of day passes, there are some corrupt elements willing to sell false citizenship papers.

Except slaves, non-citizens without a day pass are not permitted access to Vault City proper, but they are permitted access to the courtyard, a fenced-off area outside of the "real" Vault City. The courtyard is kept peaceful and protected from the raiders of the wastes by Vault City, but its denizens are subjected to harsh rules and regulations and taxed heavily. Denizens of the courtyard feel squeezed between the desolate horror of the wastes outside and the suffocating repression of Vault City: they hold both new arrivals from the wasteland and the Citizens of Vault City in contempt.

Vault 8 was designed as the control group for the vault experiments. Opening ten years after the war it is in pristine condition. Every element of the vault is intact from the overseers chair to the original computer. It is off of the Vaults geothermal and nuclear energy production that Vault City's power is supplied, though it has quickly reached maximum capacity. The medical technology is the best in northern California. Annual inoculations are administered as well as advanced grafting technology and other methods stored in the database. It is from the vault that Vault City can produce and distribute medicine and chemicals for trade. The majority of the vault is now unoccupied and used for storage.

Ruins

Mariposa Military Base

Mariposa Military Base was a top-secret United States military facility built to house Forced Evolutionary Virus research previously conducted at West Tek, located somewhere in the area of the Mariposa unincorporated community in California. The name Mariposa means "butterfly"[1] in Spanish.

The construction of Mariposa started in October 2076 when large progress was made in FEV research, and the government preferred to move the project to a location under military supervision. On January 7, 2077, Major Barnett ordered transfer of all FEV research to the newly-constructed Mariposa Base, despite objections by the research team. Along with the scientists, a military team commanded by colonel Robert Spindel, which previously monitored the experiments at West Tek was sent to Mariposa. Spindel's second-in-command was captain Roger Maxson. The FEV project was moved to Mariposa and tested on human subjects. The vats were giant tanks filled with liquid FEV. As part of the research project, human subjects were dipped inside them and then examined to learn how to control and harness the process. The experiments on humans were kept secret even from Spindel and his soldiers.

The Vats were later found by a bunch of explorers seeking to find the source of mutated animals which seemed to originate from the area. Dr. Richard Grey, was one of the explorers, and after falling into the Vats, became the Master. Richard grew to be a powerful mutant, he was vastly intelligent, and not dumb like many other mutants (indeed, the FEV was supposed to make subjects more intelligent, but failed to do so on various occasions). He soon learned he could assimilate other minds into his own, and started preying on different creatures. He soon devised the idea of the Unity. He knew he was perfect and wanted to unify the entire wasteland so everyone could bask in his glory.

He knew, of course, there would be resistance, and so used the Vats to create the mutant army. The Military base became the main base of the mutant army, and the super mutants were dipped and created there.

In 2162, a man known as the Vault Dweller managed to destroy the Vats, and the Mariposa base collapsed.

In 2236, the Enclave discovered the remnants of the Mariposa Base. Soon, assault squads combed the desert for slaves they could use to mine the military base and get to the Vats. One of the squads included soldier Frank Horrigan. Enclave construction crews, as well as human and super mutant slaves began excavations. In September they uncovered FEV, and mutations began to occur in the human workers. Frank Horrigan comes into contact with the virus and is sent to the Enclave labs for study.

In 2237, having obtained the FEV data, the Enclave abandoned the site after more mutations occurred, causing 2nd Generation super mutants to arise - the Enclave left a single squad behind to wipe out the super mutants, but the mutants, using armaments they have cached in the base during excavation, reduced the squad to ashes after suffering heavy casualties. The remaining 1st and 2nd Generation super mutant slaves decided to remain in the Base, and the group forms a new community under the leadership of Melchior, whose magician talents had allowed them to hide the weapons.

Navarro

Navarro refers to the area where a Poseidon Oil refinery and an Enclave military base are located, located north of San Francisco along the coastline. A company brand gas station is also present here, but it's fuel reserves have been empty for a long time.

Before the War, Navarro served as a Poseidon Oil refinery for the Oil Rig, where the Enclave headquarters are located. Adjacent to the oil installations, a government-funded military base was constructed, together with a satellite uplink station and maintenance and repair facilities.

Years after the Great War, the base was commandeered by the Enclave, who converted it into their primary mainland outpost, establishing a refueling station for the Vertibirds. Due to the relatively short range of the Vertibird, as well as frequent malfunctions, especially in post-War conditions, Vertibird Schematics were almost always present on site for necessary repairs and maintenance, but were prone to be lost (for instance, in 2242, four were ordered, but by the time the Chosen One arrived, three were already lost).

The Navarro military base is divided into two segments - the surface and underground areas. The surface houses the Vertibird landing pad, as well as a Vertibird hangar, maintenance workshop, air traffic control station, the barracks and drill sergeant's quarters, with the adjacent kennels.

The underground areas of the base contain the base's armory, mainframe, commander's office and the soundproofed science lab, operated by Dr. Schroeber, participating in the Deathclaw intelligence enhancement project.

In 2242 the recent construction and retrofitting of Navarro meant the base had yet to meet its full staffing requirements.

To hide the Enclaves operations at Navarro they have utilized the old service station as cover. An Enclave agent referring to himself as "old Chris" keeps watch outside the gates and claims to be the proprietor of the gas station turning any wanderers away as well as guarding an entrance to the underground section of the base via manhole.

Should someone attempt to circumnavigate Chris and sneak through the woods they are confronted with heavily booby trapped expanses of land, though the rocky path leading to the base is clear. For those who are interested in enlisting as Enclave recruits, a specific password would be required by the entrance guard. The base itself is crawling with enclave troopers clad in advanced power armors and armed with plasma rifles and to further enhance security, the Enclave constructed several plasma and mini gun turret emplacements. The scientists in Navarro are also issued Laser Pistols for self-defense purposes.

Sierra Army Depot

Visitor Welcome Sign, Sierra Army Depot, California (circa 2242)The Sierra Army Depot is located northwest of New Reno, approximately two to three days' hike from the city. Its existence is largely forgotten by the residents of the wastes, and may have remained lost were it not for its accidental discovery by a group of explorers who then reported its location to family Wright in New Reno in 2241.

Wright's job to open and loot Sierra Army Depot is a dangerous proposition. The perimeter is guarded by a number of defensive turrets, each armed with a pair of miniguns. Managing to fight or sneak past these turrets brings one to another problem: the blast door. After being sealed for 164 years, the doors will never open again - at least not as intended. The only way to open the doors is to blow them apart. Commandeering a howitzer locked in a topside storage shed, not to mention finding ammunition for it, is the only way to open the base.

Inside, Sierra Army Depot's security is still working, despite the nearly two centuries that have passed. The interior of the base crawls with floating eyebots and sentry robots, and none are pleasantly-disposed to intruders. Finding a way to bypass or deactivate these robots should be an intruder's first priority.

Transportation between Sierra's four levels is accomplished via elevator, but these elevators are security-locked by a retinal scanner.

If someone is able to penetrate Sierra Army Depot's perimeter and circumvent its substantial security setup, a cornucopia of destrucive devices waits for the taking. Firearms of almost all descriptions are stored in SAD's vaults, along with mountains of ammunition. Medical supplies and other goods are also kept in storage lockers and safes.

Base Layout
Sierra Army Depot is broken up into four levels, plus its exterior.

The Exterior
The outside of Sierra Army Depot is guarded by a double-layer chain link fence. Between fence lines lie several automated gun turrets. Two topside storage shacks hold equipment left over from SAD's evacuation. The shack to the southwest holds explsove ordnance, while the small garage to the east houses a useable howitzer. Along the Depot's east wall is a transformer farm which supplies power to the Depot's security systems.

Level 1, Personnel
The first level of the base, at ground level, houses personnel facilities. Entry-point security controls the single entry into the base, while the rest of the level holds barracks, a gym, and the infirmary.

Level 2, Storage
The primary storage warehouse of Sierra Army Depot, Level 2 is half-filled with boxes. This level contains the bulk of the Depot's stores, as well as the quartermaster's offices. Level 2 is also home to the armory, a high-security vault protected by force fields, shock-plate floors, and a small army of security robots.

Level 3, Robotics
One of two maximum-security levels, Level 3 is home to the robotics division, as well as the base AI, Skynet. An experimental robotics lab is on this level, and it still holds a half-completed robobrain. Level 3 also holds the base CO's quarters.

Level 4, Bio Storage and Research
The deepest level of Sierra Army Depot, and also the one under the highest security restrictions, holds the biological research facilities and their associated storage systems. Little more than a series of prison cells adjacent to a surgical suite and a cryogenics storage facility, Bio Storage holds Sierra Army Depot's most sinister secrets.

West Tek Research Facility

West Tek Research Facility was a high-tech weapons-research facility. West Tek created a number of useful things for the American military. Laser and plasma weapons were being experimented with here. Power Armor, massive self-contained suits that turned a single soldier into a walking tank, was developed here. And most importantly, vitally important research into immunity drugs was being conducted at West Tek. The Forced Evolutionary Virus was originally developed there.

During the war, the facility was hit by a nuclear warhead and, because of its high radiation, it came to be known as **The Glow.**

In 2055, West Tek Research Facility started working on a new virus to kill the New Plague. The ZAX 1.2 computer was brought in to regulate conditions in West Tek. It calmly calculated data and played chess with the scientists. Many scientists claimed that ZAX is a big ol' cheater and draws the game out too much for a computer of his considerable abilities.

As China became increasingly aggressive with their use of biological weapons, the United States government felt that a countermeasure was needed. The Pan-Immunity Virion Project was officially formed on September 15, 2073 and plans were made to begin experiments at West Tek.

After a series of experiments, the pan-immunity virion was renamed FEV - the Forced Evolutionary Virus in March 2075, as increased size, muscle density, and intelligence are noted among test animals.

On January 3, 2076 a military team under the command of Colonel Robert Spindel was sent to the West Tek research facility to monitor the experiments in the interest of national security. Captain Roger Maxson, future founder of the Brotherhood of Steel, was among the team personnel.

In October 2076 large progress was made in FEV research, and the government preferred to move the project to a location under military supervision. On January 7, 2077, Major Barnett ordered transfer of all FEV research to the newly-constructed Mariposa Base, despite objections by the research team. Along with the scientists, Spindel's military team was sent to Mariposa.

During the war, a nuke directly hit the facility, shattering the FEV containment tanks and releasing the radiated virus into the atmosphere. Mutated by radiation, it loses its mutagenic abilities, but it later complicates things for the Master. Due to its high radiation, the place came to be known as the Glow, surrounded by legends among the people of Southern California.

In 2134, a faction within the Brotherhood of Steel led by Sergeant Dennis Allen gained strength, and they urged the Elders to let them explore the southeast ruins of West Tek, called the Glow after being hit by a nuclear bomb, for artifacts. The Elders refused, so Allen and his divisionist group split away from the Brotherhood of Steel, taking some technology and weapons with them. Other members of the team included Soto, Jensen and Camarillo. Unfortunately for them, they were killed by security robots and radiation.

The Brotherhood of Steel used to send people who wanted to enlist into the Brotherhood (but they don't want) there on a "quest", just to laugh about it later when they ended up dead because of the high amount of radiation in the area. It was quite a surprise to them when one known as the Vault Dweller actually fulfilled the quest, bringing with him a holodisk that recorded Allen's ill-fated expedition, and got initiated into the Brotherhood.

Some time after 2162, some ghoul survivors from Necropolis settled north and west of the Glow, and founded the town of Dayglow, whose inhabitants formed partnerships with scavenging companies from New Adytum and the Hub and have built quite a profitable corporation from their salvage efforts.

DESIGN YOUR OWN SETTLEMENT!

Step 1, Determining Population Rating (PR):

PR	Population	Description
0	1-9	Farm
1	10-99	Village
2	100-999	Town
3	1000-9999	Large Town
4	10,000-99,999	City

Harsh environmental conditions (desert climate, radiation etc.) combined with lack of resources means that the biggest known population centers are PR 4 at most - these bigger settlements always have some special resource explaining their ability to provide for so many people – The Hub has it's water production, San Francisco has higher technology, New Reno has it's entertainment industry which attracts lots of tourists...

Most settlements out there in the wastes are usually PR 2 or less.

For determining the PR of a post-nuclear settlement randomly, roll 3D6 and use the following table:

3D6	Roll PR
3-8	0
9-11	1
12-14	2
15-16	3
17+	4

Step 2, Settlement Governing Authority:

Roll 2D-7 and add the settlements PR to the result, then consult the table:

2D-7	Governing Structure
0>	None (Anarchy, CR 0)
1	Athenian Democracy
2	Dictatorship
3	Ruled by Guilds
4-5	Ruling Family or Families
6-9	Representative Democracy

Exception: For a PR 0 settlement, ignore this step entirely.

Step 3, Control Rating:

Most settlements have fairly simple set of rules, and their law enforcement depends on the local people if official guards or police do not exist. Only in very few places is CR 3 or more enforced, CRs between 0 and 2 being the more common levels of legal control.

Roll 2D-7 and use the following table to determine CR;

2D-7	CR
0>	0 (effective anarchy, no taxes, might makes right)
1-2	1 (very free, voluntary taxes, any laws benefit the individuals)
3	2 (free, light taxes, most laws benefit the individuals)
4	3 (moderate)
5	Roll D6; 1 to 3 = CR 4, 4 or 5 = CR 5, 6 = CR 6

Step 4, Services and Infrastructure:

Note: For a PR 0 settlement, ignore this step. Only services likely to be available is strictly agricultural stuff, and bartering for the odd imported random item at a high price..

Quality and scope of the services always depends on the size of the settlement in question - As a rule of thumb, larger settlements always tend to have better quality of services. As an optional rule, the GM can use the margin of success for the presence roll of a service as a guide for it's quality: A Weapons Store which only succeeded barely (margin of 0) might only carry simpler or cheaper products under the 100 bottlecap price range, while another Weapons Store made it's roll by the highest possible amount (margin of 4) sells almost everything a customer might demand, including quite a few pre-war items like lasers or heavy weapons. It would be possible to write these services up as Weapons Store[X]' where X is the margin of success.

Roll 1D6 once for each category, to see if the settlement has the following services;

General Store is present on a 1D6 roll of PR+2. It sells mostly basic hardware, but other items can also be randomly available, especially if there are no competing specialist businesses nearby.

Weapons Store is present on a 1D6 roll of PR+1.

Vehicle Garage is present on a 1D6 roll of PR.

Guardhouse is present on a 1D6 roll of PR+2. If CR is 0, this is a Mercenary or Criminal Organization instead (roll D2 as to which).

Hotel is present on a 1D6 roll of PR. If no hotel is present, then a much less modest place to stay overnight can be found, like an inn or a guest room for rent.

Hospital is present on a 1D6 roll of PR-2. If the roll is missed by just one, there is a Doctor's Clinic, and if it is missed by two, there is a less skilled medic available.

Power Grid with some kind of a power plant is present on a 1D6 roll of PR+1. Without electric power, there will be no street lights at night, and each inhabitant will need a personal power source if they are going to use any electric equipment.

Water Grid is present on a 1D6 roll of PR. Of course, the actual quality of tap water depends on the local water resources available...

Sewage System is present on a roll of PR+2. Without any kind of waste disposal system, chances of infectious diseases spreading are highly elevated.

Black Market is present on a roll of PR+1, if CR is 2 or above.

Special Resource of some kind is present on a roll of PR-2. If the roll is successful, roll again for another Special Resource with a cumulative -1 penalty. These kinds of resources probably ensure a steady population growth of the community in the future. However, note that Settlements with PR 4 always have at least one Special Resource at their disposal to begin with:

Roll 3D6	Special Resource
3	Automated Factory.
4	High Technology (TL8).
5	Nuclear Powerplant.
6	Large Scale Water Pumping and Storage.
7	Science Lab.
8	Mine.
9	Vault (the settlement is built into or around a Vault).
10	Tourist Attractions or Raider/Slaver Organization.
11	Fuel Production Plant (Methanol Still or oil pump/refinery).
12	Pre-war Military Hardware Cache.
13	Robots and robot maintenance infrastructure.
14	Airfield and civilian aircraft.
15	Weapons of Mass Destruction (nuclear, biological or chemical).
16	Psionics Lab (can be used to make mutant psykers from human subjects) or Super Mutant Procreation System (FEV vat).
17	Large Oceangoing Vessel (oil tanker, submarine or carrier) If the settlement is inland, Military Airfield & Combat Aircraft instead.
18	Oil Rig (actually functional or not, it's a resource) If the settlement is inland, Large Military Base instead.

© Glutton Creeper Games 2006

As if it were not enough that the wasteland is crawling with hostile mutated organisms and merciless human scum, the environment itself also poses several hazards for travelers not well enough versed in survival skills.

After the nuclear exchange, there was a nuclear winter lasting for a few years, causing a kind of man-made mini ice age over most of the civilized world. However, after the nuclear winter, the climate shifted permanently the other way - Many areas on the planet, like most of the North American continent, became vast desert wastelands, hot during the days and cool during the nights. Milder climate zones got pushed further away towards the polar regions, and this all occurred in the space of less than a decade..

Surviving a typical day in the north American wasteland environment:

Heat

See GURPS Basic Set page 434 for the Heat rules.

A fairly normal peak desert temperature is +100 Fahrenheit (+38 deg C), it is quite a bit more comfortable during the early morning and night hours though. As described on Basic Set 3e page 434, roll against HT (or Desert Survival skill) to avoid losing fatigue due to desert heat.

A likely HT roll scheme for a desert day:

- **Between 0900 and 1130 hours:** Roll versus HT five times

- **Between 1130 and 1430 hours:** Roll versus HT-1 six times

- **Between 1430 and 1630 hours:** Roll versus HT-2 four times

- **Between 1630 and 1900 hours:** Roll versus HT-1 five times

- **Between 1900 and 2000 hours:** Roll versus HT two times

* For every level of the Temperature Tolerance advantage, add +1 bonus for these rolls (+2 bonus if the tolerance is only versus heat, +0 bonus if the tolerance is only versus cold).

* For a more unfavorable situation, like walking outside in an urban/ruined environment (lots of concrete and asphalt in the surroundings increases the temperature), apply a -1 modifier to the rolls.

* For comfortably resting in a good shade, add a +2 bonus and roll only for the hottest hours between 1430 and 1630.

* A vehicle with functioning air conditioning, like the Chryslus Motors Highwayman, can maintain a perfectly comfortable temperature inside. There's no need for extra water supplies, or Heat HT rolls as long as the AC unit works.

* A fast vehicle with exposed seats (like a motorcycle or an open top) can provide enough air current for cooling the rider. This means that there is no need to make the HT+0 rolls at all, and the other HT rolls are made with a +2 bonus. (Using this kind of a vehicle would give a penalty of -2 on any HT rolls versus freezing, unless going very slow...)

* Choosing a travel route which stays close to a large body of water like an ocean, lake or a large river evens out the temperature quite a bit, giving a +1 HT bonus against heat of the day, and this can also reduce the chances of getting lost on the way due to inferior orienteering skills or poor quality maps, at the potential cost of increased overall travel distance.

* Other modifiers for more favorable/unfavorable weather, winds and the like are of course up to GM discretion.

Each failed roll causes 1 point of fatigue, until FP is down to 3, after which each failed roll will cause 1 HP of actual damage. This heat damage can be reduced by increased water consumption - Half quart of additional water used will reduce heat based fatigue losses by 1 FP (no effect on actual HP damage). This can mean that inexperienced desert travelers will need a caravan trailer to carry enough water for a lengthy journey. (Alternatively, it might be possible to find a comfortably cool resting place, where it is possible to recover lost FP at the normal resting rate.)

Optional: It is possible to simplify all of the daily heat related rolls into just one roll, this can speed up gameplay a lot. Roll vs. HT-2 and in case of failure multiply the margin of failure by itself to get the amount of fatigue taken, maximum heat damage being 22 points (Alternatively, player may choose to roll every single roll after one failed roll for that day).

Sunburn can become a serious problem, if the traveler has skin exposed to direct sunlight for hours - It is especially important to wear a wide brimmed hat with a closed crown (or just wrap a rag around the head), and a good loose clothing coverage can be a lot better protection from the sun than sunblock.. An insufficiently clothed Caucasian takes D-3 HP of damage after being out in the sun for most of a desert day. Toughness protects against sunburn damage at full value. People with more pigmentation (darker skin) can be practically immune to sunburn, but an albino might die in a day or two from sunlight exposure, so thick clothing with total coverage is highly recommendable in that case.

Cold

On a normal night, it does not get colder than 50 Fahrenheit (10 deg C) in the north American wasteland. Assuming dry environment, sensible clothing and fairly limited amounts of wind chill, this does not warrant any HT rolls due to coldness.

Most people without vehicles travel during the comfortable early morning and night hours - that is, somewhere between 2000 and 0900 hours. Travelers with vehicles often choose to travel during the day, simply because of the better visibility - they can see where they are going, and thus can more readily avoid many potential hazards of driving off-road.

Weather

Rainfall amounts have decreased notably after the climate change, (even in the best places it usually rains only 200mm or so per year, exception being coasts and edges of major mountain ranges) but there is an occasional thunderstorm, especially near the coastlines. Sandstorms are a fairly common occurrence inland, especially during the driest seasons. Wearing eye protection and breathing through a respirator (failing that, breathing through a cloth is better than nothing) will usually bring the traveler through a sandstorm unharmed.

Starvation and Thirst

These two are the number one killer in the post-nuclear world. Without these two basic resources people tend to die in a matter of days, but many would rather fight and kill others and take their food supplies instead of dying - This is one of the main reasons behind the formation of many wasteland raider gangs, for them it is simply a way to stay alive. Some of the most desperate savages even resort to cannibalism, a practice widely condemned by human societies.

An average adult human being needs three meals worth of food daily (1.5 Lbs of food per day) and at least 2 quarts of water. See the rules for 'Starvation and Dehydration' on Basic Set page 426.

Radioactivity

See GURPS Basic Set page 435-436 for Radiation Exposure rules.

It has been 88 years since the global thermonuclear war, this means that radiation levels have for the most part normalized. Only very localized pockets of lethal radiation remain, like nuclear waste dumping sites, ruined nuclear powerplants and the craters left by surface impacts of nukes. Of these, the nuclear waste dumping sites are usually the most highly radioactive places (frex, plutonium has a half life in excess of 250 000 years, 88 years does just about nothing to radiation levels of stuff like this).

Typical radiation levels right outside the primary crater of a great war nuclear detonation (like in the leftover ruins of a pre-war city) are mostly around 0.001 or less rads per hour. Hard/smooth wind-swept surfaces like asphalt or building roofs/exposed floors are always the least radioactive, while soil and vegetation can still retain more radioactive particles and are thus more radioactive.

Whereas a particularly nasty nuclear waste dump with numerous broken barrels can give up to around 1000 rads/hour to anybody foolish enough to actually wade through the brightly glowing ooze wearing only rubber boots for protection. 'Glowing One' ghouls sometimes like to take hot baths in places like this, though...

Some highly radioactive creatures, like Glowing Ones or Chimeras inflict radiation damage in close combat. Rads inflicted this way usually equal the ordinary unarmed damage rolled for the attack.

Biohazards

While most bioweapons (like Anthrax) last only 50 years, superviruses like FEV can stay potent for very long times. Also, some interspecies viruses (like the bubonic plague or bird influenza) may find a plentiful carrier species, like mutated rats, and survive indefinitely.. Getting bitten by a rat is never a good idea - Most dangerous biohazards are usually spread by mutated animal plague carriers.

Exposure to small concentrations of FEV virus is not too harmful, as by now practically all lifeforms have developed a certain level of resistance to it. Being immersed in the stuff still does change people into supermutants, and combined exposure to both evaporated raw FEV and radiation results in ghouls.

Also, serious wounds have a tendency to get infected, since disinfectants or antibiotics are not always readily available (although the dry desert environment is a lot safer in this regard than a jungle would be). This is one of the main reasons why warriors of the wasteland prefer armors with good overall coverage instead of maximal protection of vital areas only. In practice, all hit locations are vital in most post-nuclear combat situations, just one hit getting through with a simple festering spear can spell the doom of a fighter without decent limb armor..

Chemical Hazards

Many kinds of toxins besides just radioactivity were introduced into the environment during the great war. Nobody bothered to clean up the pollution afterwards. Some of the dangerous chemicals were broken down to harmless compounds in the 88 years after the war, but others were not.

Not all military bases were nuked. Some storage facilities were left intact, just waiting for the foolish looters who could not tell the difference between a persistent nerve gas mortar round and a normal one.. It is a good idea to wear a respirator with NBC filters when moving around a ghost town or abandoned ruins of a military base. Also, if purity of water source is in any doubt, wise and often long-lived people prefer to take the time to filter and boil it before consumption.
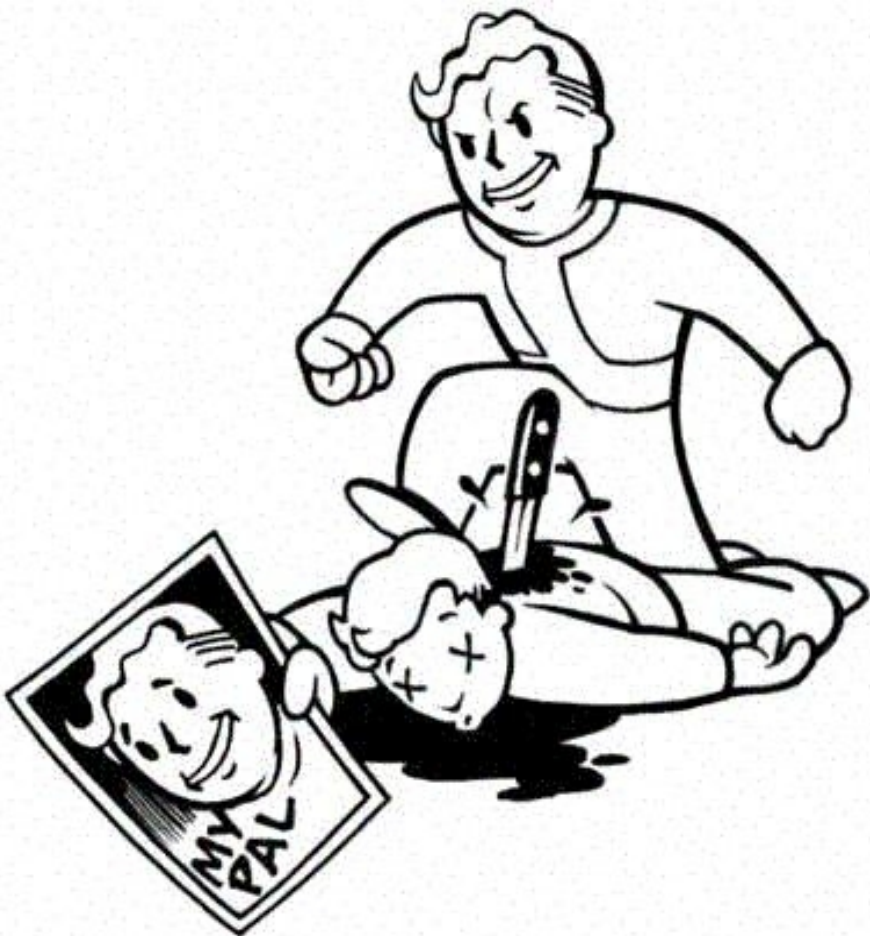
PART 2: CHARACTER CREATION

Point Value

New characters should be built on 100 points with a maximum of -60 points in disadvantages and -5 points in quirks. Playable Races include Humans, Ghouls, Super Mutants, Robots & Psykers. For optional Racial Traits, see the Race sections.

Attributes

The upper attribute limit for normal humans is 16, but may be purchased up to 20 with GM permission. Attribute levels of 9-12 are to be considered normal, 13 is good and 14+ is both impressive and immediately obvious.

Technology Level (see GURPS 4ed p512 for TL by field)

For most of the places in the Wastes, TL is supposed to be as in the following table. One should nevertheless consider that these are average TLs, and that they may vary in some specific places or due to specific individuals.

The average TL of the world is 5. (It is GM's choice to increase or lower this value, depending on when and where the campaign takes place).

This TL may also indicate what kind of stuff could commonly be found at these places.

TL	Tribals	Small Town	Towns	Vaults	BOS/Enclave
Transportation	3-4	4-5	5-6		7
Weapons	3	4-5	5-6	7-8	9+1
Power	3	4-5	5-6	8-9	8-9+1
Medicine	3	4-5	5-6	9	9+1
Computers			6+1	6+2-6+3	6+4

Divergent TL in the wastes:

Weapons: Blaster weapons appeared at TL 9+1. Armor suits (Ballistic and Tactical suit) are available at TL8.

Energy/science: At TL 9+1, almost no nanotechnology is known, and there is neither antimatter power nor antimatter weapons. Portable fusion power is known at TL 9+1.

Medicine: Cellular rejuvenation is known at TL9 but only for radiation healing.

Computers: In the Wastes, computers can be powerful and even become sentient (Artificial Intelligence or something like that), but they are usually bulky and very little user-friendly designed.

TL and Price of Starting Equipment:

Since prices are already designed for the average TL5 of the campaign, do not increase the price of starting equipment with an higher TL than the average TL5 of the campaign.

Advantages and Disadvantages:

The standard starting wealth for the campaign is $1,000. Extra starting funds may be purchased at a rate of +1 pts per $500.

Exotic and Supernatural Advantages may not be purchased as a rule; feel free to ask your GM about advantages that are important to the character concept.

Fallout S.P.E.C.I.A.L. to GURPS Character Conversion Notes

- Forget about Fallout experience levels. GURPS does not have experience levels, as it is entirely points-based system. Instead of 'leveling up' GURPS characters gain additional character creation points as experience rewards - These can be used to further improve and develop the character in a wide variety of ways.

- Use the appropriate 'Traits' section to represent the Fallout characters Traits in GURPS. If the desired trait is not listed, instead use GURPS advantages to get the desired effect. Traits go into the 'Advantages / Disadvantages' section of the GURPS character sheet.

Converting Attributes

GURPS ST, IQ, DX and HT are equivalent to appropriate Fallout attributes multiplied by 2, except for the following exceptions:

- Charisma: Each level over 5 equals +5 character points in GURPS advantages which result in reaction bonuses, such as Charisma, Appearance, Voice or Fashion Sense. Each level under 5 equals -5 character points in reaction penalty disads.

- Fallout Luck attribute = GURPS Advantage/Disadvantage;

1 to 3	=	Unluckiness [-10]
4 to 5 (Average)	=	No Advantage/Disadvantage
6	=	Luck [15]
7	=	Luck [15] and Serendipity 1 [15]
8	=	Luck [30] and Serendipity 1 [15]
9	=	Luck [30] and Serendipity 2 [30]
10	=	Luck [30], Serendipity 2 [30], Daredevil [15]

(**Note:** For an action oriented character, it is possible to replace 15 points worth of other Luck related advantages with the 'Daredevil' advantage if so desired.)

- Fallout skills do not directly translate into GURPS terms. Instead of any rules set in stone, you might want to use the 'Skill Templates' section below as an aid for representing the Fallout characters skills in GURPS.

Skill Templates for GURPS Fallout

(A bit like the 'Tag' skill choices of S.P.E.C.I.A.L. , these templates offer a widespread proficiency within their area of expertise. Feel free to modify them in any way to better suit the character in question.)

- **Unarmed Combat [+10 points]**

  Karate (DX/H) at DX-1 [2]; Brawling (DX/E) at DX+1 [2];Judo (DX/H) at DX-1 [2]; Wrestling (DX/A) at DX [2]; First Aid (IQ/E) at IQ+1 [2].

- **Small Arms [+10 points]**

  Guns(Choice) (DX/E) at DX+1 [2]; Guns(Light-automatic) (DX/E) at DX [1]; Guns(Pistol) (DX/E) at DX [1]; Fast-Draw (Pistol) (DX/E) at DX [1]; Fast-Draw(Magazine) (DX/E) at DX [1]; Armoury (Firearms) (IQ/A) at IQ [2]; Tactics (Urban) (IQ/H) at IQ-1 [2].

- **Big Guns [+10 points]**

  Armoury(Firearms) (IQ/A) at IQ [2]; Gunner (Machine gun) (DX/E) at DX+1 [2]; Gunner(Cannon) (DX/E) at DX+1 [2]; Guns (Light Antitank Weapon) (DX/E) at DX [1]; Electronics Operation (Sensors) (IQ/A) at IQ-1 [1]; Gunner (Beam) (DX/E) at DX+1 [2].

- **Melee Combat [+12]**

  Fast-Draw (Knife) (DX/E) at DX+1 [2]; Knife (DX/E) at DX+1 [2]; (Melee Weapon of choice) (DX/A) at DX [2]; Fast-Draw (Melee Weapon of choice) (DX/E) at DX+1 [2]; Feint (Melee Weapon of choice) (H) at +0 [4].

- **Piloting Skills [+13]**

  Driving (Automobile) (DX/A) at DX [2]; Driving (Motorcycle) (DX/A) at DX-1 [1]; Pilot (Light Airplane) (DX/A) at DX [2]; Pilot (Helicopter) (DX/A) at DX [2]; Pilot (Jet) (DX/A)at DX [2]; Driving (Tracked) (DX/A) at DX [2]; Navigation (Land) (IQ/A) at IQ-1 [2].

- **Athletics Skills [+10]**

  Running (HT/A) at HT-1 [1]; Swimming (HT/E) at HT [1]; Climbing (DX/A) at DX [2]; Acrobatics (DX/H) at DX [4]; (Sport of choice) (DX/A) at DX-1 [1]; First Aid (IQ/E) at IQ [1].

- **Outlaw Skills [+12]**

  Streetwise (IQ/A) at IQ [2]; Pickpocket (DX/H) at DX-1 [2]; Lockpicking (IQ/A) at IQ [2]; Stealth (DX/A) at DX [2]; Electronics Operation (Security) (IQ/A) at IQ [2]; Holdout (IQ/A) at IQ [2].

- **Social Skills [+11]**

  Savoir Faire (IQ/E) at IQ [1]; Diplomacy (IQ/H) at IQ [4]; Sex Appeal (HT/A) at HT [2]; Leadership (IQ/A) at IQ [2]; Merchant (IQ/A) at IQ [2].

- **Outdoorsman [+14]**

  Survival (Desert) (Per/A) at Per+2 [8]; Survival (Any other) (Per/A) Per [2]; Tracking (Per/A) at Per [2]; Traps (IQ/A) at IQ [2].

- **Medical Doctor [+20]**

  Physician (IQ/H) at IQ [4]; Diagnosis (IQ/H) at IQ+1 [8]; Surgery (IQ/VH) at IQ-1 [4]; Electronics Operation(Medical) (IQ/A) at IQ+1 [4].

- **Gadgeteer [+30]**

  Engineer (Electric) (IQ/H) at IQ+1 [8]; Mechanic(Electric) (IQ/A) at IQ+1 [4]; Electronics Operation(Any) (IQ/A) at IQ+1 [4]; Engineer (Any other) (IQ/H) at IQ [4]; Mechanic(Any other) (IQ/A) at IQ [2]; Scrounging (Per/E) at Per+1 [2]; Math (IQ/H) at IQ-2 [1]; Computer Operation (IQ/E) at IQ [1]; Computer Programming (IQ/H) at IQ [4].

Talents for GURPS Fallout

GURPS can use Talents to simulate Fallout Perks, this section contains guidelines on how to do this. Please note that the inclusion of these Perks in any GURPS Fallout game is entirely optional.

- Perks are advantages which are gained through experience or training, and have various prerequisites which must be met before they can be bought.

- Perks can be bought during and after the character creation, provided that the character first has all of the prerequisites met.

- If the GM feels that any of these perks are abusive, he may wish to ban some of them. Especially perks like Sniper or Slayer may lead to munchkining or powergaming.

- **Adrenaline Rush [+6]**

  Prerequisites: ST cannot be raised over racial max, cannot have Low Pain Threshold

  Game Effect: Right after character has lost half of the total hit points, ST is at +2 bonus for HT minutes.

- **Awareness [+8]**

  Prerequisites: Perception at 10+, Tactics 10+

  Game Effect: The character has reached a special combat awareness, which allows him to correctly guesstimate the exact hit points, Damage Resistance and armaments of an opponent he can clearly see. Ability can be used once per combat turn, it is a free action and automatically successful.

- **Better Criticals [+10]**

  Prerequisites: Luck advantage, Perception 12+, Any Combat Skill 12+

  Game Effect: This ability allows the character to adjust any Critical Hit roll by one line on the Critical Hit Table.

- **Bonus HtH Damage [+6]**

  Prerequisites: Luck, DX 12+, HtH Combat Skill 12+

  Game Effect: When rolling for damage from any HtH attack, the character can improve the results of all damage dice by +1, if the original result is 5 or less. This means that if no sixes are rolled, character gets to add +1 damage per damage die.

- **Bonus HtH Attack [+40]**

  Prerequisites: DX 12+, HtH/Melee Combat Skill 16+

  Game Effect: While using Unarmed or Melee combat skills, the character gets one additional attack per turn.

- **Bonus Move [+10]**

  Prerequisites: Move 12+, DX 10+

  Game Effect: Increases the Move statistic by +2, but it does not affect characters sequence or dodge. If this increase is enough to bring Move up to 10+, characters 'Step and X' movement rate is also increased by +1.

- **Bonus Ranged Damage [+12]**

  Prerequisites: Luck, Ranged Weapon Skill 12+

  Game Effect: When rolling for damage from any ranged attack, the character can improve the results of all damage dice by +1, if the original result is 5 or less. This means that if no sixes were rolled, character gets to add +1 damage per damage die.

- **Bonus Rate of Fire [+10]**

  Prerequisites: DX 14+, IQ 12+, Perception 12+, Guns 12+

  Game Effect: When using any semi-automatic firearm, the character gets a +1 bonus to the weapons RoF.

- **Cautious Nature [+10]**

  Prerequisites: Perception at 12+

  Game Effect: the character has learned to always look out for danger, and gains a +6 bonus to Perception rolls for spotting ambushes or traps only.

- **Comprehension [+20]**

  Prerequisites: IQ 14+, Native Literacy

  Game Effect: Being a very smart fellow, the character learns much faster than others. Reduce learning time by -10% for each level of IQ over 10, up to maximum time reduction of -80%.

- **Demolition Expert [+8]**

  Prerequisites: Explosives (Demolition) 14+

  Game Effect: Explosives set by this expert always blow up perfectly as intended, and cause twice the normal damage on the intended target. In case of any critical failure (or malfunction) while setting or defusing a bomb, character gets another roll to avoid disaster.

- **Dodger [+15]**

  Prerequisites: DX 12+

  Game Effect: Character gets a +1 bonus when dodging by any means.

- **Earlier Sequence [+8/level]**

  Prerequisites: Combat Reflexes, Tactics 12+

  Game Effect: Extensive combat experience of the character allows for much faster reaction times, for each level of this perk the character gets a +2 bonus to his Turn Sequence, up to 3 levels maximum.

- **Educated [+5]**

  Prerequisites: IQ 12+

  Game Effect: This perk gives a +1 skill bonus with any purely knowledge based 'non-creative' mental skills - most sciences, area knowledge etc. (For 'creative' mental skills, take the Versatile advantage instead.)

- **Explorer [+10]**

  Prerequisites: Cannot have Unluckiness

  Game Effect: While wandering the wastes, the character often finds strange and interesting special encounters. For the most part, these special encounters are beneficial to the character in one way or another, but any substantial rewards often require some sort of a challenge, like having to shoot those alien bounty hunters to get their weapons...

- **Faster Healing [+15]**

  Prerequisites: HT 12+

  Game Effect: Character automatically makes all healing rolls, and heals 20% of his total hit points daily. Recovery rolls versus crippling injuries are made at a +5 bonus.

- **Fortune Finder [+15]**

  Prerequisites: Luck and Serendipity

  Game Effect: Random encounters always yield twice the usual valuables (like bottlecaps), but the character still has to take these items off the dead bodies of opponents.

- **Ghost [+1]**

  Prerequisites: Stealth 12+

  Game Effect: While moving in darkness or shadows, the character gets an extra +1 bonus to Stealth skill if moving, +2 if still. This perk only works with appropriate dark colored clothing.

- **Harmless [+4]**

  Prerequisites: Must not have negative reputation, Pickpocket 12+ and either Pitiable or Above Suspicion.

  Game Effect: Gives a +3 bonus to the Pickpocket skill

- **Healer [+5]**

  Prerequisites: Physician 12+, DX 12+, IQ 12+

  Game Effect: When using First Aid, the healer can add +1 to any hit points healed dice roll result of 5 or less. When using Physician skill for long term healing, character can heal +1 HP daily on one patient of choice with an extra Physician roll.

- **Heave Ho! [+5/level]**

  Prerequisites: Thrown Weapon 12+ or Throwing 12+

  Game Effect: Each level (up to 3 maximum) of the perk adds ST +2 bonus for calculating 1/2D and Max ranges of thrown weapons/items.

- **HtH Evade [+15]**

  Prerequisites: Unarmed Combat Skill 13+

  Game Effect: While parrying, blocking or dodging HtH attacks, the character can add a bonus equal to his best unarmed combat skill divided by 8. This bonus is due to superior footwork, and is lost if the character has heavy encumbrance or fights on bad terrain.

- **Kama Sutra Master [+8]**

  Prerequisites: Sex Appeal 13+, Erotic Art 8+, HT 10+, DX 10+

  Game Effect: Gives a +3 bonus to Erotic Art skill (as well as to any sex related HT rolls).

- **Light Step [+2]**

  Prerequisites: Cannot have Heavy Frame or Overweight/Fat disadvatage, DX 12+, Stealth 12+

  Game Effect: Gives a +3 bonus to Traps skill, but only for avoiding setting off traps on the ground/floor.

- **Living Anatomy [+20]**

  Prerequisites: Physician 16+, Physiology 12+

  Game Effect: Because of in depth knowledge of how living beings function and where the most vital spots of vital organs are, character with this perk gets a x1.5 multiplier on damage getting through into any living being. Instead of the Hippocratic oath, this doctor took a hypocritical one... Perk also gives a +3 bonus to the Physiology skill.

- **Magnetic Personality [+5/level; Maximum of 5 levels]**

  Prerequisites: Leadership 12+, Charisma +1 for each level

  Game Effect: Character with this perk is so cool that she can easily recruit an entourage of some less capable but more or less like-minded 1-50 point characters for free, who worship the ground she walks on. If mistreated, these 'fans' will probably disperse and go away, but it is always easy to find new ones from almost any population center. Number of these traveling companions is limited to the level of the perk. Note that unlike with Dependent/Ally, character is not penalized just because any/all of these companions happen to die.

- **Master Thief [+8]**

  Prerequisites: Pickpocket 13+, Lockpicking 13+, Electronics Operation (Security) 13+, Streetwise 13+ and IQ 12+

  Game Effect: Gives a +2 bonus to all of the prerequisite skills.

- **Master Trader [+10]**

  Prerequisites: Merchant 12+, Reaction Bonus total of +2 or more

  Game Effect: This perk increases the perceived value of the character's goods by a factor of x1.25, in addition to any other considerations. The perk also adds a +2 bonus to the Merchant skill.

- **Medic [+12]**

  Prerequisites: First Aid 12+ and Physician 12+

  Game Effect: This perk gives a +2 bonus to any and all Medical skills.

- **Mental Block [+10]**

  Prerequisites: Will 12+

  Game Effect: Character is at a +5 bonus to resist psionics, and any mindreading attempts suffer from a -5 penalty. Could be that the character was trained by a mystic, or simply has spent too many boring nights at a local bar.. These same bonuses also apply for resisting hypnosis.

- **More Criticals [+15 pts/level; Max 2 levels]**

  Prerequisites: Any Combat Skill 16+ and; Luck or Daredevil

  Game Effect: This perk adds +1 per level to the critical hit chances of the character.

- **Mr. Fixit [+12]**

  Prerequisites: Mechanic 12+, Scrounging 12+, IQ 12+

  Game Effect: This perk gives a +2 bonus to any and all skill rolls to repair or build almost anything.

- **Mysterious Stranger [varies]**

  Prerequisites: Luck or Serendipity

  Game Effect: Adds the 'unknown' modifier to the Ally Advantage, this reduces advantages point cost by -5 points. The character does not know who the Mysterious Stranger is or even why he helps the character, but in any hostile random encounter, there is a chance that the stranger will appear to help in the fight, only to disappear after the fight is over...

- **Negotiator [+10]**

  Prerequisites: Merchant 12+, Fast Talk 12+

  Game Effect: Adds a +2 bonus to all social Influence Skill rolls.

- **Pack Rat [+5/level; Max 2 levels]**

  Prerequisites: Cannot have Light Frame trait, ST 10+

  Game Effect: Character's ST is increased by 4 for encumbrance purposes. Note that ST cannot be raised over racial maximum (20 for humans).

- **Strong Back [+5]**

  Prerequisites: Cannot have Light Frame trait or Skinny disadvantage, ST 12+

  Game Effect: Basically the Lifting ST advantage - Light Encumbrance becomes 6xST, Medium encumbrance becomes 10xST, heavy encumbrance becomes 20xST and extra heavy encumbrance becomes 30xST.

- **Pathfinder [+5]**

  Prerequisites: HT 12+, Survival 13+ and Navigation 12+

  Game Effect: Increases the daily travel rate of the party by 25%, but only to offset penalties for terrain.

- **Pyromaniac [+8]**

  Prerequisites: Luck, Guns(Flamethrower) 12+

  Game Effect: As for the 'Bonus Ranged Damage' perk, except this only works for any fire-based attacks. The pyromania disadvantage is not required, but is common for people with this perk....

- **Quick Pockets [+10]**

  Prerequisites: DX 12+

  Game Effect: With this perk, the character can fast-draw anything he carries in a pocket or a holster with a straight DX roll.

- **Quick Recovery [+5]**

  Prerequisites: Acrobatics 12+

  Game Effect: It takes 1 second less time than normal for the character to stand up after being knocked down.

- **Ranger [+4]**

  Prerequisites: Perception 12+, Survival 12+, Tracking 12+

  Game Effect: Adds a +2 bonus to Tracking and Survival skills.

- **Sharpshooter [+3]**

  Prerequisites: Perception 14+, IQ 12+, Any Guns Skill 12+

  Game Effect: Gives a +2 bonus to all Guns skills, but only for countering range penalties.

- **Silent Death [+10]**

  Prerequisites: DX 14+, Stealth 13+ and; Unarmed Skill 13+ or Knife 13+

  Game Effect: While sneaking undetected, any HtH attacks done from behind the target receive an extra x2 modifier for any damage getting through the Damage Resistance.

- **Silent Running [+1]**

  Prerequisites: DX 12+, Stealth 12+

  Game Effect: This perk allows the character to use the Stealth skill at no penalty while running at half move. For running at full move, the usual penalty is reduced by two, into -3. It is not possible to actually sprint and use Stealth skill at the same time. Note that in order for this perk to work, character must have proper soft footwear and must take some care on how she carries her equipment (i.e. no metal bits clanging together).

- **Slayer [+60]**

  Prerequisites: DX 16+, ST 16+, Unarmed Skill 16+

  Game Effect: In HtH/melee combat, all attacks of the character which successfully get through the active/passive defenses are converted to Critical Hits. Attacks which miss the target are unaffected, and so are critical failures.

- **Sniper [+60]**

  Prerequisites: DX 16+, Perception 16+, IQ 12+, Guns 18+

  Game Effect: Any ranged attacks getting through the targets active/passive defenses are converted to Critical Hits. Attacks which miss the target are unaffected, and so are critical failures.

- **Stonewall [10]**

  Prerequisites: ST 12+, Cannot be Skinny, Cannot have the Light Frame trait.

  Game Effect: Add a +4 bonus to ST for resisting any kind of knockdowns, takedown or slam attacks. Stonewall rarely falls down.

- **Weapon Handling [+6]**

  Prerequisites: DX 12+, ST 10+, Any Combat Skill 12+, Cannot have the Light Frame trait

  Game Effect: Gives a +3 bonus to ST, but only for meeting the Min ST requirements of weapons - This bonus has no effect on basic damages or throwing distances of weapons.

- **Bluff Master [+5]**

  Prerequisites: Charisma +1, Fast Talk 10+

  Game Effect: With this perk, the character can automatically talk himself out of trouble once when he is caught stealing. If he is caught second time by the same person/authority, the perk is of no help at all.

- **Bonsai [+1]**

  Prerequisites: Must be a Ghoul, Survival 10+, Biology (Botany) 10+

  Game Effect: Due to careful nurturing, a small mutated fruit tree now grows from the Ghoul characters head. It lives by tapping the ghouls bloodstream for nutrients (it eats only waste products from the blood and thus is not harmful to the ghoul), and produces a small harvest of 1D6 perfectly good edible fruits once per month.

- **Bracing [+4]**

  Prerequisites: Combat Skill 12+, Cannot have the Light Frame trait

  Game Effect: Gives a +2 bonus to ST, but only for meeting the Min ST requirements of weapons.

- **Brown Noser [+4]**

  Prerequisites: IQ 12+, Reaction Modifier total 0+, Savoir Faire 12+

  Game Effect: Within any rank hierarchy, the Brown Noser may with a successful IQ roll and minimal effort behave in one instance as if he had one level higher rank, since he is on such good terms with his superiors. Because of this, he is also likely to be next on the promotions list, regardless of his actual abilities and achievements...

- **Cancerous Growth [+40]**

  Prerequisites: Must be a Ghoul, ST less than 14

  Game Effect: the Regrowth advantage - Even lost limbs grow back at the ghouls usual regeneration rate.

- **Die Hard [+8]**

  Prerequisites: First Aid 10+, HT 12+

  Game Effect: While at or under 30% of his hit points, the character gets a +1 bonus to Damage Resistance and +2 bonus to all HT rolls.

- **Drunken Master [+10]**

  Prerequisites: Unarmed skill 12+, HT 10+

  Game Effect: Gets a +2 bonus to all HtH skills while drunk.

- **Gunner [+8]**

  Prerequisites: Guns 10+, DX 12+

  Game Effect: While firing from a moving vehicle or the like, the character with this perk can ignore up to -4 worth of movement/stability penalties.

- **Hit the Deck [+5]**

  Prerequisites: DX 12+, Combat Reflexes

  Game Effect: Whenever the character is hit by an explosion or an area attack, being an experienced warrior, he is always flat on the ground, taking only half damage. If there is good enough hard cover available in the characters hex, he also gets its benefit. Note that while this perk allows hitting the deck in an instant, it does not confer any ability to get up faster.

- **Leader [+5]**

  Prerequisites: Charisma +2, Leadership 12+

  Game Effect: Being a natural leader, the characters presence has an inspiring effect on her nearby squadmates under her command, granting them a +2 bonus to their Fright Checks.

- **Lead Foot [+10]**

  Prerequisites: DX 12+, Perception 12+, Ground vehicle skill 12+

  Game Effect: Character can drive like a professional off-road race driver, getting a +25% bonus to the vehicles Off-Road Speed stat, or on a road is able to constantly maintain a speed +25% above the normal cruising speed of the vehicle. This speed increase is routine, and does not instill any extra penalty or rolls. Note that this does not mean that the ride would be by any means comfortable for the passengers...

- **Road Warrior [+8]**

  Prerequisites: Vehicle skill 12+, Ranged combat skill 12+

  Game Effect: While driving a vehicle (like a car or a motorcycle), the road warrior can simultaneously fire a single handed weapon (like a machine pistol) without the usual -4 penalty for doing two things at once.

- **Stat! [+8]**

  Prerequisites: Combat Reflexes and First Aid 13+ or Physician 12+

  Game Effect: Medic with this perk is phenomenally fast at patching up people, taking only half the usual time performing First Aid or applying bandages.

- **Steady Arm [+6]**

  Prerequisites: SM+1 or more (Super Mutant) or Robot, ST 12+

  Game Effect: Because of the great bulk and stability of the character, he can ignore -1 worth of weapon recoil penalty, this reduction is in addition to any high ST recoil reduction and could make many small arms effectively recoilless for the character.

- **Stunt Man [+10]**

  Prerequisites: ST 12+, HT 12+, DX 12+

  Game Effect: Character always takes half damage from falling or collisions, in addition to other considerations. He also gets a +1 bonus to all Vehicle skills.

- **Tunnel Rat [+4]**

  Prerequisites: DX 12+

  Game Effect: Character with this perk can crawl like a baby - a very fast baby. Move while crawling is increased by +1 yard per second.

Advantages

Deadly Karma [15 points/level]

Once per game session (per level of this advantage), you can change any Success Roll made by your character, or against your character (such as an enemy attack) into a Critical Success or Critical Failure.

For every time you invoke this power, the GM will turn a future Success Roll against you in the same fashion (it need not be the same type of roll). The GM may not kill your character outright with this (it's more deadly to your foes than to you!), but should otherwise reserve the "karmic backlash" as maliciously as possible to do harm to your character. The GM may reserve backlash criticals between sessions, if he wishes.

Destiny (Page B48)

"There is no fate but what we make." The Destiny advantage is not allowed. Go forth and make your own fortune!

Gadgeteer (Page B56-57)

The Gadgeteer advantage is not allowed. Instead use the Basic Set guidelines for inventions. That is, just spend the points to buy high enough skill levels.

Rank (Page B29)

Most types of Rank have been eliminated for the GURPS Fallout campaign, though there are still a few available:

Academic Rank: All of the major Institutions of Learning have become vine-choked ruins in the 200-years since the holocaust. Thus, Academic Rank has been eliminated.

Administrative Rank: The leader of any size community in the wastes would have some level of Administrative rank; a village Headman might have 3 levels, the mayor of a large town might have 5. The President of the NCR has 6 levels of Administrative rank, while the President of the Enclave has 8 levels.

Merchant Rank: All of the old Trade Unions collapsed with the former United States; Free Traders run the show now. Therefore, Merchant Rank is not used.

Military Rank: There are two primary types of Military Rank available: Brotherhood of Steel, and Enclave. The New California Rangers and Mercenary bands may also have their own ranking system, but the Enclave model is used for simplicity's sake.

The BOS uses the following system of Military Rank: Initiates are trainees who are expected to perform well enough in the training process to be promoted to Senior Initiates, and later to Apprentices. After proving themselves, Apprentices are promoted to Journeyman Knights or Scribes. The next rank is Senior Knight/Scribe, and finally the leader of each of these orders is the Head Knight and Head Scribe.

Scribes are responsible for copying the ancient technologies, maintaining the current technology and even experimenting with new weapons and other useful devices. Scribes rarely leave the safety of the BOS bunkers, but they are sometimes called into the field to examine a piece of technology or perform a task beyond the skills of the Brotherhood soldiers.

Knights are responsible for manufacturing the weapons and other pieces of technology. After many years of service and experience, the best Knights are promoted to Paladins - the pinnacle of the Brotherhood military. Paladins are in charge of all security and outside activities. The Paladin ranks are Junior Paladin, Paladin, Senior Paladin, and Head Paladin. As all Paladins are also Knights, the Head Paladin is usually also the Head Knight. Paladins who survive to their later years become Elders, and they number among the Brotherhood ruling council. The leader of the council and the Brotherhood itself is the High Elder, usually descended from the Maxson family.

Brotherhood of Steel Rank			
Cost	Level	Knight	Scribe
0	0	Initiate	
5	1	Senior Initiate	
10	2	Apprentice	
15	3	Journeyman	
20	4	Senior Knight	Senior Scribe
25	5	Head Knight	Head Scribe
30	6	Junior Paladin	
35	7	Paladin	
40	8	Senior Paladin	
45	9	Head Paladin	
50	10	Elder	

Military rank in the Enclave follows the model of the old U.S. Army. I have divided the ranks into Enlisted and Officer ranks:

Enclave Enlisted Rank		
Point Cost	Enlisted Rank	Rank
0	0	Private
5	1	Private 1st class
10	2	Corporal
15	3	Sergeant
20	4	Staff Sergeant
25	5	Sergeant 1st class
30	6	First Sergeant
35	7	Sergeant Major
40	8	Warrant Officer
45	9	Chief Warrant Officer 2
50	10	Chief Warrant Officer 3
55	11	Chief Warrant Officer 4
60	12	Master Chief Warrant Officer

Enclave Officer Rank		
Point Cost	Officer Rank	Rank
10	1	Second Lieutenant
20	2	First Lieutenant
30	3	Captain
40	4	Major
50	5	Lieutenant Colonel
60	6	Colonel
70	7	Brigadier General
80	8	Major General
90	9	Lieutenant General
100	10	General

Police Rank: The only known *organized* police force in the waste is the Vault City Guard. There are just three ranks in this organization, all are shown below:

Vault City Guard Rank		
Point Cost	Rank	Title
0	0	Guard
5	1	Sergeant
10	2	Captain of the Guard

The Vault City Guard act as a universal police force, enforcing the law within town, defending it and securing Vault City perimeter. The Captain of the Guard reports directly to the First Citizen.

Religious Rank: All of the old religious orders are dust, and a new order has yet to arise (aside from a few cults such as the Hubologists and the Children of the Cathedral). Thus, Religious rank is not used.

Status (Page B28-29)

With the breakdown of society, status becomes much more compressed. Status of greater than 2 should not be allowed at campaign start. Here are examples of social status with associated costs of living.

Status and Monthly Cost of Living		
Level	Example	Monthly Cost of Living
4	Mayor of a large town	$2500
3	Mayor of a town	$1500
2	Village Leader	$800
1	Technician, Doctor	$400
0	Ordinary person	$200
-1	Poor	$100
-2	Tribal	$75
-3	Beggar	$50
-4	Slave	$50

Wealth

The Wealth advantage should only be allowed at Wealthy or lower at campaign start. There exists a strong barter economy in the wases, where services and goods are often paid in kind. The wealth of a farmer will be expressed in the amount of land he holds and how many animals he owns. A local Mayor may have little spare money, but may have large amounts of land and a sizable home.

Disadvantages

Cursed (Page B129)

Cursed is never recommended as a disadvantage for a player character. It ensures a very short lifespan for the character and probably spoils all enjoyment for the player.

Destiny (Page B131)

The Destiny disadvantage is not allowed.

Skills

Wildcard Skills (Page B175)

Bows! skill is available. It allows the character to use any and all bows, crossbows and slingshot type weapons, including siege engines. Bows! is DX/Hard.

Guns! skill is like above, except it works for all firearms and IQ bonus is applicable (as for the normal guns skills).

Melee! skill works for all close combat weapons, it is DX/Hard. However, while using this Wildcard skill, any special weapon-type specific bonuses like increased parry are lost.

Tactics (Page B224)

Optional Specializations for the Tactics IQ/Hard skill include; Air, Land, Sea and Urban.

CHAPTER 10: GURPS FALLOUT RACIAL TEMPLATES

Humans

Humans are unaltered, and (mostly) unmutated examples of the species Homo Sapiens. Still by far the most common intelligent species on the post apocalyptic Earth.

Attributes: All average at 10 and have maximums of 20. Note that also secondary characteristics such as Perception and Willpower max out at total level of 20 for humans. Attributes of 8-12 are normal, 13 is exceptional, 14 is very good, 15+ is awesome.

Free Skills: Native Language (Native); Area Knowledge (at IQ; Home city or area). Literacy is rare, unless the character comes from a Vault, the Brotherhood of Steel or the Enclave.

Being a human gives no bonuses or penalties, and thus costs no points.

Traits: A human character may take maximum of two Advantage / Disadvantage packages which replace S.P.E.C.I.A.L. systems traits in GURPS. These can be taken in addition to normal Advantages / Disadvantages.

- **Light Frame [+5]**

    DX +1. Heavy Enc max threshold is 8x ST.

- **Heavy Frame [+0]**

    ST +1, Lifting ST +1, DX -1.

- **Kamikaze [+0]**

    Combat Reflexes, On The Edge (-12).

- **Bruiser [+8]**

    DR+2 (Crushing damage only), HP +4, ST +2, DX-1.

- **One Hander [+5]**

    Using primary arm only +2 DX, using secondary arm only -1 DX, using both arms -1 DX.

- **Strong Immune System [+2] (Prerequisite HT11+)**

    Immune to Disease, Fit, Weakness (Cyber Rejection), Sterile.

- **Tough Luck [+5]**

    Deadly Karma, Unluckiness.

- **Radiation Resistant [+2]**

    Resistant (Radiation) 2, Doubled rad recovery rate.

- **Bloody Mess [+0]**

    Frighteningly Gruesome Deaths for all kills. (Everyone who witnesses the character killing a living being larger than a rat must roll a fright check, including the character himself...).

- **Sex Appeal Talent [+5]**

    Beautiful/Handsome, Sex Appeal skill bonus +3, Enemy: Slavers.

- **Good Natured [+5]**

    IQ+1, Sensitive, Charitable, Versatile.

- **Alert [+5]**

    Hearing +5, Light Sleeper.

- **Night Person [+0]**

    Night Vision, -5 to Perception in bright daylight.

- **Heavy Handed [+0]**

    Unarmed Damage +1, DR +1 (Hands only), Ham-Fisted.

- **Fast Shot [+0]**

    No called shots, Semi-auto ROF is at +(DX/8) (Does not affect melee or unarmed attacks).

- **Trigger Happy [+10 or +5]**

    Combat Reflexes, Automatic Reflexes L1 or L2 (L1 allows for an IQ roll to resist any inappropriate instinctive actions, L2 does not.)

Super Mutants

Super Mutants are gigantic gray or green skinned humanoid creatures who once were humans. They were created when an entity called 'the Master' dipped large amounts of humans in huge vats of glowing green fluid (modified version of the FEV virus), in an attempt to create a new dominant species - an army of Super Mutants - to replace humanity. The Vault Dweller destroyed the vats and killed the Master, after which the remnants of the Super Mutant army split up and went their separate ways..

Super Mutant [+50 points]

Attribute Adjustment: +5 ST [50]; +2 HT [20]; DX -1 [-20]; IQ-2 [-40].

Secondary Characteristic Adjustment: HP+6 [12]; Basic Move +1 [5]; SM +1 (2.4-3.4 yards tall, 300-800 Lbs weight) [0].

Racial Advantages: DR 1 (Tough Skin -40%) [3]; High Pain Threshold [10]; Lifting ST 2 [6]; Unaging [15]; Rapid Healing [5]; Resistance (Radiation; HT+8) [5]; Resistance (Poison; HT+3) [5]; Resistance (Disease; HT+3) [3]; Very Fit [15].

Racial Disadvantages: Appearance -2 (Ugly) [-8]; Bad Grip 1 [-5]; Ham-Fisted 1 [-5]; Overconfidence (-12) [-5]; Racial Reputation (Murderous mutant; -2 Reaction; Almost everyone; All the time) [-10]; Social Stigma -3 (Mutant) [-15].

Free Skills: Language (Native); Area Knowledge (at IQ; Home City). Few Super Mutants are literate.

Racially Learned Skills and Skill Bonuses: Either Gunner (Machinegun), Guns (Hvy. Weapons; choose specialty) or Liquid Projector (Flamethrower) (DX/E) DX+2 [4].

Features/Taboos: Sterile [0].

Note: Bad Grip disadvantage in this case gives penalties on using ordinary human sized firearms and equipment, except for larger stuff like light or medium machineguns, rocket launchers, flamethrowers or heavy energy weapons.

Traits: Super Mutant character may take maximum of two Advantage / Disadvantage packages which replace S.P.E.C.I.A.L. systems traits in GURPS. These can be taken in addition to normal Advantages / Disadvantages. Traits suitable for a Super Mutant are listed below:

- **Vat Skin [+10]**

    DR +6 (Tough Skin -40%), Odious Racial Habit (Bad Smell) -2, Extra HP +4.

- **Radiation Resistant [+2]**

    Resistance (Radiation) +2, Doubled rad recovery rate.

- **Alert [+5]**

    Acute Hearing +5, Light Sleeper.

- **Hammerfist [+5]**

    Arm ST +2 (Both arms), Unarmed DMG+2, DR +1 (Hands only), Bad Grip.

- **Triggerhappy [+10 or +5]**

    Combat Reflexes, Automatic Reflexes L1 or L2 (L1 allows for a Will roll to resist any inappropriate instinctive actions, L2 does not.)

- **Super Berserker [+15]**

  Hyper-Strength (ST+3; costs 1 FP per second), Berserker (-12).

- **Tough Customer [+5]**

  DR +4 (Tough Skin -40%), HP +4, Bad Temper (-12).

- **Bruiser [+8]**

  DR+2 (Crushing damage only), HP+4, ST+2, DX-1.

- **Kamikaze [+0]**

  Combat Reflexes, On The Edge (-12).

- **One Hander [+5]**

  Using primary arm only +2 DX, using secondary arm only -1 DX, using both arms -1 DX.

- **Tough Luck [+5]**

  Deadly Karma, Unluckiness.

- **Bloody Mess [+0]**

  Frighteningly Gruesome Deaths for all kills. (Everyone who witnesses the character killing a living being larger than a rat must roll a fright check, including the character himself...).

- **Good Natured [+5]**

  IQ+1, Sensitive, Charitable, Versatile.

- **Night Person [+0]**

  Night Vision, -5 to Perception in bright daylight.

- **Fast Shot [+0]**

  No called shots, Semi-auto ROF is at +(DX/8) (Does not affect melee or unarmed attacks).

Ghouls

Ghouls are mutated humans, suffering from the effects of radioactive fallout combined with exposure to the forced evolutionary virus. Extremely ugly with zombie-like appearance, they look like decayed, dried up walking corpses. Despite their apparent physical frailty, ghouls are very long-lived and are highly radiation resistant by nature. (Majority of ghouls, especially most of the glowing ones, are non-sentient creatures, they have IQ scores of 7 or below, and are not suitable for player characters - a PC ghoul must have at least IQ 8.)

Ghoul [+10 points]

Attribute Adjustment: DX+1 [20]; ST-1 [-10].

Secondary Characteristic Adjustment: Perception +2 [10]; Basic Move -2 [-10].

Racial Advantages: Unaging [15]; Immune to Disease [15]; Regeneration (Slow) [10]; Temperature Tolerance +6 [6].

Racial Disadvantages: Appearance -4 (Hideous) [-16]; Skinny [-5]; Racial Reputation (Mutant; -2 Reaction; Almost everyone; All the time) [-10]; Social Stigma -3 (Mutant) [-15].

Free Skills: Language (Native); Area Knowledge (at IQ; Home City). Most ancient Ghouls are literate.

Racially Learned Skills and Skill Bonuses: Nil

Features/Taboos: Sterile [0].

Traits: A ghoul character may take maximum of two Advantage / Disadvantage packages which replace S.P.E.C.I.A.L. systems traits in GURPS. These can be taken in addition to normal Advs/Disadvs. Traits suitable for a ghoul are listed below:

- **The Stench of Rotten Flesh [+0]**

  5 yard radius, -1 to IQ and DX of everyone exposed. Gives -3 to all social reaction rolls.

- **Glowing One [+10]**

  10,000 rads, x100 rad recovery rate, radiates 1 rad per hour to nearby people (unarmed attack also inflicts rads equal to the damage done), illuminates surroundings, no permanent lifetime rad history; Increased Life Support (Radioactive).

- **Frightening Looks [+5]**

  Monstrous Appearance, Fright Checks at -3 upon seeing the character, also gives a +3 bonus for the Intimidation skill.

- **Light Frame [+5]**

  DX +1. Heavy Enc max threshold is 8x ST.

- **Kamikaze [+0]**

  Combat Reflexes, On The Edge (-12).

- **One Hander [+5]**

  Primary arm +2 DX, Secondary arm -1 DX, Both arms -1 DX.

- **Strong Immune System [+2] (prerequisite HT11+)**

  Immune to Disease, Fit, Cyber Rejection, Sterile.

- **Tough Luck [+5]**

  Deadly Karma, Unluckiness.

- **Bloody Mess [+0]**

  Frighteningly Gruesome Deaths for all kills. (Everyone who witnesses the character killing a living being larger than a rat must roll a fright check, including the character himself...).

- **Good Natured [+5]**

  IQ+1, Sensitive, Charitable, Versatile.

- **Alert [+5]**

  Hearing +5, Light Sleeper.

- **Night Person [+0]**

  Night Vision, -5 to Perception in bright daylight.

- **Fast Shot [+0]**

  No called shots, Semi-auto ROF is at +(DX/8) (Does not affect melee or unarmed attacks).

- **Trigger Happy [+10 or +5]**

  Combat Reflexes, Automatic Reflexes L1 or L2 (L1 allows for an IQ roll to resist any inappropriate instinctive actions, L2 does not.)

Robots

Robots suitable for use as a player character are more or less human shaped autonomous models with learning neural net computers. All robots are either genuine pre-war items, or are based on advanced pre-war technologies - Functional robots are extremely rare, and spare parts are hard to come by. Note that ST and HT attributes of a robot are fixed at creation - A robot's physical form can be improved only with a refit or a serious tune up. Because the robot can learn, it is possible to buy off any mental disadvantages from the racial package, either with xp-points or at creation. Even though the robots basic shape is often generally humanoid, they cannot wear unmodified rigid human armor. In the case of 'serious wounds' of over 8 hit points, only half of the damage can be repaired with work - the other half must be replaced with spare parts (which are either hard to find or cost at least D6x100 bottlecaps per HP replaced).

Robot [+40 points]

Attribute Adjustment: HT 11 [10]; ST+4 [40]; DX+2 [40]; IQ-2 [-40].

Secondary Characteristic Adjustment: HP +6 [12].

Racial Advantages: Damage Resistance +5 [25]; High Pain Threshold [10]; Lightning Calculator [2]; Eidetic Memory (Photographic) [10]; Machine [25]; Unfazable [15].

Racial Disadvantages: Fragile (Unnatural) [-50]; Non-Volitional AI [-38]; Vulnerability (EMP damage; x4 damage) [-20].

Free Skills: Language (Native); Area Knowledge (at IQ; Home City). All robots are literate.

Racially Learned Skills and Skill Bonuses: Mechanic (Robotics/TL 8) (IQ/A) IQ-1 [1].

Features/Taboos: Cannot Float [-1]; Neutered [-1]; No Extra-Effort [0]; No Fatigue [0].

Note: Purely physical attributes like ST, DR or HP can vary from the average values presented above, but only if altered during the character creation.)

Traits: Robot character can take maximum of up to two traits, but is limited to this selection of robot-specific traits; Exception: 'Infiltrator Android' counts as two traits.

- **Trigger Happy [+10 or +5]**

  Combat Reflexes, Automatic Reflexes L1 or L2 (L1 allows for an IQ roll to resist any inappropriate instinctive actions, L2 does not.)

- **Beta Software [+0]**

  DX+1, IQ+1, All failed rolls count as critical failures. Real critical failures cause mental stun for 1D6 turns.

- **EMP Shielding [+5]**

  Immune to EMP, Reduced Move -3.

- **Heavy Armor Plating [+10]**

  DR+10, Reduced Move -3

- **Infiltrator Android [+20]**

  No social stigma, no eunuch, Sterile, Handsome or Beautiful Appearance, DR+2 (Crushing only), Rubber Skin (doesn't fully fool touch), Foreign accent (Accented speech level in Native language), Can wear human armor. (Note: Counts as two traits).

- **Tracks Subassembly [+0]**

  Move is doubled, but basic Dodge is halved.

- **Nuclear Powerplant [+10]**

  Robot's endurance is unlimited, and it can also recharge external energy cells. Plutonium generator gives power for thousands of years to come. Assume 1kW of output for external applications. If the robot is destroyed, there might be significant plutonium leakage.

- **Tight Nuts [+0]**

  Extra HP+20, but any repairs take twice the usual time

- **Targeting Computer [+0]**

  Must always take 1 turn to aim, but is at +2 to hit with ranged attacks. This does not apply to melee attacks.

- **Duct Tape Wonder [+0]**

  Can use cheap scrounged parts as spares, but has to make a HT roll or suffer a malfunction whenever placed under physical stress. Also often has other minor 'quirks' like leaking oil.

- **Backup Components [+20]**

  1D6 minutes after the robot is 'killed' by any reason, it instantly regains up to half the hit points it took damage - If this is enough to bring the robot back to positive hit points, it will reactivate. This will only work once in the robots lifetime, unless new replacements for the robots broken primary systems can be found and installed.

- **Artificial Intelligence [+25]**

  No Unfazeable, no Low Empathy nor No Sense of Humor. Curious. IQ+1, DX+1.

- **Industrial Toolkit [+15]**

  Robot has an assortment of built-in TL8 tools, including a medium laser torch which can also be used as a weapon. The tools count as a TL8 mini-toolkit suitable for almost any kind of task.

Psykers

Psykers are mutated humans with psionic powers. They are very rare in the Fallout world, and most have been created more or less deliberately with combinations of brain surgery, FEV virus injections and radiation treatments. A 'natural' randomly occurring psyker mutation would probably mean other mutations in the physiology as well, and is highly unlikely. Normally, human brains are only capable of Empathy (Telepathy 3) and Danger Sense (ESP 5) at most, but a mutant psyker has no such limits with power levels.

To have points in any psionic skills, the character must take the advantage **Unusual Background (Psyker) [+15].**

Optional new advantage for a psyker is:

- **Psionic Ability [+10 pts/level]**

  (This advantage adds to character's IQ when determining psionic skills or using psionics passively. The bonus also applies to the Psychotronics and Paraphysics skills.)

Available PSI skills by power category:

- **Antipsi:** Neutralize, Psi-Static (note: an antipsi cannot have other psi-powers).

- **Astral Projection:** Astral Projection, Astral Sight.

- **Electrokinesis:** Confuse, Cyberpsi, Dampen, Energy Sense, Energy Shield, Lightning, Photokinesis, Surge.

- **ESP:** Clairvoyance, Clairaudience, Clairsentience, Combat Sense, Precognition, Psychometry, Seekersense.

- **Healing:** Healing, Life Extension, Metabolism Control, Sense Aura.

- **Psychic Vampirism:** Drain Emotion, Steal Dreams, Steal Energy, Steal Power.

- **Psychokinesis:** Cryokinesis, Pyrokinesis, PK Shield, Telekinesis (note: For more houserule details, see the 'Psychokinesis Fix' text, below).

- **Telepathy:** Aspect, Emotion Sense, Erase Signature, Illusion, Mind Shield, Psi Sense, Signature Sniffer, Sleep, Suggest, Telereceive, Telescan, Telesend.

- **Teleportation:** Autoteleport, Exoteleport, Combat Teleport.

Teleportation power must always have the limitation 'Astral Subjects Only -60%', this means it can only teleport insubstantial stuff like an astral body.

PSI-devices unique for the Fallout Setting

- **Mental Nullifier.** This is an unpowered device consisting of iron bands which wrap around the wearer's head. It is an impenetrable barrier for all mind alteration powers. The design is not commonly known, but it is easy enough to build with a TL7 Mechanic Toolkit, costs 200 bottlecaps if available for sale, and weighs about 4 lbs. If worn by a psyker, psykers own mind alteration abilities can be used at a -10 penalty.

A Tinfoil Hat also offers some protection, but it is not as good – It only gives -4 penalty to TP, PV and EK powers. It costs 10 bottlecaps and has negligible weight. Well known design, but wearing it is usually worth a small reaction penalty (-1). Wearers own mind alteration abilities can be used at a -2 penalty through the tinfoil hat.

Psychokinesis Fix for GURPS Psionics (3e)

Telekinesis

Instead of using the usual method for calculating ST and lift weights, assume that each level of power buys 1 level of Telekinetic Strength (TK ST) until ST30, after which each level of power buys 10 levels of TK ST.

For calculating TK lift weight, use the Quad ST rule and encumbrance modifier depending on the level; 2x for 4 or less, 4x for 8 or less, 6x for 12 or less, 8x for 16 or less and 12x for 17 or over.

Power	TK ST	Lbs.	Dmg	Power	TK ST	Lbs.	Dmg
1	1	0.2	0	21	21	530	4d-1
2	2	0.8	0	22	22	590	4d
3	3	1.8	0	23	23	640	4d+1
4	4	3.2	1d-6	24	24	700	4d+2
5	5	10	1d-5	25	25	750	5d-1
6	6	14	1d-4	26	26	820	5d
7	7	20	1d-3	27	27	880	5d+1
8	8	26	1d-2	28	28	950	5d+1
9	9	50	1d-1	29	29	1,000	5d+2
10	10	60	1d	30	30	1,100	5d+2
11	11	73	1d+1	31	40	1,900	7d-1
12	12	86	1d+2	32	50	3,000	8d-1
13	13	140	2d-1	33	60	4,300	9d
14	14	160	2d	34	70	5,800	10d
15	15	180	2d+1	35	80	7,600	11d
16	16	210	2d+2	36	90	9,700	12d
17	17	350	3d-1	37	100	12,000	13d
18	18	390	3d	38	110	14,500	14d
19	19	440	3d+1	39	120	17,000	15d
20	20	480	3d+2	40	130	20,000	16d
				+1	+10		+1d

- Top speed of an object moved by Telekinesis is calculated with the following formulas. Note: This is more or less controlled movement, with a 'telekinetic grip' maintained on the object all the time. Object can also be the psyker himself (in which case this is called levitation).

sf = surface area in square feet, depends on the object; 20sf for a person.

tkSpeed (in mph) = $(7500 \times (\text{Excess TK ST/sf}))^{(1/2)}$

tkAccel (in g:s) = tkSpeed/20

Note: The speed formula only applies if there is at least 1 level of power over the minimum level required to lift the object.. If the psyker can barely lift the weight, Move is 1. Also, when using the formula, treat any result less than 1 as 1.

- When moving very small objects, actual velocity of controlled movement is limited by the psykers ability to accurately visualize the objects motion - Usually this means a maximum move of 50-100 yards per second and limits the distance between object and psyker to that which the psyker can see the small object at...

- Actually shooting or throwing away small objects with TK ST places no such limits on velocity - Use the stats of a typical stockless TL7 handgun with equivalent damage for shooting pebbles or ball bearings. Randomly shaped stone pebbles are at -1 to -2 to Acc, but marbles or ball bearings are at no penalty. For other thrown objects, simply use the thrown weapons rules with TK ST instead of normal ST. Use Telekinesis skill to prepare the TK throw attack, and Throwing or Thrown Weapon skill for hitting the target.

Telekinesis skill roll modifiers:

- Levitation take-off (no further rolls are necessary to maintain the power) +0.

- Precise Aim, Slow and Simple Movement (guiding a coin into a slot) -1.

- Precise Aim, Slow Movement (putting an engine back into a car properly) -2.

- Precise Aim, Fast Movement (throwing a shuriken) -4.

- Precise Aim, Subsonic Movement (throwing a small rock quite fast) -5.

- Precise Aim, Supersonic Movement (shooting a bullet) -6.

- Precise Aim, Hypersonic Movement (TK equivalent of a railgun) -7.

- Fast movement, must maintain orientation (throwing a knife point first all the way) -3 in addition the above.

- Complex Movement (picking a lock, drawing a picture, operating a keyboard) -2.

- Grab a moving target, subtract the speed+range penalty (must be able to see the target).

- Deflect a moving target, as above for Grabbing, but add a +4 bonus, or +6 for long targets like spears.

- Grab a stationary target (a guard just standing there) +0.

- Using TK as a form of radar sense (very lightly touches everything nearby in a 90 degree arc) -4.

- Using TK ST to add to the psykers own ST (divide the smaller of TK ST or ST by 4) +0.

- Performing Multiple TK effects at once, cumulative -4 for each additional effect.

Levitation

This one is simple to fix: There is *no* separate Levitation PSI skill, and there is no free 'power bonus' for levitation. Instead, 'For Levitation Only -25%' becomes a possible limitation for the Telekinesis power, in this case the levitation uses the Telekinesis skill for activation and 'Flight:Wingless' P/A skill for advanced maneuvering in the air (basic maneuvering or routine flight takes no skill rolls).

At levels too low to lift the psyker, levitation is still useful for providing partial 'contragravity' effects and it still does give slow levitation movement (move 1 and tkAccel:0.1) in zero or microgravity.

Outside an atmosphere, ignore the tkSpeed value and use the tkAccel statistic as the levitators space maneuvering rating (sMR).

Brotherhood of Steel

All members of the Brotherhood are required to take the Advantages Claim to Hospitality (Brotherhood bunkers) [5], Military Rank (BoS) 0 [0] and Patron (Powerful Organization, 9 or less, Equipment +50%, Minimal Intervention -50%) [15]; as well as the Disadvantages Code of Honor (Soldier's) [-10] and Duty (9 or less, Extremely Hazardous) [-10]. Intolerance (Mutants) is also very common. On the skill front, the Soldier skill is also required.

All members of the Brotherhood should take a wide variety of weapon skills, both melee and firearms. In addition, Brotherhood knights should take the skill Armoury, and consider taking the Gadgeteer skill package as well. Any knight who wants to become a leader of men should also take Leadership, Strategy and Tactics skills.

Brotherhood Scribes, on the other hand, should take either the Gadgeteer or Medical Doctor skill package, or just modify the Academician, Doctor, Engineer, Epidemiologist, Historian, Nurse, Scientist or Technician templates (see below) as outlined above.

The Battlesuit skill, while important, is not a requirement until the character reaches the Paladin ranks (when he is issued his first suit of power armor).

The Enclave

All Enclave grunts are required to take the Advantages Military Rank (Enclave) 0 [0] and Patron (Powerful Organization, 9 or less, Equipment +50%) [23]; as well as the Disadvantages Code of Honor (Soldier's) [-10] and Duty (9 or less, Extremely Hazardous) [-10]. Intolerance (Mutants) is also very common, as is Fanaticism (Extreme patriotism) [-15]. On the skill front, the Soldier skill is also required; the Battlesuit skill is required of all NCOs and any member of the officer corps.

All Enclave troopers should take a wide variety of weapon skills, both melee and firearms. Armoury (Firearms or Power Armor) should also be considered. Any trooper in a leadership position should also take the Leadership, Strategy and Tactics skills.

The Soldier template (from GURPS Space) may instead be taken, and modified as outlined above.

Tribesmen

Tribesman characters may be created quickly and easily be using the Tribal templates from **Lands Out of Time** (see below). Tribal characters should be limited to TL 3 or less (see the TL chart on page 22).

Tribal shamans have several choices in regard to religion; ancestor worship is a popular choice (a practice they hold in common with many raider gangs), as is tech-worship (many tribes live in the ruins of pre-war cities and installations). The cult of the Brahmin god is another popular choice common to the tribes of the Midwest.

Vault Dwellers

Characters who have escaped from a Vault made be made relatively quickly and easily by using the templates from the **Historical Folks** sourcebook (some of which may require modification). Another option is to use the templates below (Policeman for Vault security, Doctor for a Vault medical officer, Bureaucrat for a Vault overseer, etc.).

Any Vault character created, however, should be made to take the Clueless disadvantage, the Incompetence quirk or a similar disability; after all, most Vault dwellers have spent their entire lives locked away from the real world!

Templates from Other GURPS Sourcebooks

I've listed several templates from other **GURPS 4th edition** sourcebooks that may be useful to a player designing a character for the **GURPS Fallout** campaign; be aware that most of the templates below will require some heavy modification to make them "Fallout computable":

Banestorm

Mystic (Page 212, modified appropriately).

Basic Set

Soldier of Fortune (Characters 260).

Bio-Tech

Bioengineer/Gengineer (Page 203. Enclave only), Epidemiologist (Page 205), Nurse (Page 207), Senior Citizen (Page 210).

Fantasy (Most of the Templates below require heavy modification)

Bandit (Page 116. Change Riding skill to Driving; Change Weapon skills to appropriate firearms skills), Holy Man (Page 120; minus any and all supernatural powers), Village Sage (Page 125), Courtesan (Page 214), Engineer (Page 215, modified appropriately), Gladiator (Page 215, modified appropriately), Magistrate (Page 216).

Infinite Worlds

Expatriate (Page 197), Historian (Page 197).

Lands Out of Time

Tribal Chief (Page 15), Tribal Chief (Jungle Princess) (Page 16), Tribal Warrior (Page 16), Tribal Shaman (Minus any supernatural powers; Page 16), Tribal Wanderer (Page 17), Tribal Wanderer (Tribal Outcast; Page 17), Tribal Wanderer (Visionary; Page 17).

Martial Arts (Particularly useful for campaigns set in San Francisco)

Assassin (Page 31), Contender (Page 32), Duelist (Page 34), Instructor (Page 34), Student (Page 38).

Mysteries

That Darn Kid (Page 106).

Traveller: Interstellar Wars

Academician (Page 146), Bureaucrat (Page 148), Capitalist (Page 148), Diplomat (Page 150), Doctor (Page 150), Entertainer (Page 150), Policeman (Page 152), Politician (Page 152), Rogue (Page 153), Scientist (Page 154), Spy (Page 155).

Space

Bounty Hunter (Page 227), Con Man (Page 228), Explorer (Page 230), Merchant (Page 230), Soldier (Page 233), Technician (Page 235), Thief (Page 235).

Fallout Job Table			
Job (prerequisites)	Monthly Income	Success Roll	Critical Failure
Poor Jobs (Cost of Living $100 or less, status -1 or less)			
Bum (None)	50*	Scrounging or Streetwise or IQ-5	-1i / 3D
Laborer (ST 11+, HT 10+)	100*	HT	-1i / LJ,3D
Dealer (Merchant 8+ and Streetwise or Scrounging)	110*	PR-1	-1i / LJ,3D
Struggling Jobs (Cost of Living $100 or $200, Status -1 or +0)			
Raider (Weapon Skill, Intimidation 8+, Stealth, Streetwise)	220*	Best PR	LJ,3D / 5D,jailed
Desert Nomad (Survival (Desert), Tracking)	200*	Survival	1D / 3D
Poor Farmer (Farming, Merchant 9+)	300*	PR+1	-1i,1D / LJ,-2i,2D
Fisher (Fishing and either Boating or Explosives (demolitions) or SCUBA)	300*	Fishing	-1i,1D / -1i,1D
Fortune-Teller (Precognition, Fortune Telling (Augury) or Fast Talk)	200*	PR	-2i / -4i,1D
Servant (No attribute below 8, Savoir Faire)	200	Savoir Faire	1D / LJ,2D
Door to Door Salesman (Merchant, Fast Talk)	260*	Best PR	-2i / -3i,2D
Mechanic (Mechanic 11+)	220	PR+2	LJ / LJ,2D
Streetwalker (Sex Appeal, Professional Skill: Streetwalker, Average or better appearance)	200*	Best PR + Appearance Reaction Bonus	-2i / LJ,-2i,1D
Thief (4+ thief skills at 13+ or 2 at 16+)	250*	Best PR-2	-2i,3D / 4D,jailed
Thug / Bouncer (ST 13+, Combat Skill 14+)	300*	PR-2	LJ,3D / LJ,5D
Driver/Chauffeur (Driving or Teamster)	Skill x 20	PR	-2i,1D / LJ,3D
Shop Clerk (Merchant 10+)	200	IQ + Reaction Bonus	LJ / LJ
Actor/Actress (Acting 10+, Performance 10+)	Skill x 17*	PR	-3i / LJ, 1D
Average Jobs (Cost of Living $200, Status 0)			
Law Enforcer (Legal Enforcement Powers, Weapon Skill, Law 8+, Unarmed Combat Skill)	400	Best PR	2D / LJ,2D
Gunner (Electronics Operation(Sensors), Gunner 14+)	600	Gunner	2D / -1i,6D
Cleric (Theology, Public Speaking, Savoir Faire)	330	Theology	2D / LJ,2D
Doctor (Diagnosis 14+, Physician 14+, Surgery 11+)	600*	PR	-3i / LJ,-4i
Farmer (Farming 13+, own piece of land)	400*	PR	-1i,1D / LJ,-2i,2D
Animal Trainer (Animal Handling 14+, Teaching)	330*	PR	-1i,1D / LJ
Caravan Guard (Weapon Skill, Tactics 6+, Savoir Faire 8+, Survival)	600	Best PR	2D / LJ,2D
Hunter (Survival, Tracking 14+, Weapon Skill and; Fishing or Merchant or Naturalist at 11+)	330*	Survival or Tracking	-1,1D / -3i,1D
Mercenary (3 Combat Skills totaling over 40, Tactics, equipment)	800*	Best PR	3D / LJ,5D
Scav (Scrounging 14+, Stealth, Area Knowledge, Weapon Skill, Streetwise)	500*	Best PR	3D / -2i,5D
Shopkeeper (Own Shop, Craft Skill 13+, Merchant 13+)	600*	Best PR	-2i / -4i
Musician (Any musical skill 13+, instrument)	330*	Best PR-3	-1i,1D / -3i,2D
Schoolteacher (Teaching, Savoir Faire, IQ 9+)	330*	Savoir Faire+1	-2i / LJ,-2i
Bounty Hunter (Ranged Weapon Skill, Survival 10+, Tracking 13+)	Worst PR x 30*	Worst PR-2	LJ,2D / LJ,6D
Courtesan (Sex Appeal 13+, Professional Skill:Courtesan, Average or better appearance)	Skill x 30*	PR + Appearance Reaction Bonus	-2i / -4i,2D
Criminal Enforcer (ST 12+, Ranged Weapon Skill, Unarmed Combat Skill)	IQ x 30*	Best PR-4	LJ,3D / 8D,jailed
Slaver (Guns, Unarmed Combat Skill, Tactics 6+, Streetwise)	600*	PR	LJ,3D / 8D,jailed
Lab Worker (Computer Operation, Research 11+, Science Skill 10+)	(Worst PR-6) x 30*	Worst PR	-2i / LJ,3D
Private Detective (Criminology and Law or Streetwise)	Best PR x 25*	Worst PR	-3i,2D / LJ,4D
Prospector (Prospecting 10+)	PR x 30*	PR	-3i,2D / -5i,LJ
Soldier (Combat Skill 10+, Tactics 6+)	330 + (70 x Rank)	Best PR-2	-2i,2D / -5i,LJ

Job (prerequisites)	Monthly Income	Success Roll	Critical Failure
Comfortable Jobs (Cost of Living $400 for Status +1, $800 for Status +2)			
Master Artisan (Craft 20+, Merchant 14+)	900*	PR-3	LJ / LJ,-2i
Loan Shark (Area Knowledge(Region) 13+, Streetwise, Merchant 14+, Status +1)	1300*	Merchant-4	-4i / -8i
Scribe - Brotherhood of Steel (Military Rank 1+, Teaching 14+, Administration 15+, Accounting, Research, Savoir Faire, Science Skill)	1200 + (70 x Rank)	Worst PR	-2i / -4i,LJ
Knight - Brotherhood of Steel (Weapon Skill, Armoury, Tactics 8+, Brawling, Savoir Faire(Military), Electronics Operation, Battlesuit, Rank 1+)	1200 + (70 x Rank)	Best PR	-2i,2D / -5i,LJ
Paladin - Brotherhood of Steel (Power armor, Rank 6+, Tactics, Battlesuit 14+, 3 Weapon Skills at 15+, Electronics Operation(Robotics), Leadership 14+, Savoir Faire(Military) 15+)	(Battlesuit x 100) + (70 x Rank)*	Tactics or Savoir Faire (Military)	-2i,3D / -3i,5D
Farmer, Ranch Owner (Land, Farming 13+, Area Knowledge (Own Land) 14+, Merchant 13+)	670*	Worst PR	-3i / -6i
Judge (Legal Enforcement Powers, Law 15+ and; Reputation +2 or Politics 14+)	900	IQ-1	-1i / LJ
Lawyer (Law 15+, Public Speaking or Fast Talk 13+)	900*	Worst PR	-2i / -4i
Mercenary Captain (Equipment, Vehicle Skill or Battlesuit 14+, Leadership 14+, Tactics, Reputation +2, 5 Weapon Skills at 14+, Status +1	(Tactics-10)x70 + (70 x Rank + Rep + Status)*	Leadership or Tactics	-2i,3D / LJ,-3i,5D
Scientist (Computer Operation, Teaching 14+, Specialty Skills 15+, Research 14+, Writing 14+, History)	Worst PR x 100*	Worst PR	-2i / -4i,LJ
Assassin (Stealth and; Beam Weapons or Crossbow or Guns)	Worst x 100*	Worst PR	-4i,4D / 8D
Slaver Boss (Streetwise, Psychology, Physiology, Merchant, Status 1+)	PR x 130*	Worst PR	-4i,4D / LJ,8D
Psyker (PSI power level(s) 3+, psionic skill(s), Paraphysics)	(Best PSI skill – 10) x 170 + (Power Levels x 170)	Best PR	LJ,1D / LJ,4D
Wealthy Jobs (Cost of Living $1500 for Status 3, $2500 for Status 4)			
Rich Merchant (Shops, Merchant 16+, Savoir Faire 14+, contacts)	1300*	Merchant-4	-2i / -7i
Surgeon (Diagnosis, Electronics Operation(Medical) 10+, Physician 14+, Surgery 16+, Status 0+)	Best PR x 220*	Worst PR	-3i / -10i,LJ
Porn Star (Acting, Sex Appeal, Erotic Art 8+, Status 1+, Very Attractive or better appearance, Reputation)	(Best PR x 170) + (Reaction Bonuses x 170)*	Best PR	-5i / LJ,1D
Idle Rich (Status 3+)	Status x 1000	IQ	-4i,1D / -12i,-title
Village Leader (Administration, Leadership, Status 2)	1500	PR	-3i,LJ / LJ,jailed
Mayor of a Town (Administration, Leadership, Status 3)	3000	PR	-3i,LJ / LJ,jailed
Mayor of a Large Town (Administration 13+, Status 4)	(Administration-13) x 700 + (Status x 700)	PR	-4i,LJ / LJ,jailed
Crimelord (Streetwise 20+, Status 2+, Reputation)	(Streetwise x700) + ((Status-3) x700) + (Reputation x 700)*	Streetwise-4	-4i,4D / 8D,jailed

See the wealth level modifiers table from GURPS Basic Set pages 264-265. Also note the wealth level effects on working hours per week. Where the exact level of a prerequisite skill is not given, assume required level of 12+.

All wages are expressed as bottlecaps (1$ = 1 Bottlecap), wages marked with '*' are freelance jobs - any given months income depends on the margin the success roll is made by.

These job entries are only intended as guidelines - For example, a particularly successful raider band might have higher prerequisites as well as higher incomes. Also, in some cases it should be possible to compensate for a missing job prerequisite with higher level of skill in a primary prerequisite - This is especially appropriate for self-employed freelance jobs. Use GM discretion.

Starting Money

Average starting money is 1000 Bottlecaps, all of it available for gear. 1 Bottlecap = 1 GURPS $ = 1 liter (quart) of clean drinking water (Value of Bottlecaps are backed by the Water Merchants of the Hub, the largest trading city of the California region.). If adventuring in the Midwest, Pulltabs (pt) take the place of Bottlecaps (bc) among the tribesmen of the area (at the same monetary value). Yet another common form of currency is Brotherhood of Steel scrip (1 bs = 1 bc (or pt) = 1 liter of water), which only has value in a Brotherhood bunker.

Heroes may be Dead Broke (0 bc), Poor (200 bc), Struggling (500 bc), Comfortable (2000 bc), or Wealthy (5000 bc) at the usual point costs. Very Wealthy and Filthy Rich is off-limits (at least at character creation – see the Advantages section, page 27).

Signature Gear

Any adventurer may designate a nonexpendable item as Signature Gear and pay 1 point (instead of cash) per 500 bc in value. This makes it part of his abilities, buying the GM's word that he won't often be without it. The GM has the final say on what may be purchased i this manner.

Extra Money

In addition, starting characters may trading points for money (p. B26). Since Signature Gear is worth 500 bc / point, it's fair to give the same oomph to those blowing points on things that do risk being broken or worn out. Each point sacrificed yields 500 bc – not merely 100 bc – in extra starting money. Dead Broke PCs cannot do this! To encourage adventurers to go on adventures, this option isn't available after the campaign begins.

Equipment Quality

Very Cheap equipment costs 1/4 normal cost, Cheap equipment costs 1/2 cost. Cheap weapons are at -1 to Acc, Very Cheap weapons suffer twice as severe penalties. Armor and other items which are not weapons have 'Ablative' DR if cheap, and ablate twice as fast if very cheap (when DR reaches zero, the item is broken).

Fuel Costs

Fossil based fuels like Gasoline are scarce and cost at least x10 times the normal price when available. On the other hand, renewable fuels like wood, coal, hydrogen or methanol cost only 1x the price where available at considerable quantities.

Notes on Equipment List:

- All equipment is TL 7 unless otherwise noted.

- 'Rolls to Build' = Skill rolls with modifiers required to both acquire the parts and to build the item.

- 'Design Blueprints' = The minimum time required to design the item.

- 'Limited Production' = The minimum time required to build the item, after the necessary parts have been acquired.

Hazard Detection Devices		
Item	**Weight**	**Cost (bc)**
Geiger Counter	4	200
Chemical Sensor	1	200
RadTab	Neg.	30

Hazard Detection Devices

There are various types of chemical/biological/nuclear detection devices available; some are hand-held devices, some are worked into clothing, others are mounted on helmets and gloves. The numerous models, produced during the final stages of civilization's wars, vary in size, shape, color, and name, but pretty much work the same. The three main types are as follows:

Chemical Sensor: These devices, typically hand-held and possessing a microphone-like protrusion, detect the general presence of toxic chemical gasses in the vicinity. Such an item detects only chemical agents (not radiation), including hazardous chemicals (any form), chemical contaminants, and various nerve/irritant/blood agents. A chemical sensor's range is 50 ft. Works with a small energy cell for up to a month per charging.

Skill to use: Electronics Operation(Sensors) or NBC Warfare
Durability: PD 3, DR 5, HP 3
Rolls to build: Scrounging -5, Engineer(Electric) +0
Tools: Basic Toolkit (Electronics)
Design Blueprints: 14 hours
Limited Production: 5 hours

Geiger Counter: This durable piece of equipment is capable of measuring radiation, either in immediate surroundings, or with a more focused scanning with a small probe. Measures radiation in roentgens or rads. Works with a small energy cell for up to a month per charging. Its electronics are hardened to withstand EMPs.

Skill to use: Electronics Operation(Sensors) or NBC Warfare
Durability: PD 3, DR 5, HP 3
Rolls to build: Scrounging -5, Engineer(Electric) +0
Tools: Basic Toolkit (Electronics)
Design Blueprints: 14 hours
Limited Production: 5 hours

Rad Tab: Such items come in all shapes and sizes, but are usually installed as a colored strip on an I.D. badge, arm band, etc. The strip changes color when the wearer comes close to dangerous radiation level areas. Such an item changes from black to yellow at mild levels, yellow to orange at low levels, and orange to red at moderate levels or more. After exposure to radiation, a Rad Tab cannot be used again. Range is immediate.

Survival Gear		
Item	**Weight**	**Cost (bc)**
Respirator Mask	neg.	20
Respirator Mask NBC-Filters	neg.	10
Cigarette Lighter	neg.	100
Emergency Raft	2	100
Halazone Tablets	neg.	50
Personal Water Purifier	1	60
Water Flask	1	10
Waterproof Matches	neg.	2
Cooling Suit (TL8)	5	600
Magnesium Firestarter	neg.	35
Salt Pills	neg.	20
Survival Kit	4	300
Light Rod	neg.	15

Survival Gear

Of the various basic categories of equipment, survival gear is by far the most important to the inhabitants of the post-nuclear world. While there is great demand for most items useful in surviving the world's terrible dangers and climate hazards, a number of communities have virtual "cottage industries" that produce these vital items to make life in the wasteland possible.

Respirator Mask: Simple respirator mask with NBC-filters, keeps any undesirable foreign microparticles from entering the lungs, including radioactive fallout, dust and many bioweapons. Filter duration varies with the amount of microparticles in the breathing air, but should last at least for a day even in the worst conditions (for weeks in fairly normal conditions).

Cigarette Lighter: This tiny, priceless object creates a steady flame even in wet or windy conditions due to a shielded cover. They come in a number of colors and styles. A typical lighter will have d100 "charges".

Emergency Raft: This is essentially a bright orange plastic container (cylindrical or box-shaped) with a thick rubbery shoulder strap for easy carrying. When opened and a tab pulled, an auto-inflating raft literally "pops" out. The raft is generally large enough to support eight SM 0 people steadily on all but the roughest seas, remaining buoyant for about 1-2 weeks. A fold out tent top can be deployed to protect against cold and high winds. It can be used only once, however, and cannot be re-packaged.

Halazone Tablets: One of these tablets, when combined with one liter of water, will purify it of most simple contaminants and parasites. Heavily contaminated water sources (GM's discretion) may require the use of two tablets per liter. Halazone tablets will not work on salt water, or water tainted with gritty minerals.

Personal Water Purifier: Removes particles, chemicals and even most micro-organisms. Water is hand-pumped through it at about a quart a minute. Will treat about 200 gallons per filter cartridge - Spare filter cartridges cost $30 each.

Water Flask: 1 quart metal canteen, covered with quilted felt.

Waterproof Matches: Will light even after being underwater (dry them off first). One box contains one hundred matches.

Cooling Suit (TL8): This flexible undergarment uses electric power to keep the wearer at comfortable temperature even in the midday heat of a desert. Especially useful for wearing full armor suits in hot climates, it can cancel out any temperature related fatigue losses as long as the power lasts. As it reduces sweating a lot, it also allows the wearer to get by with drinking notably less water.

Using one small energy cell, the Cooling Suit can reduce the effective temperature by 10 degrees for 16 hours, 20 degrees for 8 hours, 30 degrees for 4 hours and so on. Can also attach larger energy cells or a powerplant externally if longer operating duration is required.

Note that the Cooling Suit offers no protection at all to extremely high temperatures, such as produced by bonfires, flamethrowers or plasma blasters.

Magnesium Firestarter: These are high quality magnesium starters, operable even in the wettest conditions. The starter consists of a magnesium bar, which when scraped produces magnesium shavings that are highly flammable (a built-in sparking rod is included).

Salt Pills: Salt pills increase the salt content in the body, which as a result helps retain ingested moisture. One pill, taken daily, reduces the need for ingested moisture by one half for 1-4 weeks.

Survival Kit: This type of item was issued to soldiers in the field, and many types are available. The kit contains a water-purification bag (which holds up to one liter of water), four halazone tablets, a simple sewing kit, a book of 20 matches, compass, four gobs of chewing gum, eight pieces of sweet candy (these offer no nutrition, but consuming one raises the eater's energy level due to sugar content), and a razor blade and holder.

Light Rod: These are hard plastic rods (three feet in length), filled with two chemicals which, when combined by pulling a tab on the rod, glow brightly and intensely. Colors range from vibrant orange to fluorescent blue. The glow of a light rod provides illumination up to 50 ft, and lasts up to eight continuous hours, before the rod is used up.

Food		
Item	**Weight**	**Cost (bc)**
Nuka Cola	1	3
Dried Meat	.5	1.5
Canned Food	1	2
MRE	.5	5

Nuka Cola: Popular brand of soft drink. Blue colored liquid with warm and flat taste. Because of the high concentration of preservatives, it stays drinkable indefinitely. Nuka Cola is usually available in half quart plastic bottles.

Dried Meat: This well spiced brahmin jerky stays chewy-licious for years. Cost and weight are per meal's worth of the stuff.

Canned Food: Well preserved food, which will stay edible for another decade if kept in cool environment. Spam and beans are the most common types. Cost and weight are per meal.
Durability: DR 4, HP 1

MRE: Meal, Ready to Eat (or 'Meals Refused by Ethiopians', depending on who one asks). Meal, eating utensils and paper wipe in one waterproof package. It has an indefinite shelf life, and cooks itself in few minutes when a corner is ripped open. Cost and weight are per meal.
Durability: DR 1, HP 1

Electronics		
Item	**Weight**	**Cost (bc)**
Nightvision Goggles	4	200
Pip-Boy 2000 (TL8)	3	500
Motion Detector (TL8)	4	500
Identity Card	neg.	Varies
Stealth Boy (TL9)	3	5,000
Walkie-Talkie	2	250

Nightvision Goggles: Old, bulky but cheap basic nightvision device. Reduces darkness penalties into -1.
Durability: DR 3, HP 1

Pip-Boy 2000 (TL8): Small, simple but very rugged laptop/PDA computer which was mass-produced by the Vault-Tec corporation before the Great War. Complexity 1, with a 40 gigabyte hard-drive. Comes complete with Vault-Tec operating system, datalink, automapping and GPS software. Powered by a small integrated plutonium battery, which lasts for centuries.
Skills to use: Computer Operation or Computer Programming
Durability: DR 5, HP 3

Motion Detector (TL8): This item appears to be a large metal device, with a glass T.V. tube on its upper side. The device, when activated and pointed in a certain direction, detects all motion in a cone (at 30 degrees) some 50 ft long. Things that are moving within this area appear as dots on the screen, showing their relative position in the cone and the rate of their speed. The detector will only detect motion by things Tiny or larger. A motion detector is unaffected by darkness, smoke or fog, or concealment.
Durability: DR 3, HP 3

Identity Card: The Ancients used a variety of identification cards for a variety of reasons; credit management, purchasing of goods, and access to certain areas. These cards come in a variety of degrees, and were only issued to those who had the right clearance - some allow passage into police armories, others into medical facilities, others into personal homes. They are typically color-coded, and allow passage into areas monitored and kept secure by robots and electronic security systems.

If a character does not have a card of the appropriate level, he may attempt a Electronics Operation (Security) check to disable the card lock.

Identity Cards

Color	Rank	Notes	Access	Disable Lock Penalty	Cost
White	Stage IC	Typical citizen's ID card	IC	-0	100
Yellow	Stage IIC	Technician's access card	IIC	-1	200
Blue	Stage IIIC	Civil Authority access card	IC, IIC, IIIC	-2	700
Purple	Stage IVC	Federal Authority access card	IC,IIC,IIIC,IVC	-2	1,000
Red	Stage VC	Regional Governor's access card	VC	-3	2,500
Black	Stage VIC	Presidential access card	VC, VIC	-4	3,000
Lead	Stage IM	Enlisted Military ID card	IM/C	-1	100
Copper	Stage IIM	NCO access card	IM/C, IIM/C	-2	600
Bronze	Stage IIIM	Officer access card	IM/C,IIM/C,IIIM	-2	1,000
Silver	Stage IVM	Base Armory access card	IVM	-3	1,400
Gold	Stage VM	Base Commander access card	IM/C,IIM/C,IIIM, IVM,VM	-3	3,200
Platinum	Stage VIM	Military Research access card	VIM	-4	4,200

Stealth Boy (TL9): Makes the wearer almost transparent. Gives a +5 bonus to Stealth skill, And removes the penalty for hiding without a natural hiding place. Takes 1 small energy cell.

Walkie-Talkie: A classical hand-held radio for emission/reception. Effective range is 5 miles. Takes 1 small energy cell.

Power Sources

Item	Weight	Cost (bc)
Small Energy Cell (TL8)	0.5	300
Micro Fusion Cell (TL8)	2	800
Micro Fusion Pack (TL8)	20	10,000
Fusion Cell (TL10)	20	35,000
Solar Panel Battery Charger	1	20
Solar Panel	8	350
Portable Petrol Power Generator	100	20,000

Power Sources

Various items of this type were created to supply power to the various technological devices of mankind's creation, just prior to the end of civilization. The power source (or "fuel cell") is an electrochemical device that converts the chemical energy of the fuel into a direct-current output, like a "continuous-process battery". Most fuel cells made on pre-holocaust Earth used hydrogen as a fuel.

Small Energy Cell (TL8): Small Energy Cells are a kind of advanced fuel cells. Each cell weights half a pound and its size is about 2.5×5×5cm (1×2×2"). The recharging process is rarely known (except for Vaults or BOS for example). This process requires specific hardware (TL 9), 4 hours and an Electronics Repair roll (Power Sources - TL9). Failure means the cell lost half his capacity, critical failure means the cell is destroyed (becomes useless).

Micro Fusion Cell (TL8): Micro Fusion Cells are ultra-powerful cells. They weigh about two and a half pound each, and their size is about 5×10×10cm (2×4×4"). The recharging process is even more difficult and dangerous. In addition of the specific hardware (TL 10), it requires 8 hours and an Electronics Repair roll (Power Sources – TL10). Failure means the cell is destroyed (useless). Critical failure means the cell shatters (6d cr[ex] +6d burn).

Micro Fusion Pack (TL8): Micro Fusion Pack is like a big MFC, designed to hold much more energy. It is designed to be recharged, and so, despite the need of specific hardware, the process is easy: Electronics Repair roll at +3 (Power Sources – TL10).

Fusion Cell (TL10): A portable fusion reactor. It may produce a huge amount of power. It is not radioactive while it is sealed.

Fusion Cells

Power Source	Uses	Power
Small Energy Cell	Gizmos, small electronic devices	1 year use
Micro Fusion Cell	Energy weapons, large electronic devices	By weapon Type*
Micro Fusion Pack	Energy Weapons	By weapon Type*
Fusion Cell	Unknown	Unlimited**

* When used to power non-discharge items, will provide indefinite use.

** 20 uses per day.

Solar Panel Battery Charger: About the size of a small book, recharges any standard sized batteries and some internals.
Power: 0.012kW

Solar Panel: About one square yard in area when assembled. Used to convert sunlight into electric power, which is usually either stored into batteries or used for powering other equipment. Can fully recharge a typical car battery in a bit over one hour under ideal conditions.

Skill to use: Any Electronics Operation. No roll necessary except with default skill.
Durability: PD 2, DR 3, HP 1
Power: 0.2 kW
Rolls to Build: Scrounging-5, Electronics Operation+0
Tools: Mini-toolkit (Electronics)
Design Blueprints: 19 hours
Limited Production: 7 hours

Portable Petrol Power Generator: This appears to be a heavy machine with plastic or metal carrying bars (it's the size of maybe two or three car batteries, very heavy, but still man-portable). This type of miracle device uses petrol (25% of these devices use alcohol instead) to generate a steady current of electricity. The generator produces 1 Megawatt per half liter of petrol, per hour. The tank in the generator generally holds two liters. It can generally only be linked to household devices (not weapons), but it's flow is enough to power most devices in a small community.

Tools

Item	Weight	Cost (bc)
Multitool	.5	80
Toolkit	Varies	Varies
Gun Cleaning Kit	1	20
Ethanol Still	2000	5000
Lockpicks (TL3)	Neg.	30
Advanced Lockpicks (TL5)	Neg.	250
Electronic Lockpick	3	1500
Electronic Lockpick (TL8)	3	6000
Rope (1,000 lbs., 30 feet)	5	25
Climbing Gear	4	50

Tools, Continued

Item	Weight	Cost (bc)
Shovel / Pick	8	30
Entrenching Tool	3	60
Petrol (1 Liter)	0.7	50
Flare	0.5	15
Flashlight	0.5	25
Utility Belt	2	80
Small Backpack	3	60
Heavy Backpack	10	100
Tent, 2-man	12	80
Tent, 4-man	30	150
Compass	neg.	60
Binoculars	2	400

Multitool: An improved version of the Swiss Army knife, this tool can replace a small toolkit. Skill penalty of -3 applies when working with only the multitool.

Toolkits:

- If the 'Skill' gives two values, use the first for major repairs and the second for minor repairs.

- TL8 versions of the toolkits cost x4 the price, if available.

- Using a TL7 kit to repair a TL8 item gives a -2 skill penalty.

- Using a kit of another specialty can be done with -3 skill modifier, so a wrong kind of kit is much better than nothing.

- Note that a workshop also requires an external power source capable of at least 0.5 kW constant power output while the powertools are being used. To meet this requirement, it is possible to combine the outputs of several solar panels or to use a bunch of car batteries.

Toolkit	Skill	Wght	Cost	Specialty
Mini-Toolkit	-4 / -2	2	400	Electronics or Armoury
Portable Toolkit	-2/+0	20	600	Mechanic or Engineer
Portable Toolkit	-2/+0	10	900	Armoury or Electronics
Basic Toolkit	+0	100	1200	Electronics or Armoury
Basic Toolkit	+0	300	800	Mechanic or Engineer
Workshop	+2	1500	7000	Electronics
Workshop	+2	3000	4000	Engineer, Armoury or Mechanic
Complete Workshop	+2	10,500	19,000	All in one

Gun Cleaning Kit: Basic tools required to clean and maintain guns. Especially useful for cleaning up black powder residue from automatic firearms. Thorough cleaning of a gun may take over half an hour or more, if it is especially dirty.

Ethanol Still: Still with fermentation vats suitable for making drinkable alcohol. Can produce up to 100 gallons within one week fermentation and distilling period. The whole distilling process uses up fuel as follows; Either 20 gallons of ethanol ($800), 20cf of coal ($20) or 80cf of wood ($16). Fermentation vats require 200cf ($1000) of fruits or other quality plant materials to start with. If the still is operated continuously, it will produce 320 gallons of alcohol per month, with something like 52 man-hours of work involved in the process.

After the drinkable alcohol is bottled, it will usually sell for $10-$20 or so per 1 quart bottle.

Durability: DR 5, HP 325

Volume: Takes up 300cf

Rolls to Build: Scrounging+0, Mechanic (Alcohol)+2

Tools: TL7 Basic Mechanic Toolkit or TL8 Portable Mechanic Toolkit

Design Blueprints: 71 hours

Limited Production: 27 hours

Lockpicks (TL3): Basic lockpick set. Allows lockpicking at no penalty to skill.

Advanced Lockpicks (TL5): Comprehensive fine quality lockpick set. Professional thieves choice of tools. Gives a +1 skill bonus for picking any mechanical lock.

Electronic Lockpick: Specialized tool for bypassing electric locks and security systems. Gives a +3 skill bonus to Electronics Operation(Security) skill for this purpose, but is at -5 penalty to bypass TL8 security systems.

Electronic Lockpick (TL8): As above, but is at no penalty to bypass TL8 systems.

Utility Belt: Big belt with pockets, straps and hooks for holding equipment. Can carry up to 20 lbs of gear easily accessible.

Small Backpack: Typical frameless backpack, with side pockets. Can contain up to 40 Lbs of items.

- *Special Upgrade:* Can be fitted with a folding seat, this adds 2 Lbs to the weight and 10$ to the cost.

Heavy Backpack: This pack has a metal frame and numerous pockets and straps, can contain up to 100 Lbs of gear and in addition it is possible to strap a packed sleeping bag and a small tent on top of it.

Medicine

Item	Weight	Cost (bc)
Healing Powder (TL4)	0.5	10
Voodoo (TL4)	1	50
Stimpack (TL9)	neg.	40
Super Stimpack (TL9)	1	600
Trauma Pack (TL 9+1)	1	750
Ultra Stimpack (TL 9+1)	0.5	1000
Antidote	1	150
Afterburner Gum	neg.	350
Mentats (TL8)	neg.	100
Buffout (TL8)	neg.	100
Psycho (TL8)	0.5	175
Mutie (TL9)	0.5	700
Jet (TL8)	neg.	25
Rad-X (TL9)	neg.	600
Radaway (TL9)	neg.	400
First Aid Kit	5	400
Doctor's Bag	10	600
Pocket Nurse (TL9)	2	1000
UV Sterilizer	2	800

Medicine

Numerous drugs and chemicals were devised by the Ancients, some capable of saving lives, others capable of enhancing mankind's inherited abilities - dictating what was once the sole domain of nature. These items, though limited in uses (i.e. they are consumed when used) are often among the greatest treasures.

Medicines are known by many names in the post holocaust world. To the primitive wasteland dwellers, they are "good juju", or "good magic", while to those who hold some semblance of civilization they are known as "drugs" or simply "meds". Medicines, though vastly misunderstood by the savage survivors of the holocaust, are still considered priceless because of their "magic" - they are some of the few things that maintain their value over time (due to futuristic preservation techniques, that is).

Healing Powder (TL4): Mixture of powdered mutant plants Brock Flower and Xander Root, a dose of healing powder acts as a coagulant, painkiller and intoxicant, all at once. Healing powder is applied to the wound, it then almost instantly heals +1 hit points worth of damage and gives +4 bonus to any bleeding related HT rolls. As with stimpacks, only one dose of healing powder can be applied per wound.

Form: Powder (Applied). It takes about 3 seconds to apply one dose of Healing Powder.

Drawbacks: The mildly intoxicating effect gives a cumulative -1 penalty per dose to any Perception rolls, and this penalty applies also to any ranged attacks like firing a gun or throwing a spear.

If senses go down to zero, the patient passes out and sleeps until the penalties have gone away. Accumulated sense penalty decreases at the rate of 1 per hour. The healing powder is most commonly made by Tribal medicine men, it is carried in small pouches which contain one dose each.

Time: Takes effect immediately.

Voodoo (TL4): Voodoo is a potion brewed by tribal witchdoctors from the parts of dead critters. Drinking it will make the user feel invincible: 2 DX, +1 active defenses. The effects last 25-HT minutes.

Form: Beverage. It takes about 3 seconds to apply one dose of Voodoo.

Drawbacks: Gives Overconfidence for the duration. Also gives -2 DX, -1 active defenses and Chronic Depression (12) for a number of minutes equal to the time it was in effect.

Time: Takes effect in 1 minute.

Stimpack (TL9): A small disposable first-aid item, when a Stimpack is injected into a wound, it instantly closes the wound and restores +5 hit points. Only one Stimpack can be used per wound, except for a gunshot wound which goes all the way through the patient (one stimpack for entry wound, another for the exit wound, heals a total of +10 hit points). Millions of stimpacks were made before the war, and any surviving high-tech medlabs can produce these.

Form: Injection. Injections require a First Aid roll with a +2 bonus. It takes about 1 second to apply one Stimpack.

Drawbacks: None.

Time: Takes effect immediately.

Super Stimpack (TL9): Fitted around the arm, the Super Stimpack is ready to inject chems into a soldier's body during combat. When activated, a Super Stimpack restores +15 hit points.

Form: Injection. Injections require a First Aid roll with a +2 bonus. It takes about 1 second to apply one Super Stimpack.

Drawbacks: The healing comes with a cost. The user will lose 10 fatigue points after HT minutes.

Time: Takes effect immediately.

Trauma Pack (TL 9+1): Developed by the Brotherhood of Steel, a Trauma Pack is basically an advanced Super Stimpack. When activated, a Trauma Pack will restore +25 hit points.

Form: Injection. Injections require a First Aid roll with a +2 bonus. It takes about 1 second to apply one Trauma Pack.

Drawbacks: After HT minutes, the user will lose 10 fatigue and 5 hits (the hits must be healed naturally) after HT minutes.

Time: Takes effect immediately.

Ultra Stimpack (TL 9+1): Used by both the Enclave and the Brotherhood of Steel, an Ultra Stimpack iwill restore +25 hit points when used.

Form: Injection. Injections require a First Aid roll with a +2 bonus. It takes about 1 second to apply one Ultra Stimpack.

Drawbacks: After HT minutes, the user will lose 15 fatigue and 5 hits (the hits must be healed naturally) after HT minutes.

Time: Takes effect immediately.

Antidote: This antidote, coming in a bottle or syringe, is usually made from distilled poisons and antibodies. The exact formula (and efficiency) depends on who made the antidote.

Form: Beverage or injection. Beverages take 3 seconds to apply, injections take 1. Injections require a First Aid roll with a +2 bonus.

Drawbacks: None.

Time: Takes 1 minute to take effect (beverage) or immediately (injection).

Afterburner Gum: Afterburner is an amphetamine gum legalized before the war. *"It's time to kick ass and chew gum, and I'm all outta gum!"*

Afterburner gives +1 ST, +1 DX and High Pain Threshold for 25-HT minutes.

Form: Gum. Takes 3 seconds to apply.

Drawbacks: Gives -1 ST and -2 DX at the end of the duration, lasting an amount of time equal to the time the drug was in effect.

Time: Takes 1 minute to take effect.

Mentats (TL8): The ultimate 'smart drug', a dose of mentats greatly increases the patients intelligence for a short period of time. Mentats give +2 IQ, +2 Perception, +1 Charisma for (25-HT)/4 hours.

Drawbacks: -2 IQ, -2 Perception, -3 Charisma and Absent Mindedness at the end of the duration, lasting the same amount of time the drug was in effect.

Time: It takes about 1 second to apply a dose of Mentats.

Buffout (TL8): A dishonest olympic weightlifters dream come true, Buffout greatly increases recipients strength and endurance for a short period of time. Gives +2 ST, +2 DX, Hard to Kill 2 ad Hard to Subdue 2 for (25-HT)/4 hours.

Drawbacks: -3 ST, -3 DX, and -1 HT at the end of the duration, lasting the same amount of time the drug was in effect.

Time: It takes about 1 second to apply a dose of Buffout

Psycho (TL8): A pre-war combat drug cocktail with nasty side effects, high addiction rate and very impressive increase in combat ability for a short period of time. Gives +2 DX and +1 Speed for (25-HT)/4 hours.

Drawbacks: -2 IQ and hallucinations for the duration; also gives -3 ST, -3 DX, Low Pain Tolerance, and Paranoia at the end of the duration, lasting the same amount of time the drug was in effect.

Time: It takes about 1 second to apply a dose of Psycho. Injections require a First Aid roll with a +2 bonus.

Mutie (TL9): Mutie is a chemical that duplicates the mutative effects of FEV for a short period of time. Mutie gives the user a boost of +4 ST and +4 Perception, lasting 1 week.

Drawbacks: -4 Charisma and -4 IQ for the duration, ad the loss of 10 hit points when the drug wears off that must be recovered naturally.

Time: It takes about 1 second to apply a dose of Mutie. Injections require a First Aid roll with a +2 bonus.

Jet (TL8): Courtesy of New Reno, Jet is the premier street drug of the Wastelands (after 2240). Jet gives the user +2 Speed, +1 ST, and +1 Perception for (25-HT)/4 hours.

Drawbacks: Gives -2 Speed, -3 ST and -3 Perception at the end of the duration, lasting for the same amount of time the drug was in effect.

Time: It takes about 1 second to inhale a dose of Jet.

Rad-X (TL9): Anti-radiation drug, which protects against radiation damage. Must be taken before the radiation exposure. One dose gives an effective Protection Factor (PF) of 2, every additional dose after the first doubles the PF if HT+3 roll minus the amount of doses taken succeeds. Duration is equal to the margin of success on this HT roll, in hours - However, even with a failed roll the duration is always at least 1 hour. Rad-X is not addictive.

Time: It takes 1 second to apply one dose, which takes effect after 10 minutes.

Radaway (TL9): This drug heals radiation damage, but cannot heal patients 'Lifetime Radiation History' damage, which never heals. One dose cures 1D6 rads worth of damage upon application, after which HT roll is made after each hour, for 1D6 hours - Successful HT roll results in additional 1D6 rads being healed.. Taking Radaway results in symptoms such as diarrhea and vomiting, which results in some dehydration - It is advisable to drink lots of water while under the influence of radaway. Dehydration damage points equals to the duration of the drug in hours (Fatigue points are lost first, until fatigue drops into 3, after which actual hit points are lost - Drinking one quart of water restores 1 point of dehydration damage).

Taking more than one dose simply increases the duration of the drug, too many doses might result in life-threatening dehydration damage. Radaway is not addictive.

Time: It takes 1 second to apply one dose, which takes effect after 10 minutes.

Special Drug Rules:

HT Roll (HT): Make a HT roll modified by the given difficulty to reduce the drawbacks of the chemical occurring for its duration. On a success, halve the negative effects. On a critical success, ignore the drawbacks. This roll has no effect on the backlash and drawbacks occurring at the end of the duration.

Addiction: Many of the above chemicals are addictive. Make a HT roll modified by the addiction factor: on a success, there are no addiction effects. On a failure, the character suffers from withdrawal effects (GM's discretion) for (25-HT) hours. During that time, the character makes a Will roll with the same modifier if the chemical is avaible. A failure means the character will want to take another dose of the chemical (and the process restarts). On a critical failure on the HT or the Will roll, the character may gain the Addiction disadvantage (GM's discretion).

Successive Doses:

Healing Powder: No cumulative effects. (except for drawbacks).

Voodoo: No cumulative effects. But successive doses will increase the duration.

Stimpack: No cumulative effects. For each dose after the first within 24h, make a HT roll (-1 per dose*). Failure means heart attack.

Super Stimpack: No cumulative effects. But successive doses will increase the duration. For each dose after the first within 24h, make a HT roll (-2 per dose*). Failure means heart attack.

Trauma Pack: No cumulative effects. But successive doses will increase the duration. For each dose after the first within 24h, make a HT roll (-3 per dose*). Failure means heart attack.

Ultra Stimpack: No cumulative effects. But successive doses will increase the duration. For each dose after the first within 24h, make a HT roll (-4 per dose*). Failure means heart attack.

*Antidote: N*o cumulative effects.

Afterburner Gum: No cumulative effects. But successive doses will increase the duration.

Mentats: No cumulative effects. But successive doses will increase the duration.

Buffout: No cumulative effects. But successive doses will increase the duration.

Psycho: No cumulative effects. But successive doses will increase the duration.

Mutie: No cumulative effects. But successive doses will increase the duration.

Jet: No cumulative effects. But successive doses will increase the duration.

Rad-X: Taking two pills gives a total PF10. No other cumulative effects.

Radaway: No cumulative effects. But successive doses will increase the duration.

* If many stims are used within the day, the penalty to the HT roll is the sum of the penalties of the previous stims. For example, if somebody has already taken two stimpacks and a trauma pack, roll HT-5 if taking any other stim.

First Aid Kit: More than a simple bandage (or spray of plastiskin or whatever), here is a complete kit for treating wounds. Gives +1 to First Aid skill.

Doctor's Bag: Contains what is needed for treating serious wounds. Gives +2 to First Aid skill.

Pocket Nurse (TL9): This is a flat, rectangular metal device fixed to an adjustable belt, attached either to the hip or worn around the waist. Three cylindrical ports line the top of the device, where special "drug cylinders" can be inserted. The "pocket nurse" is a marvel of advanced technology that monitors the vital functions of the wearer, injecting one of three chemicals into his system as needed. The pack can carry a maximum of three drugs of any kind, injecting these as needed, one at a time, once per round, immediately following an injury, poisoning, etc. The pack will always use the most potent chemical first to remedy the threat (such as in the case of loading a Stimpack and a Super Stimpack, it will use the Super Stimpack first). Since the pack itself does all the work, this is considered a free action. The pack can be reloaded, one drug at a time, as a standard action. The Pocket Nurse runs a small energy cell.

UV Sterilizer (TL9): This electronic device was used for scientific and medical research before the fall of civilization. The device appears to be a small hand-held "television" or flash screen, used much like a hand-held scanner. The UV sterilizer emits a continuous pulse of UV-C (at a short wavelength from 2800A to 150A), a strong enough radiation to sterilize surfaces, killing all known viruses and bacteria. Whatever the UV ray passes over is totally "cleansed" in a matter of 1d minutes. This works on all viruses and bacteria, but is harmful to living tissue (inflicting 1d in heat damage for every two minutes of direct exposure; 3d vs. fungi and plant-like creatures). One discharge is used for each minute of operation. The UV sterilizer runs on one Micro Fusion pack.

Cybernetics

All cybernetics from the 3rd edition Cyberpunk book are available, but should be kept rare... and expensive. There are very few active hospitals after all, and even fewer people with the know-how required to install cybernetics.

In addition, the GM may require either an Unusual Background or Patron advantage in order to purchase cybernetics. Possible Patrons include the Brotherhood of Steel and (even more likely) the Enclave.

Another limiting factor is finding the cybernetic parts themselves. Possible sources include abandoned hospitals and military complexes, or perhaps salvaged robot parts or bits from that non-functioning suit of power armor.

Lastly, cybernetic enhancements in **GURPS: Fallout** are very noticeable and *extremely* ugly (the Unnatural limitation from Cyberpunk). They may also be *Unreliable, Breakdown Prone,* or *Rejected* (highly likely in the case of salvaged robot bits). See **GURPS Cyberpunk**, page 31). Cyborgs will also gain the Disadvantage Social Stigma -2 (Cyborg) at standard point cost.

Vehicles

Mechanical vehicles, especially those running on petrol, are generally non existent in the Fallout universe. The most common means of transport are brahmin carts. The super mutant army is also said to have used steam-powered trucks.

The war was fought mainly for resources. The last resources remaining were probably depleted in the war itself. Without resources, vehicles couldn't be driven anymore. Furthermore, it is generally accepted that after the war, much of the human knowledge was lost. The knowledge of how to tend to the high tech fusion cars that existed before the war was lost, and with it the necessary skills to repair the cars.

However, since there are still untouched reserves of pre-war tech (like the Sierra Army Depot), it is reasonable to assume that vehicles will continue to have a presence in the Fallout universe. If the Den is capable of keeping a fusion car from rotting, imagine what a more advanced town might have squirreled away.

Airship: Some time after the fall of the Master, the Brotherhood of Steel constructed airships (zeppelins) and dispatched them to the East, to track down and assess to the extent of the remaining super mutant threat.

ST/HP: 120	**Hnd/SR:** -4/3	**HT:** 10	**Move:** 1/38
Lwt.: 18	**Load:** 4	**SM:** +10	**Occ.** 10A
DR: 1	**Range:** 2,300	**Cost:** 30,000	**Locations:** S
Stall: 0	**Notes:** Piloting TL7 (Lighter than Air)		

Armored Personnel Carrier: An original design from the Midwestern Brotherhood of Steel. This is a heavily armored personnel transport. Twin Tracks carry the vehicle over most terrain and provide for a very small turning circle. It's slow though so once it's caught out in the open it's a bit of a sitting duck for heavy artillery.

ST/HP: 111	**Hnd/SR:** -3/5	**HT:** 11f	**Move:** 1/20
Lwt.: 12.5	**Load:** 1.6	**SM:** +4	**Occ.** 2+11S
DR: 50/35	**Range:** 300	**Cost:** 12,000	**Locations:** 2CX

Notes: The higher DR only applies to attacks from the front. Mounts a machine gun (7.64 mm or .50) in a pintle mount on the roof. Driving TL7 (Tracked).

Boudicca-78/S: The Boudicca-78/S was a reliable modern motorcycle used by the British Royal Armored Corps, Arabia. The U.S. National Guard used several such motorcycles during the time of quarantine right before the war. The bike's 78hp engine runs off of small energy cells and has a small amount of storage space on the back of the sidecar. The motorcycle is dusty black with paint fading and chipped everywhere.

The motorcycle will take three passengers, total. If the PC has more members in his or her party, characters must be ejected before the bike can be used.

The motorcycle can travel on the following terrain types: Road, Desert, Forest, Hills.

ST/HP: 33	**Hnd/SR:** +1/2	**HT:** 10f	**Move:** 5/32
Lwt.: 0.4	**Load:** 0.1	**SM:** 0	**Occ.** 1+2
DR: 4	**Range:** 200	**Cost:** 1,500	**Locations:** E2W

Notes: Driving TL7 (Motorycle).

Buggy: Cobbled together by a bunch of drunken raiders in a barn! Very unreliable so it's not your ideal vehicle for taking on the might of the wastelands. But it is reasonably fast and maneuverable so it can be used in hit and run tactics against lightly armed enemies.

ST/HP: 33	**Hnd/SR:** +1/4	**HT:** 10	**Move:** 5/35
Lwt.: 0.4	**Load:** 0.4	**SM:** +2	**Occ.** 1+1
DR: 2	**Range:** 695	**Cost:** 2,000	**Locations:** G4W

Notes: Driving TL7 (Automobile).

Chrysalis Motors Highwayman: The Chrysalis Motors Highwayman can be charged with either Micro Fusion Cells or Small Energy Cells. A small energy cell charges it up 20%, while a Micro Fusion cell charges it up 50%.

ST/HP: 47	**Hnd/SR:** 0/3	**HT:** 11	**Move:** 2/39
Lwt.: 1.3	**Load:** 0.5	**SM:** +3	**Occ.** 1+4
DR: 5	**Range:** 250	**Cost:** 600	**Locations:** G4W

Notes: Driving TL7 (Automobile).

Hummer: The design is based loosely on the M1025 Hummer as built by AMG in the late 20th and early 21st century. Many of the parts used are original and a testament to the quality of the original vehicles. Used by the Midwestern Brotherhood of Steel as a general purpose work horse, it's a fast and reliable way to get about. Well armored against handguns.

ST/HP: 72	Hnd/SR: 0/5	HT: 11	Move: 3/33
Lwt.: 4.1	Load: 1	SM: +3	Occ. 2+2
DR: 8	Range: 300	Cost: 7,000	Locations: G4WX

Notes: Improved brakes (High Tech p. 229). Run-flat tires (High Tech p. 229).Driving TL7 (Automobile).

Scouter: Built by the Midwestern Brotherhood of Steel using old VW parts. It's great for fast recon work. The cockpit is almost entirely enclosed although the armor is really only effective against light weapons. It holds one man, in relative discomfort, and has a reasonable cargo capacity.

ST/HP: 72	Hnd/SR: 0/3	HT: 10	Move: 2/38
Lwt.: 3.5	Load: 0.6	SM: +3	Occ. 2+2
DR: 8	Range: 200	Cost: 6,500	Locations: G4W

Notes: Driving TL7 (Automobile).

Tank: It's a tank! Possibly a Sherman but it's been heavily modified over the years. Basically all of your preconceived ideas about tanks being heavy, slow but virtually unstoppable are born out by this baby.

Turret armament consists of a Watervliet M1 cannon (High Tech, p. 141) with 71 rounds (39 APEX and 32 HE). A Browning M1919A4 machine gun (High Tech p. 132) is mounted coaxially with this. The gunner has a 3¥ sight (+1 Acc). An M3 mortar (High Tech p. 146) with 12 smoke shells is installed in the turret roof. There's a Browning M2HB heavy machine gun (High Tech p. 133) with six 100-round belts at the commander's hatch, and a gun port on the turret's left side. Turret rotation takes three Ready maneuvers per facing. A second M1919A4 is fitted in the body front. Its gunner also operates the radio (10-mile range). Total ammo for the M1919A4s is 25 250-round belts. Top and underbody armor is DR 50. The turret has DR 210 in front, DR 140 to the sides, and DR 70 on top.

ST/HP: 158	Hnd/SR: -3/5	HT: 10f	Move: 2/12
Lwt.: 35	Load: 2	SM: +4	Occ. 5
DR: 210/105	Range: 120	Cost: 5,000	Locations: 2CTX

Notes: Higher DR is for body front, lower DR is for body sides. Fire extinguisher in engine compartment. Driving TL7 (Tracked).

Steam Truck: Steam-powered trucks were vehicles used by the super mutants in the Master's Army. They were used during the invasion of Necropolis.

ST/HP: 75	Hnd/SR: -1/4	HT: 12f	Move: 1/19
Lwt.: 6.7	Load: 3.3	SM: +4	Occ. 1+2
DR: 5	Range: 110	Cost: 1,000	Locations: G4W

Notes: Halve Load off-road. Driving TL7 (Automobile).

Vertibird: Vertibirds are Enclave helicopter vehicles used as scouts and troop transports. In 2241 one of them crashed near the trapper town of Klamath, and was the first sign of the Enclave encountered by the Chosen One. The Chosen One later stole the Vertibird Plans from the Navarro base, but it is not certain whether he gave them to the Brotherhood of Steel, the Shi, or simply kept them.

The Vertibird is a lateral twin-rotor (non-synchronized) helicopter design. An actual experimental prototype for this type of aircraft was the Platt-LePage XR-1/XR-1A tested by the US Army in the 1940's. Others included the German Fa 223 and the McDonnell XHJD-1 "Whirlaway". The XR-1 was the first American military helicopter to takeoff and hover with good control, but the lateral design was generally plagued by significant vibration and control problems when in motion. Synchronized lateral rotor aircraft like the Kellett XR-10 worked better, but the concept was eventually abandoned in favor of the tandem (fore-aft) twin-rotor configuration that is in use today (e.g. the Chinook). Note that while the Vertibird bears an interesting resemblance to the V-22 OSPREY, it is not a tilt-rotor design like the Osprey. For example, the long thin rotor blades are not "proprotors" that can be used as propellers.

ST/HP: 87	Hnd/SR: +1/2	HT: 11f	Move: 3/110
Lwt.: 10	Load: 3.5	SM: +5	Occ. 3+14
DR: 5/20	Range: 370	Cost: 80,000	Locations: GH3W
Stall: 0			

Notes: Rotors are DR 20, the rest is DR 5. Piloting TL7 (Helicopter).

Melee Weapons and Firearms

Weapon malfunctions in the wastes: In the wastes, weapons are often old and have been exposed to dust and other severe conditions. These weapons are more supposed to suffer a malfunction. So, Malf. value will usually be one or two points below the usual Malf. of the weapon.

Thus Malf. will be usually 15 for TL 5 and 16 for TL6+.

These weapons cost the listed price.

Weapons with Malf. 14 at TL5 and 15 at TL 6+ will usually cost half the listed price (well, if you find an honest merchant). However, new weapons (never used or just built) have the same Malf. than described in GURPS 4ed p279. They cost twice the price listed on the Fallout Weapons tables.

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
Melee Weapons (Look at GURPS 4ed. pp. 271-274 and High Tech p. 100 for more info on other melee weapons.)								
Two-Handed Sword (DX-5; Broadsword-4)								
7	Spring Sword	sw+2 cut thr+3 imp	1,2 2	0	150	5	10	2H, 1 turn to ready
Two-Handed Axe/Mace (DX-5, Axe/Mace-3, Polearm-4, or Two-Handed Flail-4)								
7	Steel Mace	sw+3 cr	1,2	0U	150	5	12	2H, throwable, 1 turn to ready
8	Super Sledgehammer	sw+8 cr	1,2	0U	5000	12	14	2H, 1 turn to ready
Short Sword (DX-5, Broadsword-2, Force Sword-4, Jitte/Sai-3, Knife-4, Saber-4, Smallsword-4, or Tonfa-3)								
7	Cattle Prod	1d-3 burn HT-3(0.5)aff	1	0	600	4	7	Uses 1 small energy cell, which provides 25 hits.
7	Super Cattle Prod	1d-2 burn HT-4 aff	1	0	1200	5	8	2H, Uses 1 small energy cell, which provides 25 hits.
8	Ripper	sw+4(2) cut	C,1	0	4350	5	10	Maximum damage is 4D+4(2). Uses 1 small energy cell, which provides 25 hits.
Knife (DX-4, Force Sword-3, Main-Gauche-3, or Shortsword-3)								
7	Survival Knife	sw-2 cut thr imp	C,1 C	-1	100	1.5	6	
Boxing, Brawling, Karate, or DX								
7	Spiked Knuckles	thr+3 cr	C,1	0	60	1.5	- - -	
7	Punch Gun	4d (pi++)	C,1	0	120	3	7	Reloading takes 2 seconds, also inflicts normal punch damage in addition to the blast.
8	Power Fist	thr+2 cr	C	0	1800	1.25	8	Uses 1 small energy cell, which provides 25 hits
8	Mega Power Fist	thr+3 cr	C	0	2200	1.5	8	Uses 1 small energy cell, which provides 25 hits

Spring Sword: This sword is made out of a large truck leaf-spring, straightened with hammer and anvil, sharpened at the edges, sword is otherwise durable (and somewhat flexible) but does not hold its edge as well as a 'real' quality sword. For breaking purposes, treat as Fine weapon, but for
damage, treat as only Good quality weapon.

Rolls to Build: Scrounging +2, Armoury/TL7(Hand Weapons) +4
Tools: Hammer, anvil and sharpening wheel.
Limited Production: 5 hours

Steel Mace: Lethal melee weapon, this mace has been made out of a steel tube and choice bits of tool steel pieces for flanges. It is very durable and not too difficult to make with the right tools. Weapon is effectively of Very Fine quality.

Rolls to Build: Scrounging -2, Armoury/TL7(Hand Weapons) +0
Tools: Portable Armoury Toolkit
Limited Production: 5 hours

Super-Sledgehammer: This ultra-tech melee weapon is manufactured by the Brotherhood of Steel. It uses a kinetic energy storage device to increase the impact of blows, and the all metal construction makes it an extremely durable weapon of effectively super-fine quality.

Super-Sledgehammer is powerful enough to cause some impact damage even if targets body armor stops the blow - In the case of a blow stopped by DR, divide super-sledges damage by target locations hit points and round up - The resulting number is hit points of 'impact' damage suffered

by the target location (for the purposes of impact damage, head counts as having only half of the total hit points).
Against non-rigid armors, super-sledge also causes blunt-trauma damage in addition to the impact damage.

Durability: DR 70, HP 10

Cattle Prod: Since this weapon is designed to knock a cow unconscious, imagine what it can do to a human. The cattle prod looks a little like an overgrown tuning fork, except that an arc of electricity passes between the prongs on the end whenever the user presses the button.

Super Cattle Prod: An upgraded cattle prod. Any biological critter hit with this tool has a 75% chance of being knocked unconscious. The Super Cattle Prod requires two hands to use.

Ripper: Bastard offspring of a shortsword and an electric chainsaw, the Ripper cuts through meat and bone like a hot knife through butter. Powered by a single small enery cell, the weapon has an operating endurance of about 25 minutes before needing a recharge/replacement cell.

The Chain consists of linked superalloy teeth, which are a lot tougher than steel and thus the chain does not break as easily as that of an ordinary chainsaw - the weapon is effectively of very fine quality.

Durability: DR 30, HP 6

Survival Knife: A large knife with built-in survival accessories. Allows for survival rolls at no penalty and includes compass, small saw, fishing lines with hooks and a small whetstone on the scabbard for sharpening the knife. Fine quality combat blade is at +1 to damage.

44

Spiked Knuckles: This punch enhancing weapon takes the idea of brass knuckles one step further, with triangular spikes like three small knife-blade-tips sticking out the knuckles. Although the damage type is listed as crushing, wounds caused by this weapon are subject to the bleeding rules.

Rolls to Build: Scrounging+2, Armoury/TL7(Hand Weapons)+2

Tools: Portable Armoury Toolkit

Limited Production: 3 hours

Punch Gun: This dangerous home-made weapon straps a very small 12 gauge shotgun on top of the fist. Firing is accomplished by punching the target hard, the impact of the blow triggers the weapon at contact range, sending a very closely packed mass of shotgun pellets into the struck target, with very messy results. Simple safety pin can be used to lock the hammer into place, preventing accidental firings.

Punch gun is a breech loader, and holds only one round at a time. While it would be theoretically possible to fire the gun at ranges further than point blank, it would be horribly inaccurate (Acc 0) and the shot would spread in a fairly wide cone, slowing down to harmless velocities after only dozen yards or so - while a slug would go a lot further, it would be even less accurate (Acc -2).

For better performance against rigid armor, Punch Gun can fire slugs. It is advisable that Punch Gun be fired only by a person equipped with eye protection and complete suit of armor, to protect against any pellets ricocheting off the target.

Ammo Type: 18.5x76mmR (12 gauge 3" magnum)

Rolls to Build: Scrounging-2, Armoury/TL7(Firearms)+2

Tools: Portable Armoury Toolkit

Design Blueprints: 11 hours

Limited Production: 4 hours

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

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

Primitive Ranged Weapons (Look at GURPS 4ed. pp. 275-276 and High Tech p. 100 for more info on other primitive ranged weapons.)										
Sling (DX-6)										
TL	Weapons	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	Notes
7	Super Slingshot	Thr cr	2	x10 / x15	1	1	1	20	7	-4	

Super Slingshot: Y-shaped device which uses heavy rubber band to hurl small pellets or metal darts.

Rolls to Build: Scrounging+6 and Armoury/TL7(Bowyer)+8 or IQ+3

Tools: Small knife

Limited Production: 2 hours

Option: Ergonomic pistol-grip doubles the cost and gives +2 to Acc.

Power Fist

Mega Power Fist

Ripper

Cattle Prod

Super Cattle Prod

Super Sledgehammer

Ammo	TL	Weapon	Damage	Type	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost
Automatic Pistols (Look at GURPS 4ed. pp. 278 and High Tech pp. 94 and 101 for more info on other handguns.)													
Guns (Pistol) (DX-4, or most other Guns at -2)													
.45 ACP	6	Colt 1911A1	2d	pi+	2	175/1700	2/0.6	3	7+1 (3)	10	-2	3	350
	7	Smith & Wesson M4506	2d	pi+	2	175/1700	1.7/0.6	3	8+1 (3)	10	-2	2	500
	7	Heckler & Koch USP Tactical	2d	pi+	2	175/1700	1.5/0.8	3	12+1 (3)	10	-2	2	600
	6	Ruger P90	2d	pi+	2	175/1700	2/0.6	3	7+1 (3)	10	-2	3	350
9 mm	8	Glock 17	2d+2	pi	2	150/1850	1.2/0.8	3	17+1 (3)	9	-2	2	700
	7	Sig Sauer P220	2d+2	pi	2	150/1850	1.5/0.4	3	8+1 (3)	9	-2	2	300
	6	Browning High Power	2d+2	pi	2	150/1850	2/0.5	3	13+1 (3)	10	-2	2	400
	7	Beretta M1951 / M 81	2d+2	pi	2	150/1850	1.5/0.5	3	12+1 (3)	9	-2	2	350
	6	Walther PPK	2d+2	pi	1	150/1850	1/0.4	3	8+1 (3)	8	-1	2	600
.30	6	Mauser C96	2d	pi	2	120/1200	2.5/0.8	3	20+1 (3)	10	-3	2	1000
.40/10 mm	8	Glock 20	2d	pi+	2	150/1900	2/0.7	3	15+1 (3)	11	-2	2	600
	7	Colt 6520	2d	pi+	2	150/1900	3/0.6	3	12+1(3)	11	-3	2	350
	8	Heckler & Koch P7M10	2d	pi+	2	150/1900	2.5/0.5	3	10+1 (3)	11	-2	2	450
SS 190	8	FN Five-Seven	3d+1	pi -	2	150/1500	1.2/0.3	3	20 (3)	9	-1	2	1300
.357	7	IMI Desert Eagle	3d-1	pi	2	185/2000	3.5/0.6	3	9+1 (3)	10	-3	3	700
.44	8	IMI Desert Eagle	3d	pi+	2	200/2500	3.5/0.6	3	8+1 (3)	12	-3	3	1000
.50 AE	8	Automag V	3d+1	pi+	2	180/1800	3/0.6	3	7+1 (3)	11	-3	4	1200
	8	IMI Desert Eagle	3d+2	pi+	2	220/2400	3.5/0.7	3	8+1 (3)	11	-3	4	1500
	8	IMI Desert Eagle, 10" barrel	4d	pi+	3	220/2400	4.5/0.7	3	8+1 (3)	12	-4	4	1600
.223 & 5.56 mm	7	Pistolet .223	4d+1	pi	2	400/3000	4/0.5	3	5+1 (3)	13	-4	4	1800
	8	Bushmaster Carbon 15	4d+1	pi	2	400/3000	2.5/0.5	3	10+1 (3)	12	-4	4	2000
.50 BMG	8	Maadi-Griffin Pistol	8d-1	pi+	3	440/3000	15/0.3	1/4	1 (3i)	14	-6	3	2500
Revolvers													
.22 LR	8	Taurus Model 941	1d+1	pi	2	75/900	1.5/0.25	3	8 (3i)	8	-2	2	250
.36	5	Confederate Navy	2d-1	pi	2	120/1100	2.5/0.24	3	6 (3i)	9	-2	2	1000
.45 LC	5	Colt Peacemaker	2d-1	pi+	2	100/1000	2.5/0.3	3	6 (3i)	9	-2	2	1000
.38	6	Colt Detective Special	1d+2	pi	1	120/1500	1.5/0.2	3	6 (3i)	8	-1	3	250
	6	Smith & Wesson Chiefs Special	2d-1	pi	2	120/1500	1.5/0.2	3	5 (3i)	8	-2	3	400
	6	Ruger GP 100	2d-1	pi	2	120/1500	2/0.2	3	6 (3i)	8	-2	3	400
.357	7	Colt Python / King Cobra	3d-1	pi	2	185/2000	2.5/0.2	3	6 (3i)	10	-2	3	500
	7	MP412 REX	3d-1	pi	2	185/2000	2/0.2	3	6 (3i)	10	-2	3	500
	7	Manhurin MR-73	3d-1	pi	2	185/2000	2/0.2	3	6 (3i)	10	-2	3	500
.44	7	Colt Anaconda	3d	pi+	2	200/2000	3/0.3	3	6 (3i)	11	-3	4	900
	7	Smith & Wesson Model 29	3d	pi+	2	200/2000	3/0.3	3	6 (3i)	11	-3	4	900
.454 Casull	8	Ruger Super Redhawk	3d+2	pi+	2	200/2000	3/0.4	3	6 (3i)	11	-3	4	1200
	8	Freedom Arms Casull	3d+2	pi+	2	200/2000	3/0.4	3	6(3i)	11	-3	4	1200
Black Powder Pistols													
.51 Ball	4	Flintlock Pistol	2d-1	pi+	1	75/450	3/0.01	1	1 (20)	10	-3	2	200
Handguns of the Future													
2 mm GN	10	PPK12 Gauss Pistol	4d (5)	pi -	2	700/2900	3/0.4	4	20 (3)	11	-3	2	10,000
Needle	8	Needle Pistol	1d (0.2)	pi -	2	30/100	3.5/0.5	1	8+1 (3)	9	-3	2	1800

Notes on the Handgun Table

Characters who wish to either construct (or modify) their own firearms will find that the **Rolls to Build**, **Design Blueprints**, and **Limited Production** scores for handguns vary by TL (See Below):

Rolls to Build: The skills Scrounging and Armoury (Firearms) are always required to build or modify a handgun. These skills start at a base bonus / penalty of 0 at TL 7, with a -1 penalty per TL above 7 (to a -3 maximum penalty). Similarly, a +1 bonus is accrued for each TL of the firearm below 7, to a maximum of +3.

Tools: A Basic Armoury Toolkit is always required when working on a firearm.

Design Blueprints: Unless the character has somehow managed to acquire blueprints beforehand, it takes a base of 18 hours to design a TL7 firearm, with an additional 2 hours per TL over 7. Similarly, it takes 2 hours less per TL *below* 7.

Limited Production: Once the parts have been either scrounged or machined and the plans drawn up, it takes a base of 5 hours to actually construct a *single* TL 7 pistol, with an additional hour tacked on per Tech Level over 7. There is no time bonus to construct firearms of lower TL.

Sniper Rifles (Look at GURPS 4ed. pp. 279 and High Tech p. 120 for more info on other rifles.)

Guns (Rifle) (DX-4, or most other Guns at -2)

Ammo	TL	Weapon	Damage	Type	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost
7.62 mm	7	Dragunov SVD	7d	pi	6+3	1000/4500	8.5/0.9	3	10+1 (3)	10†	-6	3	2400
	7	Walther WA2000	7d	pi	5+3	1000/4500	14/0.5	3	6+1 (3)	11†B	-5	3	2200
	7	Steyr Scout	7d	pi	5+3	1000/4500	6.5/0.9	3	10+1 (3)	8†	-5	3	2500
	7	HK PSG1	7d	pi	6+3	1000/4500	14/1.7	3	20+1 (3)	11†B	-6	3	2500
.338 Magnum	8	AI Arctic Warfare AWM	9d+1	pi	6+3	1500/5500	17.5/0.8	1	4+3 (3)	11†B	-6	3	4500
9x39 mm subsonic	8	VSS Silenced Sniper	5d+1	pi	5+2	300/1000	6/1.8	8	20+1 (3)	9†	-5	2	3000
.50 BMG	8	AI Arctic Warfare .50	13d+1	pi+	6+3	1800/7400	30/2	1	5+1 (3)	13†B	-7	4	7000
	8	Barrett M90	13d+1	pi+	6+3	1800/7400	20/2	1	5+1 (3)	12†B	-7	4	7000
14.5 mm Russian	8	Mechen NTW 20	16d	pi +	6+3	2300/8000	58/2	1	3 (3)	15†B	-8	5	12000
15.2 mm Steyr	8	Steyr AMR	17d+2 (2)	pi	7+3	1500/6000	36/2	1	5+1 (3)	13†B	-7	5	25000
20 mm	8	Mechen NTW 20(20x85mm)	15d+2	pi++	6+3	1500/4000	52/2	1	3 (3)	15†B	-8	5	12000
	8	RT-20 (20x110mm)	18d+2	pi++	5+3	1800/5000	40/2	1	1 (3)	15†B	-8	5	16000

Self-Loading Rifles

Ammo	TL	Weapon	Damage	Type	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost
.22 LR	6	Sport .22 Rifle	1d+1	pi	5	100/1200	5/0.2	3	8+1 (3)	7†	-4	2	300
.223/5.56 mm	6	.223 Hunting Rifle	5d	pi	5	500/3500	6/0.5	3	10+1 (3)	8†	-4	2	1000
.30-06/7.62 mm	6	FN49	7d	pi	5	1000/4200	8.5/0.7	3	10+1 (3)	10†	-5	3	1300
	6	M1 Garand	7d	pi	5	1000/4200	8.5/0.6	3	8+1 (3)	10†	-5	3	1200
	6	M1903 Springfield	7d	pi	5	1000/4200	8/0.4	3	5+1 (3)	10†	-5	3	1100
2 mm GN	10	M72 Gauss Rifle	6d+2 (5)	pi -	7+2	1200/4800	8.5/0.4	4	20 (3)	10†	-4	2	25,000

Assault Rifles

Ammo	TL	Weapon	Damage	Type	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost
4.7 mm Caseless	7	H&K G11	5d	pi	4+2	400/3000	7/1	10	50 (3)	9†	-3	2(a)	2500
5.56 mm	7	Steyr Aug	5d	pi	5+2	500/3500	7.5/1	11	30+1 (3)	9†	-4	2	2000
	7	FAMAS	4d+2	pi	4	400/3000	7.5/1	17	30+1 (3)	9†	-3	2	1500
	7	AK 101 / 102 / 104 / 105	5d	pi	5	500/3500	6/1	10	30+1 (3)	9†	-4	2	1500
	7	M16A1	5d	pi	5	500/3500	6/1	12	30+1 (3)	9†	-4	2	1500
	8	Colt M4A1	4d+2	pi	5	400/3000	5/1	15	30+1 (3)	9†	-3	2	1700
	8	H&K XM8	4d+2	pi	4+2	400/3000	4/1	12	30+1 (3)	9†	-3	2	2000
	8	Bushmaster M-17s	5d	pi	4	400/3000	7.5/1	15	30+1 (3)	9†	-3	2	1500
5.56 mm & 20mm HE	8	H&K XM-29 SABR	4d+2	pi	4+2	400/3000	11/2.5	12	30+1 (3)	10†	-5	2	4000
			7d ex [3d]	cr	4+2	1000/1000		1	6 (3i)				
7.62 mm S (7.62x39 mm)	7	AK 47	5d+1	pi	5	1000/4200	8.5/2.5	10	30+1 (3)	10†	-5	3	1800
	8	AK 103	5d+1	pi	5	1000/4200	6.5/2.5	10	30+1 (3)	9†	-5	3	2000
7.62 NATO (7.62x51 mm)	6	M14	7d	pi	5	1000/4200	10/1.7	12	20+1 (3)	11†	-5	3	1800
	7	FN FAL	7d	pi	5	1000/4200	8.5/2.5	11	30+1 (3)	10†	-5	3	1800
	7	IMI Galil	7d	pi	5	1000/4200	8/2.2	11	25+1 (3)	10†	-5	3	1800
9x39 mm	7	OC-14 "Groza"	5d+1	pi	4	300/1000	6/1.8	12	20+1 (3)	10†	-3	2	2500

(a): Rcl 1 (recoilless) for 3 shots bursts.   *For notes on RoF and ST, see GURPS 4ed p. 268 – 271.*

SMGs (Look at GURPS 4ed. pp. 278 and High Tech p. 124 for more info on other SMGs.)

Guns (SMG) (DX-4, or most other Guns at -2)

Ammo	TL	Weapon	Damage	Type	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost
SMG 9mm	7	Calico M960	3d-1	pi	4	160/1900	4.5/2.5	13	50	10†	-4	2	1200
	7	Scorpio VZ83	2d+2	pi	2	140/1700	2.5/1	14	20	12	-2	3	1200
	7	H&K MP5	3d-1	pi	4	160/1900	5.5/1.5	13	30	10†	-4	2	1200
	7	Mini – Uzi	2d+2	pi	2	140/1700	5/1.1	15	25	12	-3	3	900
	7	Walther PML	3d-1	pi	4	160/1900	6/1.5	9	32	10†	-4	3	1200
	6	H&K MP38	3d-1	pi	3	160/1900	8/1.5	8!	32	10†	-4	2	700
SMG .45 ACP	6	Thomson "Tommy Gun"	2d+1	pi+	3	190/1750	10/2.5	11	50	11†	-4	3	1500
	6	M3A1 "Grease Gun"	2d+1	pi+	3	190/1750	8/1.5	8!	30	11†	-4	3	1500
	7	Ingram M10	2d	pi+	2	160/1500	6/1.5	18	30	13	-3	3	1300
SS190	8	FN P90	3d+2	pi -	3	200/1800	5/1.5	15	50	8†	-3	2	2200

Shotguns (Look at GURPS 4ed. pp. 279 and High Tech p. 104 for more info on other Shotguns.)

Guns (Shotgun) (DX-4, or most other Guns at -2)

Type	TL	Weapon	Damage	Type	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost
Double Shotgun	6	Winchester Sawed-off	1d+2	pi -	2	25/50	5/0.3	2 x 9	2	13	-4	1	300
	6	Beretta 470 Silverhawk	1d+1	pi -	3	50/125	6.5/0.3	2 x 9	2	10†	-5	1	350
Pump Shotgun	7	Benelli	1d+1	pi -	3	50/125	7/0.8	2 x 9	6*	10†	-5	1	400
	8	Beretta 1201FP Police	1d+1	pi -	3	50/125	5.7/0.8	2 x 9	9*	10†	-5	1	400
	7	Mossberg 590	1d+1	pi -	3	50/125	6.5/1.2	2 x 9	6*	10†	-5	1	450
Semi-auto and Auto Shotguns	8	Saiga	1d+1	pi -	3	50/125	7/1.2	3 x 9	8+1	10†	-5	1	1000
	8	H&K CAWS	1d+1	pi -	3	50/125	7.5/1.5	3 x 9	10+1	10†	-5	1	1200
	8	USAS 12	1d+1	pi -	3	50/125	11/3	4 x 9	20	11†	-5	1	2000
	8	Benelli M4	1d+1	pi -	3	50/125	7.5/0.8	3 x 9	6*	10†	-5	1	1500
	8	Jackhammer	1d+1	pi -	3	50/125	9/1.5	4 x 9	10	10†	-5	1	1800

(*): Reduce shotgun capacity by 1 if using 12G Magnum ammo. _For notes on RoF and ST, see GURPS 4ed p. 268 – 271._

Light Machine Gun (Look at GURPS 4ed. pp. 281 and High Tech p. 137 for more info on other Light Machine Guns.)

Guns (LMG) (DX-4, or other Guns at -2)

Ammo	TL	Weapon	Damage	Type	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost
4.7 mm Caseless	8	Vindicator Minigun	5d+1	pi	2	400/3000	30/15 (a)	100!	1000 (5)	14†M	-7	2	7000
5.56 mm	7	M249 Squad Auto Weapon	5d+1	pi	5	800/3500	15/7	12!	200 (5)	12†B	-6	2	3500
	7	SA80 Light Support Weapon	5d+1	pi	5+1	800/3500	15/1	12!	30 (3)	11†B	-5	2	3500
	8	Rockwell Minigun CZ4000	5d	pi	2	800/3500	30/25 (a)	100!	1000 (5)	15†M	-7	2	6000
7.62 mm	6	M60	7d	pi	5	1000/4200	20/6	9!	100 (5)	12†B	-6	3	3000
	6	FN MAG	7d	pi	5	1000/4200	26/6	15!	100 (5)	13†B	-6	2	3500
	8	Gatling M134	7d	pi	2	1000/4200	38/50 (a)	100!	1000 (5)	16†M	-8	2	8000
.50 BMG	6	Browning M2	13d+1	pi+	6	1800/7400	76+40/32	8!	100 (5)	20†M	-8	2	10,000

Guns (Grenade Launcher) (DX-4, or other Guns at -4)

Ammo	TL	Weapon	Damage	Type	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost
40 mm	7	M79 Grenade launcher	4d ex [2d]	cr	2	150/440	5.5/0.5	1	1 (3)	11	-3	2	3000

Guns (LAW) (DX-4, or other Gunner at -4)

Ammo	TL	Weapon	Damage	Type	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost
72 mm	8	Rockwell L72 Rocket Launcher	6d×3 ex	cr	3+1	300/1000	15/3	1	1 (4)	10†	-6	1	2500
84 mm	8	M136 AT4 LAW	6d×6 (10) ex	cr	3+2	330/2300	15	1	1 (-)	10†	-5	1	3500

Liquid Projector (Flamethrower) (DX-4, or other Liquid Projector at -4)

Ammo	TL	Weapon	Damage	Type	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost
Flamer Pack	6	Flambe 450 Flamethrower	3d	burn	-	50/50	70/20	jet	10	10†	-8	-	2000

Artillery (Guided Missile) (IQ-5)

Ammo	TL	Weapon	Damage	Type	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost
127mm	7	Hughes BGM-71D TOW 2	6dx12 (10) ex	cr	7	360/4165	172/62	1	1 (20)	20M†	-10	1	20,000

(a): in order to fire, all miniguns require a Micro Fusion Cell in addition to standard ammunition.

Beam Pistols (Look at GURPS 4ed. pp. 280 and Ultra Tech pp. 113-124 for more info on other Beam Weapons.)

Beam Weapons (Pistol) (DX-4, other Beam Weapons-4, or Guns (Pistol)-4)

Ammo	TL	Weapon	Damage	Type	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost
Small Energy Cell	9	Spasm Gun	1d-3 HT-4(2)	burn aff (b)	3	40/80	2.2/0.5	3	20 (3)	8	-2	1	2200
	10	Wattz 1600 Laser Pistol	3d (2)	burn	4	250/750	3/0.5	3	12 (3)	10	-2	1	1400
	10	Glock 86 Plasma Pistol	3d (5)	burn	3	300/900	4/0.5	3	8 (3)	11	-3	1	2800
	11	Alien Blaster	6d (3)	burn	4	100/200	1.5/0.5	4	10 (3)	7	-2	1	15,000
	10	YK32 Pulse Pistol	4d (10)	burn (b)	2	75/150	3/0.5	4	15 (3)	10	-3	1	12,500

Beam Weapons (Rifle) (DX-4, other Beam Weapons-4, or Guns (Rifle)-4)

Ammo	TL	Weapon	Damage	Type	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost
Micro Fusion Cell	9	H&K 31415 Laser Carbine	5d (2)	burn	6+1	700/2100	8/2.5	3	20 (3)	9†	-5	1	3500
	10	Wattz 3120b Laser Rifle	6d (2)	burn	8+3	1100/3300	15/2.5	3	20 (3)	10†	-6	1	5000
	10	Winchester P94 Plasma Rifle	6d (5)	burn	4	200/400	15/2.5	3	10 (3)	10†	-6	1	7000
	10	Turbo Plasma Rifle	8d (5)	burn	4	300/600	17/2.5	3	10 (3)	10†	-6	1	10,000
	10	YK42b Pulse Rifle	8d (10)	burn (b)	2	300/600	15/2.5	3	15 (3)	10†	-5	1	18,000

Beam Weapons (LMG) (DX-4, other Beam Weapons-4, or Guns (LMG)-4)

Ammo	TL	Weapon	Damage	Type	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost
Micro Fusion Pack	10	Gatling Laser	6d (2)	burn	2	700/2100	50/30	50!	500	15†M	-8	1	7500
	10	Plasmathrower	8d (5)	burn	-	50/50	50/30	jet	30	12†	-8	-	15,000

(b): these damages have the surge damage modifier (Gurps 4ed. P105)

Ammunition

		Rifle Ammunition
TL	**Abbreviation**	**Name**
6+	HP	Hollow Point
7+	AP	Armor Piercing
8+	APDS	Armor Piercing Discarding Sabot

Hollow Point: Improves damage type (i.e. pi becomes pi+) but ammo has Armor Divisor (0.5). Not designed for weapons already inflicting pi++ damage. Ammo price unchanged.

Armor Piercing: Damage type degrades if caliber < 20mm, Armor divisor (2) (pi- damage type unchanged). Ammo price ×2.

Armor Piercing Discarding Sabot: Same as AP, but range +50% and +1 damage per die. Ammo price ×5.

		Shotgun Ammunition
TL	**Abbreviation**	**Name**
7+	F	Flechette
7+	S	Slug
7+	APS	Armor Piercing Slug
8+	APDSS	Armor Piercing Discarding Sabot Slug
9+	EMPS	Electromagnetic Pulse Slug

Flechette: Armor divisor (2), range (75/160). Ammo price x2.

Slug: 5d pi++ damage, range (200/2000), RoF x×9 becomes RoF x. Ammo price unchanged.

Armor Piercing Slug: 5d (2) pi+ damage, range (200/2000), RoF x×9 becomes RoF x. Ammo price ×2.

Armor Piercing Discarding Sabot Slug: 6d+1 (2) pi+ damage, range (300/3000), RoF x×9 becomes RoF x. Ammo price ×5.

Electromagnetic Pulse Slug: 5d (10) burn damage, range (200/2000), Surge RoF x×9 becomes RoF x. Ammo price ×10.

		Other Ammunition
TL	**Abbreviation**	**Name**
7+	HE	High Explosive
7+	HEAP	High Explosive Armor Piercing
7+	T	Tracer

High Explosive: Damage: dmg/2 cr, ex[dmg/4] (dmg is the basic weapon damage). For all guns. Ammo price ×3.

High Explosive Armor Piercing: Same damage as HE, but adds armor divisor (10). For 20 mm, 40 mm and L72. Costs twice HE price.

Tracer: Adds +1 to gun skill when firing at RoF 3+ with an automatic gun. For any kind of ammo. Price +10%

Ammo Price and Weight			
Ammo	**Qty**	**Weight**	**Price**
Small Energy Cell	1	0.5	300
Micro Fusion Cell	1	2	800
Micro Fusion Pack	1	20	10,000
Flamer Pack	1	20	2,000
40 mm HE	2	1	500
HE Rocket	1	3	1500
EMP Rocket	1	4	4000

Ammo Price and Weight, Continued			
Ammo	**Qty**	**Weight**	**Price**
.22	20	0.15	15
.30	20	0.35	35
.357	20	0.7	70
.38 Sp	20	0.65	65
.44	20	1	100
.45	20	1	100
.45 LC	20	1	100
.454 Casull	20	1.1	120
.50 AE	20	1.1	120
9 mm	20	0.45	45
10 mm	20	0.45	45
2 mm GN	20	0.2	2000
4.7 mm	20	0.3	600
.223 / 5.56 mm	20	0.55	80
.308 / 7.62 mm	20	1.1	110
9×39 mm	20	1	100
.338 LM	20	1.8	200
SS 190	20	0.25	100
.50 BMG	10	3.3	350
14.5 mm	10	4.5	450
15.2 mm	10	3	3000
20 mm	5	2.8	280
12 Gauge	20	2.8	280

Usually Price=Weight(lbs)×100. Price listed is for black powder. White powder costs double.

Firearm Accessories		
Item	**Weight**	**Cost (bc)**
Low-light Laser Sight (LS; late TL7)	neg.	20
Tactical Light (FL; TL7)	0.2	20
Daylight Laser Sight (DL; late TL7)	0.1	650
Telescope Sight +1 (TS+1; TL7)	0.5	100
Telescope Sight +2 (TS+2; TL7)	1	250
Telescope Sight +3 (TS+3; TL7)	2	500
Digital Gun Camera (CAM; TL7)	1	500

Low-light Laser Sight (LS; late TL7): Adds +2 to hit in dim lighting, when the dot can be seen. In direct daylight, gives no bonuses.

Tactical Light (FL; TL7): Small flashlight mounted under the barrel. Adds +1 to hit at short distances of 25 yards or so in dim lighting conditions, when the lighted circle can be seen. Negates any darkness penalties for firing the gun within the 25 yard range.

Daylight Laser Sight (DL; late TL7): Adds +2 to hit when the dot can be seen. Works perfectly even in direct daylight.

Telescope Sight +1 (TS+1; TL7): Gives a +1 Acc bonus for aimed shots. Also improves Vision rolls by +1 when panning around the scenery, and by +2 when focused on a target.

Telescope Sight +2 (TS+2; TL7): Gives a +2 Acc bonus for aimed shots. Also improves Vision rolls by +2 when panning around the scenery, and by +4 when focused on a target.

Telescope Sight +3 (TS+3; TL7): Gives a +3 Acc bonus for aimed shots. Also improves Vision rolls by +3 when panning around the scenery, and by +6 when focused on a target.

Digital Gun Camera (CAM; TL7): When combined with a telescopic sight, allows the shooter to take pictures or short video films. the DeathCam setting takes a picture immediately after firing a shot.

Grenades, Land Mines and Incendiaries

After the nuclear war, the entire face of the wasteland is often littered with the remnants of the brutal conflict that ravaged the world. In addition to radiated hotspots and destroyed cities, old battlefields are often encountered where military hardware can be scavenged. Among those items prized by scavengers are military-grade explosives; this section details a broad selection of such items.

TL	Weapon	Damage	Wt.	Fuse	Cost	Notes
6	AN-M-8 HC Smoke Grenade	spec. (3 yd.)	1.5	2	15	1, 2
6	Molotov Cocktail	spec. (1 yd.)	1	Spec.	2	1, 7
6	RPG-6 Anti-Tank Grenade	8d(10) cr ex [2d]	2.5	Impact	10	1, 6
6	RPG-43 Anti-Tank Grenade	6d(10) cr ex	2.7	Impact	10	1, 6
7	AN-M14 TH3 Thermite Grenade	6d(10) burn	2	4	70	2, 4
7	M25A2 Tear-Gas Grenade	spec. (2 yd.)	1.5	2	25	2, 5
7	MA72 Blood Agent Grenade	spec. (2 yd.)	1	2	10	2, 4
7	Concussion Grenade	5dx2 cr ex	1	4	40	2
7	M26A1 Frag Grenade	8d+2 cr ex [2d]	1	4	25	1
7	M34 WP Grenade	2d cr ex [2d]	2	4	45	1, 3
7	M61 Frag Grenade	6dx2 cr ex [2d]	1	4	40	1
7	M67 Frag Grenade	6dx2 cr ex [3d]	1	4	40	1
8	EMP Grenade	spec. (2 yd.)	2	4	40	1
10	Glitter Grenade	spec. (3 yd.)	1	2	20	1
10	Radiation Grenade	spec. (3 yd.)	2	4	1000	1
10	Plasma Grenade	6d(10) cr ex	2	4	500	1

Throwing (Grenades) (DX-3 or Dropping-4)

Notes:

1. Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates as indicated by the fuse, depending on grenade type.

2. Fills a 3-yard radius with white smoke. The cloud lasts about 120 seconds under normal conditions.

3. Anyone hit by a fragment will take an additional 1d of burning damage each second for 20 seconds, or until the fragment is removed. See M-15WP (p. W98).

    Effect is directional through the base of the grenade if set upright. Any other orientation gives 6d(5) burn damage; if thrown, determine orientation randomly. Used to destroy equipment and light fires.

5. Fills a 3-yard radius with tear gas; see Tear Gas (p. B439). The cloud lasts about 80 seconds under normal conditions.

6. Equipped with a small parachute to insure the grenade lands correctly. -5 to Throwing skill roll to attack a non-horizontal target.

7. See Molotov Cocktails and Oil Flasks (GURPS 4ED Characters, p. 411).

AN-M8 HC Smoke Grenade (TL6): Smoke grenades are used to produce dense clouds of white smoke for signaling and screening, lasting 2 to 3 minutes. The smoke contains hydrochloric acid fumes that can irritate the eyes, throat and lungs. For that reason, if used in a closed space, protective masks should be employed by friendly forces.

If damaged with exposure of the filler material, spontaneous ignition can occur, particularly in the present of moisture and air.

Molotov Cocktail (TL6): The Molotov cocktail, also known as the petrol bomb, gasoline bomb, or Molotov bomb, is a generic name used for a variety of improvised incendiary weapons. Simple to make, they are frequently used by rioters.

Anti-Tank Grenade (RPG-6, RPG-43; TL6): This type of grenade appears to be a heavy black metal canister with a dial or two on top, allowing it to be set for a certain designated time (up to 60 seconds after being armed). The grenade uses highly explosive to blast straight through armor plate.

Because its explosive features a shaped charged designed to penetrate the armor of military vehicles, the anti-tank grenade ignores up to 10 DR if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

AN-M14 TH3 Thermite Grenade (TL7): The AN-M14 TH3 incendiary hand grenade is used to destroy equipment. It can damage, immobilize, or destroy vehicles, weapons systems, shelters, or munitions. The grenade may also be used to start fires in areas containing flammable materials.

A single thermite grenade can burn a hole through half an inch of hardened steel (DR 100); it produces its own oxygen and will even burn under water.

M25A2 Tear-Gas Grenade (TL7): Perhaps the most commonly used chemical grenade. This is a special-purpose bursting type of munition used for control of riots and for training purposes. The grenades are filled with chloracetophenone, a type of tear gas that causes irritation and watering of the eyes, resulting in temporary, partial, or total blindness. The body of the grenade is spherical and is made of plastic. It contains about 3.5 ounces of a mixture of CS and weighs about 7.5 ounces.

This grenade does not have a safety lever as other grenades do. To prevent the grenade from activating after the safety pin is removed, you must keep pressure on the top of the arming sleeve with the thumb of your throwing hand.

MA72 Blood Agent Grenade (TL7): This type of grenade jellifies the lungs of those who breathe it (chemicals used include mustard gas and chlorine gas). On the round that it is thrown, a grenade of this type fills 2 yards around it with a cloud of gas. It disperses after 10 minutes, though a moderate wind (11+ mph) disperses the gas in 4 minutes and a strong wind (21+ mph) disperses it in 1 minute. Each round a target remains in the gas, he must make an HT check or suffer 2d damage.

Concussion Grenade (TL7): This type of grenade appears to be a cardboard cylinder with a metal end; when detonated, it explodes in a deafening and concussive blast. This type of grenade deals nonlethal damage. If the nonlethal damage exceeds the target's Fatigue rating, the target must make an HT check or be knocked unconscious.

Fragmentation Grenades (M26A1, M61, M67; TL7): The fragmentation grenade (commonly known as a "frag") is an anti-personnel weapon that is designed to disperse shrapnel upon exploding. The body is made of hard plastic or steel. Flechettes, notched wire, ball bearings or the case itself provide the fragments. When the word "grenade" is used without specification, and context does not suggest otherwise, it is generally assumed to refer to a fragmentation grenade.

M34 WP Grenade (TL7): This is a bursting type grenade, scattering white phosphorus particles over a 25 yard diameter area, causing 1d of burning damage each second for 20 seconds, or until the fragment is removed.

WP produces an instantaneous dense white smoke upon exposure to air, burning at 5000°F for 60 seconds. WP grenades were developed for screening purposes, but they were found to be effective anti-personnel weapons as well.

EMP Grenade (TL8): This type of grenade comes in a variety of forms, from hand-held grenades to grenade launcher shells, to rockets, missiles, and even artillery shells. The bomb, when it explodes, creates an incredible dampening field that confuses, jams, and creates a general "haywire" effect on electrical equipment in the area of effect. This temporarily shorts-out all forms of electronic equipment (including powered weapons and armor) within the burst radius for 1d+2 minutes.

Glitter Grenade (TL10): This type of grenade utilizes a sheath of finite chromium crystals around a central detonator core of explosives. When detonated, the grenade explodes into a cloud of glittery reflective particles, which reflect and diffuse laser light shot at or through the cloud. The grenade is used as a deterrent/screen, preventing lasers from being fired in its area of effect. On the round that it is thrown, a grenade of this type fills the three yards around it with a cloud of glitter. It disperses after 10 minutes, though a moderate wind (11+ mph) disperses the glitter in 4 minutes and a strong wind (21+ mph) disperses it in 1 minute. Lasers will not affect targets in or fire through the glitter cloud. Targets within the cloud have an effective 1⁄4 cover.

Radiation Grenade (TL10): This type of insidious grenade, when detonated, emits a cloud of quickly expanding uranium hexaflouride - creating a radioactive cloud of acid gas in the area of effect. On the round that it is thrown, a grenade of this type fills the three yards around it with a cloud of radioactive acid gas. It disperses after 10 minutes, though a moderate wind (11+ mph) disperses the gas in 4 minutes and a strong wind (21+ mph) disperses it in 1 minute.

Each round a target remains in the gas cloud, it suffers 1d damage as well as exposure to high or severe radiation (see GURPS 4ed, pg. 435-436).

Plasma Grenade(TL10): The super-advanced plasma grenade is the ultimate in anti-personnel grenades. The compact device contains an internal cylinder kept under constant magnetic pressure, inside of which is sustained a super-heated gas (i.e. "plasma"). When detonated, the plasma grenade explodes with a flash of pure energy, tearing through flesh and metal plate with equal ease.

These grenades are exceptionally powerful, but are hard to maintain; they must be kept in a powered crate when not in use to maintain the plasma field (otherwise, the grenades become unstable and detonate after 1-4 days once their power holding is gone).

Explosives (IQ-5 and others)						
TL	Weapon	Damage	Wt.	Fuse	Cost	Notes
6	Dynamite (per stick)	10d cr ex	0.5	var.	150	- - -
7	Composition C4 (block)	7d×2 cr ex	1.25	var.	200	- - -
7	M25 Anti-personnel Mine	2d cr ex	0.25	0	200	- - -
7	M16A1 Anti-personnel Mine	3dx2 [2] cr ex	8	0	500	- - -
7	M18A1 "Claymore" Mine	6dx3 cr ex	3.5	- - -	200	1
8	Satchel Charge A	3d cr ex	2	- - -	500	- - -
8	Satchel Charge B	6d cr ex	4	- - -	1000	- - -
8	Satchel Charge C	10d cr ex	8	- - -	1500	- - -

1. Fires a multiple-projectile attack (p. B409) to the front: Dmg 2d(0.5) pi-, Range 55/270, RoF 1x700, Rcl 1.

Dynamite (TL6): Dynamite was invented in 1867 to circumvent the problems of nitroglycerin. It consists of nitroglycerin soaked into a stabilizing material, such as kieselguhr (diatomaceous earth) or sawdust, to make it more difficult to detonate.

It's so safe that it won't explode if set on fire. (It burns beautifully, too.) Dynamite must be detonated by the shock of an explosion – typically by a blasting cap that is itself set off electrically or by a burning fuse.

Composition C4 (TL7): Plastic explosives – also called "plastique" – consist of high explosives mixed with binding agents ("plasticized") to make them pliable. Their texture is similar to plastic putty, allowing them to be cut and formed to shape. They're also extremely stable, only exploding if set off by a detonator or another explosion. These factors make plastic explosives easy to work with and highly effective – they account for the majority of special-ops demolition jobs and well-planned terrorist bombings.

Anti-Personnel Mine (M25, M16A1; TL7): Anti-personnel mines are a form of mines designed for use against humans as opposed to anti-tank mines, which are designed for use against vehicles.

M18A1 Claymore (TL7): This directional, above-ground weapon consists of a convex block of C4 explosive with 700 steel pellets embedded in the front, enclosed in a plastic case about the size of a pocket book.

It comes in a 5-lb. bandoleer with blasting cap, 33-yard wire, and 0.75-lb. military blasting machine. With its folding legs deployed, the mine is pointed toward the desired area of effect and can be detonated remotely or by tripwire.

Satchel Charge A (TL8): The smallest type of "damage pack", this weapon is roughly the size of a remote control. They were used primarily for covert detonation, but are still highly useful.

Satchel Charge B (TL8): The standard demolition charge, still easily transportable by the foot soldier, the B charge is roughly the size of a small portable radio.

Satchel Charge C (TL8): This type of detonation device is the largest of the satchel charges, being roughly the size of an attaché case.

Wasteland Armors

Armor Generalities:

- *Weight (Wgt.):* The first number corresponds to the body armor weight the second one to the leggings or pants weight and the third one to the arms armor weight.

  If there is a single weight, armor is always a full suit with an helmet.

Armor Special Properties:

[1]: Split DR # first number for piercing and cutting damage, second for other damages.

[2]: Split DR # first for a torso, skull or underfoot hit, second for other locations.

[3]: DR applies only to electrical damage. DR 6 against other damage types.

[4]: Provides the Sealed advantage (with H2 helmet only). Requires NBC Suit skill.

[5]: Biomedical sensors for remote monitoring: +1 to Diagnosis skill when examining the wearer. Armor Suit is also climate controlled.

[6]: Gives +7 Lifting and Striking ST. (+10 for the Enclave Advanced Power Armor). Provides the advantages: Doesn't Breathe (for 12 hours), Vacuum Support, Sealed and Protected Smell. Requires Battlesuit skill. Powered by a small micro-fusion reactor (TL 10 for the reactor), the suit will work for over 100 years. Armor provides PF 10 against radiation (and as it is sealed, it totally protects from fallout). Don't count armor weight toward encumbrance.

[*]: Flexible armor.

Helmets Special Properties:

[H1]: Provides the Protected Vision advantage.

[H2]: Provides Filter Lungs, Protected Smell.

[H3]: Provides Protected Hearing, Radio, Protected Vision, Infravision, Night Vision 9 and Telescopic Vision 1.

[H4]: Gives Hyperspectral Vision.

[H5]: Gives the No Peripheral Vision disadvantage.

51

Helmets

TL	Armor	Location	DR	Wt.	Price	Notes
1	Leather Helm	skull, face	2	0.5	60	
3	Greathelm	skull, face, neck	6	10	150	H5
6	Steel Pot	skull	4	3	250	
6	Gas Mask	eyes, face	2	4	500	H2,H5
7	Frag Helmet	skull	5	3	300	
7	+ Visor	eyes, face	1	+ 1.5	+70	H1
8	Combat Helmet	skull	12	3	700	
8	+ Visor	eyes, face	10	+3	+250	H1
9	Combat Helmet Mk II	skull	18	3	1500	
9	+ Visor	eyes, face	15	+3	+500	H1
9	BOS Hardsuit Helmet	head	18/12	5	5000	2,H2,H3
7	Reaver Helmet	head	4	6	1000	H2
7	Reaver Helmet Mk II	head	6	7	1200	H2
3	Super Mutant Helmet	skull, face, neck	7	15	300	H2

Standard Armors

TL	Armor	DR	Wt.	Price	Notes
1	Leather Jacket	1	5/3/-	250	*
2	Combat Leather Jacket	2	7/4/-	1000	*
1	Leather Armor	2	10/4/2	700	
2	Leather Armor Mk II	3	12/5/3	1000	
3	Metal Armor	5	35/20/15	1100	
4	Metal Armor Mk II	6	35/20/15	1900	
8	Combat Armor	12/5	9/55/3	6500	1,*
8	Combat Armor Mk II	20/10	10/6/3	8000	1,4,5,*
9	Tesla Armor	30	35	4500	3
2	Raider Armor	3	15/8/6	800	
3	Enhanced Raider Armor	4	25/15/10	1200	
2	Ghoul Armor	2	10/4/2	750	*
3	Enhanced Ghoul Armor	3	12/5/3	1000	
3	Super Mutant Armor	5	50/30/15	3000	
4	Super Mutant Armor Mk II	6	60/35/20	4000	
7	Reaver Armor	8/4	15/310 /6	2000	1, H1,H2
7	Reaver Armor Mk II	12/6	20/512 /8	3500	1, H1,H2
8	BOS NBC Armor	12/5	45	9000	1,4,5,H1,H2
9	BOS NBC Armor Mk II	20/10	55	10,000	1,4,5,H1,H2
9	Hei Gui Armor	20/10	10/6/3	14,500	1,4,5,*
8	T-45d Power Armor	200/120	800	270,000	2,5,6,H2,H3
9	T-51b Power Armor	70/50	180	90.000	2,5,6,H2,H3
10	Advanced Power Armor	100/75	165	150,000	2,5,6,H2,H3
10	ATHENA Power Armor	150/100	480	300,000	2,5,6,H2,H3
10	HERMES Power Armor	150/100	480	300,000	2,5,6,H2,H3

Leather Jacket: A heavy black leather biker jacket of pre-war manufacture. There are a lot of these floating around the wasteland, and make for relatively cheap protection.

Combat Leather Jacket: An improvement over the basic Leather Jacket, the Combat model is mounted with studs, bits of metal, etc. in all the vital places.

Leather Armor: A lightweight armor made from padding covered with tanned brahmin hide. Originally designed for Motorcycle Football and other dangerous contact sports, leather armor is a popular choice among the scum of the wasteland.

Mark II leather armor is simply an improved version with extra layers of protection.

Metal Armor: Metal armor consists of polished metal plates (old street signs and such), crudely forming a suit of armor. Mark II metal armor is simply a more finely crafted version of the same armor (think plate mail).

Combat Armor: Combat Armor is a high-tech armor made from advanced defensive polymers, intended as an advanced personal armor for the 22nd century police officer or military trooper. It is highly effective against most types of damage, and is relatively lightweight.

Combat Armor Mark II (or Brotherhood armor) is a superior version of Combat Armor produced by the Brotherhood of Steel, who have made many improvements over the standard version. The armor is issued to all Initiates of the Brotherhood of Steel.

Tesla Armor: Tesla Armor was constructed from plans left by Nikola Tesla decades before the war started.

Though his plans looked completely insane, they worked like a charm. The result was a metal shining armor providing superior protection against energy attacks thanks to the three Tesla Attraction Coil Rods which disperse a large percentage of directed energy attacks. Against conventional weaponry it acts as regular metal armor.

Raider Armor: Raider Armor is worn by various raider gangs. It consists of rough leather panels held together with wire and string.

Enhanced Raider armor (also called "Vandal armor") is a superior version of the basic Raider Armor, incorporating metal plating under the leather panels.

Ghoul Armor: Ghoul Armor is a light leather armor designed by and for a ghoul's slender frame.

Enhanced Ghoul armor is a mixture of leather and metal patches, all held together by rubber straps. Enhanced Ghoul Armor may only be worn by ghouls (or abnormally slender humans).

Super Mutant Armor: A crude armor that uses straps of leather and metal bands to form a sparse but effective covering. It is designed to only fit a super mutant.

Super Mutant Armor Mk II is a somewhat heavier armor using lightweight plastic straps and metal encased in leather panels. It can only be worn by super mutants.

Reaver Armor: Reaver Banding is an armor worn by members of the Reaver cult. An effective armor made from woven cloth interspersed with steel cables.

Reaver Armor Mk II is a bulky but effective armor that combines woven steel cables with plates and interlocking steel mesh, encased in cloth panels.

Environmental Armor: Environmental Armor was developed for use in heavily contaminated environments, and is prized in the wasteland for its ability to protect against biological threats. This Armor affords the wearer protection against harmful airborne agents and radiation.

Eastern Brotherhood of Steel Knights are sometimes dressed in Environmental Armor. This protects them against radiation, chemical and biowarfare agents. Of course, it also helps with the Brahmin smell.

Environmental Armor Mark II is an advanced version of the regular Environmental Armor, developed for use in heavily contaminated environments, and is prized in the wasteland for its ability to protect against biological threats.

Hei Gui Armor: The Chinese solution to invasion by U.S. forces in power armor was its Hei Gui stealth armor, worn by elite Chinese "Black Ghost" counterinsurgency/terror units. The suit has active camouflage systems (+5 bonus to Stealth skill, And removes the penalty for hiding without a natural hiding place) as well as technology that enhances reflexes (provides the Combat Reflexes advantage). Standard onboard systems include GPS, hearing protection, and biomedical sensors. Its helmet electronics include a hyperspectral visor, a medium radio, and a small laser comm.

Hei Gui armor will run for a week on a small energy cell, a month on a micro fusion cell, and a year on a micro fusion pack. Hei Gui armor requires the Battlesuit skill.

Hei Gui technology was also the basis for the unstable "Stealth Boy" wrist units developed in the U.S.

T-45d Power Armor: The T-45d Infantry Armor was an early Power Armor model (a "Combat Walker", see Ultra-Tech pg.182), the first one to be used in military operations. T-45d armor will run for a week on a small energy cell, a month on a micro fusion cell, and a year on a micro fusion pack.

In 2067, the first suit of T-45d Power Armor was deployed in Alaska during the Anchorage Reclamation. While lacking the full mobility of future versions like the T-51b, this Power Armor was incredibly effective against Chinese tanks and infantry. Its ability to carry heavy ordinance became key in various localized conflicts, and it had the power to destroy entire towns without endangering the wearer.

T51b Power Armor: T-51b Powered Infantry Armor or Power Armor was the peak of armored infantry technology before the Great War, developed in the West Tek Research Facility laboratories. Now, only the most technologically advanced factions with ties to pre-War military or government, such as the Brotherhood of Steel or the Enclave, have access to this type of armor.

The armor is fitted with a back-mounted TX-28 MicroFusion Pack which generates 60,000 Watts during its lifetime, to power the HiFlo hydraulic systems built into the frame of the suit. Made of the poly-laminate composite, the outer shell of the T-51b is lightweight and capable of absorbing over 2500 Joules of kinetic impact. The 10 micron silver ablative coating can reflect laser and radiation emissions without damage to the composite subsurface. It usually has enough fuel to last a hundred years.

The Brotherhood of Steel does not possess the technology required to manufacture new Power Armor and relies only on pre-war suits. Power Armor is worn only by Brotherhood paladins. In the Enclave, this armor is seen as obsolete, as it was replaced by Advanced Power Armor and Advanced Power Armor Mk II, though it should be noted that it is still used by soldiers who have not been issued the newer armor most likely due to slow production rates.

Advanced Power Armor: Advanced Power Armor is an advanced armor invented and used by the Enclave. A few captured models are also used by the Eastern Brotherhood.

This powered armor is composed of lightweight metal alloys, reinforced with ceramic castings at key points. The motion-assist servo-motors appear to be high quality models as well. This power armor model was constructed by the Enclave after the Great War, as opposed to the pre-War T-51b.

ATHENA Power Armor: An incomplete power armor project pioneered by the Enclave in conjunction with Poseidon Energy. According to initial tests, it had defensive capabilities above and beyond any other infantry armor in use before the apocalypse. This is essentially the Command Battlesuit from Ultra-Tech pg. 184.

HERMES Power Armor: Developed by a division of Poseidon Energy working in conjunction with the Department of Defense, HERMES armor was intended to be the next generation of combat armor used by elite light combat troops. HERMES armor never moved out of the prototype phase because members of the U.S. shadow government, the Enclave, tried to keep its development secret. This is essentially the Scout Battlesuit from Ultra-Tech pg. 184.

CHAPTER 13: A WASTELAND BESTIARY

This section contains mutant animals/creatures common to the post-nuclear world of Fallout. For more mundane animals like dogs or cats, see GURPS Basic Set 4ed pgs. 455-461.

Statistics of the creatures are in GURPS terms, except the 'Other Attributes' bit, which includes special features not otherwise obvious from the statistics, explanations of these terms follow:

- **Aggressive:** Critter attacks anything not of the same or related species at sight, sometimes even if the opponent is much bigger.

- **Hive:** The species forms a hive-like community, much like ants or bees. With the cooperative efforts, a hive can accomplish much more than any single critter could, and can coordinate their efforts much better than an ordinary pack could. Hive creatures always build some kind of a hive, which they defend fiercely against any intruders.

- **Pack:** Critter is from a species which prefers to move around in small groups.

- **Territorial:** Creature occupies an area of it's choice, and is very keen on keeping it for itself, attacking any trespassers with the intent to either kill or to chase them away. It does not much care about what goes on outside of it's turf.

- **Solitary:** the Critter usually hunts alone.

RATS

Mutant Rat

Description: Larger and meaner mutated version of a common rat.

ST: 6	**HP:** 6	**Speed:** 5.50
DX: 12	**Will:** 10	**Move:** 6
IQ: 3	**Per:** 11	
HT: 10	**FP:** 10	**SM:** -3 (2' long); 10-20 lbs.
Dodge: 9	**Parry:** N/A	**DR:** -

Bite (12): 1d-4 cut.

Claw (12): 1d-3 crush.

Traits: Wild Animal; Combat Reflexes; Sharp Teeth; Blunt Claws; Nightvision 2.

Skills: None.

Class: Wild Animal.

Notes: Aggressive; Pack.

Tough Mutant Rat

Description: Even tougher and bigger version of a mutant rat.

ST: 8	**HP:** 8	**Speed:** 6
DX: 12	**Will:** 10	**Move:** 6
IQ: 3	**Per:** 11	
HT: 12	**FP:** 12	**SM:** -2 (3' long); 20-30 lbs.
Dodge: 9	**Parry:** N/A	**DR:** 2

Bite (14): 1d-4 cut.

Claw (14): 1d-3 crush.

Traits: Wild Animal; Combat Reflexes; DR 2; Sharp Teeth; Blunt Claws; Nightvision 2.

Skills: Brawling -14.

Class: Wild Animal.

Notes: Aggressive; Pack.

Pigrat

Description: Nasty small critter which looks like a mixture of pig and hairless rat.

ST: 11   **HP:** 11   **Speed:** 6.25
DX: 12   **Will:** 11   **Move:** 7
IQ: 4   **Per:** 12
HT: 13   **FP:** 13   **SM:** -1 (4.5' long); 20-40 lbs.
Dodge: 10   **Parry:** N/A   **DR:** 1

Bite (14): 1d-1 cut.

Claw (14): 1d crush.

Traits: Wild Animal; Combat Reflexes; DR 1; Sharp Teeth; Blunt Claws; Bad Temper (12); Nightvision 2.

Skills: Brawling -14.

Class: Wild Animal.

Notes: Aggressive; Pack.

Greater Pigrat

Description: A larger version of the common Pigrat.

ST: 15   **HP:** 15   **Speed:** 6.50
DX: 12   **Will:** 12   **Move:** 8
IQ: 4   **Per:** 12
HT: 14   **FP:** 14   **SM:** 0 (4' long); 30-50 lbs.
Dodge: 10   **Parry:** N/A   **DR:** 2

Bite (14): 1d+1 cut.

Claw (14): 1d+2 crush.

Traits: Wild Animal; Combat Reflexes; DR 2; Sharp Teeth; Blunt Claws; Bad Temper (12); Nightvision 2.

Skills: Brawling -14.

Class: Wild Animal.

Notes: Aggressive; Pack.

Molerat

Description: It looks a bit like a mixture of a mole and a rat, except that it is almost the size of a small bear.

ST: 13   **HP:** 13   **Speed:** 5.75
DX: 11   **Will:** 10   **Move:** 5
IQ: 4   **Per:** 9
HT: 12   **FP:** 12   **SM:** 0 (6' long); 100-350 lbs.
Dodge: 8   **Parry:** N/A   **DR:** 2

Bite (14): 1d cut.

Claw (14): 1d-3 crush.

Traits: Wild Animal; DR 2; Temperature Tolerance 2; Sharp Teeth; Blunt Claws.

Skills: Brawling -14.

Class: Wild Animal.

Notes: Aggressive; Pack.

Greater Molerat

Description: As the standard Molerat, only bigger.

ST: 18   **HP:** 18   **Speed:** 6
DX: 11   **Will:** 11   **Move:** 6
IQ: 5   **Per:** 9
HT: 13   **FP:** 13   **SM:** +1 (9' long); 500-800 lbs.
Dodge: 9   **Parry:** N/A   **DR:** 2

Bite (14): 1d+2 cut.

Claw (14): 1d+3 crush.

Traits: Wild Animal; DR 2; Temperature Tolerance 2; Sharp Teeth; Blunt Claws.

Skills: Brawling -14.

Class: Wild Animal.

Notes: Aggressive; Pack.

INSECTS & ARACHNIDS

Mutant Praying Mantis

Description: A three foot long mutated praying mantis, these move around the wasteland in big swarms and try to eat up almost anything plant or meat-based, including people. Large enough swarm can make short work of a small farming community.

ST: 9   **HP:** 18   **Speed:** 6
DX: 12   **Will:** 12   **Move:** 8
IQ: 2   **Per:** 10
HT: 12   **FP:** 13   **SM:** -2 (3' long); 100-350 lbs.
Dodge: 10   **Parry:** N/A   **DR:** 1

Claw (14): 1d cut.

Traits: Wild Animal; DR 1; Combat Reflexes; Sharp Claws.

Skills: Brawling -14.

Class: Wild Animal.

Notes: Aggressive; Pack.

Small Cockroach

Description: These cockroaches would not be so small by pre-war standards - They are about one foot in size, and eat anything they can chew through, including careless people. Not too dangerous singly, but often move around in small swarms.

ST: 3   **HP:** 6   **Speed:** 5.50
DX: 11   **Will:** 10   **Move:** 5
IQ: 2   **Per:** 10
HT: 11   **FP:** 11   **SM:** -4 (1.5' long); 10-15 lbs.
Dodge: 8   **Parry:** N/A   **DR:** 1

Bite (12): 1d-6 crush.

Acid (12): 1d-3 corrosive

Traits: Wild Animal; DR 1; Toxic Attack (½D 15, Max 15, Acc 3, RoF 1, Rcl 1); Weak Bite.

Skills: Brawling -12; Acid Throwing -12.

Class: Wild Animal.

Notes: Territorial; Pack.

Big Cockroach

Description: Larger more heavily mutated version of a cockroach, this critter can grow bigger than a man. It spits poisonous slime at range, and tries to gnaw apart anything which gets to melee distances.

ST: 9   **HP:** 9   **Speed:** 5.50
DX: 11   **Will:** 10   **Move:** 5
IQ: 2   **Per:** 10
HT: 11   **FP:** 11   **SM:** -2 (3' long); 100-300 lbs.
Dodge: 8   **Parry:** N/A   **DR:** 2

Bite (12): 1d-3 crush.

Acid (12): 1d-2 corrosive

Traits: Wild Animal; DR 2; Toxic Attack (½D 15, Max 15, Acc 3, RoF 1, Rcl 1); Weak Bite.

Skills: Brawling -12; Acid Throwing -12.

Class: Wild Animal.

Notes: Territorial; Pack.

Giant Ant

Description: It's an ant, except that it is the size of a not-so small dog. Usually build their hives in underground tunnel networks, often using existing caves/mines and expanding on them.

ST: 11	**HP:** 11	**Speed:** 5.50
DX: 11	**Will:** 12	**Move:** 10
IQ: 2	**Per:** 10	
HT: 11	**FP:** 11	**SM:** -4 (1.5' long); 20-30 lbs.
Dodge: 8	**Parry:** N/A	**DR:** 3

Bite (12): 1d-2 cut.

Traits: Wild Animal; DR 3; Lifting ST 5; Sharp Teeth.

Skills: Brawling -12.

Class: Wild Animal.

Notes: Territorial; Hive.

Radscorpion

Description: Looks like an emperor scorpion, except that it is a lot bigger and sometimes hunts in packs. Can grow to a length of several yards. Often uses a nasty tactic of digging itself under soil, lying in ambush untill the prey comes close enough.. Radscorpion Antidote can be made from radscorpion tails, which are worth 12 bottlecaps and weigh about 10-20 lbs, usually giving enough materials for 1-2 doses of antidote per tail.

ST: 7	**HP:** 7	**Speed:** 6
DX: 12	**Will:** 10	**Move:** 7
IQ: 2	**Per:** 12	
HT: 12	**FP:** 12	**SM:** -4 (1.5' long); 20-30 lbs.
Dodge: 10	**Parry:** N/A	**DR:** 2

Claw (14): 1d-3 cut/imp.

Sting (14): 1d-1 imp + Poison.

Traits: Wild Animal; Combat Reflexes; DR 2; Long Impaling Striker (Tail, Toxic Attack); Claws (Talons).

Skills: Brawling -14.

Class: Wild Animal.

Notes: None.

Greater Radscorpion

Description: Like a standard Radscorpion, only bigger.

ST: 15	**HP:** 15	**Speed:** 6
DX: 12	**Will:** 11	**Move:** 8
IQ: 2	**Per:** 12	
HT: 12	**FP:** 12	**SM:** -2 (3' long); 100-300 lbs.
Dodge: 10	**Parry:** N/A	**DR:** 3

Claw (14): 1d+2 cut/imp.

Sting (14): 1d+3 imp + Poison.

Traits: Wild Animal; Combat Reflexes; DR 3; Long Impaling Striker (Tail, Toxic Attack); Claws (Talons).

Skills: Brawling -14.

Class: Wild Animal.

Notes: None.

Giant Wasp

Description: About one foot long wasp. Usually not aggressive, unless their hive is threatened.

ST: 6	**HP:** 6	**Speed:** 6.50
DX: 14	**Will:** 12	**Move:** 6 (12 Flight)
IQ: 3	**Per:** 10	
HT: 12	**FP:** 12	**SM:** -4 (1.5' long); 5-10 lbs.
Dodge: 9	**Parry:** N/A	**DR:** 2

Sting (12): 1d-2 imp + Poison.

Traits: Wild Animal; DR 2; Impaling Striker (Sting); Flight.

Skills: Brawling -12.

Class: Wild Animal.

Notes: Territorial; Hive.

Insect Section Notes:

- *Radscorpion Venom:* Follow-up poison, 30 sec delay, HT-3 to resist. 1d damage, repeating every 30 min, for 8 cycles.

- *Cockroach Acid:* see GURPS p428 if acid splashes on the face.

- *Giant Wasp Venom:* Follow-up poison, 30 sec delay, HT-3 to resist. 1d damage, repeating every 30 min, for 8 cycles. People allergic to wasp-stings go into anfylactic shock, and die automatically without immediate medical treatment - Anfylactic shock occurs on a natural 18 HT roll to resist the poison.

MAMMALS

Brahmin

Description: Two-headed cow. This mutant strain has effectively replaced the pre-war species of cows in the post-nuclear world. Easily domesticated. Monetary value of a domesticated and trained brahmin in good shape is about 1000 bottlecaps. Often used as a draft animal to pull caravan trailers, either singly or in pairs.

ST: 22	**HP:** 22	**Speed:** 5.60
DX: 8	**Will:** 12	**Move:** 4
IQ: 4	**Per:** 10	
HT: 14	**FP:** 14	**SM:** +2 (3 Hexes); 2,500 lbs.
Dodge: 8	**Parry:** N/A	**DR:** 2 (Skulls only)

Horn Gore (8): 2d+2 impaling.

Bite (8): 2d-3 crush.

Traits: Domesticated Animal; DR 2 (Skulls only); Enhanced Move 1 (Ground Speed 8); Impaling Striker (Horns); Neutered; Quadruped; Weak Bite.

Skills: None.

Class: Domesticated Animal.

Notes: None.

Feral Dog

Description: Man's best friend (before the war anyway), dogs now run in feral packs, bringing down whatever game they can.

ST: 9   **HP:** 9   **Speed:** 5.75
DX: 11   **Will:** 10   **Move:** 10
IQ: 4   **Per:** 12
HT: 12   **FP:** 12   **SM:** -2 (3' long); 50-75 lbs.
Dodge: 8   **Parry:** N/A   **DR:** 0

Bite (13): 1d-2 cut.

Claw (13): 1d-1 crush.

Traits: Wild Animal; Discriminatory Smell; Sharp Teeth; Blunt Claws.

Skills: Brawling -13; Tracking -13.

Class: Wild Animal.

Notes: Territorial; Pack.

Wolf

Description: The wolf packs of post-apocalyptic America are in constant competition for food with roaming packs of feral dogs.

ST: 10   **HP:** 10   **Speed:** 6
DX: 12   **Will:** 11   **Move:** 9
IQ: 4   **Per:** 14
HT: 12   **FP:** 12   **SM:** -1 (4' long); 100-125 lbs.
Dodge: 9   **Parry:** N/A   **DR:** 1

Bite (14): 1d-2 cut.

Claw (14): 1d-1 crush.

Traits: Wild Animal; Discriminatory Smell; DR 1; Temperature Tolerance 1; Night Vision 2; Sharp Teeth; Blunt Claws.
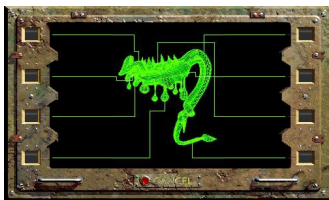
Skills: Brawling -14; Tracking -14.

Class: Wild Animal.
Notes: Territorial; Pack.

MUTANTS

Floater

Description: A weird mutant creature, consisting of a plate-like head and strong stalk/leg which it uses for movement, giving an illusion of a floating head. Does not bear resemblance to any pre-war animal species. Attacks by lashing out with a sharp long tongue.

ST: 9   **HP:** 14   **Speed:** 7
DX: 12   **Will:** 11   **Move:** 6
IQ: 4   **Per:** 10
HT: 14   **FP:** 14   **SM:** -2 (3' long); 50-150 lbs.
Dodge: 11   **Parry:** N/A   **DR:** 3

Bite (14): 1d-2 cut + toxic attack.

Traits: Wild Animal; DR 10 (vs. non-energy damage); Combat Reflexes; Night Vision 4; Toxic Attack (bite); Sharp Teeth.

Skills: Brawling -14.

Class: Mutant.

Notes: Aggressive.

- **Mutant's Toxic Attack:** Inflicts 1 rad per point of damage, plus poison.
- **Mutant's Poison:** Follow up poison, no delay, HT-4 to resist. Inflicts 2d toxic damage.

Very Nasty Floater

Description: As above, but bigger, tougher and much meaner.

ST: 16   **HP:** 21   **Speed:** 7
DX: 12   **Will:** 11   **Move:** 6
IQ: 4   **Per:** 10
HT: 16   **FP:** 16   **SM:** 0 (6' long); 150-300 lbs.
Dodge: 11   **Parry:** N/A   **DR:** 4

Bite (14): 1d+1 cut + toxic attack.

Traits: Wild Animal; DR 10 (vs. non-energy damage); Combat Reflexes; Night Vision 4; Toxic Attack (bite); Sharp Teeth.

Skills: Brawling -14.

Class: Mutant.

Notes: Aggressive.

- **Mutant's Toxic Attack:** Inflicts 1 rad per point of damage, plus poison.
- **Mutant's Poison:** Follow up poison, no delay, HT-4 to resist. Inflicts 2d toxic damage.

Centaur/Chimera

Description: A Centaur looks like a random hodgepodge of body parts from many different animal species, has several legs and at least two if not three heads. Hit locations provide no damage multiplier to attacks, because the critter has several 'backup' vital organs.

ST: 14   **HP:** 14   **Speed:** 6.5
DX: 12   **Will:** 11   **Move:** 5
IQ: 5   **Per:** 10
HT: 14   **FP:** 14   **SM:** 0 (6' long); 100-300 lbs.
Dodge: 10   **Parry:** N/A   **DR:** 2

Bite (12): 1d-1 cr + toxic attack.

Traits: Wild Animal; Combat Reflexes; Night Vision 4; Toxic Attack (bite).

Skills: Brawling -12.

Class: Mutant.

Notes: Aggressive.

- **Mutant's Toxic Attack:** Inflicts 1 rad per point of damage, plus poison.
- **Mutant's Poison:** Follow up poison, no delay, HT-4 to resist. Inflicts 2d toxic damage.

Wannamingos (Flayers)

Description: Strange 'xenomorph' organism with two legs, two tentacles, thick chitin armor plating and long smooth rounded head with no obvious sensory organs. Usually seen moving in groups with apparent sense of purpose, much like hive-minded insects. Though some believe Wannamingos to be extraterrestrials, they are actually the initial result of the same series of Enclave genetic experiments that resulted in the Deathclaw.

ST: 14   **HP:** 19   **Speed:** 7
DX: 12   **Will:** 11   **Move:** 8
IQ: 4   **Per:** 11
HT: 14   **FP:** 14   **SM:** -1 (4.5' long); 100-200 lbs.
Dodge: 11   **Parry:** N/A   **DR:** 3

Bite (15): 1d cut.

Tentacle Flail (15): 1d+2 (2) pi

Traits: Wild Animal; DR 10 (vs. non-energy damage); Combat Reflexes, Long Piercing Striker; Night Vision 4; Sharp Teeth.

Skills: Brawling -15.

Class: Mutant.

Notes: Territorial; Hive.

56

Wannamingo Queen

Description: Larger than other Wannamingos, the queen lays eggs from which her brood are born. Usually stays in the hive and guards the eggs, but can be extremely dangerous to any trespassers who accidentally enter the egg chamber...

ST: 30	**HP:** 35	**Speed:** 7
DX: 12	**Will:** 12	**Move:** 8
IQ: 5	**Per:** 11	
HT: 16	**FP:** 14	**SM:** +1 (9' long); 300-600 lbs.
Dodge: 11	**Parry:** N/A	**DR:** 5

Bite (15): 3d cut.

Tentacle Flail (15): 3d+2 (2) pi

Traits: Wild Animal; DR 10 (vs. non-energy damage); Combat Reflexes, Long Piercing Striker; Night Vision 4; Sharp Teeth.

Skills: Brawling -15.

Class: Mutant.

Notes: Territorial; Hive; Egg-Layer.

DEATHCLAWS

Baby Deathclaw

Description: Looks like a semi-upright lizard, about the size of a large dog. Young offspring of a deathclaw, while not as dangerous as the adult variety, can still pose a serious threat to lightly armored people in close combat due to the sharp claws and teeth.

ST: 10	**HP:** 15	**Speed:** 5.75
DX: 11	**Will:** 11	**Move:** 7
IQ: 6	**Per:** 12	
HT: 10	**FP:** 10	**SM:** +1 (9' long); 300-600 lbs.
Dodge: 9	**Parry:** N/A	**DR:** 3

Claw (12): 1d-2 cut/imp.

Bite (12): 1d-3 cut.

Traits: Wild Animal; Combat Reflexes, Claws (Long Talons); DR 3; Night Vision 4; Sharp Teeth, Striker (Horns 1d-2 imp).

Skills: Brawling -12.

Class: Deathclaw.

Notes: Aggressive; Pack or Solitary.

Deathclaw

Description: Looks like a huge semi-upright version of a mutated lizard. It's large sharp claws and teeth can cut through steel plate and deathclaws have been known to charge right through crossfire to rip off limbs from fully armored warriors with a single slash. Extremely dangerous and fairly clever mutant animal which is thought to be at the top of post-nuclear food chain.

ST: 20	**HP:** 25	**Speed:** 7
DX: 13	**Will:** 12	**Move:** 9
IQ: 7	**Per:** 13	
HT: 13	**FP:** 10	**SM:** +1 (9' long); 200-600 lbs.
Dodge: 11	**Parry:** N/A	**DR:** 4

Claw (15): 2d+2 (2) cut/imp.

Bite (15): 2d-1 cut.

Traits: Wild Animal; Combat Reflexes, Claws (Long Talons); DR 4; Night Vision 4; Sharp Teeth, Striker (Horns 2d+2 imp).

Skills: Brawling -15.

Class: Deathclaw.

Notes: Aggressive; Pack or Solitary.

Eastern Deathclaw

Description: A deathclaw subspecies living in the area of the former states of Illinois, Missouri and Kansas developed patches of fur to better cope with the colder climate. Furthermore, some of them were noted to be capable of speech as early as in 2197, which means that they either developed speech through spontaneous mutation, or were experimented on by someone other than the Enclave. It is also possible that they were a different species altogether, called "deathclaws" by the Brotherhood only because of their similarities to the ferocious reptiles from the West. They were also more matriarchal than their Western counterparts, with packs being led by Matriarchs.

ST: 20	**HP:** 25	**Speed:** 7
DX: 13	**Will:** 11	**Move:** 9
IQ: 8	**Per:** 13	
HT: 13	**FP:** 10	**SM:** +1 (9' long); 200-600 lbs.
Dodge: 11	**Parry:** N/A	**DR:** 4

Claw (15): 2d+2 (2) cut/imp.

Bite (15): 2d-1 cut.

Traits: Wild Animal; Combat Reflexes, Claws (Long Talons); DR 4; Night Vision 4; Sharp Teeth; Temperature Tolerance 2.

Skills: Brawling -15.

Class: Deathclaw.

Notes: Aggressive; Pack or Solitary.

Grey Tribe Deathclaw

Description: Grey Tribe Deathclaws are the end result of Enclave genetic experimentation to create the perfect shock troop. Though not as large as it's savage cousins, Grey Tribe Deathclaws are much more intelligent,and most are even capable of speech.

ST: 17	**HP:** 22	**Speed:** 7
DX: 13	**Will:** 13	**Move:** 8
IQ: 9	**Per:** 13	
HT: 13	**FP:** 13	**SM:** +0 (7.5' long); 150-400 lbs.
Dodge: 11	**Parry:** N/A	**DR:** 3

Claw (15): 2d (2) cut/imp.

Bite (15): 1d+2 cut.

Traits: Combat Reflexes, Claws (Long Talons); DR 3; Night Vision 4; Sharp Teeth, Striker (Horns 2d imp).

Skills: Brawling -15.

Class: Deathclaw.

Notes: Aggressive; Pack or Solitary.

Gecko

Description: Upright white-scaled bipedal lizard about the size of a large dog. Gecko pelts are good raw materials for all sorts of leather goods, they are usually worth at least 5-10 bottlecaps apiece (weighing about 2-4 lbs per pelt).

ST: 10	**HP:** 10	**Speed:** 5.75
DX: 12	**Will:** 10	**Move:** 5
IQ: 2	**Per:** 10	
HT: 11	**FP:** 11	**SM:** -1 (4.5' long); 40-80 lbs.
Dodge: 8	**Parry:** N/A	**DR:** 1

Claw (13): 1d-2 cr.

Bite (13): 1d-3 cut.

Traits: Wild Animal; DR 1; Blunt Claws; Sharp Teeth.

Skills: Brawling -13.

Class: Gecko

Notes: Territorial; Pack.

Golden Gecko
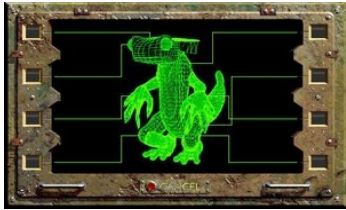
Description: Stronger, tougher version of a gecko with golden scales. Mildly radioactive (pelts must be cleaned carefully to remove harmful radioactive contaminants). Golden gecko pelts are valuable merchandise, usually worth at least 100 bottlecaps each.

ST: 13	**HP:** 13	**Speed:** 6.25
DX: 13	**Will:** 12	**Move:** 6
IQ: 3	**Per:** 11	
HT: 12	**FP:** 12	**SM:** -1 (4.8' long); 50-100 lbs.
Dodge: 10	**Parry:** N/A	**DR:** 3

Claw (15): 1d+1 cr.

Bite (15): 1d cut.

Traits: Wild Animal; Combat Reflexes; DR 3; Blunt Claws; Sharp Teeth.

Skills: Brawling -15.

Class: Gecko

Notes: Aggressive; Territorial; Pack.

Fire Gecko

Description: Subspecies of gecko lizards with dark violet scales and heavily mutated digestive system, which allows these creatures to actually breathe fire. Unlike most beasts, fire geckos are not kept at bay by a campfire.

ST: 11	**HP:** 11	**Speed:** 6.50
DX: 13	**Will:** 12	**Move:** 6
IQ: 2	**Per:** 12	
HT: 12	**FP:** 12	**SM:** -1 (4.6' long); 40-80 lbs.
Dodge: 10	**Parry:** N/A	**DR:** 4

Claw (15): 1d cr.

Bite (15): 1d-1 cut.

Traits: Wild Animal; Combat Reflexes; DR 4; Blunt Claws; Sharp Teeth; Fire Attack.

Skills: Brawling -15.

Class: Gecko

Notes: Aggressive; Territorial; Pack.

- **Fire Gecko Fire Jet:** Jet attack, 2d burn damage, Range 10m, Rof 1/5.

Giant Leech

Description: The Hoover Dam Scum Pits are occupied by giant leeches that swim in and out of the large holes in the ground where the power generators used to be. These leeches are the size of a full frown pot-bellied pig and have been known to suck out enough blood to kill a super mutant. These critters are very slow and will attack on sight. They also attack the giant albino rats in the Scum Pits.

ST: 10	**HP:** 10	**Speed:** 7 (3 on land)
DX: 14	**Will:** 12	**Move:** 7 (3 on land)
IQ: 2	**Per:** 10	
HT: 14	**FP:** 14	**SM:** -4 (1.5' long); 5-10 lbs.
Dodge: 8	**Parry:** N/A	**DR:** 0

Bite (13): 1d-3 cut.

Traits: Wild Animal; Sharp Teeth; Vampiric Bite (may spread disease as well).

Skills: Brawling -13.

Class: Misc.

Notes: Pack.

Spore Plant

Description: A spore plant is a mutated form of some venus-fly-trap-like plant, it has basically two ways of attacking. One is a spore which it spits at its enemies. The other form is a bite with its thorned maw.

ST: 12	**HP:** 12	**Speed:** 4.75
DX: 9	**Will:** 12	**Move:** - - -
IQ: 3	**Per:** 10	
HT: 10	**FP:** 10	**SM:** -1 (4.5' tall); 15-20 lbs.
Dodge: 8	**Parry:** N/A	**DR:** 0

Bite (12): 1d+2 cut + Poison.

Poison Spit (12): 1d-2 corr.

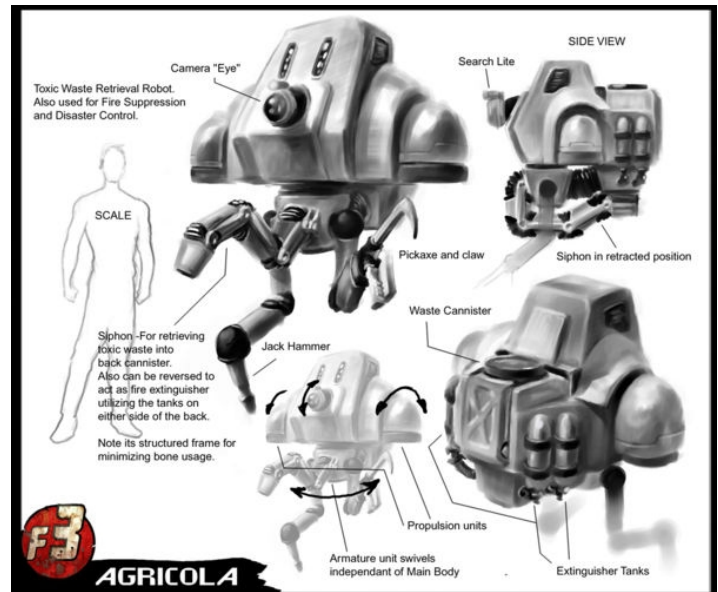**Traits:** Body of Wood; Sharp Teeth; Toxic Attack (½D 15, Max 15, Acc 3, RoF 1, Rcl 1).

Skills: Brawling -12.

Class: Misc.

Notes: Pack.

- *Venom:* Follow-up poison, 30 sec delay, HT-3 to resist. 1d damage, repeating every 30 min, for 8 cycles.

Agricola Robot

Description: Built for pre-war uranium mining waste disposal, the Agricola robots can often be found in abandoned mines and nuclear waste facilities. They are extremely well armored and, more importantly, use vacuum tubes instead of integrated circuits. This makes them almost impervious to the electromagnetic pulse weapons that are so deadly to other robots. Agricola Robots are most often equipped with drills and lasers for cutting rock. Used against human beings, they are quite effective.

ST: 12	**HP:** 20	**Speed:** 6
DX: 14	**Will:** 20	**Move:** 12 (Flight)
IQ: 5	**Per:** 10	
HT: 10	**FP:** - - -	**SM:** -1 (4.5' tall); 120 lbs.
Dodge: 9	**Parry:** 10	**DR:** 30

Rock Drill (14): 2d-1 imp.

Laser (14): 3d (2) burn.

Traits: Drone; Machine; Absolute Direction; Burning Attack (½D 250, Max 750, Acc 4, RoF 3, Rcl 1); DR 30; No Fine Manipulators; No Legs; Flight; Immune (EMP Attacks).

Skills: Beam Weapons (Pistol) -14; Brawling -14.

Class: Robot

Notes: Solitary.

Auto-Cannon

Description: The Auto-Cannon is an autonomous defense turret equipped with twin minigun cannons and relatively heavily armored. They are usually part of an automated defense system.

They can be found at such locations as Navarro, and can also be found in such pre-War locations as the Sierra Army Depot.

|		
ST: - - -	**HP:** 20	**Speed:** 5
DX: 10	**Will:** 20	**Move:** - - -
IQ: 5	**Per:** 10	
HT: 10	**FP:** - - -	**SM:** 0 (6' tall); 300 lbs.
Dodge: 8	**Parry:** N/A	**DR:** 30

Minigun (16): 5d+1 pi.

Traits: Drone; Machine; DR 30; Combat Reflexes; Extra Attack 1; Hyperspectral Vision; No Legs; No Manipulators; Vulnerability (EMP Attacks); Piercing Attack (½D 400, Max 3000, Acc 2, RoF 100!, Rcl 2); Sealed.

Skills: Guns (Light Machine Gun) -16.

Class: Robot

Notes: Solitary.

- *Gun Turret:* Optionally, the twin miniguns may be replaced by either dual plasma cannons, lasers (treat as rifles), grenade launchers or even rocket launchers. I such a case, the Piercing attack advantage should be changed to either Burning or Crushing (as appropriate), ad the Extra Attack 1 advantage removed altogether (in the name of play balance).
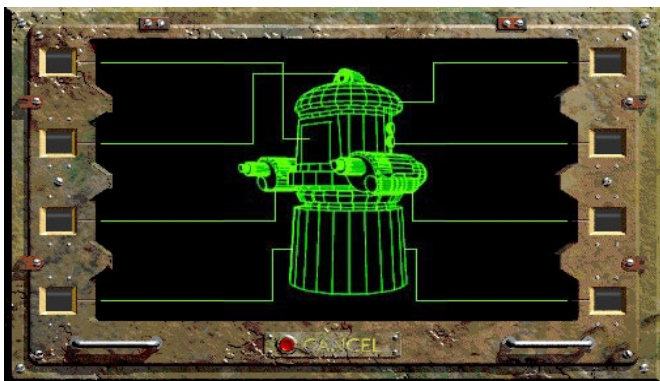
Behemoth

Description: The Behemoth is the largest and most dangerous robot roaming the wastes. This six-legged walker is similar to the quadrupedal Pacification Robot, but larger and equipped with machine guns.

ST: 45	**HP:** 50	**Speed:** 5.75
DX: 13	**Will:** 20	**Move:** 10
IQ: 12	**Per:** 10	
HT: 10	**FP:** - - -	**SM:** +4 (30' tall); 80 tons.
Dodge: 8	**Parry:** N/A	**DR:** 200/100

Minigun (16): 5d+1 pi.

Trample (12): 5d (10) cr.

Traits: Machine; Weak Dedicated AI; Absolute Direction; Combat Reflexes; Detect (Radio, Lasers, and Radar; Signal Detection); DR 200 (100 legs); Extra Attack 1; Extra Legs (6 legs); Hyperspectral Vision; No Manipulators; Telescopic Vision 1; Vulnerability (EMP Attacks); Piercing Attack (½D 400, Max 3000, Acc 2, RoF 100!, Rcl 2); Reprogrammable; Sealed.

Skills: Guns (Light Machine Gun) -16.

Class: Robot

Notes: Solitary.

Cyberdog

Description: Cyberdog is a generic term for any dog that has been modified robotically. For some dogs, such as Dr. Henry of NCR's Robodog, the modifications are basically physical modifications, such as robotic enhancements to limbs. Others, such as Dr. Schreber of Navarro's K-9, are more extensively modified, with enhancements to the brain and vocal organs allowing intelligence and speech.

ST: 12	**HP:** 15	**Speed:** 6.75
DX: 13	**Will:** 10	**Move:** 10
IQ: 4	**Per:** 15	
HT: 14	**FP:** 14	**SM:** -2 (3' long); 150-300 lbs.
Dodge: 8	**Parry:** N/A	**DR:** 20

Bite (13): 1d-1 cut.

Claw (13): 1d+2 crush.

Traits: Cyborg Brain; Machine; Discriminatory Smell; DR 20; Sharp Teeth; Blunt Claws.

Skills: Brawling -13; Tracking -13.

Class: Robot

Notes: Solitary. This is a generic example; individual cyberdogs vary wildly by the options that have been built into them.

Floating Eye

Description: The Floating Eye bot is a hovering security bot equipped with a taser. Resembling an eyeball, it's upper portion houses the CPU, motivator and the sensors. The extending arm below is equipped with a low power energy prod.

The robot is quick, but fragile and was mostly used as a sentry or for patrolling important areas in vital facilities, such as the Sierra Army Depot.

ST: 8	**HP:** 10	**Speed:** 6.5
DX: 16	**Will:** 20	**Move:** 12 (Flight)
IQ: 5	**Per:** 10	
HT: 10	**FP:** - - -	**SM:** -3 (2' tall); 100 lbs.
Dodge: 9	**Parry:** 10	**DR:** 20

Taser (16): 1d-3 pi- + HT-5 (0.5) aff.

Traits: Drone; Machine; Absolute Direction; Combat Reflexes; DR 20; Flight; No Fine Manipulators; No Legs; Piercing Attack (½D 7, Max 7, Acc 0, RoF 1, Rcl 2; Follow-Up: HT-5 (0.5) aff); Vulnerability (EMP Attacks).

Skills: Guns (Pistol) -16.

Class: Robot

Notes: Solitary.

Hover Bot

Description: The Hover Robot is a guard or patrol robot of some kind, most likely designed before the Great War. It's are very similar to Floating Eye robot but far more heavily armed. It uses a very quiet propulsion system to stealthily approach its target. It's armed with few rockets and a deadly melee attack.

ST: 12	**HP:** 15	**Speed:** 6.5
DX: 16	**Will:** 20	**Move:** 12 (Flight)
IQ: 5	**Per:** 10	
HT: 10	**FP:** - - -	**SM:** -3 (2' tall); 100 lbs.
Dodge: 9	**Parry:** 10	**DR:** 30

Rocket Launcher (16): 6d6x3 ex cr. (4 rockets onboard)

Claws (16): 1d-1 cut.

Traits: Machine; Weak Dedicated AI; Absolute Direction; Claw (Talons); Combat Reflexes; Detect (Radio, Lasers, and Radar; Signal Detection); Discriminatory Hearing; DR 30; Flight; Hyperspectral Vision; No Fine Manipulators; No Legs; Crushing Attack (½D 300, Max 1000, Acc 3+1, RoF 1, Rcl 1); Telescopic Vision 1; Ultrahearing; Vulnerability (EMP Attacks); Reprogrammable; Sealed.

Skills: Brawling -16; Guns (LAW) -16; Stealth -15.

Class: Robot

Notes: Solitary.

Humanoid Robot

Description: As the name states, Humanoid Robots are bi-pedal, two armed robots, about the size of a large man. With whatever arms can be found, they are attempting to exterminate all life.

The humanoid robot was not designed to infiltrate human society. It appears to be designed to adapt to human technology and weaponry. It can use most normal human equipment, with any sort of RS-231.5 interface required by most robotics.

ST: 20	**HP:** 25	**Speed:** 6.25
DX: 13	**Will:** 20	**Move:** 6
IQ: 10	**Per:** 10	
HT: 12	**FP:** - - -	**SM:** 0 (6.5' tall); 500 lbs.
Dodge: 9	**Parry:** 8	**DR:** 45

Punch (15): 2d-1 cr.

Or By Weapon Type (15).

Traits: Machine; Weak Dedicated AI; Absolute Direction; Combat Reflexes; Detect (Radio, Lasers, and Radar; Signal Detection); Discriminatory Hearing; DR 45; Hyperspectral Vision; Silence 1; Telescopic Vision 1; Ultrahearing; Vulnerability (EMP Attacks); Reprogrammable; Sealed.

Skills: Brawling -15; Guns! -15.

Class: Robot

Notes: Squad.

Loadlifter Robot

Description: The Loadlifter Robot is a pre-War utility robot model. The Loadlifter has very strong motivators and is exceedingly dangerous in close-combat.

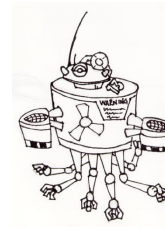|		
ST: 30	**HP:** 35	**Speed:** 4.5
DX: 8	**Will:** 20	**Move:** 4
IQ: 4	**Per:** 10	
HT: 10	**FP:** - - -	**SM:** +1 (9' tall); 700 lbs.
Dodge: 7	**Parry:** 6	**DR:** 20

Punch (12): 3d cr.

Traits: Drone; Machine; Absolute Direction; DR 20; Vulnerability (EMP Attacks).

Skills: Brawling -12.

Class: Robot

Notes: Solitary.

Mr. Handy

The Mr. Handy series of robots was first brought to market in 2037 as a general construction and maintenance unit by General Atomics International. Primarily used in the United States and Mexico (where it was the leader in sales after the Mexico City quake of 2042), the Mr. Handy was a reliable robot. An early bug that caused interference in the operation of the multiple arms was fixed with a hardware update in 2039, with no major problems since then. A key selling feature is the nuclear power unit (a model 238B, licensed from Calpower) and self-maintenance modes. Multiple Mr. Handys are capable of keeping themselves in working condition and are also fully programmed to perform nuclear fuel replacements. Secondary programming handles radiation cleansing after refueling.

ST: 12	**HP:** 15	**Speed:** 6
DX: 14	**Will:** 20	**Move:** 12 (Flight)
IQ: 12	**Per:** 10	
HT: 10	**FP:** - - -	**SM:** 0 (6' tall); 300 lbs.
Dodge: 9	**Parry:** 10	**DR:** 20

Punch (12): 1d-1 cr.

Traits: Machine; Weak Dedicated AI; DR 30; Extra Arms (6 Arms); No Legs; Flight; Vulnerability (EMP Attacks); Reprogrammable.

Skills: Electronics Repair (Robotics) -14; Housekeeping -16.

Class: Robot

Notes: Solitary.

Pacification Robot

Description: The Pacification Robot is a quadrupedal robot, built rather like a rhino or a bear on all fours, with four stun cannons protruding out of the "head". It stands about 5 to 6 feet tall. Its purpose is crowd control and incapacitating tougher units to be dealt with by humanoid robots.

ST: 25	**HP:** 30	**Speed:** 5.75
DX: 13	**Will:** 20	**Move:** 8
IQ: 12	**Per:** 12	
HT: 10	**FP:** - - -	**SM:** 0 (6' tall); 3 tons.
Dodge: 8	**Parry:** N/A	**DR:** 45

Stun Cannon (16): HT-5 (10) aff.

Trample (12): 2d+2 (10) cr.

Traits: Machine; Weak Dedicated AI; Absolute Direction; Combat Reflexes; Detect (Radio, Lasers, and Radar; Signal Detection); DR 45; Extra Attack 1; Hyperspectral Vision; No Manipulators; Telescopic Vision 1; Vulnerability (EMP Attacks); Fatigue Attack (½D 400, Max 3000, Acc 2, RoF 1, Rcl 1); Reprogrammable; Sealed.

Skills: Beam Weapons (Rifle) -16.

Class: Robot

Notes: Solitary.

Robobrain

Robobrains or brain bots are multi-purpose robots whose memory and programs are stored inside an organic or partially organic brain contained in its dome shell atop the machine. Robobrains were created before the Great War by General Atomics International for the U.S. military. They are considered superior to most robots, as their human brains allows it a wider range of responses and functions that other robots. Their hands are suited to use most tools and weapons usable by humans.

Robobrains were going to be the next wave in warfare but their costs made it slow to implement. They use mostly human brains taken from "volunteers" pre-war. Most often these volunteers were criminally insane, so the robobrains aren't the most stable group of 'bots ever assembled. Thanks to some pre-war technology, the brains are kept alive even 200 years after the Great War.

ST: 10	**HP:** 15	**Speed:** 6
DX: 12	**Will:** 20	**Move:** 6
IQ: 15	**Per:** 10	
HT: 12	**FP:** - - -	**SM:** 0 (6' tall); 300 lbs.
Dodge: 9	**Parry:** 8	**DR:** 45

Punch (12): 1d-2 cr.

Traits: Cyborg (or human) Brain; Machine; Absolute Direction; Combat Reflexes; Detect (Radio, Lasers, and Radar; Signal Detection); Discriminatory Hearing; DR 45; Hyperspectral Vision; No Fine Manipulators; Telescopic Vision 1; Ultrahearing; Vulnerability (EMP Attacks); Sealed.

Skills: Depends wholly on the "donor" brain used.

Class: Robot

Notes: Solitary.

- **Mark II Robobrain:** The Mark II, or "Humanoid" Robobrain is essentially the same critter, but in a more humanoid configuration. Add Silence 1, Claws (Talons) and remove No Fine Manipulators.

Scurry Robot
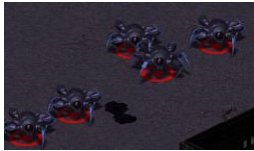
The Scurry Robot is a utility robot model that was most likely designed before the Great War. Like many of the other smaller robots, they could be seen in a variety of locations. They patrolled the pipes and sewers in robot controlled areas. It has ability to hide under the sands of desert and pop out just before unsuspecting victim. Usually appears in groups. It does not have any ranged attacks.

ST: 8	**HP:** 10	**Speed:** 6
DX: 14	**Will:** 20	**Move:** 8
IQ: 4	**Per:** 10	
HT: 10	**FP:** - - -	**SM:** -5 (1' tall); 50 lbs.
Dodge: 7	**Parry:** N/A	**DR:** 20

Impaling Limb (12): 1d-3 imp.

Traits: Drone; Machine; Absolute Direction; DR 20; Claws (Talons, Impaling); Silence 1; Vulnerability (EMP Attacks).

Skills: Camouflage -8; Stealth -15.

Class: Robot

Notes: Pack.

Humanoid Robot

Description: The Security Robot is a powerful guard or patrol robot model, most likely designed before the Great War. It typically comes armed with either 9 mm SMG or a Laser.

ST: 14	**HP:** 20	**Speed:** 6
DX: 12	**Will:** 20	**Move:** 6
IQ: 10	**Per:** 12	
HT: 12	**FP:** - - -	**SM:** 0 (6.5' tall); 500 lbs.
Dodge: 9	**Parry:** 8	**DR:** 20

Punch (12): 1d cr.

Or By Weapon Type (12).

Traits: Machine; Weak Dedicated AI; Absolute Direction; Combat Reflexes; Discriminatory Hearing; DR 20; Hyperspectral Vision; Silence 1; Telescopic Vision 1; Ultrahearing; Vulnerability (EMP Attacks); Reprogrammable; Sealed.

Skills: Brawling -12; Guns! -12.

Class: Robot

Notes: Squad.

Sentry Bot

Description: Sentries are walking mechanical monstrosities armed with miniguns and rockets. They are apparently between 8 and 10 feet tall and match the appearance of the Supermutants. They seem to be Pre-War models, as they can be found in locations that had been isolated from the Wasteland. For example inside the bunker in the lower levels of the Toxic Caves in Fallout 2.

ST: 30	**HP:** 35	**Speed:** 6.25
DX: 13	**Will:** 20	**Move:** 6
IQ: 10	**Per:** 10	
HT: 12	**FP:** - - -	**SM:** +1 (8' to 10' tall); 1 ton.
Dodge: 9	**Parry:** 8	**DR:** 60

Minigun (15): 5d+1 pi.

Rocket Launcher (15): 6d6x3 ex cr. (6 rockets onboard).

Traits: Machine; Weak Dedicated AI; Absolute Direction; Combat Reflexes; Crushing Attack (½D 300, Max 1000, Acc 3+1, RoF 1, Rcl 1); Detect (Radio, Lasers, and Radar; Signal Detection); Discriminatory Hearing; DR 60; Hyperspectral Vision; Piercing Attack (½D 400, Max 3000, Acc 2, RoF 100!, Rcl 2); Telescopic Vision 1; Ultrahearing; Vulnerability (EMP Attacks); Reprogrammable; Sealed.

Skills: Guns (Light Machine Gun) -15; Guns (LAW) -15.

Class: Robot

Notes: Solitary.

Tank Track Robot
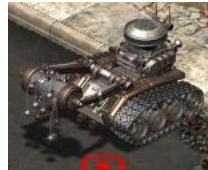
Description: The Tank Track Robot was an utility robot used in agriculture before the Great War. After the War, it was adapted for close range combat. It attacks with it's spinning flails doing great deal of damage. Though highly resistant it can be easily defeated because it can't fit trough most doorways and lacks ranged attack.

ST: 30	**HP:** 35	**Speed:** 4.5
DX: 8	**Will:** 20	**Move:** 4
IQ: 4	**Per:** 10	
HT: 10	**FP:** - - -	**SM:** +1 (12' tall); 1000 lbs.
Dodge: 7	**Parry:** 6	**DR:** 20

Flails (12): 5d+5 cr.

Trample (8): 3d (5) cr.

Traits: Drone; Machine; Absolute Direction; Crushing Attack (½D 1, Max 1, Acc 0, RoF 1, Rcl 0); DR 20; Vulnerability (EMP Attacks).

Skills: Farming -15; Flail -12.

Class: Robot

Notes: Solitary.

PART 3: APPENDICES

APPENDIX 1: RANDOM ENCOUNTERS FOR GURPS FALLOUT

These tables are intended merely as a source of inspiration for the GM, they are not to be taken as rules set in stone.

While traveling, roll a random encounter once for every 20 miles, or once every 6 hours, whichever is more often. If rolling for a new location (like Ruins etc) while party is staying still, ignore the result and assume that nothing special happens. In case of an 'or' table entry, either choose the more appropriate result or roll dice to determine which alternative applies.

At first, roll 3D6 on the Main Table, to determine which subtable to use.

In the subtables, when it specifies critters in the plural, roll 1D3 per party member, or 1D6 if the critters are small. When it specifies critters in singular, assume 1 critter per party member.

Dice roll or a number in parenthesis - like (2D-2) – indicates the number of loot items concealed in the location or remains. Successful scrounging rolls and some time are necessary for acquiring the items.

3D6	Main Table
3	Special Encounter
4	Moving Vehicle or Ultra-tech Bunker
5	Small Settlement
6	Lone Wanderer
7	Caravan or Wasteland Gang
8	Ruins
9	Vehicle (junk)
10	Animals
11	Remains
12	Ruins
13	Trap or Ambush
14	Raiders or Slavers
15	Super Mutants or Cannibals
16	Fortification
17	Military Unit or Military Outpost
18	Special Encounter

3D6	Animals
3	Tiger or some other exotic animal
4	Pre-sentient mutant humans
5	Giant ants
6	Pack of wolves or wild dogs
7	Radscorpions
8	Rattlesnake
9	Radscorpion
10	Small cockroaches or Geckos
11	Mutant Rats or Pigrats
12	Molerats or Geckos and Golden Geckos
13	Big and Small Cockroaches
14	Mutant Praying Mantises
15	Deathclaw or Baby Deathclaws
16	Centaurs or Floaters
17	Aliens or Fire Geckos
18	Deathclaws

3D6	Remains
3	4D Corpses on battlefield (4D-4)
4	Corpse of SpecOps Soldier (2D-2)
5	Corpse of Soldier (D-1)
6	Corpse of Lone Wanderer (roll)
7	Bones of 2D6 animals
8	Bones of 2D6 humans (D3-1)
9	Bones of a human (D2-1)
10	Bones of an animal
11	Grave (D2-1)
12	Bones of 2D6 humans (D3-1)
13	Bones of 2D6 animals
14	Graveyard (D4-1)
15	Corpse of Lone Wanderer (roll)
16	Impaled human corpse
17	Corpse of Survivalist (2D-2)
18	Hangar w. 4D remains (3D-3)

3D6	Vehicle (Junk)
3	Main Battle Tank (2D6-2)
4	APC (3D6-3)
5	Hummer (3D6-3)
6	Solar Car (D6-1)
7	Highwayman (D3-1)
8	Scout Car (D3-1)
9	Dune Buggy (D4-1)
10	Caravan Trailer (D3-1)
11	Motorcycle/Trike (D2-1)
12	Dune Buggy (D4-1)
13	Semi-Truck (2D4-2)
14	Truck (2D6-2)
15	Hang-glider (D2-1)
16	Single Prop Airplane (3D6-3)
17	Chopper (2D6-2)
18	Jetfighter (D6-1)

VEHICLE SIZE CATEGORIES
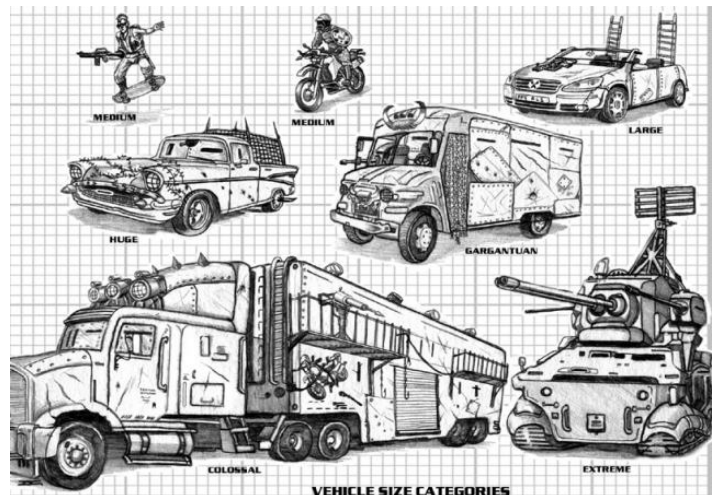
3D6	Ruins
3	Ghost Town ((2D6-2)x100)
4	Abandoned Fort ((D6-1)x10)
5	Abandoned Survival Bunker (D10-1)
6	Looted Survival Bunker (2D4-2)
7	Ruined Gas-station (D8-1)
8	Abandoned Farmstead (D6-1)
9	Ragged Tents (D4-1)
10	Rubble (D3-1)
11	Ruined Building (D4-1)
12	Burned and looted Village (D6-1)
13	Ruined Highway Motel (D8-1)
14	Lots of Rubble (2D4-2)
15	Burned General Store (2D6-2)
16	Abandoned Camo-net tents (D10-1)
17	Hidden Cache ((D6-1)x10)
18	Radioactive Crater surrounded by ruins ((D6-1)x10)

3D6	Lone Wanderer
3	BOS Paladin
4	Heavily armed badass hero(ine)
5	Samaritan Medic or BOS Knight
6	Helpless and pitiable victim
7	Desert ranger with assault rifle
8	Survivalist with AR-7 or bow or crossbow
9	Hunter with bow or rifle or spear
10	Drifter with knife or other light weapon
11	Scav with pistol or slingshot
12	Tribal hunter with bow or spear
13	Raider with .223 rifle
14	Mercenary with AK-47
15	Super Mutant with flamethrower or machinegun
16	Elite Mercenary with AR-15A2 HBAR
17	Hostile Cannibal/Serial Killer with Ripper
18	Hostile Evil Sniper with PSG-1 or Barret M82A2

3D6	Trap
3	Anti-Tank Mine
4	Rockslide Trap
5	Gas Trap
6	Poison Dart-Thrower
7	Anti-personnel Mine
8	Tripwire but no mine
9	Pit with sharp sticks
10	Rabbit Snare
11	Mousetrap
12	Bear-Trap
13	Man-snare
14	Grenade Trap
15	Large Cage with Bait
16	Used up Trap (roll again for type)
17	Car-bomb
18	Treasure Ambush Trap

3D6	Military Unit (Note: Usually either BOS or Unity Mutants or Mercenaries)
3	Four PCA squad with HMGs
4	Two PCA Troopers
5	Special Ops Squad
6	Paratroopers
7	Two Armed Dune Buggies
8	Ten Man Squad
9	Five Man Squad
10	Two Man Patrol
11	Five Man Squad
12	Ten Man Squad
13	Two HUMVEEs
14	Two APCs
15	Four APCs
16	Chopper Transport + Gunship
17	AFV formation (4 AFVs)
18	Jetfighter Wing of 2
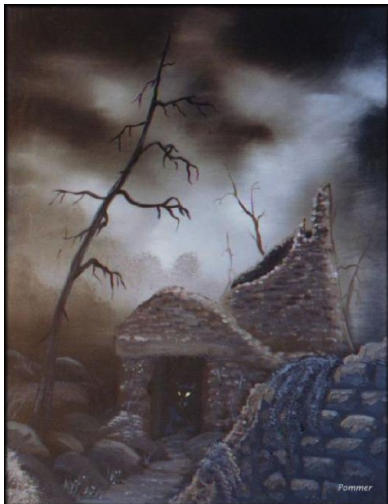
3D6	Moving Vehicle
3	Heavy MBT
4	Light or medium AFV
5	Improvised APC
6	Hummer
7	Scout Car
8	Highwayman
9	Dune Buggy
10	Bicycle or Caravan Trailer
11	Motorcycle
12	Trike
13	Semi-Truck
14	Truck
15	Hang-glider or para-glider
16	Single Prop Airplane
17	Dual prop transport airplane
18	Military Aircraft (chopper or jet)

Special Encounters

Instead of rolling randomly, GM selects an appropriate Special Encounter. Most Special Encounters are not re-usable, and can only appear in the campaign once. This list can never be complete, so feel free to come up with entirely new ideas for special encounters...

- *Crashed Shuttle:* Odd smashed up rectangular vehicle, which has the letters 'C.P.P. Stiga' written onto it's sides. Corpses of the jumpsuited (red-shirted) crew lie scattered around on the ground. Successful scrounging roll will give the following items of loot; 3x Healing Hypo, 1x Hand Twinkler, 3x P-Fleet Comm Badge.

- Recent corpse of a whale lying next to a broken flower pot.

- Pair of Alien Bounty Hunters armed with TL9 Plasma Blaster Carbines, will only blast small hairy things unless disturbed.

- 1980s Pontiac Trans Am, Black, in perfect condition. It will tell too nosy people to go away with an obviously artificial voice, doors cannot be opened and any use of weapons will prove it to be just about indestructible...

- Rusted giant metal statue of an Atlas battlemech half buried in glassed desert sand.

- Metal cube mostly buried under sand. On it's top there is a hatch with advanced TL8 electric lock (Skill 20). Inside there is one intact hibernation capsule with a sleeping cyborg inside.

  If awakened, the cyborg will attempt to assimilate all sentient carbon based lifeforms on the planet.

- Ruined Net-cafe with one active fully functional desktop computer still connected to the Internet. Seems that only adware, viruses, scams and porn websites survived the war...

- Blue Telephone Booth suddenly appears from thin air, only to disappear moments later.

- Shot-down UFO with 'sectoid' aliens trying in vain to effect repairs. Sectoids are armed with Plasma Rifles and have telepathic powers.

- Highway motel and a bar in the middle of nowhere. Words 'Titty Twister' read in brightly lit neon-letters...

- Concrete bunker with the words 'Stormtrooper Marksmanship Academy' written over it's sliding doors. Mercs dressed into white combat armor live inside the bunker, and for some odd reason they will always miss with their first shot or burst directed against a major character like a player character...

  The deck seems to be stacked against them in other ways as well - Any hit getting through DR of their armor always disables them, no matter how little actual damage was done..

- Odd group of robed people wearing WW2 gas masks passes by in a single line, carefully stepping into each other's footsteps...

  The Player Character with the highest level of Desert Survival skill cannot resist saying: "...sand people, they always travel in a single file to hide their true numbers..."

- On the coast, from thick fog comes an ancient sailship. The oriental crew promises to take any willing champions to the 'Island' for the 'Tournament'...

- Lightly damaged black zeppelin has been moored down for repairs. Skull and crossbones insignia and words 'Bad Year' can be seen written on the zeppelins sides in big bold white letters. The Sky Pirates are mainly concerned about repairing their ride, and clever surprise tactics might allow the party to defeat them...

- A tracked vehicle with huge nuclear warhead bolted onto it's back (10 megatons). If the warhead is tampered with, it will detonate... There are bullet holes in the vehicle, and several (already looted) raider corpses are scattered around it. Driver side door of the vehicle is open. Seems like it could be a risky ride trying to take the warhead to any place which might be interested in it...

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

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

- *Usaf:* The party comes upon an underground chamber, with an enormous, warm metal statue inside. Inscribed on the side of the statue is the name of the deity - Usaf. The sheer might and power of the statue is enough to make anyone in the party a believer. The statue of Usaf is, of course, a missile with "U.S.A.F." on the side.

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

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

APPENDIX 2: SCAVENGING TABLES FOR GURPS FALLOUT

These tables can be used for randomizing loot items found through the use of Scrounging skill. Alternatively, GM can simply decide what kinds of items are found on a corpse, location or in a random encounter.

In a typical ruined area, it usually takes at least 5-10 minutes of effort and one successful Scrounging roll to find one item of loot. However, if the loot is easily accessible and visible, as if placed on a very recent corpse or simply sitting on a shelf, no scrounging rolls are necessary to get it.

If the Scrounging roll is a critical success, skip the main table and roll directly from the 'Unusual and Greatly Useful' table. If the Scrounging roll succeeds by 10 or more, it discovers +1D6 more of the available loot items at once (but of course cannot discover more items than the area contains).

In case of 'or' line either roll randomly or choose between the alternatives.

Optional: There is a 50% chance that any scrounged item will require little extra work with the right skill (and perhaps some spare part) to get it working.)

3D6	Main Table
3	Unusual and Greatly Useful
4	Body Armor and Weapon
5	Medical
6	Body Armor
7	Spare parts (3D6x5$ worth)
8	Ammunition
9	Food
10	Consumer Electronics
11	Food
12	Power Sources
13	Bottled Liquid
14	Tools
15	Survival Equipment
16	Weapon
17	Body Armors (1D+1) + Weapons (2D)
18	Vehicle, could be fixed

3D6	Consumer Electronics
3	PipBoy 2000
4	Palmtop Computer
5	Mini-TV
6	Cellular Phone (no signal)
7	Mini-Radio
8	Laser Pointer
9	Walkman or CD Walkman
10	Wristwatch
11	Flashlight
12	Portable Stereo
13	Short-Range Radio Phone
14	Helmet Light
15	Radar/Laser Detector
16	Digital Video Camera
17	Nightvision Goggles
18	Thermograph Sensor

3D6	Food (Roll 1D6 for the amount of meals worth found)
3	Fresh and Tasty Quality Food
4	Bottle of Madeira (unspoiling strong wine)
5	Bottle of Wine(gar)
6	Coffee in Thermos-bottle
7	Concentrated Rations
8	Edible Plants
9	Dry Pet Food
10	Canned Pet Food
11	Partly Spoiled Food (some mold and maggots for flavor)
12	Sun-Dried Meat
13	Cereals or Muesli or MREs
14	Bottles of Nuka-Cola
15	Biscuits or Beer
16	Mutated Fruits
17	Brandy
18	Bottle of Rotgut

3D6	Power Sources
3	Fusion Cells: 1D-1 Micro Fusion Packs, 1D Miro Fusion Cells, 1D+1 Small Energy Cells
4	Fusion Cells: 1D-1 Micro Fusion Cells, 1D+1 Small Energy Cells
5	Car Batteries (1D6)
6	1 Fusion Cell
7	Solar Panel Battery Charger
8	Solar Panel
9	1d-3 Solar Panels
10	Portable Petrol Power Generator
11	Solar Panel
12	1d-3 Solar Panels
13	Solar Panel Battery Charger
14	1 Fusion Cell
15	Car Batteries (1D6)
16	Fusion Cells: 1D-1 Micro Fusion Pack, 1D Micro Fusion Cells, 1D+1 Small Energy Cells
17	Fusion Cells: 1D-1 Micro Fusion Cells, 1D+1 Small Energy Cells
18	Fusion Cells: 1D-1 Micro Fusion Packs, 1D Micro Fusion Cells, 1D+1 Small Energy Cells
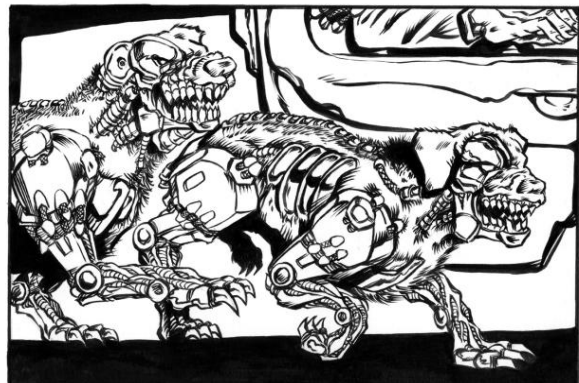
3D6	Ammunition (1D6 lbs. worth)
3	Rocket or Anti-Tank Missile
4	40mm Grenade
5	5.7x28mm or 4.6x30mm
6	.44 Magnum or .357 Magnum
7	12G Shell or 12G Slug or .38 Special
8	9x19mm or .45 ACP or 9x18mm
9	Arrows or Bolts or Javelins
10	Pellets (Slingshot, Prodd or Airgun)
11	.22LR or .25 ACP or Paintballs
12	5.56x45mm NATO or 7.62x39mmR
13	7.62x51mm NATO or 7.62x54mmR
14	12.7x99mm or 14.5x114mm
15	.338 Lapua Magnum or .30-06
16	Hand Grenades
17	4.73x33mmCLTA or 20x82mm Mauser
18	Cannon Shell

3D6	Bottled Liquid (1D6 quarts worth)
3	Mercury
4	Thermite
5	Napalm
6	Gasoline
7	Methanol (toxic, fuel)
8	Booze
9	Juice
10	Water
11	Nuka Cola
12	Coffee
13	Beer
14	Sulphuric Acid
15	Toluene
16	Red Nuka Cola
17	Yellow Nuka Cola
18	Nitroglycerin

3D6	Tools
3	Basic Toolkit
4	Portable Toolkit
5	Belt Toolkit
6	Alcohol Still or Spot Welder
7	Sharpening Wheel or Multitool
8	Chainsaw or Buzzsaw
9	Crowbar or Sledgehammer
10	Hatchet or Hammer or Screwdriver
11	Bolt-Cutters or Wrench
12	Power Drill or Jigsaw
13	Hammer and Anvil
14	Blowtorch or Box of Dynamite
15	Lockpicks
16	Belt Toolkit
17	Portable Toolkit
18	Basic Toolkit

Note: In case of a toolkit, roll D6: 1-5=TL7, 6=TL8.

3D6	Body Armor
3	T-45d Power Armor
4	Combat Armor
5	Environmental Armor or Supermutant Metal
6	Metal Armor or Supermutant Car-Tire
7	Car-tire Armor or Shield or Supermutant Leather
8	Leather Armor
9	Leather jacket and pants (DR1)
10	Heavy Boots (DR 2) or SPECS Goggles
11	Cloth Armor or BDUs (DR1)
12	Riot Helmet with Plexan Visor (DR 4)
13	PASGT Helmet or Flak Vest
14	Combat Helmet
15	Bullet Resistant Vest (DR 12)
16	Light Weave Undersuit (DR 4)
17	Weave Undersuit (DR12)
18	T-51b Power Armor

Note: Roll 3D6 for the ST size the body Armor is made for, it is possible to wear +/-1 size armor.

Note 2: In case of torso or full armors, roll D2 for the gender it is shaped for; 1=Female, 2=Male.
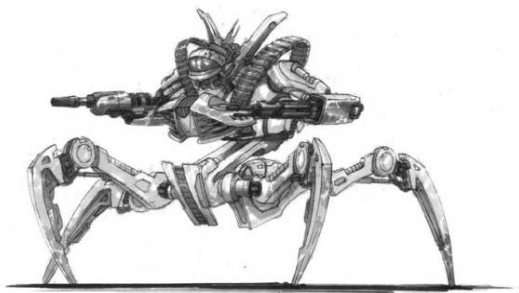
3D6	Survival Equipment
3	Radiation Counter or Solar Panel
4	Survivalists Handbook
5	Issue of Cats Paw Magazine
6	Group Basics or Face Paints
7	Fishing Line and Lures
8	Canteen or Sunglasses
9	Compass+map or Lighter
10	Survival Knife or Sleeping Bag
11	Binoculars or Hatchet
12	Tent or Film Badge
13	Water Filter or Bag of Salt
14	Insect Repellent
15	Ethanol Fireplace
16	Solar Battery Charger
17	Ghillie Suit
18	Environmental Armor

3D6	Weapon
3	Beam Weapon (EMP or Laser or Plasma)
4	.50 cal Sniper Rifle (w. scope)
5	Sniper Rifle (with scope) or PDW
6	SMG or Assault Rifle
7	Semiautomatic Rifle or 12G Shotgun
8	Hunting Rifle or AR-7 Explorer
9	Revolver (often .38 special or .44 Mag)
10	Bow or Spear or Post-Nuclear Saex or Knife
11	Super Slingshot or Sword or Spiked Knuckles
12	Crossbow or Prodd or Steel Bow
13	Automatic Pistol or Kalashnikov
14	.223 Pistol or Flamethrower
15	14mm AP Pistol or Punch Gun
16	Super Sledgehammer or Ripper or H&K G11
17	Rocket Launcher or Grenade Launcher
18	Machine Gun

3D6	Medical
3	Emergency Support Unit
4	Radaway or Rad-X
5	Bottle of Tranquilizer
6	Buff-Out Pills
7	Surgery Belt Kit or Radscorpion Antidote
8	Jar of Painkiller Pills
9	Bandaids or Jimmy Hats © Brand Condoms
10	Bottle of Desinfectant or Healing Powder
11	First Aid Kit or Stimpack
12	Jar of Vitamin Pills or Hypodermic needle
13	Stethoscope or Recreational Drugs
14	Jar of Iodine Pills
15	Mentats or Psycho
16	Doctors Bag
17	Contact Lenses or Super-Stimpack
18	Bionic Ear or Bionic Prosthetic

3D6	Unusual and Greatly Useful
3	Fully loaded combat vehicle in good condition
4	Large Alcohol Still or ATGM Launcher
5	Electronic Lockpick Mk2 or Small Still
6	Vehicle (functional or easy to fix)
7	Basic Toolkit TL8 or off-road bicycle
8	Belt Toolkit TL8 or Electronic Lockpick
9	Solar Panel or Rifle Scope+Guncam
10	Radiation Counter or C4 Breaching Charge or Pipboy2000
11	NV Goggles or Military Rifle or Daylight Laser Sight
12	Environmental Armor Mk2 or Combat Armor
13	Thermograph or Ammo Cache (ammo worth 3D6-2x1000$)
14	Beam Weapon or Machine Gun or Rocket Launcher
15	Hei Gui Armor
16	Advanced Power Armor
17	Suitcase Tactical Nuke with 1-10 kiloton 'dial a yield'
18	Functional Nuclear Reactor or Humanoid Robot

FALLOUT 3
Homemade Weapons - Conceptual Design

Gremlins is a **GURPS: Fallout** Adventure which can be located in any medium to large town at moderate tech level within the Fallout setting. This module is devised to be played by a single thief-type character. If this adventure is played by a party of people, the GM is advised to raise the number of opponents encountered. The adventure is mainly meant to be a challenge for thieving characters.

The Story

Imagine a house full of pre-war technology. Imagine being the only one who knows about it.

Located within a more or less forgotten part of town lies the Gunsus Facility. Before the great war, this place had been a construction site for rocket guidance microchips. Now, it is just a big construction with broken windows and a cracking paint coat. The place has been stripped of all usable machinery long ago, and there is nothing else of interest left except the big power generator outside the building. Since the rest of the place is completely infested with cave rats, no one really enjoys entering it.

Three weeks ago, the old generator had been successfully repaired by nearby residents. Some had working on it for years, but the real breakthrough came with a trader called Inos. He installed some new plugs and got the machine running, thus becoming the mos popular guy in town. The fact that he's now dealing with electricity doesn't bother people much. As to the facility…

When the generator was reactivated, an emergency system below the facility got powered up again. It's first directive was to reactivate the machines on the first level of the facility. However, the system quickly realized that this was not possible. During the past three weeks, it had been rebuilding its systems and gaining intelligence about the surrounding area. Knowing that it would need resources to repair the whole facility, it sent out scouts to search for spare parts and equipment. Last night, the scouts stole different objects from all the traders in the neighborhood. Well, from all but one… our "hero", of course, wasn't robbed.

McGee will pay the character a visit for some business and some gossip. He will actually be more interested in the latter and will talk a bit to the character:

> Yesterday, someone robbed Inos' place. Got into that old building- people heard gunshots outta there y'know. Wonder what anyone'd like to have from that old coot.
>
> Now that I think of it- Betty told me that Ron's place was emptied, too. And there's also that greasy boy there's missin' some parts. Not that I'd cry seein' that bastard loose some merchandise, but still- it's weird, ain't it?
>
> Oh, by the way- you been missin' anythin', too? Thought I'd ask you- y'know with everyone missin' stuff an' all. Don't mind me askin, do ya?

Now, even if it doesn't become clear to the character at this point of time, it should soon become clear that he's heading towards being the main suspect here. He's the only one whose shop hasn't been rifled. Btw, if the player had opted not to play with a facade, then the GM should make him clear that someone else is obviously pushing into his turf! If that too isn't motivation enough for the character, then the GM could have him encounter one of the systems's scouts during the night (see below).

It would also be possible to have the character sent out for an investigation through the local thief guild (or local crime lord). This however is only possible if the character is part of such an organization. If the character opts into being in a guild, the GM may take the one below or create an individual one.

The Outcome

There are different kinds of people interested in solving the mystery behind the robberies. The traders want to have their merchandise back and to punish the thieves. The residents are afraid of being the next in line. The authorities are interested in returning the so called peace. Furthermore, the local thieves guild wants to know who's challenging their territory. For detailed descriptions of the factions, see people & places section below.

Solving the mystery will not be easy as the only one who actually saw the system's scouts is Inos, who has armed all the traps around his place and locked himself in his house. If the character somehow makes it past the booby traps (using his Traps skill), he might get a chance to talk to Inos. He is known to be the only one who has the keys to the old facility, so the character will have to talk to Inos at some point of the adventure.

Unfortunately, Inos has (more or less) lost his mind and goes on rambling about "Gremlins". If the character somehow can calm him down, Inos will say that he lost the keys to Greasy Johnson during a dart game. Since Johnson won't give the keys away, the only way is to steal them from him, win it in a dart game (3 rolls- Thrown Weapons, highest result wins) or try to enter the building without the keys.

Without the keys, one would have to climb the walls of the facility to enter through the broken windows (some 24 feet above ground) or pick the locks on the door (lockpicks AND tool kit are needed).

Once inside, a careful search will reveal a small entry behind a piece of heavy machinery leading down. Rummaging around will stir up a lot of annoying rats, though (see below). The level below ground is inhabited by a family of pig rats, which are gnawing on the remains of a big cat. It is possible (but difficult) to sneak past these creatures into a stairway leading below. An electronic lockpick (or some patience) is needed to get through the door to the main facility. The door will open every twelve hours and let out a "Gremlin" in search of raw materials and spare parts. The thief might be able to sneak past (-2 due to heightened senses of the Gremlin).

Inside are various Gremlins attending to tasks involving repairs and processing of equipment. As long as the thief does not stir up too much attention, the Gremlins will ignore him and go on with their business. The only Gremlin who will notice the thief is a large red one. Getting rid of the red one will put the whole system on alert, so more subtle ways (such as Stealth) are needed. The computer room of the facility will have the reactivation log files on the network. So, using the Computer Operation skill might help there. Disabling the system (by cutting the connection to the power generator, shutting the generator down or blowing up the network) will deactivate the red unit but will also let all the other Gremlins loose. They might continue with their last assignment or just do random tasks- this is up to you, the GM.

Knowing what's going on, the thief might either uncover the whole thing, consequently gaining some regard (and thus strengthening his cover- after all, who'd suspect a respected adventurer and businessman to be a thief?) or use the situation for his advantage (by returning from time to time and stealing some of the equipment each time). Either way- some good money is guaranteed.

One last word: Please read the descriptions of the NPCs before heading off for the adventure. Besides stats and characterization, there are also rumors, NPC knowledge and story details listed below. So take your time reading through the descriptions.

People and Places

Inos

In Short: Inos is a small Asian man in his late fifties. He developed a nervous twitch and speaks with a hissing voice, clutching at his Shotgun the whole time. Calming him will not be easy, as he saw how one of the small Gremlins ripped through his guard dog, Teddy, with only one strike.

Inos has been traveling the wastes for a while. During his last stop, he discovered that some plugs he was carrying fit into the generator of the building he had the guts to stay in. He had intended to live off the rats for a while, but decided to live off "his generator" instead. As he encountered the system scouts, he nearly lost his mind. He is afraid of leaving his house and of meeting the "Gremlins" as he calls them. He killed one of them while it was trying to steal the remaining high-tech plugs. He tied the "corpse" of the small creature onto a small stick and stuck it into the ground at his front door.

He has now set up a variety of traps around his house and the facility since he fears that the Gremlins will return to avenge their kind. He hasn't been out of house for a week.

ST: 10	HP: 10	Speed: 5.5
DX: 12	Will: 12	Move: 5
IQ: 16	Per: 14	
HT: 10	FP: 11	SM: 0
Dodge: 8	Parry: 9	DR: 0

Unarmed (10): 1d-2 thr / 1d sw cr.

Mossberg 590 (10): 1d+1 pi-.

Traits: None of note.

Skills: Physician -16; Diagnosis -17; Surgery -15; Electronics Operation (Medical) -17; Engineer (Electric) -17; Mechanic (Electric) -17; Electronics Operation (Security) -17; Scrounging -15; Math -15; Computer Operation -17; Computer Programming -17; Traps -16.

Inventory: Mossberg 590 Shotgun, Doctor's bag, Tool Kit, Big Book of Science, 30x gold coins, 2 stim packs, Lockpicks.

Tom

In Short: Tom is almost deaf, so talking to him is a real pain in the ass as he will want everything repeated x times. Tom is an honest shop owner and very heavy smoker. He deals in all kinds of household items, equipment, some books and few weapons and armor. He's a strong looking, big bald man with a rough and loud voice, who's pretty pissed at being robbed. He's been at home all the time and can't explain how the thief actually got into the building. He found small footsteps at the fireplace near the chimney, though and suspects a little gal called Caren. He still hasn't cleaned his room, because he wants the authorities to take "fingerprints". He has set up a reward of 200 coins for the thief's arrest.

ST: 12	HP: 12	Speed: 5
DX: 10	Will: 10	Move: 5
IQ: 10	Per: 8	
HT: 10	FP: 10	SM: 0
Dodge: 8	Parry: 8	DR: 3 (Leather Armor Mk. II)

Unarmed (13): 1d-1 thr / 1d+2 sw cr.

Maul (16): 1d+6 cr.

Traits: Addiction (Tobacco); Hard of Hearing.

Skills: Brawling -13; Guns (Pistol) -14; Merchant -14; Thrown Weapons -15; Two-Handed Axe/Mace -16.

Inventory: Sledgehammer; Leather Armor MK II; 3 stimpacks, lighter, 2 packs of cigarettes.

Greasy Johnson

In Short: Full-time psycho and major asshole, Johnson is the wealthiest (and most irritating) person around. He keeps his hair "nice n shiny" but it actually looks greasy. Johnson sells weapons, armor and all kinds of mechanical gizmos including nun-functioning junk. He may not be smart or a good trader, but he know's when he's screwed and acts very briskly. As soon as he realized that his super tool kit was stolen, he sent out for McGee and his boys to clear things up.

He hasn't been in the shop that night since he was playing darts in the Smooth Bar. He's got an ugly old cat called Ripper who occasionally goes out for a stroll through a small opening in the door. Ripper hasn't been around for a while. He thinks that the "scrap-diggin' rat" Larson might have stolen his goods, so he refuses to buy anything from the boy.

ST: 14	HP: 14	Speed: 5
DX: 10	Will: 10	Move: 5
IQ: 10	Per: 12	
HT: 10	FP: 10	SM: 0
Dodge: 8	Parry: 8	DR: 0

Unarmed (13): 1d thr / 2d sw cr.

Switchblade (16): 2d-3 cut / 1d-1 imp.

9mm Mauser (13): 3d-1 pi-.

Traits: Odious Personal Habits -3 (Prick); Wealth (Comfortable).

Skills: Brawling -11; Guns (Pistol) -13; Knife -16; Merchant -12.

Inventory: Switchblade, 9mm Mauser, 2x 9mm, 43x gold coins, 3x stimpack, 4x psycho.

The traders all have their own stores and usually do not go to the marketplace. The marketplace is used by the residents of this part of town to exchange goods and to buy food or water. There are hunters, traveling merchants, caravans and all kinds of other professions concentrated in the marketplace, with an average of some 100 people being there at one time.

Residents

Betty

In Short: An old woman with a shaven head and golden front teeth. She likes smiling a lot- but the smile doesn't look nice or comforting- more like a shark's smile. Nobody really knows what Betty does for living, but she seems to get by pretty good. Betty knows every action of everyone at any time. In truth, she's a "retired" thief who hit the big one long ago. She feels that this isn't just thievery going on and will be interested in solving the problem.

Larson

In Short: a young lad, claiming to be Caren's boyfriend. This witty boy usually runs around bare-footed and with a load of scrap metal on his back, selling his findings to the traders. After being put off by Johnson, Larson went to Inos to sell his latest findings. He actually saw Inos fight against the "small people" and left the place in a hurry. Dominik hasn't believed him and he was too shy to ask McGee, so he left it at that this was two weeks ago.

There are some three hundred to four hundred residents at this part of town, but there are just some people which are known by almost everyone. The two above are such persons. Feel free to add others and to add subplots at will.

Authorities

McGee

In Short: Dancin' McGee is the owner of the Smooth Bar and the leading "authority" as well. He's young enough to rumble, but old enough to know better. Since he has a secret agreement with the thieves guild, McGee knows that it couldn't have been them (although he checked with each member just to be sure). He's been asking everyone if they've noticed anything unusual, but so far the only thing he got was something about "Speaking Rats" from that drunkard Ren. He didn't pay much attention to Johnson's or Tom's speculations since he knows that neither Caren nor Larson would dare picking their way into three houses, sneaking past the owners and getting away with it. So far, he is clueless- and this is bothering him a lot. He thinks about adding into the pool of rewards to put up a total of 600 (which would include Johnson's, Tom's and the residents money), but he would prefer the money for himself.

ST: 10	HP: 10	Speed: 5
DX: 10	Will: 10	Move: 5
IQ: 10	Per: 13	
HT: 11	FP: 10	SM: 0
Dodge: 8	Parry: 8	DR: 5 (Metal Armor)

Brass Knuckles (15): 1d-1 cr.

H&K CAWS (17): 1d+1 pi-.

Traits: Greed; Legal Enforcement Powers; Secret (In bed with the Thieves Guild).

Skills: Axe/Mace -14; Brawling -15; Guns (Shotgun) -17; First Aid -10; Thrown Weapons -14.

Inventory: H&K CAWS, Brass Knuckles, Metal Armor, 19x 12-Guage Slugs, 72x gold coins, 2x stimpack.

Dominik

In Short: A dimwit if you ever met one. Big, strong, slow. Dominik is McGee's employee (and son, though that fact is tightly hidden from everyone- including Dominik). He is a act first- don't think at all person who will bore you to death with all the details of caverat-ball and the art of brewery. He hasn't paid attention to the latest happenings as he was too busy drinking with his pal, Ren and hanging around with his girl Caren. As Larson tried to tell him something about "small people", he just shoved the boy off, telling him that he'd squash him like a bug if he told any fairy tales again.

ST: 15	HP: 15	Speed: 5
DX: 8	Will: 7	Move: 5
IQ: 7	Per: 10	
HT: 12	FP: 12	SM: +1
Dodge: 8	Parry: 8	DR: 2 (Leather Armor)

Spiked Knuckles (14): 1d+3 cr/imp.

Throwing Knife (14): 1d imp.

Traits: Legal Enforcement Powers; Odious Personal Habits -1 (A terrible bore).

Skills: Axe/Mace -12; Brawling -14; Guns (Shotgun) -12; Thrown Weapons -14.

Inventory: Throwing Knife, Spiked Knuckles, Leather armor, 4x Throwing Knife, rope, stimpack.

The law in town consists of only two people – McGee and his deputy Dominik. If McGee runs into trouble he can't handle, he also has the authority to deputize townsfolk.

Thieves Guild

The Guild consists of some 20 people, half of them being kids. Listed below are the important people within the guild.

Shadow

*In Short: S*ince he keeps his face covered, nobody really knows just who (or what) the shadow is, or what he (she?) looks like. Since he agreed on stealing from merchants and travelers only, Shadow's been having a good time. This also shows in his latest choice of employees (or partners, as he calls them). Shadow is very interested in finding out more about the situation. He knows that it can't be any of *his* thieves, so he has guessed that there must be a new player in town.

There aren't any obvious newcomers around, so the person behind this must be operating from the shadows (like himself). He has guessed that the ideal place to start an operation would be the one located right in the middle of the events – the old facility. He plans to send some of his thugs in there to see "what's going on".

ST: 10	HP: 10	Speed: 5.50
DX: 12	Will: 14	Move: 5
IQ: 14	Per: 13	
HT: 10	FP: 10	SM: 0
Dodge: 8	Parry: 9	DR: 5 (Metal Armor)

Unarmed: (15): 1d-2 thr / 1d sw cr.

Colt 6520 (17): 2d pi+.

M26A1 Frag Grenade (15): 8d+2 cr ex [2d].

Traits: Paranoia.

Skills: Brawling -15; Climb -15; Electronics Operation (Security) -13; Guns (Pistol) -17; Knife -16; Lockpicking -14; Pickpocket -15; Stealth -17; Thrown Weapons -15.

Inventory: Colt 6520 10mm Pistol, Metal Armor, 3x 10mm JHP , 31x gold coins, Cigarettes, stimpack, buffout, 2x jet, 2x mentats, 2x Frag Grenades.

Ren

In Short: Ren likes to drink… a lot. His constantly red nose above the unkempt beard have been his trademark for years. Although he has seen the Gremlins a couple of times, Ren hasn't paid attention to them since he thought them to be just another drinking fantasy. He has seen them while he was trying to picklock his way into McGees bar and stopped his efforts because he thought that he was too drunk to steal anything. Ren talks about all kinds of things when he's drunk, so getting information out of him is an easy task. Because of this, he's never allowed to accompany the others to Shadow's hideout. Yet, since he's not the curious type, this doesn't bother him much.

ST: 11	HP: 11	Speed: 6.25
DX: 14	Will: 10	Move: 6
IQ: 10	Per: 13	
HT: 11	FP: 11	SM: 0
Dodge: 9	Parry: 10	DR: 2 (Leather Armor)

Spiked Knuckles (16): 1d+1 cr/imp.

Combat Knife (15): 1d-1 cut/imp.

Traits: Alcoholic; Addition (Tobacco, Jet); Chummy.

Skills: Brawling -16; Climb -12; Guns (Pistol) -15; Knife -15; Lockpicking -16; Pickpocket -14; Stealth -14; Thrown Weapons -15.

Inventory: Spiked Knuckles, Combat Knife, Leather Armor, stimpack, 18x gold coins, buffout, Cigarettes, jet.

Stimpy

In Short: A young, athletic & curious man, Stimpy acts as a trader. Stimpy has been in the thieves guild for years and is a very loyal henchmen of Shadow. He often acts as a spy for Shadow and usually does the dirty work. He's not a good burglar, but a very silent killer. A couple of months ago, he got addicted to jet and has since then become more and more paranoid. He was one of the first to gather information on the "Gremlins" and is burning to find out more about them. He will be hanging around in shops and the bar, talking to people casually about the latest events, including the burglaries.

ST: 14	HP: 14	Speed: 6.25
DX: 14	Will: 10	Move: 6
IQ: 10	Per: 13	
HT: 11	FP: 11	SM: 0
Dodge: 9	Parry: 10	DR: 2 (Leather Armor)

Spiked Knuckles: (17): 1d+2 cr/imp.

Switchblade (16): 2d-3 cut / 1d-1 imp.

Traits: Addiction (Tobacco, Jet); Paranoia.

Skills: Brawling -17; Climb -15; Electronics Operation (Security) -13; Guns (Pistol) -16; Knife -16; Lockpicking -12; Pickpocket -12; Stealth -15; Thrown Weapons -15.

Inventory: Spiked Knuckles, Switchblade, Leather armor, 33x gold coins, jet, stimpack, buffout, Cigarettes.

Caren

In Short: Young (16), beautiful, but naïve, poses as a huntress Caren is yet new to the guild and still has to prove herself. She hasn't been interested in the events, but has been around the marketplace, pretending to listening to people while going after their purses. She's actively looking for a boyfriend while trying to keep Larson away from her at the same time. She hangs around with Dominik a lot and pretends to be "his girl", only to get the latest information from the authorities. She will report anything interesting to Shadow and will also try everything to gain in rank within the guild. She isn't the brightest one though- so far, her efforts have been futile.

ST: 11	HP: 11	Speed: 6.25
DX: 12	Will: 8	Move: 6
IQ: 8	Per: 16	
HT: 12	FP: 12	SM: 0
Dodge: 9	Parry: 10	DR: 2 (Leather Armor)

Spiked Knuckles: (14): 1d+1 cr/imp.

Colt .223 Rifle (16): 5d pi.

Traits: None of note.

Skills: Brawling -14; Climb -15; Guns (Rifle) -16; Knife -12; Lockpicking -15; Pickpocket -15; Stealth -13.

Inventory: Colt .223 Hunting Rifle, Spiked Knuckles, Leather armor, 3x .223 FMJ , 39x gold coins.

The System

Gunsus Facility was once owned by GunsRus Corporation, but when the Company had to close during the war, the army took over and turned the facility into a plant for military equipment. The main generator, as well as all surface systems, were destroyed by the nuclear shockwave and the system went to stand by and waited for the reactivation of the generator. Now that the Gunsus System is back up again, it is trying to continue with its directive: produce as much equipment as possible with available resources.

The semi-AI of the System figured that it vital systems had to be repaired and thus assembled work drones. Since the only functioning machines were some old leftovers from GunsRus, the system used those. Strangely enough, these were oversized mechanical children's toys. A little modification was enough to turn these into a task force. The old maintenance bot who created the first drones was dismantled by the drones in return.

Since there were **NO** resources available at all, the system started searching for some in order to get at least the critical systems running again. If left alone, it will have reactivated 80% of the facility within another 3 weeks. It will then start production and produce the following:

Geiger Counters, Motion Sensors, Holodisk Readers, Two-way radios, and Metal Detectors.

The Gremlins

Due to the fire within the facility, all the plastic covering of these children's toys have melted, so these figures actually look very distorted and misshapen. The big red one also has organic matter incorporated within its body (pig rat limbs) and has a direct link to the system. It serves as the eyes ad ears of the system and commands the other robots. The whole system is alarmed if anything happens to the red one.

Gremlin

ST: 8	**HP:** 10	**Speed:** 6
DX: 14	**Will:** 20	**Move:** 8
IQ: 4	**Per:** 10	
HT: 10	**FP:** - - -	**SM:** -5 (1' tall); 50 lbs.
Dodge: 7	**Parry:** N/A	**DR:** 10

Impaling Limb (16): 1d-3 imp.

Fusion Torch (16): 1d burn.

Traits: Drone; Machine; Absolute Direction; Combat Reflexes; DR 10; Claws (Talons, Impaling); Silence 1; Vulnerability (EMP Attacks).
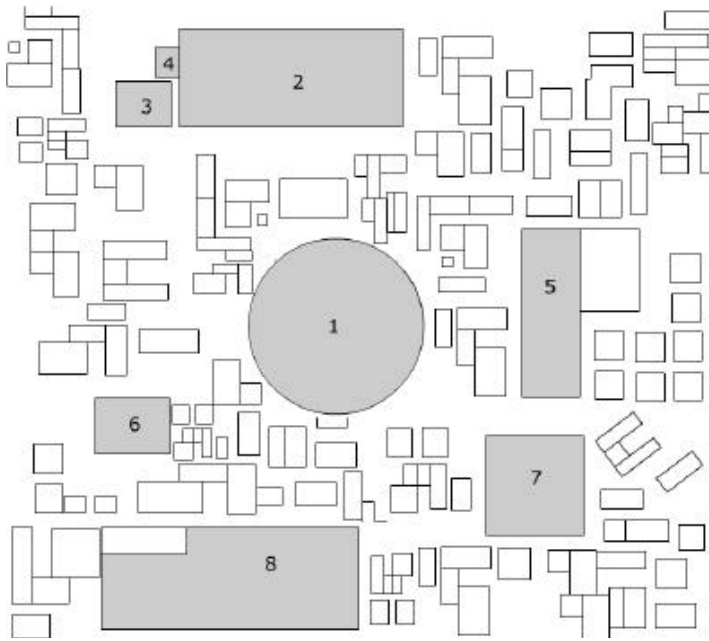
Skills: Brawling -16; Stealth -15.

Class: Robot

Notes: Pack.

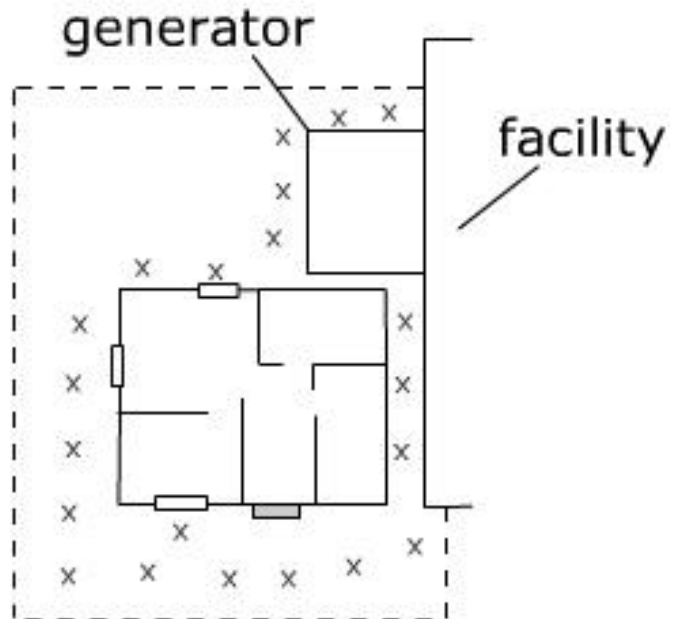- The Big Red Gremlin is as above, but change Drone to Cyborg Brain, and increase Brawling to 17.

Maps

The town

|			
1. Marketplace	2. Facility	3. Ison	4. Generator
5. Smooth Bar	6. Tom	7. Johnson	8. Thieves Guild

Ison's Place

Ison has locked himself into his house - he has food and water to last him for two months and he doesn't think of coming out. Every x is a trap - the door and windows are shut and trapped, too. The entry to the generator house is also trapped, there's chicken wire all around the location. The house is a brick building with a wooden / metal roof. The traps around the house are explosives, those at the buildings are use frag grenades. Ison has put up warning signs all over the place to show that he means it.

The Smooth Bar
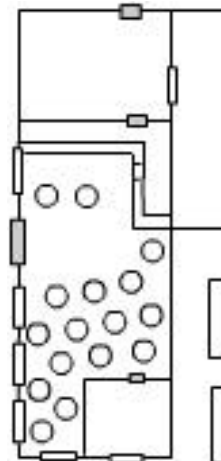
This is McGees Smooth Bar. It is a very popular place with a nice atmosphere and moderate prices. McGee sometimes tends to his customers himself, but usually there is a bartender called Bob. The back room behind the bar is McGees office. At the north side of the building, you'll see a sheriff star above the door. Dominik ca be found there most of the time.

The Facility (Ground Floor)
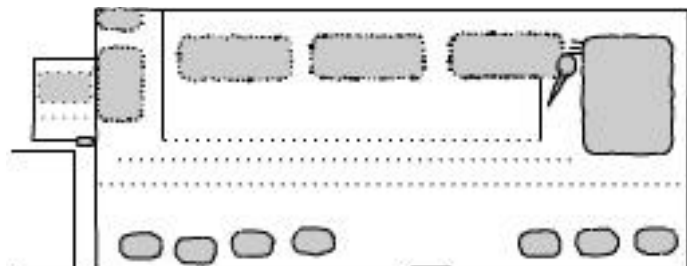
This place is inhabited by cave rats and pig rats. Old production machines and robot parts are scattered around the place. The roof is mainly broken down and debris covers the floor. The stairs below are in the right upper corner.

The Facility (Sub Level)
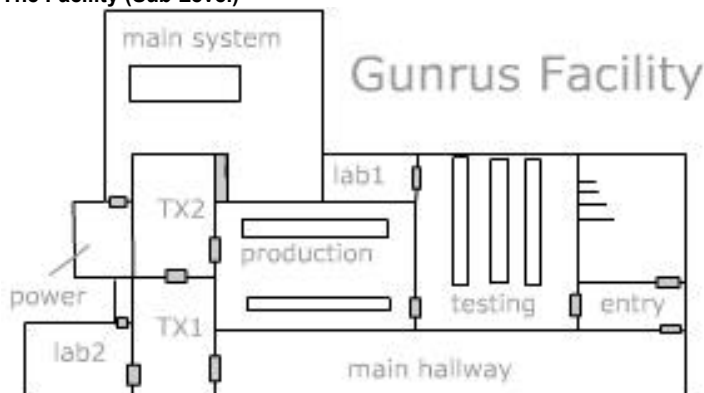
Most doors are broken down, the whole place is dusty and dirty. The stairs above are occupied by a family of pig rats. The entry is locked and guarded by two Gremlins. The main hallway is used by the droids frequently. There's a 50% chance to meet the red one at any one place.

Turning the main system down is the only way to get rid of all droids at once. The labs have computers to access the system. Shutting down the generator or cutting down the power connection (see map) will also work. Most droids are in the production and testing halls, assembling equipment and machinery and repairing systems. The illumination is down to the red flicker of the emergency lights.

There are various pieces of equipment to be found in (mostly locked) chests and lockers:

Geiger Counter, Motion Sensor, Holodisk Reader, Two-way radio, Metal Detector, .357 Desert Eagle, Radaway, 2 Stimpacks, 2 Flares. Also, the production schemes of various pieces of equipment can be found on the system and can be loaded onto an empty holodisk (finding one could be a major problem, though).

APPENDIX 4: BIBLIOGRAPHY

Games

Interplay. Fallout: A Post Nuclear Role Playing Game (Interplay 1997).

Interplay. Fallout 2: A Post Nuclear Role Playing Game (Interplay 1998).

Interplay. Fallout: Van Buren Tech Demo (Interplay Ureleased).

Interplay. Fallout Tactics: Brotherhood of Steel (Interplay 2001).

Bethesda Softworks. Fallout 3 (Bethesda Softworks. 2008).

Books

Jason Mical. Fallout PnP version 1.1 (????).

David L. Pulver and Sean M. Punch. GURPS Basic Set: Characters, 4th edition (Steve Jackson Games 2004).

David L. Pulver and Sean M. Punch. GURPS Basic Set: Campaigns, 4th edition (Steve Jackson Games 2004).

David L. Pulver and Kenneth Peters. GURPS Ultra-Tech, 4th edition (Steve Jackson Games 2007).

Shawn Fisher, Michael Hurst and Hans-Christian Vortisch. GURPS High-Tech, 4th edition (Steve Jackson Games 2007).

Chris Davis and Dominic Covey. Darwin's World Survivors Handbook (RPG Objects 2003)

Websites

Eric's Cyberdungeon (http://members.cox.net/cyberdungeon/)

Fallout GURPS (http://gurps.fallout.free.fr/)

Duck and Cover (http://www.duckandcover.cx/)

The Vault – A Fallout Wiki (http://fallout.wikia.com/wiki/Main_Page)

And various ideas shamelessly stolen from the Steve Jackson Games web forums (http://forums.sjgames.com/). Thanks!

VAULT DWELLER'S
SURVIVAL GUIDE

VDSG VTB-001-13

NOTICE. This document contains information affecting the national defense of the United States within the meaning of the New Amended Espionage Act, 50 U.S.C., 31 and 32. Its transmission or the revelation of its contents in any manner to an unauthorized person is prohibited by the law.

Welcome to the Vault of the Future

General

Welcome to Vault-13, the latest in a series of public defense works from Vault-Tec, your contractor of choice when it comes to the best in nuclear shelters. Vault-Tec, America's Final Word in Homes. This document, VTB-001, the *Vault Dwellers Survival Guide*, is for the events following a world-wide nuclear war. In the case of a limited scale nuclear war, or other world ending catastrophe, please refer to the appropriate documentation (see also page 1.8):

End of World Cause	Document #	Title
Limited Scale Nuclear War	VTB-002	*Vault Dwellers Survival Guide* (abridged version)
Disease	VTD-001	*Coping with Mr. Virus!*
Starvation	VTR-003	*How to Eat Rat*
Flooding	VTF-100	*Flotation Homes & Seaweed*
Meteor	VTM-020B	*How to Dodge Falling Rocks**

*Document not available at this time, will be available the 3rd quarter of 2078.

While we hope that peace will prevail and the need for such from the ground up to provide the best chance for a good life following nuclear armageddon. It is the duty of every American citizen to learn and use the skills necessary for a comfortable Vault life.

Dont let what could have happened bother you. We have enough problems to deal with in the here and now. - Overseer

The Vault series of survival shelters are designed from the ground up to provide the best chance for a good life following nuclear armageddon. It is the duty of every American citizen to learn and use the skills necessary for a comfortable Vault life. The best place to start is with a description of your new home.

Important Vault statistics

Vault Number 13
Starting construction date ....August 2063
Ending construction date ....March 2069
Starting Budget $400,000,000,000
Final Budget, with interest $645,000,000,000
Total number of occupants ....1,000 (at capacity)
Total duration ....10 years (at capacity)
Number of living quarters ....100 (hot bunking required if at maximum capacity)
Door thickness ....4 yards, steel
Earth coverage ....3,200,000 tons of soil, at 200 feet
Computer control system ....Think machine
Primary power supply ....Geo-thermal
Secondary power supply ....General Atomics Nuclear Power backup systems
Power requirements 3.98mkw/day
Stores ....Complete construction equipment, hydro-agricultural farms, water purification from underground river, defensive weaponry to equip 10 men, communication, social and entertainment files (for total duration)

Nuclear blast effects

Vault-13 is designed to provide protection from the effects of a nuclear blast. To better understand the protection provided, we have included a section from the High Energy Weapons FAQ that explains how a nuclear blast causes damage. The first thing bomb victims experience is the intense flux of photons from the blast, which releases 70-80% of the bomb's energy. The effects go up to third degree thermal burns and are not a pretty sight. Initial deaths are due to this effect. The next phenomenon is the supersonic blast front. You see it before you hear it. The pressure front has the effect of blowing away anything in its path. After the front comes the overpressure phase. It would feel like being underwater a few hundred meters. (At a few thousand meters under the sea, pressurized hulls implode.) The pressure gradually dies off, and there is a negative overpressure phase, with a reversed blast wind. This reversal is due to air rushing back to fill the void left by the explosion. The air gradually returns to normal atmospheric pressure. At this stage, fires caused by electrical destruction and ignited debris turn the place into a firestorm. Then come the middle term effects such as keloid formation and retinal blastoma. Genetic or hereditary damage can appear up to forty years after initial irradiation.

Atmospheric effects of blasts

The Mushroom Cloud. The heat from fusion and fission instantaneously raises the surrounding air to 10 million degrees C. This superheated air plasma gives off so much light that it looks brighter than the sun, and is visible hundreds of kilometers (km) away. The resultant fireball quickly expands. It is made up of hot air, and hence rises at a rate of a few hundred meters per second. After a minute or so, the fireball has risen to a few kilometers, and has cooled off to the extent that it no longer radiates.

The surrounding cooler air exerts some drag on this rising air, which slows down the outer edges of the cloud. The unimpeded inner portion rises a bit quicker than the outer edges. A vacuum effect occurs when the outer portion occupies the vacuum left by the higher inner portion. The result is a smoke ring.

The inner material gradually expands out into a mushroom cloud, due to convection. If the explosion is on the ground, dirt and radioactive debris get sucked up the stem, which sits below the fire-ball.

Collisions and ionization of the cloud particles result in lightning bolts flickering to the ground.

Initially, the cloud is orange-red due to a chemical reaction when the air is heated. When the cloud cools to air temperature, the water vapor starts to condense. The cloud turns from red to white.

In the final stages, the cloud can get about 100km across and 40km high, for a megaton class explosion.

Electromagnetic Pulse (EMP). A nuclear explosion gives off radiation at all wavelengths of light. Some is in the radio/radar portion of the spectrum - the EMP effect. The EMP effect increases the higher you go into the atmosphere. High altitude explosions can knock out electronics by inducing a current surge in closed circuit metallic objects - electronics, power lines, phone lines, TVs, radios, etc. The damage range can be over 1000km.

Overview of immediate effects

The three categories of immediate effects are: blast, thermal radiation (heat), and prompt ionizing or nuclear radiation. Their relative importance varies with the yield of the bomb. At low yields, all three can be significant sources of injury. With an explosive yield of about 2.5 kilotons (kT), the three effects are roughly equal. All are capable of inflicting fatal injuries at a range of 1km.

The fraction of a bomb's yield emitted as thermal radiation, blast, and ionizing radiation is essentially constant for all yields, but the way the different forms of energy interact with air and target vary dramatically.

Air is essentially transparent to thermal radiation. The thermal radiation affects exposed surfaces, producing damage by rapid heating. A bomb that is 100 times larger can produce equal thermal radi-ation intensities over areas 100 times larger. The area of an (imaginary) sphere centered on the explosion increases with the square of the radius. Thus the destructive radius increases with the square root of the yield (this is the familiar inverse square law of electro-magnetic radiation). Actually the rate of increase is somewhat less, partly due to the fact that larger bombs emit heat more slowly which reduces the damage produced by each calorie of heat. It is important to note that the area subjected to damage by thermal radiation increases almost linearly with yield.

Blast effect is a volume effect. The blast wave deposits energy in the material it passes through, including air. When the blast wave passes through solid material, the energy left behind causes damage. When it passes through air it simply grows weaker. The more matter the energy travels through, the smaller the effect. The amount of matter increases with the volume of the imaginary sphere centered on the explosion. Blast effects thus scale with the inverse cube law which relates radius to volume.

The intensity of nuclear radiation decreases with the inverse square law like thermal radiation. However nuclear radiation is also strongly absorbed by the air it travels through, which causes the intensity to drop off much more rapidly.

These scaling laws show that the effects of thermal radiation grow rapidly with yield (relative to blast), while those of radiation rapidly decline.

In a small nuclear attack (bomb yield approx. 15kT) casualties (including fatalities) would be seen from all three causes. Burns (including those caused by an ensuing fire storm) would be the most prevalent serious injury (two thirds of those who would die the first day would be burn victims), and occur at the greatest range. Blast and burn injuries would be found in 60-70% of all survivors. People close enough to suffer significant radiation illness would be well inside the lethal effects radius for blast and flash burns, as a result only 30% of injured survivors would show radiation illness. Many of those people would be sheltered from burns and blast and thus escape the main effects. Even so, most victims with radiation illness would also have blast injuries or burns as well.

With yields in the range of hundreds of kilotons or greater (typical for strategic warheads) immediate radiation injury becomes insignificant. Dangerous radiation levels only exist so close to the explosion that surviving the blast is impossible. On the other hand, fatal burns can be inflicted well beyond the range of substantial blast damage. A 20 megaton bomb can cause potentially fatal third degree burns at a range of 40km, where the blast can do little more than break windows and cause superficial cuts.

A convenient rule of thumb for estimating the short-term fatalities from all causes due to a nuclear attack is to count everyone inside the 5 psi blast overpressure contour around the hypocenter as a fatality. In reality, substantial numbers of people inside the contour will survive and substantial numbers outside the contour will die, but the assumption is that these two groups will be roughly equal in size and balance out. This completely ignores any possible fallout effects.

Overview of delayed effects

Radioactive Contamination. The chief delayed effect is the creation of huge amounts of radioactive material with long lifetimes (half-lifes ranging from days to millennia). The primary source of these products is the debris left from fission reactions. A potentially significant secondary source is neutron capture by non-radioactive isotopes both within the bomb and in the outside environment.

When atoms fission they can split in some 40 different ways, producing a mix of about 80 different isotopes. These isotopes vary widely in stability; some are completely stable while others under-go radioactive decay with half-lifes of fractions of a second. The decaying isotopes may themselves form stable or unstable daughter isotopes. The mixture thus quickly becomes even more complex, some 300 different isotopes of 36 elements have been identi-fied in fission products.

Short-lived isotopes release their decay energy rapidly, creating intense radiation fields that also decline quickly. Long-lived isotopes release energy over long periods of time, creating radiation that is much less intense but more persistent. Fission products thus initially have a very high level of radiation that declines quickly, but as the intensity of radiation drops, so does the rate of decline.

A useful rule-of-thumb is the "rule of sevens". This rule states that for every seven-fold increase in time following a fission detonation (starting at or after 1 hour), the radiation intensity decreases by a factor of 10. Thus after 7 hours, the residual fission radioactivity declines 90%, to one-tenth its level of 1 hour. After 7*7 hours (49 hours, approx. 2 days), the level drops again by 90%. After 7*2 days (2 weeks) it drops a further 90%; and so on for 14 weeks. The rule is accurate to 25% for the first two weeks, and is accurate to a factor of two for the first six months. After 6 months, the rate of decline becomes much more rapid. The rule of sevens corresponds to an approximate $t^{-1.2}$ scaling relationship.

These radioactive products are most hazardous when they settle to the ground as "fallout". The rate at which fallout settles depends very strongly on the altitude at which the explosion occurs, and to a lesser extent on the size of the explosion.

If the explosion is a true air-burst (the fireball does not touch the ground), when the vaporized radioactive products cool enough to condense and solidify, they will do so to form microscopic particles. These particles are mostly lifted high into the atmosphere by the rising fireball, although significant amounts are deposited in the lower atmosphere by mixing that occurs due to convective circulation within the fireball. The larger the explosion, the higher and faster the fallout is lofted, and the smaller the proportion that is deposited in the lower atmosphere. For explosions with yields of 100kT or less, the fireball does not rise above the troposphere where precipitation occurs. All of this fallout will thus be brought to the ground by weather processes within months at most (usually much faster). In the megaton range, the fireball rises so high that it enters the stratosphere. The stratosphere is dry, and no weather processes exist there to bring fallout down quickly. Small fallout particles will descend over a period of months or years. Such long-delayed fallout has lost most of its hazard by the time it comes down, and will be distributed on a global scale. As yields increase above 100kT, progressively more and more of the total fallout is injected into the stratosphere.

An explosion closer to the ground (close enough for the fireball to touch) sucks large amounts of dirt into the fireball. The dirt usually does not vaporize, and if it does, there is so much of it that it forms large particles. The radioactive isotopes are deposited on soil particles, which can fall quickly to earth. Fallout is deposited over a time span of minutes to days, creating down-wind contamination both nearby and thousands of kilometers away. The most intense radiation is created by nearby fallout, because it is more densely deposited, and because short-lived isotopes haven't decayed yet. Weather conditions can affect this considerably of course. In particular, rainfall can "rain out" fallout to create very intense localized concentrations. Both external exposure to penetrating radiation, and internal exposure (ingestion of radioactive material) pose serious health risks.

Explosions close to the ground that do not touch it can still generate substantial hazards immediately below the burst point by neutron-activation. Neutrons absorbed by the soil can generate considerable radiation for several hours.

The megaton class weapons have been largely retired, being replaced with much smaller yield warheads. The yield of a modern strategic warhead is, with few exceptions, now typically in the range of 200-750 kT. Recent work with sophisticated climate mod-els has shown that this reduction in yield results in a much larger proportion of the fallout being deposited in the lower atmosphere, and a much faster and more intense deposition of fallout than had been assumed in studies made during the sixties and seventies. The reduction in aggregate strategic arsenal yield that occurred when high yield weapons were retired in favor of more numerous lower yield weapons has actually increased the fallout risk.

SimTek operations

The Vault-Tec Research Group has determined that after a long period of security, many Vault-Dwellers will feel "uncomfortable"? with the idea of returning to the outside world. The SimTek 5000 will provide a safe and reassuring return to life on the outside world. This chapter will give you a brief walk-through of the operation of the SimTek 5000.

RobCo PIPBoy 2000

To help Vault Dwellers record information (and information is extremely valuable, in fact, it might be the most valuable weapon we have against the end of civilization, so pay attention!), Vault-Tec has selected the RobCo Industries RobCo PIPBoy 2000 as the Personal Information Processor of choice for its Vault Dwellers.

The RobCo PIPBoy 2000 (hereafter called the PIPBoy), is a handy device that you wear on your wrist. It's small, especially by today's standards, and it will store a goodly amount of information for you. And using modern super-deluxe resolution graphics to boot!

The PIPBoy 2000 can be used to keep track of important dates and events. Use it to remember everyone's birthday's and anniversaries so that you (...)

We reprogrammed your PIPBoy to keep track of the number of days remaining in the Vault water stores. This note is the only thing you should care about until we are safe and have a restored water processing chip.

The note shows the number of days before we croak. If that happens, your adventures on the outside won't be worth a set of thermal underwear in Death Valley at high noon! We'll be dead. And we don't want that. Go to it!

(...) and it is a very useful tool for scheduling meetings and appointments. And your PIPBoy has been programmed to properly handle all calendar dates, even after the turn of the century![1]

[1]Your PIPBoy 2000 has a three month limited warranty.

Vault Personnel

The key to a successful reintroduction of civilization follow-ing a massive scale nuclear war is people. Here at Vault-Tec, we are working to ensure that your fellow man (and woman) is up to the task of bringing America back from the dead.

Equipment

Vault-13 comes prepared with the latest in survival equipment. The items in your storage containers will last 1,000 people over 10 years in comfortable and modern surroundings. When it is time to leave the Vault, and return to rebuild America, your friends at Vault-Tec have provided you with everything that you will need.

We have ensured that all of your rebuilding needs will be covered (...)

Yeah, right. Who wrote this? What budget did they get? We already used most of the equipment on failed attempts to contact an outside civilization. And we've been in here a lot longer than ten years. We have little left to give you, but we will give you what we can.

(...) undergone extensive testing to make sure the equipment is reliable.

Additional Publications

Flotation Homes and Seaweed

A complete survival guide for the ocean bound. More tips, instructions, and plans than you could possibly ever use.

A PERMANENT STATE OF BEING? WE FIELD-TEST THE LATEST WATERPROOF SPF 900 SUNSCREENS PLANT A GARDEN YOU CAN COME BACK TO! WATERBEDS- A PRACTICAL ALTERNATIVE COPING WITH YOUR NEW MOBILE HOME

VTF-100

A Vault-Tec publication
Special Vault Dwellers Issue - July 2076
Houseboat Cruise Control! Coming Soon!

Coping With Mr. Virus!

An extended pamphlet for the whole family! Includes the popular How-To-Burn- Diseased-Bodies section.

Fifteenth Edition - December 2076
Featuring the latest Super Ebola Quarantine Techniques!

WARNING:
All references to the government sanctioned and controlled FEV virus are not allowed in this publication.

Vault Dweller's Survival Guide (abridged version)

A condensed version of the VDSG, containing just the important information you need!

Effective Date March, 2077
For Survivors of a Limited Scale Nuclear War
First Printing VTB-OO2-13

How to Eat Rat

Over 101 recipes, from basic meals to a complete set of dishes, all the way from snacks to desserts!

Second Edition
NEW FOR '77:
15 five-minute Recipes and the tasty Rodent a la King!

How To Dodge Falling Rocks

Available the 3rd quarter of 2078

GECK

Future-Tec, a division of Vault-Tec, presents the following advertisement for your enjoyment!

When the All Clear sounds on your radio, you don't want to be caught without...

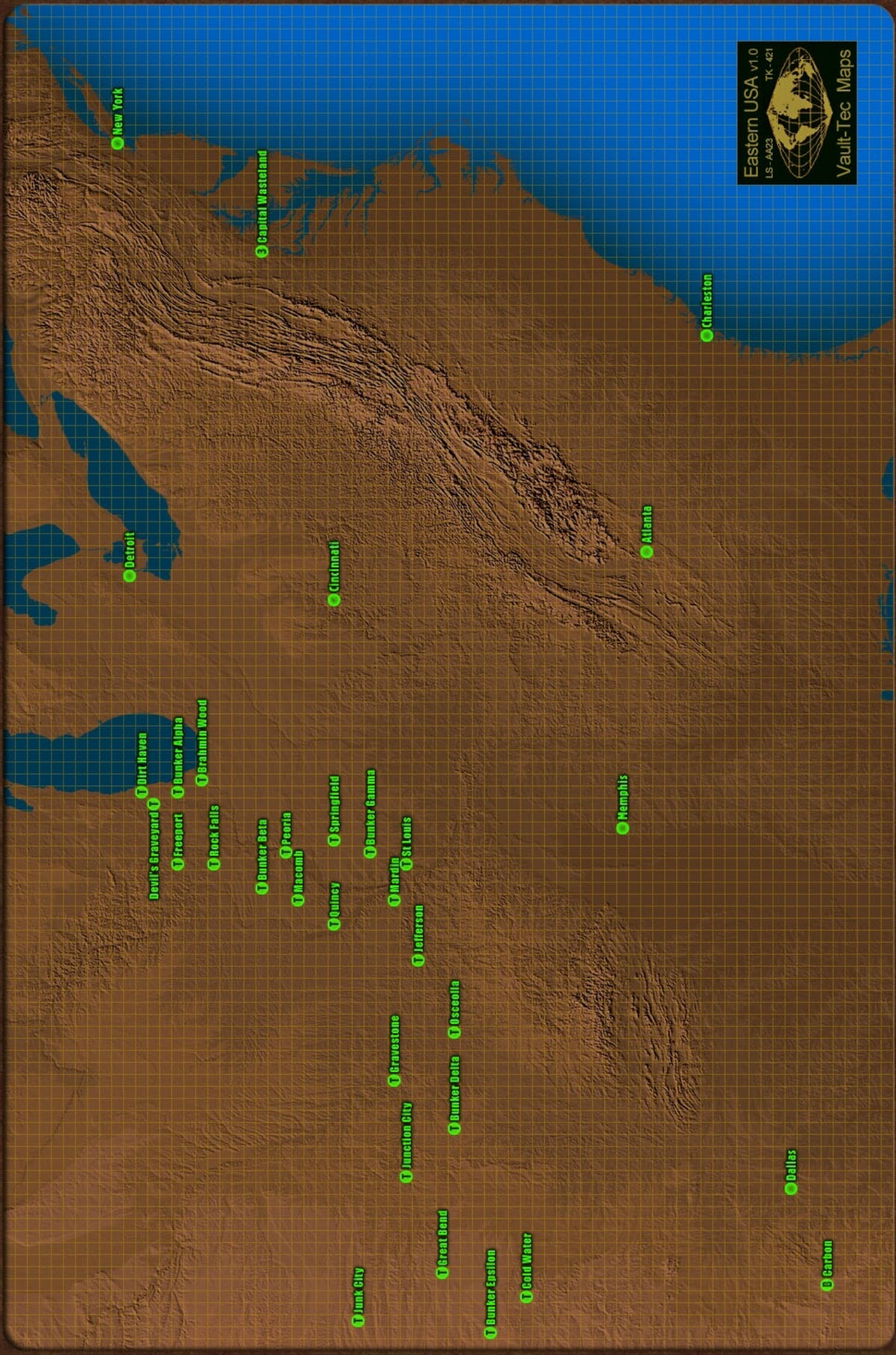[THE GARDEN OF EDEN CREATION KIT!!](#)

The kit includes:

- **Base Replicator Unit** - replicates food and basic items needed for building your new world. Just add water! (powered by cold fusion)
- **Holodisc Reader with Library** - includes selections from the Library of Congress, complete set of encyclopedias, and other life saving information, all contained on four-hundred and sixty handy holodiscs![1] and... **A Miniature Pen Flashlight!**[2] 4 out of 5 nuclear scientists recommend the Garden of Eden Creation Kit over the other leading survival kits!

[1] A condensed version is available on three handy holodiscs

[2] Not suitable for children under the age of three. A different toy is available for younger children.

Map — Western USA v1.0

Location labels:

- Junk City (T)
- Great Bend (T)
- Bunker Epsilon (T)
- Cold Water (T)
- Carbon (B)
- Scott City (T)
- Canyon City (T)
- Sturgis (V)
- Boulder (V)
- Denver (V)
- Cheyenne Mountain (T)
- The Reservation (V)
- Black Canyon Nursery (V)
- Twin Mothers (V)
- Buena Vista (T)
- Burham Springs (V)
- Ouroboros (V)
- Mesa Verde (V)
- U.S.P. Tibbets (V)
- Fort Abandon (V)
- Blackfoot (V)
- Maxson Bunker (V)
- Grand Canyon (V)
- New Canaan (V)
- Bloomfield (V)
- Las Vegas
- Hoover Dam (V)
- Shady Sands (V)
- Vault 15 (V)
- Raiders
- Vault 13 (V)
- Broken Hills
- The Glow (V)
- Dayglow (V)
- The Hub
- Boneyard
- Junktown
- Cathedral
- Lost Hills Bunker
- Necropolis
- Mariposa M.B.
- S.A.D.
- Stables
- Redding
- Gecko
- Modoc
- Vault City
- Abbey
- New Reno
- Golgotha
- Ghost Farm
- Den
- Klamath
- Arroyo
- Toxic Caves
- Navarro
- E.P.A.
- Sacramento
- San Francisco
- Primitive Tribe
- Enclave Oil Rig

Western USA v1.0
LS-AA23
TK-421
Vault-Tec Maps

Eastern USA v1.0
TK-421
LS-AA23
Vault-Tec Maps

New York

Capital Wasteland

Charleston

Detroit

Cincinnati

Atlanta

Dirt Haven
Bunker Alpha
Brahmin Wood

Devil's Graveyard
Freeport
Rock Falls
Bunker Beta
Peoria
Macomb
Springfield
Quincy
Bunker Gamma
Hardin
St Louis
Jefferson

Memphis

Osceolla
Bunker Delta
Gravestone
Junction City

Great Bend
Bunker Epsilon
Cold Water

Dallas

Carbon