

FALLOUT



A POST-NUCLEAR RPG

BOOK II: THE WORLD

History

The world ended in 2077.

As the 21st century reached its midpoint, the world's petroleum resources were nearly exhausted and uranium came into high demand. Europe and the Middle East fractured over competition for resources. China went through an energy crisis and began pursuing its international agenda in a more ruthless fashion.

The United States did not sit idly in this time. With the rise in tension among nuclear powers, the United States government initiated Operation Safeguard which saw massive underground fallout shelters called Vaults built across the country. In the event of a nuclear war, evacuees could safely be protected in Vaults for an indefinite time period. Unknown to all but a few, the Vaults were never intended to save humanity per se, but rather to serve as massive experiments on group behavior. The true survivors were always intended to be a small enclave of the United States government.

The United States led the world in alternative power sources, such as fusion. By 2070, every car, city, and radio ran on fusion in some way. The U.S. also kept comfortable natural resource reserves in Alaska and the Pacific Rim. Despite this, the U.S. leaned heavily on its neighbors leading the eventual annexation of Canada in 2072.

Desperate for energy resources, China invaded Alaska. The United States responded with high tech army units, deployed with power armor, energy weapons, and robotic infantry. A long and brutal war was fought between the two sides. While contending with Chinese forces in Alaska, the U.S. invaded the Chinese homeland and was quickly bogged down by long supply lines, unfamiliar terrain, and an active resistance.

Finally, on October 23, 2077, China and the United States deployed their nuclear arsenals. It is unknown who fired first, but the results are still the same. Firestorms swept the Earth, wiping clean the surface of the planet, and almost extinguishing all life. Silence descended.

Slowly life returned. Radiation and poison levels gradually returned to the point of human survivability. From shattered cities, Vaults, military bunkers, isolated communities, subways, and drainage tunnels, surviving humans reemerged and worked to eke out some semblance of life. Background radiation affected surviving plants and animals causing massive mutations. New species were created practically overnight.



Shortly before the war, in response to growing use of biological weapons and the emergence of diseases such as New Plague, the United States government created the Pan-Immunity Virion Project. The most startling invention of the PVP was the Forced Evolution Virus, an unstable biological agent which could cause massive and violent mutations in living beings. When Army Captain Roger Maxson discovered that the PVP had been experimenting on military prisoners at the Mariposa Military Base in California. His unit responded by seceding from the United States, coincidentally on the eve of the Great War. The military renegades and their families took shelter in the Lost Hills Bunker in California. The group eventually incorporated as the Brotherhood of Steel and insured their survival by collecting advanced technology, distributing it the few who might deserve it, and eradicating clear threats.

In 2102, an adventuring party hired by local merchants traced attacks by dangerously mutated creatures to the Mariposa Military Base. One of their members, Dr. Richard Grey, was massively infected by FEV. Abandoned, Grey wildly mutated into a sessile, liquid form with immense mental powers. He renamed himself "The Master" and began experimenting on wanderers using FEV, convinced that it could lead to a new master race. His experiments led to the first super mutants.

In 2161, the water purification chip of Vault 13 failed. The vault's overseer secretly selected one individual who was then sent out into the wastes to retrieve a new chip. The third and final of these individuals was successful. This vault dweller searched the blasted ruins of California, touching the lives of many he came across. Because of this influence, the fledging community of Shady Sands eventually developed into a progressive nation called the New California Republic. The Vault Dweller eventually discovered a working water chip being used in the Ghouls city of the Necropolis, but in the process discovered the machinations of the Master, whose super mutant army threatened to

overtake the region, including Vault 13. With the help of the Brotherhood of Steel, the Vault Dweller defeated the Master and his army deserted or fled to the East. Returning home, the Overseer of Vault 13 found the hero too threatening to the carefully controlled order of the Vault. The Vault Dweller, exiled, wandered the wastes, eventually founding a tribe in deepest, darkest Oregon called Arroyo.

The Brotherhood of Steel deemed the rogue super mutant army too great a threat to ignore. They conveniently dispatched dissident members in airships far across the wastes to an area once known as Chicago. The Midwestern Brotherhood of Steel flourished for a time, taking conscripts and supplies from nearby villages. By 2197, they had expanded to the point where they found and blunted the advance of the super mutant army. The Brotherhood, however, discovered the mutants had been fleeing a greater threat. They discovered that a prewar supercomputer called The Calculator had gone mad. Where it was once programmed to prepare the way for humans emerging from vaults, it was instead using a robot army to cleanse the wasteland of all life whatsoever. After a brutal war that pushed them to the breaking point, the Midwestern Brotherhood assaulted the Calculator's lair using nuclear power and ended the threat. The Midwestern Brotherhood never truly recovered, and by 2277 was a shell of its former self.

By 2241, the village of Arroyo was failing due to a severe dry season. The Vault Dweller's grandchild was deemed the Chosen One and sent into the wastes to retrieve a Garden of Eden Creation Kit, a piece of pre-war technology designed to make radiation blasted lands habitable. The Chosen One endured the harsh life existing in California and discovered the region was coming under the influence of a technologically savvy group called the Enclave, which claimed to be the last remains of the United States government. In their years of isolation, the Enclave had become obsessed with mutation. They planned to release a weaponized version of FEV into the atmosphere, which would eradicate all unprotected life on Earth. The Chosen One located his GECK, but not before the Enclave abducted the inhabitants of Arroyo and the remaining inhabitants of Vault 13. Traveling to the Enclave's headquarters on a Pacific oil rig, The Chosen One halted the plans of the Enclave, rescued their prisoners, and destroyed their headquarters. The survivors resettled in California, using the GECK to create a community known as New Arroyo.

By 2250, growing tensions between the Brotherhood of Steel and the New California Republic led to armed conflict. An NCR scientist, Dr. Victor Presper grew increasingly disillusioned with the human race and began to execute a mad plan. By releasing samples of New Plague into a prison and then causing a breakout, he could activate the quarantine protocols on a pre-war orbital launch platform. Those on the satellite and in

a special facility in Boulder would be spared, but all others would be at Presper's mercy. Fortunately, one of the escaped prisoners managed to pick up Presper's trail and stop him before his plan could come to fruition.

In 2277, far away from this conflict, in an area now known as the Capital Wasteland, a brilliant scientist had perfected a method of purifying the area's water of radiation lingering from the Great War. The Enclave reemerged and attempted to use this system as a new delivery method for their weaponized FEV. A local detachment of the Brotherhood of Steel assaulted the purifier, located at the area's tidal basin at the Jefferson Memorial, and activated it for its intended purpose. With the help of the scientist's child, the Brotherhood went on to expunge Enclave forces from the area.

Factions

This is a guide to some organizations travelers in the wastes may come across. Many of these are staples of the post-nuclear environment. The stats below will not include armor if it is optional.

Beastlords

The Beastlords are not quite raiders, not quite tribals, and not quite human. The Beastlords are





descendants of survivors of the Great War who found shelter in radioactive waste-ridden tunnels in Missouri. This exposure combined with generations of inbreeding allowed Beastlords to form a telepathic bond with mutated animals. The Beastlords used these creatures to aid in their hunting parties and joined with them in feasting on human flesh. The tribe gradually

expanded their hunting grounds until their home caverns were exterminated by the Midwestern Brotherhood of Steel in 2197. A few hunting parties may have survived the battle and the inhuman Beastlords could live on.

Beastlord

HP: 80

SQ: 14

AP: 5

XP: 125

CC: 6%

AC: 6 DR DT

Normal: 0 10%

Laser: 0 10%

Fire: 0 10%

Plasma: 0 10%

Explosion: 0 10%

PR: 30%

RR: 18%

GR: 0/0

Perks: Adrenaline Rush, Animal Friend, Toughness

Skills: Melee 100%, Unarmed 108%, Small Guns 89%, Outdoorsman 42%, Sneak 41%, Traps 43%
Loot/Equipment: d6 healing powder, d6 human flesh

Weapon: (1) Spear or other primitive melee weapon (often poisoned), (2) Small Gun, value <1500 and 2d20 rounds ammunition, (3) deathclaw gauntlet, or (4) Unarmed.

Armor: Usually none, but may have deathclaw hide armor and/or deathclaw skull helmet.

The Brotherhood of Steel

Founded by Army Captain Roger Maxson shortly after the bombs fell, the Brotherhood of Steel is a paramilitary organization dedicated to the preservation of technology, no matter the cost. There are many different ranks within the

Brotherhood, and three separate "classes": warriors, scribes, and elders. Unlike the chivalrous knights of old, members of the Brotherhood are not interested in justice for the obviously weaker and less fortunate around them, but instead in keeping their secrecy and preserving and developing technology. Their motives are often unclear, and Brotherhood members are not people to be trifled with. 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. If you encounter one in the wastes, they are most likely on some kind of mission.



The primary headquarters of the Brotherhood of Steel is in the Lost Hills Bunker in Southern California, but there are other splinter groups spread across the country. In the late 22nd century the

Brotherhood experienced an ideological schism over whether to increasingly allow outsiders to enter their ranks or maintain their absolute secrecy. Those who felt the Brotherhood should allow new members were sent on a dangerous mission across the wastes and founded a new chapter in the Midwest. **The Midwestern Brotherhood of Steel** swelled its ranks and took harsh hegemony over the wastes. This group shows little loyalty to its parent organization and is considered outlaw.

In the middle of the 23rd century, Brotherhood forces led by Paladin Owen Lyons were dispatched to the remains of Washington, D.C. in order to retrieve advanced technology and provide reconnaissance on the area. **The Capital Wasteland Brotherhood of Steel** took up residence in the demolished Pentagon and became a reclusive arbiter of the area. In 2276, now Elder Lyons placed the protection of the wasteland's inhabitants against local super mutants and other threats as his organization's highest priority. This caused Lost Hills to cut off support for the Eastern Brotherhood and also caused a splinter group to separate, continuing the original mission of scouting the wastes for technology.

Brotherhood of Steel Scribe

HP: 39
SQ: 14
AP: 7
XP: 75
CC: 5%
AC: 5 DR DT
Normal: 0 0%
Laser: 0 0%
Fire: 0 0%
Plasma: 0 0%
Explosion: 0 0%
PR: 25%
RR: 10%
GR: 0/0
Skills: Repair 57%, Science 64%, Small guns 61%,
First Aid 31%, Barter 35%
Loot/Equipment: Possibly tools, books, blueprints,
and 2d20 trade money
Weapon: Small gun and 3d20 rounds ammunition
Armor: One of various Brotherhood armors such as
robes, metal armor, or tesla armor

Brotherhood of Steel Knight

HP: 50
SQ: 14
AP: 8
XP: 100
CC: 5%
AC: 6 DR DT
Normal: 0 0%
Laser: 0 0%
Fire: 0 0%
Plasma: 0 0%
Explosion: 0 0%
PR: 25%
RR: 10%
GR: 0/0
Perks: Mr. Fix-it
Skills: Small guns 71%, Repair 73%, Science 80%,
Big guns 23%, Energy weapons 23%, Doctor 30%,
Traps 33%
Loot/Equipment: Possibly tools, books, blueprints,
and 2d20 trade money
Weapon: Small Gun with 3d20 rounds
Armor: One of various Brotherhood armors, most
likely combat armor

Brotherhood of Steel Paladin

HP: 75
SQ: 14
AP: 8
XP: 175
CC: 5%

AC: 6 DR DT
Normal: 0 0%
Laser: 0 0%
Fire: 0 0%
Plasma: 0 0%
Explosion: 0 0%
PR: 30%
RR: 12%
GR: 0/0
Perks: Die Hard, Earlier Sequence
Skills: Energy Weapons 70%, Big Guns 70%,
Unarmed 74%, First Aid 40%, Traps 33%, Speech
36%, Pilot 35%
Loot/Equipment: d8 stimpaks
Weapon: Big gun or energy weapon with 4d20
rounds, unarmed weapon, 1 grenade
Armor: One of various power armors

Caesar's Legion

In the middle of the 23rd century, the Southwest was terrorized by an efficient horde known as Caesar's Legion. The legion was founded in the 2230s by a former Follower of the Apocalypse with an admiration for Ancient Rome. "Caesar" strategically built his army from tribals and raiders and led them across the region, raiding settlements and trading in slaves.

The Legion primarily sought to challenge the power of the NCR in the area, but was beaten back at The Hoover Dam. The uniform of the Legion was reconditioned football equipment used as armor, their troops were armed with a wide variety of weapons, and custom made automobiles served as "chariots". Caesar's Legion was said to dominate most of Texas and areas to the East.

Legionnaire

HP: 57
SQ: 12
AP: 8
XP: 175
CC: 6%
AC: 7 DR DT
Normal: 0 10%
Laser: 0 10%
Fire: 0 10%
Plasma: 0 10%
Explosion: 0 10%
PR: 30%
RR: 12%
GR: 0/0
Perks: Toughness

Skills: Small Guns 77%, Piloting 70%, Melee 80%, Barter 28%, Outdoorsman 38%

Loot/Equipment: 3d10 rounds ammunition, slaver equipment such as handcuffs or slave collars, sometimes dog repellent.

Weapon: (1) double-barrel shotgun, (2) pump action shotgun, (3) sawn off shotgun, (4) hunting rifle, (5) assault rifle, (6) magnum revolver, or (7) cattle prod.

Armor: Most often football padding and helmet. Sometimes leather armor or an environmental suit.

Caravans

Wherever something in the wasteland claims to be civilization, you will find trade. Trade caravans are the lifeblood of that trade, providing an exchange of resources. Trade caravans typically consist of Brahmin carts, merchants, guards, and a variety of valuable trading supplies. Every large settlement has a few merchant companies competing for their share.

Merchant

HP: 35

SQ: 12

AP: 7

XP: 75

CC: 6%

AC: 5 DR DT

Normal: 0 0%

Laser: 0 0%

Fire: 0 0%

Plasma: 0 0%

Explosion: 0 0%

PR: 25%

RR: 10%

GR: 0/0

Skills: Small Guns 53, Barter 46, Speech 61, Repair 21, Melee 25

Loot/Equipment: 2d10 rounds ammunition, random trade goods, 2d100 currency

Weapon: Small Gun

Armor: None

Caravan Guard

HP: 36

SQ: 12

AP: 8

XP: 100

CC: 5%

AC: 7 DR DT

Normal: 0 0%

Laser: 0 0%

Fire: 0 0%

Plasma: 0 0%

Explosion: 0 0%

PR: 30%

RR: 12%

GR: 0/0

Skills: Small Guns 53, Melee 64, Unarmed 78, First Aid 24

Loot/Equipment: 3d10 rounds ammunition, 2d20 currency, d4 stimpak, d6 nuka-cola

Weapon: Small Gun

Armor: Value <1000

The Church of Jesus Christ of Latter-Day Saints

This religion, unlike most others, survived the Great War, and actually dominates most of Utah thanks to survivors of the Salt Lake City Vault. The Mormons have a reputation for benevolent behavior and will provide medical attention to those in need. For this reason, it is verboten among raiders, except for the ruthless Caesar's Legion, to attack Mormon settlements. The generally benign nature of the Mormons makes their penchant for incessant proselytizing almost tolerable.

Cults and Religions

A cataclysmic event like the War is the kind of occurrence that inspires people to find faith, or, in some cases, make one. The wastelands are peppered with new religions worshipped by tribals, raiders, city dwellers, or any given soul. These religions may be subtle, benevolent, violent, self-destructive, charismatic, or intolerant.

The Enclave



The Enclave is the surviving remnant of the United States government, or at least it claims to be. It was thought by this group that as long as a nation's most important citizens survived, the nation will have been unharmed by a nuclear holocaust. When the bombs fell, the most influential government officials and businessmen took shelter in secret bunkers located around the world, primarily an abandoned Poseidon Oil Rig located in the Pacific Ocean.

When the Enclave emerged from its isolation in the middle of the 22nd Century, their first native encounters were with the super mutant army of the

Master. Utterly horrified by these abominations the Enclave began to develop a zero tolerance policy towards mutations of any sort. This progressed into viewing with disdain and mistrust any individual not a member of the Enclave, vault, or otherwise totally isolated from the radiation of the War. Elements of the Enclave have attempted worldwide genocide as a result of this extreme bigotry.

Members of the Enclave are almost universally pure, unmutated human stock descended from original survivors. The Enclave's population exists primarily in isolation in the organization's many secret bases. The Enclave is the most technologically sophisticated organization in the known world. The R&D division of the group has a strong history of inventing and producing a wide array of advanced technology.

Enclave Soldier

HP: 153

SQ: 14

AP: 8

XP: 175

CC: 5%

AC: 7 DR DT

Normal: 0 0%

Laser: 0 0%

Fire: 0 0%

Plasma: 0 0%

Explosion: 0 50%

PR: 30%

RR: 12%

GR: 0/0

Perks: Commando, Earlier Sequence, Hit the Deck
Skills: Energy Weapons 74%, Big Guns 74%, Throwing 88%, Unarmed 46%, First Aid 44%, Traps 47%, Small Guns 53%, Pilot 46%

Loot/Equipment: d10 stimpaks, d4 super stimpaks, radio

Weapon: Energy Weapon or Big Gun with 250 rounds, 2 plasma grenades, 1 plasma mine

Armor: Model of advanced power armor

Mercenaries

A hopeful sign for postwar capitalism is the number and complexity of mercenary companies. Mercenaries are guns for hire with varying degrees of morality. For the right amount of caps, a band of mercenaries will happily liberate your town from raiders, or more than likely replace them.

Mercenary

HP: 54

SQ: 12

AP: 8

XP: 100

CC: 5%

AC: 7 DR DT

Normal: 0 10%

Laser: 0 10%

Fire: 0 10%

Plasma: 0 10%

Explosion: 0 10%

PR: 30%

RR: 12%

GR: 0/0

Perks: Toughness

Skills: Small Guns 77, Melee 75, Unarmed 89, First Aid 35

Loot/Equipment: 3d10 rounds ammunition, 3d20 currency, d6 stimpak, d6 nuka-cola

Weapon: Small Gun, Brass knuckles, 1 grenade

Armor: Value <2000

The New California Republic

The New California Republic, or NCR as it is widely known, is a strange mix of pre-War democracy and post-War dictatorship. The NCR began with the small postwar town of Shady Sands in the latter half of the 22nd century. The NCR spread across most of Southern California and some areas beyond. The capital of this republic is Shady Sands, which boasts an impressive post-War capitol building, and a president which is elected from among delegates sent by member cities.

To become a citizen of the NCR, a newcomer must agree to follow their rules, most of which are enforced by an efficient police force. Slavery is forbidden in the NCR, and members of the slave guild are arrested on sight. In addition, the government controls what weapons the citizens have access to, and it is illegal to brandish weapons inside city limits. Gambling and prostitution are also illegal. Mutants and ghouls are not permitted the same membership privileges as humans.

Cities are granted membership in the NCR in exchange for tax profits and control over trade. The NCR then grants that city trade and military protection. The NCR has been known to bully cities into joining, especially when that city trades in something that the NCR needs, although such bullying is usually done with embargos, not guns.

Shortly after its inception, the NCR adopted **The Followers of the Apocalypse** as an educational arm. The Followers originated in the

LA Boneyard and are dedicated to peace and the reclamation of prewar scholarship. The NCR uses the Followers to spread civilization and technology wherever they expand in the wastes.

Raiders

Raiders are the barbarians of the new age. They rule the anarchic wastes through the age old principle of the strong preying on the weak. Raiders are a constant nuisance in most areas, and larger settlements may send forces after Raiders in their area, to protect trade and profit.

Wherever there are people, there are raiders. As they typically have no common origin, raider tribes have only the barest similarities. Raiders do not typically erect settlement, but rather set up semi-permanent encampments, often in the ruins of small towns. Raiders mostly survive on what they can steal from villages, merchant caravans, and other Raiders. Children and older members of the community will engage in some small scale agriculture, and always participate in raids when possible.

An unknown number of raider bands prowl the countryside. The **80s** are a band of motorcycle punks who hunt the corridors of the old Interstate 80, especially near the lawless ruin of Sacramento. The 80s are known for the I-80 signs they use as armor and their tireless pursuit of enemies. The **Jackals** are a brutal, cowardly, and sometimes cannibalistic tribe that originated in Southern California in the early 22nd century and migrated to the Colorado area to escape from other raiders. The Jackals will only attack in overpowering numbers, sometimes unarmed, and are known for filling their teeth. The **Khans** are a small but organized group of raiders in Southern California, known for taking slaves and burning villages in their wake. The **Rippers** were a group of sadistic inbreds who prowled the LA Boneyard before being displaced by a colony of Deathclaws in the 22nd century. The **Vipers** were an odd group of cannibalistic, nocturnal cultists who worshipped giant, hideously venomous pit vipers. The Vipers were wiped out by the Brotherhood of Steel in 2162 and the few survivors joined with the Daughters of Hecate in the East. The **Yakuza** accost travelers in the vicinity of New Reno; they are little more than a street gang.

Raider

HP: 57
SQ: 12

AP: 12
XP: 100
CC: 6%
AC: 6 DR DT
Normal: 0 10%
Laser: 0 10%
Fire: 0 10%
Plasma: 0 10%
Explosion: 0 10%
PR: 30%
RR: 12%
GR: 0/0
Perks: Toughness
Skills: Small Guns 69, Melee 72, Throwing 64, Unarmed 34, Big Guns 22, Traps 32
Loot/Equipment: 3d10 rounds ammunition, 1d20 currency, d4 nuka-cola, 1 chem
Weapon: Small Gun or melee weapon or d6 thrown weapons
Armor: Value <1500, most likely some type of raider armor

Rangers

There are several groups across the wastes which call themselves "rangers". They all have in common strong survivalist skills, a talent for exploration, and a desire to bring justice to the wasteland even when there is no law. The **Desert Rangers** was an organization that incorporated shortly after the war in Nevada and patrolled a territory from California to Texas. Its members knew strong hunting and survival skills. The **New California Republic Rangers** are the primary law enforcement arm of the NCR. It accepted its extremely resourceful members from across the wastes no matter the background, and fought slavery, crime, and corruption wherever it was found. While technically mercenaries, **Reilly's Rangers** was an extremely altruistic group dedicated to exploring the Capital Wasteland.

Ranger

HP: 50
SQ: 14
AP: 8
XP: 100
CC: 6%
AC: 6 DR DT
Normal: 0 0%
Laser: 0 0%
Fire: 0 0%
Plasma: 0 0%
Explosion: 0 0%

PR: 25%

RR: 10%

GR: 0/0

Perks: Child of the Wastes

Skills: Small Guns 61, Outdoorsman 72, Traps 63, Melee 31, First Aid 32, Sneak 32, Repair 23

Loot/Equipment: d20 currency, d4 stimpaks, glow ointment

Weapon: Small gun with 2d20 rounds, knife

Armor: armor between 1000 and 2500 currency

The Scaven Pickers

These are scavengers and sometimes traders who roam the Southwest. The Scaven Pickers are half insane due to massive radiation exposure and overdoses of Rad-X and Radaway. Pickers wear an odd mish-mash of rubber, leather, metal, and sometimes skin. Pickers fight with machetes, homemade knives, occasional guns, and are surprisingly adept unarmed fighters. Pickers have very loose definitions of property and value, they have no qualms against theft and often trade in garbage. They tend to follow and assault individuals who have loot that they want, including skin. Pickers are known to be kind to escaped slaves and anyone who can interpret their half insane language.

Scaven Picker

HP: 83

SQ: 10

AP: 9

XP: 150

CC: 6%

AC: 8 DR DT

Normal: 1 10%

Laser: 1 10%

Fire: 1 10%

Plasma: 1 20%

Explosion: 1 10%

PR: 25%

RR: 10%

GR: 0/0

Perks: Rad Child, Bonehead

Skills: Melee 82, Small Guns 79, Unarmed 62, Repair 26, Barter 30, First Aid 40, Steal 38

Loot/Equipment: d8 Radaway, d8 Rad-X, junk items

Weapon: Scaven Pickers tend to be armed with crossbows, machetes, knives, and sometimes guns with a few rounds of ammunition.

Armor: Scav Outfit

Slavers

Slavery is a lucrative business in the post-War world. Although many pockets of civilization find slavery distasteful, many less savory groups have no qualms against owning another person, especially when that person is some form of mutant. By the 23rd century on the West Coast, all slave trade was done through the Slave Guild. Anyone caught capturing or selling slaves without the blessing of the slave guild was executed or worse. Members of the Slave Guild had a distinctive tattoo covering most of their face, making them readily identifiable to both friend and foe, allowing the guild to make fast judgments when someone without "the tat" has a tribal up on the auction block. Most of the Eastern Seaboard in the 23rd century was served by a colony of brutal, efficient slavers called Paradise Falls.

Slaver

HP: 75

SQ: 12

AP: 8

XP: 125

CC: 5%

AC: 7 DR DT

Normal: 0 0%

Laser: 0 0%

Fire: 0 0%

Plasma: 0 0%

Explosion: 0 00%

PR: 30%

RR: 12%

GR: 0/0

Perks: Scoundrel, Stonewall

Skills: Small Guns 61, Barter 51, Unarmed 52, Big Guns 27, Speech 38, Gambling 43, Outdoorsman 35, First Aid 37

Loot/Equipment: 3d10 rounds ammunition, 1d20 currency, d4 nuka-cola, 1 chem

Weapon: Small Gun <1500 or Cattle Prod

Armor: Value <1500

Tech Cults

The Brotherhood of Steel does not hold a monopoly on prewar technology. There are several groups across the wastes dedicated to collecting and maintaining knowledge of the before times, for whatever purpose. Located in the remains of Oregon, **the Abbey** is a monastery where the monks preserve items of the old world, mostly

technical documents, despite having very little knowledge of what they represent. All are free to use the knowledge contained in the Abbey, but no working prewar technology can be found. **The Guardians** were a quasi-religious group in the Southwest. The Guardians would trade for any prewar relic, even advertisements. They were extremely jealous with their property and would fire upon anyone approaching their citadels. **The Reavers** were highly advanced worshippers of technology in the Kansas area. The Reavers would trade for high technology and often take by force what they couldn't buy. In 2198, the Reavers were absorbed by the Midwestern Brotherhood of Steel after almost being destroyed by the Calculator's robot army. The **Union of Atomic Workers** was an unfriendly group of technology collectors and experts in California who were wiped out by mutants in the 2140s

Tribals

Much of postwar humanity has descended into a simple hunter-gatherer state. These tribes have eclectic religions and modes of operation. While some may be simple farmers others take to outright raiding and slavery.

There are numerous tribes that dot the wasteland. **The Blackfoot** tribe, not related to the Native American tribe, are superstitious slave-traders who roam the Southwest. **The Ciphers** are the descendants of Los Alamos scientists who live in the ancient villages of Mesa Verde. The Ciphers possess astounding scientific and mathematic knowledge, but no context in which to place it. In the 23rd century, the matriarchal **Daughters of Hecate** held sway over the Southwest, extorting lesser tribes through curses. The **Hangdogs** hunt with the wild dogs which have overrun Dog Town. **The Iron Lines** patrol the rail lines of the prewar world, and tattoo maps of this network across their bodies. This group is based in southeast Colorado and often uses handcarts for transportation.

Tribal

HP: 39
SQ: 12
AP: 8
XP: 100
CC: 7%
AC: 6 DR DT
Normal: 0 0%
Laser: 0 0%
Fire: 0 0%
Plasma: 0 0%

Explosion: 0 0%

PR: 30%

RR: 12%

GR: 0/0

Loot/Equipment: d6 Healing powder

Weapons: Primitive weapons such as spears and bows. Occasionally some other salvages weapon

Armor: None

Skills: Unarmed 50, Melee 70, Outdoorsman 46, Small Guns 31, Throwing 25, Sneak 198, First Aid 25, Traps 23

Unity

Unity was the movement created by the Master with the goal of conquering the wasteland and converting its survivors into his master race, super mutants. The primary arm of Unity was the super mutant army which secretly prowled the wasteland of Southern California, abducting travelers to swell their ranks. The Master also employed the **Children of the Cathedral**, which was seemingly an altruistic doomsday cult that preached throughout Southern California. In reality the purpose of the Children was to infiltrate human society and to provide a stream of devotees to be changed into mutants. The elite of the super mutant forces were the stealthboy equipped **Nightkin**, who were tasked with guarding the Master's cathedral in the LA Boneyard and the FEV vats at Mariposa.

Super Mutant Soldier

HP: 72

SQ: 12

AP: 8

XP: 800

CC: 5%

AC: 6 DR DT

Normal: 5 25%

Laser: 2 10%

Fire: 5 15%

Plasma: 2 10%

Explosion: 3 10%

PR: 45%

RR: 62%

GR: 0/35

Perks: Steady Arm

Loot/Equipment: 5x Stimpak

Weapons: Big Gun or Small Gun with 4d20 rounds, Melee Weapon with Min St >4

Armor: None or various super mutant armors

Skills: Big Guns: 58%, Small Guns: 75% Melee: 96%, Energy Weapons: 25%, Unarmed: 73%

Nightkin

HP: 82
SQ: 12
AP: 8
XP: 950
CC: 5%
AC: 7 DR DT
Normal: 5 25%
Laser: 2 10%
Fire: 5 15%
Plasma: 2 10%
Explosion: 3 10%
PR: 40%
RR: 60%
GR: 0/35
Perks: Night Vision, Silent Running
Loot/Equipment: 5x Stimpak, Radio, Stealthboy
Weapons: Energy Weapon with 5d20 rounds, Bladed
Melee Weapon
Armor: None or various super mutant armors
Skills: Energy Weapons: 100%, Melee: 117%,
Sneak 102%, Big Guns: 46%, Unarmed: 90%

Vaults

In the 21st century, as nuclear war seemed inevitable, the United States government commissioned a series of large scale nuclear fallout shelters to protect the general populace. Each Vault was designed to hold 1000 initial occupants in relative, domestic comfort for an indefinite period. Vaults were equipped with an internal power supply, water purification equipment, educational computers, a full array of medical supplies, and a well stocked armory. Basic supplies were dispensed using storage, hydroponics technology, limited fabrication plants, and water-recycling. Some Vaults were equipped with an item called a GECK, the Garden of Eden Creation Kit, a device that was designed to help the inhabitants built a new life once it was safe to return aboveground.

The true purpose of the Vaults was to serve as massive social experiments by exposing each vault to a different stress or hazard. Some of these experiments were little more than mischievous, such as Vault 70, whose clothes dispenser wouldn't work. While others seemed outright sadistic, such as Vault 12, whose door would never seal to test the effects of mass radiation exposure. Within each vault only select individuals, usually only the Overseer who commanded the Vault, knew about the vault experiment or what variable was to be maintained.

Locations

The known world of Fallout does not extend far from the contiguous borders of the United States. Though this picture lacks the full scale of a global nuclear apocalypse, the world of Fallout has all the diversity and more of modern America.

The East The Capital Wasteland



What was once Washington, D.C. and its suburbs is now collectively known as the Capital Wasteland. The area is plagued by the heavily irradiated Potomac River as well as a colony of super mutants from Vault 86.

Just West of the Potomac, the ramshackle town of **Megaton** was built out of the remains of a downed airliner in the crater of an atomic bomb which hit the town of Springvale, but failed to detonate. Megaton is a simple and rustic trading town. The Children of the Atom is a small cult within the community that worships the bomb that failed to kill their ancestors. There are roughly 50 people in Megaton and radiation levels are moderate, but higher near the bomb.

Rockopolis was a large hidden village of ghouls located in caverns in Northeast Virginia. The settlement was wiped out by slavers in the 2240s and most of the inhabitants were sent to The Pitt.

Washington, D.C. itself is a burned out, irradiated war zone. The city is almost impassible



in some places due to rubble. Numerous government buildings and museums are still standing, however, complete with relics of the before times. There are some settlements to be found in the city limits.

Rivet City is a rusted out, prewar aircraft carrier moored in the Washington Navy Yard. Due to its defensible position and onboard facilities, the craft was occupied by personnel from the nearby Naval Research Center shortly after the war. By the 2270s, Rivet City was the most advanced

settlement in the Capital Wasteland and traded purified water and food to the surrounding communities. Almost 100 people lived in Rivet City at this time and radiation levels are low inside the vessel.

The Underworld is a settlement of ghouls established in an exhibit on the afterlife in the Smithsonian Museum of History. There are less than 50 inhabitants. Humans are allowed to enter, but only warily.

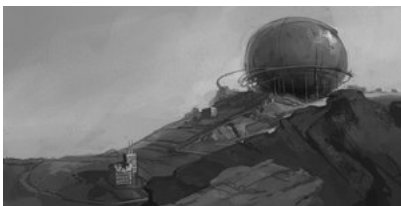
The Commonwealth

Located North of the Capital Wasteland, The Commonwealth is home to an advanced post-war research organization called "The Institute". Through the Institute, the settlement has a much higher standard of living and startlingly advanced technology, such as servant androids indistinguishable from people.

The Pitt

The Pitt was a cesspool of humanity where 3 highly irradiated rivers come together. Most of the population is raiders, slavers, mutants, or worse. At one point, rape gangs and torture squads ruled the streets. The Eastern Brotherhood of Steel purified the area in the 2250s in an operation known as "The Scourge". The area is still a center of raider and slaver activity, but nowhere near the infectious powerhouse it once was. Radiation levels are generally high.

The Midwest Boulder Dome



Boulder, Colorado was the site of an advanced research

facility designed to survive a direct nuclear attack. As expected, the Boulder Dome (also known as Dome City or Stone City) survived the war relatively unscathed. The facilities at the dome were impressive: a full pre-war science facility, a ZAX supercomputer, and even cryogenically frozen pre-war scientists. Despite this, the Dome has little in the way of resource production and is dependant on supply shipments from other areas. In this way, Boulder is incapable of being a thriving settlement in its own right. By the 2250s, the Boulder Dome had come under the authority of the New California

Republic. There were many complications to the occupation, such as an increasing population of glowing, feral ghouls in Boulder and the encroachment of tribal armies. Radiation levels in Boulder are high, but are low within the Dome itself.

Cold Water

Cold Water is a terraced settlement built into bluffs in Western Kansas. Cold Water is known for the massive amounts of gambling that occurs there, whether pre-war games or new events including roach races. Roughly 100 people live here and radiation levels are low.

Dog Town

Dog Town is the old prewar city of Denver which is now overrun and primarily populated by packs of hungry, feral dogs. Various prewar social situations left Dogtown especially ruined. All roads leading from Denver are choked with the remains of cars fleeing food riots and the new plague. National Guard bullpens brimming with charred human remains can be found throughout the city. Due to now dispersed radiation, Denver was untouched by postwar humanity leaving a wealth of pre-war material to be salvage. Scroungers in the area have learned to build shelters on at least the second floor of ruined buildings to stay out of reach of roaming dogs. The Hangdog tribe lives in Denver and keeps an uneasy coexistence with the city's animal population. At any given time, about 250 people can be found in Dog Town and radiation levels are moderate.

Gravestone

The town of Gravestone is a community of ghouls a short distance from the remains of Kansas City. At the center of this ramshackle settlement is a well fortified cathedral in which sits the god of these ghouls, Plutonium, who is in fact an unlaunched nuclear warhead. The Midwestern Brotherhood of Steel relieved the worshippers of their god in 2198. Gravestone has close to 100 occupants and radiation levels are moderate, but high in the cathedral.

Junction City

Junction City, also known as Junk Haven, is a small, fiercely independent town in Kansas. The town maintains an adequate militia and is assembled into a veritable fort from refuse sheet metal and cars. Just over 100 people live there and radiation levels

are low. Despite the small population, a wide array of services are available, such as trade or repairs.

Newton

Newton, also known as Junk City, was the headquarters of the Reaver movement. A converted Nuka-Cola bottling plant served as a massive storehouse of the Reaver's pre-war technology. In 2198, the Calculator's robot army overcame this facility and it was evacuated. At its height, about 1000 Reavers called this place home. Radiation levels are low.

Quincy

Quincy, known by some as Gem Town, is a small but vibrant community in what was once Illinois. Despite having a population of less than 100, Quincy boasts a fully functional power station capable of not only powering the village but also exporting excess power to other locations. The population of Quincy is wary, but gregarious. A mayor is elected democratically to lead the settlement. Quincy has a sizable ghoul minority which accounts for almost half the population. Other notable features are a rail line that passes through town and a pre-war prison which is sometimes used as a fort. Radiation levels are generally low.

Springfield

Springfield, Illinois survived the war to a surprising degree. This town is set in a resource rich area and has a thriving economy. The town has a large population of ghouls and in 2198, the shockingly progressive mayor guaranteed the ghoul population their rights as second class citizens. Several hundred people live in Springfield and radiation levels are moderate.

The Southwest

Darwin City

Built on the ruins of a top-secret US Army base and scientific research center, Darwin City is now the home of an enormous weapons smuggling operation. The smugglers usually openly deal in arms for anyone who can make it into town. Darwin City is surrounded on almost all sides by high amounts of radioactivity, and although the town is safe, getting into town can be a problem for anyone not equipped with a Geiger counter. Around 100 people live and work here, enjoying the anarchistic atmosphere, but a police force happily deals with

outsiders. Travelers will almost always find themselves breaking some nonexistent law, unless they have come specifically to trade for weapons, and even then they need to prove how they heard about Darwin City.

Needles - South of Quartz, is Needles, a small town that has big problems, such as numerous roaming gangs. With almost no goods to trade, Needles is little more than a small tribal community, although one that believes in the high ideals of pre-War America. About 200 people call Needles home. There is a toxic waste dump just outside of town that contains a number of radioactive barrels that leak, but otherwise Needles is safe from radiation.

New Canaan

In 2190, Salt Lake City's Vault 70 opened and its occupants resettled the area using the GECKs provided to them. The harsh conditions of the vault led to the Mormon religion being devoutly embraced by the residents. The mini-state of New Jerusalem was founded by these survivors and was built along a strong religious tradition. Initially prosperous, in 2233, a coalition of raiders annihilated New Jerusalem due to its intolerant ways. The survivors migrated North to the remains of Odgen, Utah where they founded the settlement of New Canaan. There, the Mormons adapted to their conditions, allowing mutants and outsiders to join their ranks. New Canaan is led by a Living Prophet who can pass unilateral judgements on the lives of his adherents. His followers are dangerously devout, unquestioning of their beliefs and finding godly wisdom in schizophrenic ramblings of mad wanderers. The potable water provided by the nearby Jericho Desalination plant is key to the town's survival and economy. As of 2250, New Canaan has almost 1000 occupants and radiation levels are moderate.

New Vegas

Las Vegas still glows, and it probably will forever, thanks to background radiation. Like New Reno, it is run by crime syndicates which control all of the gambling, drug, and sex trade in the city. Truly, however, Vegas is a shell of its former self, holding barely 1000 people. The inhabited buildings are in a state of disrepair, and signs of further decay are everywhere. The lack of police, foreign influence, and the desperate mood of the town make it a haven for travelers, adventurers, and all kinds of vile scum. Radiation levels are relatively low

throughout the city, although there are pockets of radioactivity here and there.

Quartz

On the East side of the Colorado River is the small mining town of Quartz. This village of 300 is nondescript, but does well for itself selling ore to caravans. Not much usually happens here, and travelers are welcome, so long as they have something to trade. There is a lucrative black market here; selling guns to those who do not wish to make the trip east to Darwin City. Police presence is minimal here, and unless a crime is violent, they tend to look the other way. Radiation is not a problem here.

The Reservation

Built on the remains of the Los Alamos laboratory, the Reservation is an isolationist, militant colony of ghouls who once staffed the labs. From first appearances, the Reservation is a series of one-story bombed out buildings (it received a direct hit during the war) surrounded by a collection of derelict equipment, some of which has been converted into a sturdy perimeter fence. If the wary guards will allow a traveler to enter, inside the perimeter they will find a bazaar made out of army tents which caters in slaves, junk, expertise, and almost anything that can be assembled with technical know-how. Beneath the surface, however, are the multi-storied secured labs which hold the true purpose of the Reservation. The leader of the reservation, Dr. Willem Clark, believes that ghouls are the creatures most well adapted to rule the wasteland. Recognizing that most denizens of the wastes view ghouls somewhere between monsters and garbage, he has built the Reservation as the first defense for ghouls everywhere. Hidden within the facility is a decommissioned nuclear artillery cannon which Clark plans to fire at the first offending community as soon as he has enough uranium to make a bomb. Also on the reservation is Dr. Sebastian, a ghoul doctor who uses human slaves for hideous breeding experiments. There are over 100 permanent residents, all ghouls. Radiation levels at and surrounding the Reservation are high.

The West

Broken Hills

East of Reno is a town called Broken Hills. Broken Hills is one of the few places that mutants and ghouls are welcome, as it was founded by weary

veterans of the Master's war. Broken Hills is a major supplier of uranium, which mutants and ghouls can mine and handle without worrying about side effects. The uranium is shipped south to Reno, the NCR, and north to Vault City and Gecko to use in power plants. The town was built around the mine by mutants, ghouls, and tolerant humans. It does quite well for itself, and has thus far resisted the overtures of the NCR, whose taxation and anti-mutant laws could ruin the fragile balance there. Broken Hills has an overall friendly quality, although like many small towns, there is often much more in Broken Hills than meets the eye. About 400 mutants, 200 ghouls and 200 humans are permanent residents here. Radiation levels in Broken Hills are normal, except in the mine, where it is slightly radioactive.

The Den

North and slightly west of Redding, on what was once the Oregon-California border, is a vile city called The Den. The Den is Reno without the glamour and lights, headquarters for the Slavers Guild, and stopping point for caravans heading out to smaller villages to the north, in Oregon. There are no police in The Den, and travelers stay here at their own peril. The Den grew up around the remains of a small town, and is a collection of ramshackle buildings and slave pens. There are good people in The Den, but they are few and far between. The Reno crime families hold a good deal of influence here, and control the drug trade in and around The Den. There are around 400 people living here, not counting the couple hundred slaves. Radiation levels are low in The Den.

Gecko

Just to the northeast of Vault City is the ghoul dwelling of Gecko. Gecko is a small town built around the old Gecko nuclear power plant, one of the largest suppliers of power to the pre-War American West. Although only one reactor is currently operational, the plant provides more than enough power for the entire area. The ghouls like the plant because of the radiation it leaks out, but prefer to keep the power stores to themselves for now. The 500 ghouls who call Gecko home are more open than those in Necropolis, and will trade with caravans and allow travelers who don't make trouble to stay in town. There is no ghoul police force, non-ghouls who break the peace are almost never heard from again. An uneasy agreement between Gecko and nearby Vault City exists which

exchanges Vault medical technology for a tap into Gecko's power plant. Radiation levels in Gecko are normal, except for the power plant and directly around it.

Klamath

The old Oregon town of Klamath Falls, now known just as Klamath, is a small community of trappers that hunt the giant, mutant lizards called geckos. Highly prized for their pelts, geckos and golden geckos are the lifeblood of this small community. Klamath is the stopping point for caravans on their way to the tiny tribal villages to the north, and also serves as a place where members of those tribes can come and exchange information, goods, and news about the larger world. Around 150 people live in Klamath, and radiation is not a problem.

Modoc

East of The Den, on the way to Vault City, is Modoc. A dwindling collection of survivalists, Modoc is built on the edge of the former Modoc National Forest. For a long time it traded in leather and meat from Brahmin, but as other places were offering the same goods at cheaper rates, and people began herding and raising their own Brahmin, Modoc has been on the decline. It is mostly a sleepy mountain community, with a centrally located Bed and Breakfast for the traveler. Modoc is beginning to change to a trade city, taking its cue as a stopover place for the Vault City trade routes, but the change may not be enough to save it. There are around 300 people in Modoc, and radiation levels are low here.

Necropolis

This Greek word meaning "City of the Dead" refers to this strangely silent ghost town. Most of the buildings are intact, but travelers report that no one seems to live there, and people who arrive to settle it either end up with radiation sickness or simply disappear. The truth of the matter involves a large population of ghouls beneath the city's streets. Necropolis is east of the Hub, about halfway between The Hub and Las Vegas. Merchants usually avoid Necropolis altogether, or plan their trips so that they pass it during the daylight hours, as it has a bad reputation. The ghouls are intensely afraid of outsiders, and prefer guerilla tactics to keep their city safe. There may be as many as 400 ghouls living beneath Necropolis.

Radiation levels in Necropolis are higher than the rest of the area, as a bomb exploded at Fort Irwin

not far north, and the radiation infected the groundwater.

NCR

Shady Sands, Capital of the New California

Republic - East of the Sierra Nevada, north of



Death Valley, Shady Sands stands as a tribute to what people have accomplished since the

War. A bustling town of 3,000, Shady Sands was completely built after the War, and made great by the first NCR president, a woman named Tandi. It is a clean, modern city with running water, electricity, a huge, well-armed police force, and a dream of ruling most of the wastes. For details on NCR organization, see above. Shady Sands itself is a walled town, with non-citizens encamped outside, watched closely by NCR guards. Shady Sands is a major trade point for Las Vegas to the east and Redding, Broken Hills, and Vault City to the north. Police in Shady Sands tend to look unfavorably on travelers, especially those who are not citizens of the NCR. There is a flourishing trade in illegal alcohol, gambling, drugs, and weapons in Shady Sands, although if a person is caught with such items, justice is usually swift and harsh. Radiation levels are low in and around the city.

The Hoover Dam – The Hoover Dam sits at the extreme Eastern edge of the NCR. A struggling settlement of survivors which had used the dam for shelter since the war was claimed by the NCR pioneer Joseph Dodge, who became the autocratic governor, in the 2140s. The NCR's interest in the dam lies in power and technology. The dam mostly functions and is capable of exporting power back to California. The dam's capabilities cause it to be a prize for several other factions, such as Raiders or the Brotherhood of Steel. As a result the dam is very well defended while always being a political hotbed.

A notable economic divide exists within the dam's 200 or so residents. Wealthier citizens, merchants, and soliders live on the dam's rim while poorer citizens and workers are settled at the dam's base. The outliers of the dam have other residents as well. Mutated animals riddle the outflow structure and large, hideous fish inhabit the irradiated lake. Radiation levels here are moderate.

The Hub - The Hub, also known as Hubtown, is a large community of traders, barterers, gamblers, and other tenacious bits of humanity. Built on the ruins of Barstow, California, in the middle of the Mojave desert, The Hub is a stopoff point for caravans north to Shady Sands and the New California Republic, east to Las Vegas, and south to the Boneyard. At any time there are around 300 people in The Hub. Civil authority in The Hub isn't strong, and the wide variety of people passing through ensures that there is always something interesting going on. Radiation levels are low in this area. The Hub is a member of the New California Republic.

The Glow - East of LA is an area called The Glow. Although innocent enough by day, at night The Glow turns into an amazing sight visible for miles due to lingering background radiation from several direct strikes. The Glow was an underground military research institute which still holds advanced secrets of the beforetimes. Though too dangerous for humans, ghouls refugees from the Necropolis founded a settlement here and called it Glowtown. Glowtown is a member of the NCR and exports the technological advances they find. About 100 ghouls live in the facility.

Junktown - Nestled in the Sierra Nevadas,



Junktown was founded shortly after the war by survivalists led by a

man named Darkwater who thought it would be better to begin from the ground up. The natural air currents and lack of targets left the area relatively unscathed from both bombs and fallout, and life in the mountains continues pretty much as it did before the war. Instead of the ruins of an old town, Junktown is a ramshackle shantytown made from debris and derelict vehicles. Today, Junktown is a relatively quiet place, mostly selling excess food to towns around it. Although Junktown is officially a member of the New California Republic, NCR presence here is minimal at best. The entire town maintains its frontier quality, and gambling, boozing, and prostitution laws are not strictly enforced. About 250 people call Junktown home. Radiation levels here are very low.

The LA Boneyard – Called the Boneyard because of the skeletal skyscrapers still standing in the ruins

of this once huge city, Los Angeles houses gunrunners, gangs, and various people with delusions of grandeur. The largest concentration of



people live in a "suburb" called Adytum, controlled by a police force called

The Regulators. Some parts of the Boneyard are controlled by deathclaws, an intelligent species of giant mutant lizard. All told, perhaps 2,500 people call the Boneyard home. Just south of the city proper, are the radioactive ruins of the Master's cathedral. In general, radiation levels are low here, except around the cathedral ruins, where it can get quite high. The Boneyard is an official member of the New California Republic, but the authority has been unsuccessful in stopping gang warfare and deathclaw threats, partially because the population is spread over such a large area.

Scrapheap – This tiny community, on the far eastern edge of California, is home to about 250 refugees and outcasts. Scrapheap has no police force, and isn't a member of the NCR. Radiation levels are low here, and the people of Scrapheap are slightly more trusting of outsiders.

San Francisco - Old San Francisco is now home to a large population of Asian settlers. Survivors of a nuclear submarine abandoned after the War, the people on board drifted until they landed in San Francisco. They call themselves the Shi, and have managed to keep many of their old traditions and customs, which is more than many American groups can say. Somehow, the city was spared a good deal of destruction, although radiation levels were high for a while. Two clans currently battle for control of San Francisco, and the style of martial arts that will reign in the future. The Shi manage to run an extensive weapons trade, offering pieces of technology usually only available to groups like the Brotherhood of Steel. Where they manage to get these items is unknown. There is a population of artists, disenchanted people from various cities, and ex-military personnel that have taken over an old oil tanker still floating in the harbor. They will usually trade expertise for goods, although they

prefer to be left alone. The third major group, which does not trade, is a religious community called the Hubologists. 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 NCR 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. All told, there may be 1,500 people living here. Radiation is low in San Francisco.

New Reno - Built on the ruins of "The Biggest Little City in the World," New Reno is a town run by warring crime families who happily peddle sex, drugs, and gambling.



Although the New California Republic has been trying hard to convince New Reno to join, the lack of central government and potential loss of profits from the drug trade have prevented them from doing so. Reno is truly a pit of a city, with glitzy neon signs advertising sex, drugs, and rock and roll everywhere. It also serves as a base for the Slavers Guild. Caravans come here to load up on drugs to sell illegally to the NCR and other towns.

Without any police at all, Reno exists in a state of near anarchy, although a street-smart person could do very well here, especially if they found work with one of the crime families. Gun shops are well stocked, and several black market shops sell things that you can't find anywhere else. Around 600 people populate the area. Radiation levels in and around New Reno are low.

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

Each company has its own mine, and some own various casinos, hotels, and brothels. Redding has also been avoiding the influence of the NCR,

although there are elements in town that strongly favor joining, if just to get rid of the rampant drug problem. 400 people live in Redding, and most of them are miners. Radiation levels in Redding are low.

Vault City - On the eastern side of Nevada's Santa



Rosa mountains, butting up against a sturdy mountain peak, Vault City sits as a jewel in the rough of the wastes. Built by a GECK.

from nearby Vault 8, Vault City practices a limited form of democracy; although only under exceptional circumstances does it allow anyone who is not a direct descendant of the survivors of Vault 8 to become voting citizens. Mutants and ghouls are treated with open contempt here. There are walls around Vault City, and another wall on the interior, holding administrative buildings as well as fine apartments and houses. The only ones who can reach this inner area, however, are citizens or their servants - slavery is technically illegal in Vault City, although indentured servitude is usually for life. The Vault itself is still open in the inner part of the city, and as a result Vault City enjoys the best medical knowledge and pre-War technology of any group in the area. There are large machine guns on turrets placed all around the walls of Vault City, and the elite guards even have laser weapons. Outside the walls of the city proper are those who live within Vault City's protection, and must abide by the strict laws prohibiting drugs, slavery, prostitution, and gambling. Vault Citizens often take advantage of these people, but to them, the alternatives of the wastes or life as raiders or in an uncertain village are not as attractive as the decent medical attention and protection of Vault City. There are close to 3000 people in Vault City, and another 300 within the walls, excluding a few hundred servants. Vault City has its own police force, and is not interested in joining the NCR - in fact, given half a chance, they would most likely fight the NCR for control of California. Radiation levels in and around Vault City are low.

Other areas

Little is known how the rest of the country fared after the nuclear exchange. It is said that radioactive cyclones rage across the area from Kansas to Texas. There are rumors that the swamps of the Southeastern United States are now home to alligators dramatically mutated by an irradiated GECK. Even less is known about other areas of the world. Refugees occasionally trickle in from Canada and Britain, indicating that there are people there and that leaving is desirable.

Bestiary

These are samples of some of the creatures you might find prowling around the wastes. Overseers are encouraged to make up their own unusual creatures; after all, radiation allows creativity - and DNA - to run wild. All the vital statistics for combat are listed after the creature's description. This is by no means an authoritative list of what survives in the wasteland and some hardy prewar creatures, like bats and vultures, can still be found.

Abbreviations:

HP = Hit Points

SQ = Sequence

AC = Armor Class

DR = Damage Resistance

DT = Damage Threshold

AP = Action Points

XP = Experience Value

CC = Critical Chance

PR = Poison Resist

RR = Radiation Resist

GR = Gas Resist

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

In case you want to see if an NPC has noticed something, remember that SQ is roughly equal to 2xPE.

Bugs

Due to the slow cellular division inherent to creatures with exoskeletons, insects and arthropods are astonishingly fit to survive the lingering radiation from an atomic war. This hardy niche has expanded dramatically since the war and, for the first time since the ice ages, fantastically large insects prowl the countryside.

Bloatfly

Bloatflies are dangerous pests typically found on the East Coast. Flying about a meter above the ground, the bloatfly's main method of both hunting and reproduction is to fire immature larva at moving targets. Should the target die, the bloatfly has a fresh meal for both itself and its offspring. Bloatflies seem to lack a sense of scale, however, and will attack any creature no matter the size or chance of success.

HP: 15

SQ: 8

AP: 9

XP: 50

CC: 4%

AC: 20 DT DR

Normal: 0 0

Laser: 0 0

Fire: 0 0

Plasma: 0 0

Explode: 0 0

PR: 50%

RR: 60%

GR: 50/70

Attacks: Larva spit (80%, 3 AP, D: 1d6, Rng 20)

Loot/Equipment: Bloatfly Meat

Cockroaches

One of the most numerous and adaptive of all species that evolution spit upon this planet, cockroaches existed on every continent before the War. After the bombs flew, they still managed to hold on to their niche, especially in ruins of cities with lots of dark, dirty areas for them to crawl through.

Radroach

Radroaches are persistent scavengers which are almost half a meter long. They can be encountered alone, but are most common - and deadly - in clusters of 5-20 individuals. They do not make a habit of attacking humans, but will defend their garbage heaps, and large swarms of these creatures will happily overwhelm a person or a small group. Radroaches are fragile creatures, yet they are surprisingly tenacious. They will work their way into any space they can fit. They're sometimes found in the most secure of facilities, like vaults.

Despite the dramatic evolution of the radroach, the species will still flee from flames, daylight, and other bright lights.

Radroaches are not typically found in the West and become more prevalent as one travels East.

HP: 15
SQ: 6
AP: 6
XP: 50
CC: 4%
AC: 5 DT DR
Normal: 3 30
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 100%
RR: 95%
GR: 80/100
Attacks: Mandible (60%, 3 AP, D:1d10, Poison Type B, 1d6 doses)
Loot/Equipment: Radroach Meat

Greater Cockroach

These cockroaches range from meter and a half to two meters. They are more dangerous than their smaller cousins, and spit venomous projectiles. Greater Cockroaches are typically only found in the Midwest.

HP: 40
SQ: 5
AP: 7
XP: 120
CC: 4%
AC: 8 DT DR
Normal: 3 35%
Laser: 0 0
Fire: 0 10%
Plasma: 0 0
Explode: 1 10%
PR: 100%
RR: 95%
GR: 80/100
Attacks: Mandible (80%, 3 AP, D: 2d10, poison type B, 2d8 doses)
Spit (60%, 3 AP, Rng: 18, D: 1d12+2, poison type D, 1d12 doses)
Loot/Equipment: d4 Poison Type B, d6 Radroach Meat

Roacher

Roachers are cockroaches of enormous size, ranging from 2.5 to 3.5 meters. They can be found

in areas of high radiation, usually only in the Midwest.

HP: 135
SQ: 6
AP: 8
XP: 500
CC: 4%
AC: 8 DT DR
Normal: 4 35%
Laser: 2 20%
Fire: 2 20%
Plasma: 2 10%
Explode: 2 20%
PR: 100%
RR: 100%
GR: 100/100
Attacks: Mandible (80%, 3 AP, D: 3d10, poison type B, 2d12 doses)
Spit (60%, 3 AP, Rng: 20, D: 2d12+4, poison type E, 2d10 doses)
Loot/Equipment: d4 Poison Type B, d12 Radroach Meat

Electro-Beetle

Electro-beetles are fast-moving, giant insects that generate powerful electrical fields along their antennae. The creatures tend to be found in the American Southwest. Prized for their natural energy storage "bio-cells", they are hunted by the desperate and the brave. With a science roll, harvested bio-cells can be used to refill d100 micro-fusion cells or 5d20 small energy cells.

HP: 25
SQ: 6
AP: 10
XP: 200
CC: 4%
AC: 10 DT DR
Normal: 5 40
Laser: 2 10
Fire: 2 10
Plasma: 0 0
Explosion: 2 15
PR: 100%
RR: 95%
GR: 80/100
Attacks: Lightning Bolt (70%, 4 AP, Rng: 25, D: 2d12+8 electrical, roll for stun)
Mandible (60%, 3 AP, D:1d12)
Loot/Equipment: Bio Cell, Bug Meat

Giant Ants



Giant ants are simply overgrown insects. Giant ants are black or red ants about 70

centimeters in length. Huge colonies of these creatures exist under the earth, and scouts are often found in caves. The center of every ant colony is a single, reproducing queen. Giant Ants can be found anywhere, but seem to favor the coasts. Ants usually travel in parties of 5 to 10 insects and hundreds may be found inside colonies. They will attack humans on sight, and enjoy eating corpses of the dead.

Giant Ant

HP: 15
SQ: 6
AP: 6
XP: 50
CC: 3%
AC: 2 DR DT
Normal: 0 0
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 100%
RR: 60%
GR: 60/90
Attacks: Mandibles (60%, 3 AP, D:1d6, Poison Type A, 2d4 doses)
Loot/Equipment: Ant Meat, Ant Nectar

Giant Ant Queen

HP: 120
SQ: 8
AP: 6
XP: 250
CC: 5%
AC: 2 DR DT
Normal: 2 25%
Laser: 1 10%
Fire: 1 10%
Plasma: 1 10%
Explode: 1 10%
PR: 100%
RR: 60%
GR: 60/90

Attacks: Mandibles (60%, 3 AP, D:1d12, Poison Type A, 2d8 doses)
Acid Spit (55%, 4 AP, Rng: 15, D: 2d4 points of damage until removed)
Loot/Equipment: d12 Ant Meat, d4 Animal Components, Ant Queen Pheromone

Giant Centipede



Normally predating on smaller animals, especially radroaches, these dog-sized creatures are not above attacking humans or ghouls. Centipedes are naturally speedy creatures and have a very potent venom. They can be typically found in

the Southwest.

HP: 20
SQ: 6
AP: 9
XP: 125
CC: 4%
AC: 9 DT DR
Normal: 3 30
Laser: 0 0
Fire: 1 5
Plasma: 0 0
Explosion: 1 5
PR: 100%
RR: 95%
GR: 80/100
Attacks: Mandible (75%, 3 AP, D:1d8, Poison Type B, 1d12 doses)
Loot/Equipment: Bug Meat, d4 Poison Type B

Giant Wasps



These are bigger versions of regular wasps. They don't do much damage, but their poisonous stings cause problems. Their size and speed make them difficult targets. Giant

Wasps are typically only found in the Midwestern area of the continent.

HP: 20
SQ: 10
AP: 12
XP: 100
CC: 4%
AC: 50 DT DR
Normal: 0 0
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explode: 0 0
PR: 50%
RR: 20%
GR: 50/70

Attacks: Sting (80%, 4 AP, D: 1d10, poison type D, 2d8 doses)

Loot/Equipment: Bug Meat, d4 Poison Type D

Mantis

These giant, mutant insects come from the praying mantis, a creature nearly extinct before the War. They have since become a popular sight in the post-War Americas, and are known to devour crops and cattle. If in superior numbers, a pack of mantis will attack humans. Mantis travel in swarms of 10 to 20. Mantis are only found in the West.

HP: 10
SQ: 7
AP: 7
XP: 50
CC: 2%
AC: 5 DR DT
Normal: 0 0
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 75%
RR: 80%
GR: 60/90

Attacks: Mandible (70%, 3 AP, D: 1d6, Poison Type B);

Claw (75%, 4 AP, D: 1d8, none)

Loot/Equipment: Bug Meat, d4 Poison Type B

Radscorpions

Another common denizen of the western desert was the scorpion. This species got a second lease on life when radiation from the War allowed it to



grow to gargantuan proportions. Radscorpions range in size from 50 cm to 2 meters in length, and range in color from pale white to

brown and black. Their wicked tails contain sacs of venom, and are tipped with a stinger almost 15 cm long. Radscorpion tails are considered valuable, since the venom sacs can be distilled to make both a powerful Antidote and powerful toxins.

Radscorpions can be encountered in groups of up to 8, or alone. They prefer shady areas, and can often be found in canyons or caves. Radscorpions are rarely encountered in the open desert, or in areas of high vegetation. Since the war, radscorpions have spread across the continent.

Albino Radscorpion

HP: 100
SQ: 10
AP: 8
XP: 750
CC: 5%
AC: 10 DR DT
Normal: 3 15%
Laser: 1 5%
Fire: 5 25%
Plasma: 0 0
Explosion: 2 10%
PR: 100%
RR: 50%
GR: 50/100
Attacks: Tail (80%, 4 AP, D: 3d10, Poison Type D, 4d12 doses)
Loot/Equipment: d6 Radscorpion Meat, d4 Animal Components, Radscorpion Tail, Radscorpion Poison Gland, Radscorpion Claws

Lesser Radscorpion

HP: 25
SQ: 8
AP: 8
XP: 200
CC: 4%
AC: 7 DR DT
Normal: 1 5%

Laser: 0 0
Fire: 4 20%
Plasma: 0 0
Explosion: 1 5%
PR: 100%
RR: 25%
GR: 30/100
Attacks: Tail (70%, 4 AP, D:1d10, Poison Type D, 1d12 doses)
Loot/Equipment: d4 Radscorpion Meat, d4 Animal Components, Radscorpion Tail, Radscorpion Poison Gland, Radscorpion Claws

Glowing Radscorpion

HP: 30
SQ: 8
AP: 8
XP: 200
CC: 4%
AC: 7 DR DT
Normal: 1 5%
Laser: 0 0
Fire: 4 20%
Plasma: 0 0
Explosion: 1 5%
PR: 100%
RR: 75%
GR: 30/100
Attacks: Tail (70%, 4 AP, D:1d10, Poison Type D, 3d12 doses, 1d8 Rad per sting)
Loot/Equipment: d4 Radscorpion Meat, d4 Animal Components, Radscorpion Tail, Radscorpion Poison Gland, Radscorpion Claws

Greater Radscorpion

HP: 35
SQ: 8
AP: 8
XP: 400
CC: 5%
AC: 10 DR DT
Normal: 1 5%
Laser: 0 0
Fire: 4 20%
Plasma: 0 0
Explosion: 1 5%
PR: 100%
RR: 50%
GR: 50/100
Attacks: Tail (80%, 4 AP, D:1d12, Poison Type D, 2d20 doses)

Loot/Equipment: d6 Radscorpion Meat, d4 Animal Components, Radscorpion Tail, Radscorpion Poison Gland, Radscorpion Claws

Dogs

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

Coyotes

Smaller than wolves, with a higher howl, coyotes are loners rather than social animals, scavengers rather than hunters.

Coyotes aren't nearly as common as they used to be, partially because they ran out of food when livestock herds drastically diminished, partially because wolf packs found that coyotes made good meals. Coyotes barely stand 1 meter at the shoulder, and are often yellow, tan, or brown in color. They are mostly found in deserts and mountains, or any area where they have some kind of cover, such as trees.

Unless mating, coyotes are almost always alone, and won't attack humans unless cornered and provoked. They will, however, attempt to take down livestock, if they think it is an easy catch.

HP: 20
SQ: 6
AP: 6
XP: 100
CC: 5%
AC: 3 DR DT
Normal: 0 0
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 20%
RR: 10%
GR: 0/0
Attacks: Bite (70%, 3 AP, D:1d8, none)
Loot/Equipment: d4 dog meat, d4 animal components

Dire Wolves

Dire wolves are a huge member of the wolf family, thought to be extinct since the last ice age. It is unclear whether radiation created a similar creature, or holdovers from the far north made their way south during the nuclear winters, but dire wolf packs are some of the most feared creatures in the wastes.

Although they are extremely rare, they have been known to take down entire caravans, armed guards and all. Dire wolves hunt mainly for meat, and although they avoid large human settlements, they can and will attack smaller, undefended towns, carrying off children or small adults. Dire wolves stand almost 2 meters at the shoulder, and except for their size, look much like their smaller cousins, the Grey Wolf. They run in packs of 5 to 25 individuals.

HP: 60
SQ: 9
AP: 9
XP: 700
CC: 7%
AC: 9 DR DT
Normal: 5 40%
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 40%
RR: 20%
GR: 0/0
Attacks: Bite (90%, 3 AP, D:3d6, none)
Claw (80%, 4 AP, D:2d8, roll against EN to avoid knockdown).
Loot/Equipment: d4 dog meat, d4 animal components

Dog

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

HP: 20
SQ: 6
AP: 6

XP: 100
CC: 3%
AC: 5 DR DT
Normal: 0 0
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 18%
RR: 8%
GR: 0/0
Attacks: Bite (80%, 3 AP, D:2d6, roll against dex. to avoid knockdown)
Loot/Equipment: d4 dog meat, d4 animal components

Feral Dogs

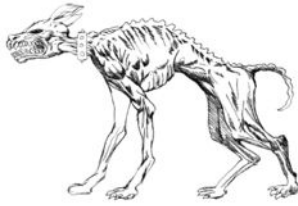
Man's best friend was blessed with a resistance to radiation that his master did not have. When billions were dropping dead from fallout, millions of canines were wondering where their next can of dog food was going to come from.

Inevitably, some escaped their houses and backyards, forming groups not unlike wolf packs. Today, these bands of dogs have become feral, interbreeding with each other and living without the humans that supplied them with chow and loved them for eons. A feral dog pack operates much like a wolf pack, with a single "alpha" male leader and anywhere from 5 to 25 members. Feral dogs tend to be smaller than wolves, and come in almost any color and shape that normal mutts do. They live anywhere, and although they avoid humans for the most part, feral dogs can usually be found closer to cities and towns than wolves and coyotes. Feral dogs will not attack humans unless starving or provoked.

HP: 20
SQ: 6
AP: 6
XP: 100
CC: 4%
AC: 3 DR DT
Normal: 0 0
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 20%
RR: 10%
GR: 0/0
Attacks: Bite (70%, 3 AP, D:1d8, none)

Loot/Equipment: d4 dog meat, d4 animal components

Nuke Pooch



Dogs are extremely resilient creatures with a surprising resistance to radiation.

Despite this,

dogs can still be influenced by radiation, becoming mutated or irradiated. The Nuke Pooch is one of the too frequent examples of this that one finds in the wastes. This is a dog which has been horribly irradiated or is the product of ancestors which were irradiated. The radiation has altered their brain chemistry and physiology, causing them to act in a violent and erratic fashion. Furthermore, the massively radioactive animals can transfer a notable dose of radiation with each attack.

HP: 25
SQ: 6
AP: 7
XP: 100
CC: 4%
AC: 3 DR DT
Normal: 0 0
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 25%
RR: 30%
GR: 0/0

Attacks: Bite (72%, 3 AP, D:1d8, 1d6 Rad per bite)

Loot/Equipment: d4 dog meat, d4 animal components

Wolves (Grey Wolves)



Grey wolves can be either white, gray, black, or any mix between these. They stand about 120 to 160 cm tall at the shoulder, and have a distinctive call.

They are highly

social animals, and the pack is based around a lead

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

There can be anywhere from five to twenty-five wolves in a pack.

HP: 20
SQ: 6
AP: 6
XP: 100
CC: 5%
AC: 5 DR DT
Normal: 0 0
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 25%
RR: 15%
GR: 0/0

Attacks: Bite (80%, 3 AP, D:2d6, none)

Claw (70%, 4 AP, D:1d8, none)

Loot/Equipment: d4 dog meat, d4 animal components

FEV Mutants

All of these creatures have one thing in common. Somehow, normal weapons like guns and bullets don't seem to hurt them much at all, nor does beating on them with fists or melee weapons. Only fire, laser, and plasma weapons are truly effective against these creatures.

Centaur



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

mixing human and "alien" DNA together. Centaur are light orange with brown patches, and resemble a human torso laying face- down. They propel themselves on their six legs, each of which resembles a human arm with stunted fingers. Where the shoulders would normally be, the torso

extends upwards almost the full length of another torso, ending in a head that was obviously once human. Centaurs are usually bald, and one look at their face indicates that the only thing they share with humans is the same basic appearance. Their eyes are dull and glazed, and mouths often hang open drooling. They attack either by biting or beating the target with their front two legs. Centaurs are very rare, and can usually be found in packs of five or six deep inside caves or other underground places. They don't always attack, and will sometimes observe adventurers. If they perceive something as a threat, however, they will single-mindedly attack it until it dies.

HP: 60
 SQ: 9
 AP: 9
 XP: 750
 CC: 8%
 AC: 25 DR DT
 Normal: 10 95%
 Laser: 1 10%
 Fire: 5 40%
 Plasma: 1 10%
 Explosion: 10 90%
 PR: 50%
 RR: 80%
 GR: 40/70
 Attacks: Swing (90%, 3 AP, D:1d20, none)
 Loot/Equipment: d4 animal components, d4 chemical components

Crawlers

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

HP: 60
 SQ: 9
 AP: 9
 XP: 600
 CC: 7%

AC: 20 DR DT
 Normal: 10 95%
 Laser: 1 10%
 Fire: 5 40%
 Plasma: 1 10%
 Explosion: 10 90%
 PR: 90%
 RR: 80%
 GR: 100/100
 Attacks: Stalk (90%, 3 AP, D:3d8, none)
 Loot/Equipment: d4 animal components, d4 chemical components

Eastern Centaurs



On the East Coast, centaurs tend to be much weaker. They also tend to develop in a much more uniform, bilateral fashion.

Eastern centaurs have primarily human characteristics owing to the fact their original components were, possibly dismembered, humans. While being a much less dire threat than their Western cousins, Eastern centaurs are certainly dangerous. This breed is capable of arcing a gob of radioactive saliva almost 40 meters.

HP: 30
 SQ: 18
 AP: 7
 XP: 200
 CC: 7%
 AC: 15 DR DT
 Normal: 1 15%
 Laser: 1 10%
 Fire: 1 10%
 Plasma: 1 10%
 Explosion: 1 10%
 PR: 50%
 RR: 80%
 GR: 40/70
 Skills: Sneak 40%
 Attacks: Tongue Lash (60%, 3 AP, D:1d12, none), Radiative Spit (55%, 4 AP, Rng: 30, D: 1d10, irradiates for 1d10 Rads)
 Loot/Equipment: d4 animal components, d4 chemical components

Flailers

Flailers were the first identified in the town of Redding and were nicknamed "Wanamingos" for the mine they inhabited. Flailers are bipeds – that is, they have two legs - and stand about two meters tall. Their skin is also moist, firm, and either brown or gray. Their legs are large and strong, but taper into flat, tentacle-like feet upon which the flailer walks. Its "arms" are similar flat tentacles, each covered with tiny spines and spikes that the flailer whips at opponents. It has a head-knob coming out of its body, but no eyes. Set near the bottom of the headknob is a mouth filled with rows of razor-sharp teeth. Flailers travel in groups of eight or more and show high intelligence, attacking with advanced tactics. Reproduction was performed by a single queen flailer at the heart of a colony. Flailers were tough, long-lived creatures, but ultimately their slow reproduction made them unfit for survival. The species died off in the mid-23rd century.

HP: 60
SQ: 9
AP: 9
XP: 750
CC: 8%
AC: 25 DR DT
Normal: 10 95%
Laser: 1 10%
Fire: 5 40%
Plasma: 1 10%
Explosion: 10 90%
PR: 95%
RR: 100%
GR: 100/100
Attacks: Flail (90%, 3 AP, D:2d8, none)
Bite (90%, 3 AP, D:2d8, Poison Type D, 2d10 doses)
Loot/Equipment: d4 animal components, d4 chemical components, d4 doses Poison Type D

Floaters



there is no discernable eye or sense orifice on their bodies.

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

At the end of the stalk is a flat, dinner plate shaped area inlaid with nasty spikes and spines. Adventurers who have tangled with floaters report that the stalk will turn and follow them around, even in areas of almost total darkness. Floaters are usually around a meter and a half in length, and are narrower than they are round (presuming that the sensory stalk is actually the front of the creature). They float anywhere from a half a meter to two meters off of the ground. Floaters seem to like dank, moist, dark places and are often found in caves. Floaters seem to attack indiscriminately, although it is unclear whether they attack for food, defense, or something more sinister.

Floaters attack by hitting things with their stalk, allowing the hundreds of spines to tear through flesh and armor.

They travel, with crawlers, in pods of around ten individuals.

HP: 60
SQ: 9
AP: 9
XP: 500
CC: 8%
AC: 20 DR DT
Normal: 10 95%
Laser: 1 10%
Fire: 5 40%
Plasma: 1 10%
Explosion: 10 90%
PR: 80%
RR: 80%
GR: 100/90
Attacks: Stalk (80%, 3 AP, D:3d4, none)
Loot/Equipment: d4 animal components, d4 chemical components

Plants

Plant life has also become mutated by the background radiation. Several new species have arisen which are incredibly dangerous to the unprepared.

Mantrap

The mantrap is a carnivorous plants created through genetic engineering prior to the war. Of course, after the war, seeds got out of protected facilities and, well, you know how it goes. Mantraps are not mobile creatures, but they will draw creatures towards them using a strange type of pollen. Once they have trapped a creature, they will use another type of pollen to repel creatures. After

they have drained all life from a target, they will drop it. A target must make an Intelligence roll to resist the Mantrap's pollen and, once ensnared by the snap, will require a Strength -2 roll to escape. Mantraps are typically found in the Southwest.

HP: 45
SQ: 6
AP: 8
XP: 80
CC: 2%
AC: 4 DR DT
Normal: 0 0
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 95%
RR: 45%
GR: 100/100
Attacks: Snap/Constrict (70%, 4 AP, D:1d10, Poison Type D, 1d8 doses)
Loot/Equipment: d6 Plant Components, d4 Chemical Components

Spitting Plant

The spitting plant can grow almost anywhere, but is usually found among other plants where it can safely blend in and ambush its prey. It stands about 2 meters tall and has a "flower" like a Venus flytrap, from which the spitting plant probably descended. When it senses movement and heat, it will spit a sharp thorn from this flower. If the plant senses that its target is no longer moving, it will then proceed to eat the unlucky creature with its flower.

Although this sounds humorous, meeting five or six of these plants is no laughing matter. They usually grow together, as several are always more dangerous than one, and at least one of them is guaranteed a meal. Spitting plants attack anything that is warm and moves. Note that spitting plants cannot move - they are, literally, planted.

Spitting plants are found in the Northwest.

HP: 50
SQ: 8
AP: 8
XP: 100
CC: 2%
AC: 5 DR DT
Normal: 0 0
Laser: 0 0
Fire: 0 0

Plasma: 0 0
Explosion: 0 0
PR: 95%
RR: 95%
GR: 100/100
Attacks: Thorn (75%, 4 AP, Rng: 8, D:1d6, none)
Loot/Equipment: d6 Plant Components

Spore Plant

Spore plants aren't as dangerous as mantraps or thorn-slingers, but if they're unavoidable, they can be problematic for melee and unarmed characters. They shoot out thin thorn slivers that, by themselves, are not particularly harmful. However, spores that miss their target have a small chance of quickly growing into a new spore plant in less than a day. Spore plants are typically found in the Southwest.

HP: 25
SQ: 8
AP: 9
XP: 90
CC: 2%
AC: 5 DR DT
Normal: 0 0
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 95%
RR: 45%
GR: 100/100
Attacks: Thorn (75%, 3 AP, Rng: 15, D:1d6, none)
Loot/Equipment: d6 Plant Components

Weedling

Weedlings aren't very large, and they can't shoot thorns or seduce people with pollen, but they are mobile. Weedlings are like little plant people who are angry at their state. Weedlings are naturally curious, and will walk up to new creatures without attacking. However, they occasionally will perceive some unintended threat from a creature and an entire pack of them will go into a frenzy. It is up to the individual traveler to decide whether outright aggression or patient caution is the better route for dealing with these little weirdos. Weedlings are usually found in the Southwest.

HP: 10
SQ: 7
AP: 8

XP: 50
 CC: 2%
 AC: 6 DR DT
 Normal: 0 0
 Laser: 0 0
 Fire: 0 0
 Plasma: 0 0
 Explosion: 0 0
 PR: 75%
 RR: 50%
 GR: 100/100
 Attacks: Claw (75%, 4 AP, D: 1d6, none)
 Loot/Equipment: d4 Plant Components

Reptiles

Reptiles ruled the Earth long before mankind ever arose. These simple creatures still eke out an existence in the post-atomic wasteland. The background radiation has created newer, more aggressive varieties.

Deathclaws

Deathclaws are an upright walking, mutated lizard. They stand almost 275 cm tall, and have large arms that end in wickedly sharp claws that give the creatures their name. Their skin is reptilian and ranges in color from light brown to almost black. There doesn't seem to be any large structure to the deathclaw world, and they prefer to live in small tribes of 20 to 200. The center of every tribe is a single, egg-laying female called a queen or matriarch.

Deathclaws almost always travel in groups of 10 or more, unless they are scouts.

Deathclaw Baby

HP: 70
 SQ: 8
 AP: 8
 XP: 400
 CC: 5%
 AC: 12 DT DR
 Normal: 4 12%
 Laser: 1 5%
 Fire: 0 0
 Plasma: 1 5%
 Explode: 2 20%
 PR: 50%
 RR: 20%
 GR: 0/30
 Attacks: Shred (60%, 3 AP, D: 2d8, none)
 Gore (60%, 4 AP, D: 2d10, none)

Loot/Equipment: d4 Animal Components

Deathclaw Hunter

HP: 120
 SQ: 10
 AP: 10
 XP: 800
 CC: 9%
 AC: 15 DT DR
 Normal: 5 15%
 Laser: 3 10%
 Fire: 0 0
 Plasma: 3 10%
 Explode: 2 10%
 PR: 50%
 RR: 20%
 GR: 0/30
 Attacks: Shred (80%, 3 AP, D: 3d8, none)
 Gore (80%, 4 AP, D: 3d10, none)
 Loot/Equipment: Deathclaw Hand, Deathclaw Hide,
 Deathclaw Skull, d4 Animal Components

Deathclaw Matriarch

HP: 250
 SQ: 12
 AP: 12
 XP: 1000
 CC: 10%
 AC: 25 DT DR
 Normal: 5 40%
 Laser: 3 15%
 Fire: 2 20%
 Plasma: 3 15%
 Explode: 3 30%
 PR: 80%
 RR: 80%
 GR: 0/20
 Attacks: Shred (90%, 3 AP, D: 3d8+2, none)
 Gore (90%, 4 AP, D: 3d10+2, none)
 Loot/Equipment: Deathclaw Hand, Deathclaw Hide,
 Deathclaw Skull, d6 Animal Components

Geckos

A mutation of the smaller pre-War lizard, Geckos are large desert-dwelling reptiles that walk on their hind legs and attack with their front, which have developed sharp claws for tearing.

Highly prized for their strong pelts, Geckos are routinely hunted in some places, although a pack of them can easily kill one or two inexperienced hunters. Gecko pelts weight about 2 lbs. Pelts of

Fire Geckos fetch 100, Golden Geckos fetch 125, and regular Geckos fetch 25. Geckos stand about 150 cm tall, and the larger, more dangerous Golden Gecko is about 180 cm tall. They travel in packs of anywhere from 4 to 20 animals.

Fire Gecko

HP: 40
 SQ: 9
 AP: 9
 XP: 400
 CC: 4%
 AC: 10 DT DR
 Normal: 3 30%
 Laser: 0 0
 Fire: 5 80%
 Plasma: 0 0
 Explode: 2 15%
 PR: 50%
 RR: 20%
 GR: 0/30
 Attacks: Claw (75%, 3 AP, D: 1d8, none)
 Bite (80%, 4 AP, D: 2d6, none)
 Fire Breath (70%, 5 AP, Rng: 6 D: 3d8 + fire)
 Loot/Equipment: Lizard Meat, d4 Animal Components, Fire Gecko Pelt, d4 Explosive Components

Gecko

HP: 25
 SQ: 7
 AP: 7
 XP: 100
 CC: 2%
 AC: 5 DT DR
 Normal: 1 10%
 Laser: 0 0
 Fire: 0 0
 Plasma: 0 0
 Explode: 0 0
 PR: 80%
 RR: 75%
 GR: 0/50
 Attacks: Claw (85%, 3 AP, D: 1d12, none)
 Bite (80%, 4 AP, D: 1d20, none)
 Loot/Equipment: Lizard Meat, d4 Animal Components, Gecko Pelt

Golden Gecko

HP: 45
 SQ: 9
 AP: 9

XP: 200
 CC: 5%
 AC: 10 DT DR
 Normal: 4 30%
 Laser: 0 0
 Fire: 4 30%
 Plasma: 0 0
 Explode: 2 10%
 PR: 90%
 RR: 90%
 GR: 0/50
 Attacks: Claw (85%, 3 AP, D: 1d12, none)
 Bite (80%, 4 AP, D: 1d20, none)
 Loot/Equipment: Lizard Meat, d4 Animal Components, Golden Gecko Pelt

Komodo Dragons



Giant lizards, walking on four legs, most common in the Middle West. They range from 150 cm to 200 cm. How did they get here from Komodo?

HP: 30
 SQ: 12
 AP: 12
 XP: 300
 CC: 3%
 AC: 10 DT DR
 Normal: 2 20%
 Laser: 0 20%
 Fire: 0 10%
 Plasma: 0 10%
 Explode: 2 20%
 PR: 70%
 RR: 60%
 GR: 0/30
 Attacks: Snap (70%, 3 AP, D: 1d8+2, none)
 Spew (75%, 4 AP, D: 1d12, none)
 Loot/Equipment: Lizard Meat, d4 Animal Components

Snakes

Snakes, one of the traditional enemies of mankind, have received quite a setback in the global apocalypse. For the most part serpents have become extinct. There are a few exceptions, however, which are just as deadly as they are rare.

Pit Viper

Pit vipers are a species that arose surprisingly quickly after the war. These giant snakes stick to dark, cool places such as caves and trenches. Despite their size and low body heat, these predators can move with surprising speed and stealth. The vipers inject their victims with a dramatic poison which will leave human victims in a perilous coma. Those few that survive will suffer from hallucinations and extreme susceptibility.

In the 22nd a century a tribe of raiders called the Vipers formed a death cult whose temple was centered on an enclosure of pit vipers. These "gods" were kept well fed by frequent sacrifices.

HP: 25
SQ: 6
AP: 7
XP: 150
CC: 5%
AC: 10 DT DR
Normal: 2 20%
Laser: 0 20%
Fire: 0 10%
Plasma: 0 10%
Explode: 2 20%
PR: 70%
RR: 70%
GR: 0/30
Attacks: Snap (70%, 3 AP, D: 1d8+2, Poison Type F, 1d12 doses)
Loot/Equipment: d6 Animal Components, d4 Snake Meat

Giant Two-Headed Rattlesnake

What's worse than a giant rattlesnake? A giant two-headed rattlesnake, of course! Giant two-headed rattlesnakes are annoying for travelers because they often sit in the darkness and blend into the background. Their attacks are extremely quick, their fangs can penetrate light armor, and their venom can kill quickly.

HP: 30
SQ: 7
AP: 10
XP: 175
CC: 5%
AC: 10 DT DR
Normal: 2 20%
Laser: 0 20%

Fire: 0 10%
Plasma: 0 10%
Explode: 2 20%
PR: 70%
RR: 70%
GR: 0/30
Attacks: Snap (70%, 3 AP, AC -10, D: 1d10+2, Poison Type D, 1d20 doses)
Loot/Equipment: d6 Animal Components, d4 Snake Meat

Robots

As the 21st Century progressed, robots became more and more complex and were able to be assigned a wider variety of tasks. As a result, robots became ubiquitous to modern life. Through chance or just sturdy American design robots can still be found wondering the wasteland today.

Agricola Robot

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 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.

HP: 145
SQ: 16
AP: 8
XP: 350
CC: 5%
AC: 6 DR DT
Normal: 20 60
Laser: 4 15
Fire: 25 75
Plasma: 4 15
Explosion: 15 30
ER: 50%
PR: 100%
RR: 75%
GR: 100/100
Attacks: Arms (100%, 3 AP, D: 3d4+2, none)
Laser Cutter (100%, 3 AP, Rng: 3, D: 1d10+10),
Jackhammer (100% 5 AP D: 2d12)
Loot/Equipment: d4 Scrap Metal, d4 Vacuum Components, 2d20 Small Energy Cells

CRB-S

CRB-S units were quadripedal police robots used to control the rapidly disintegrated social order of prewar Denver. Showing remarkable restraint, the robots are programmed to use nonlethal means, if possible. Upon encountering hostiles, they will first disarm the attacker, subdue them, and then transport them to a preprogrammed holding facility. CRB-S can be a persistent foe as they will retreat from combat to repair at an automated, dedicated maintenance bay. Should that bay be co-opted, the CRB-S can easily be destroyed or reprogrammed.

HP: 60
SQ: 9
AP: 12
XP: 450
CC: 1%
AC: 10 DR DT
Normal: 5 50
Laser: 5 75
Fire: 5 50
Plasma: 2 20
Explosion: 0 10
ER: 50%
PR: 50%
RR: 16%
GR: 100/100
Skills: Small Guns 45%, Unarmed 75%, Sneak 25%
Attacks: Melee (75%, 3 AP, D: 1d8, electrical)
Grenade Launcher (stun) (45%, 4, Rng: 25 D; special)
Loot/Equipment: Stun grenades, d12 Microfusion Cells, d4 Scrap Metal

Floating Eye

Floating eyes, also known as eyebots, were small, versatile robots widely in use by the Great War. In a security capacity, floating eyes were mobile security cameras, designed to notify guards or larger robots of intruders while hampering escape. Floating eyes could be modified for a wide variety of roles. In instances of mechanized warfare, the robots were equipped with rocket launchers allowing them to challenge tanks and softer targets. In the 23rd century, the Enclave mass produced floating eyes to provide wide surveillance and public address.

HP: 60
SQ: 20
AP: 9

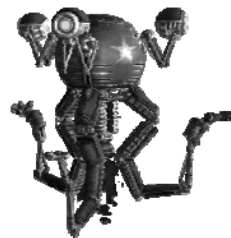
XP: 75
CC: 3%
AC: 18 DR DT
Normal: 30 4
Laser: 75 6
Fire: 10 4
Plasma: 20 4
Explosion: 25 4
ER: 0%
PR: 35%
RR: 14%
GR: 100/100
Attacks: Laser (75%, 3 AP, Rng: 25, D: 1d8+10) or Rocket (70% 6 AP, Rng: 50, D: 6d8)
Loot/Equipment: 1 Scrap Metal, ammunition

Loadlifter

Loadlifter robots were tank-tracked, heavy lifting machines used in prewar industry. Loadlifters could lift several tons of weight on blade-like forks, which made them unparalleled close quarter fighters when conscripted into the Calculator's pacification army in the 22nd century.

HP: 360
SQ: 8
AP: 8
XP: 250
CC: 2%
AC: 6 DR DT
Normal: 10 50
Laser: 4 15
Fire: 20 55
Plasma: 4 15
Explosion: 2 10
ER: 50%
PR: 50%
RR: 50%
GR: 100/100
Attacks: Melee (75%, 4 AP, D: 2d12)
Loot/Equipment: d8 Scrap Metal, d4 fusion components

Mr. Gutsy



Mister Gutsy is a military robot model created by General Atomics International and it is, functionally,

a militarized version of the Type-II Mr. Handy, an earlier, civilian-model robot created by the same company for use in household duties. The Gutsy, unlike the Handy, is a dedicated combat robot, and is easily distinguished from the Handy by its army drab olive green paintjob, US Army roundel insignia, and harsh, military persona. Due to their hover mechanism, Gutsies will circumvent the proximity fuses on most mines.

HP: 200
SQ: 7
AP: 10
XP: 350
CC: 4%
AC: 25 DR DT
Normal: 80 8
Laser: 80 8
Fire: 70 6
Plasma: 65 4
Explosion: 70 8
ER: 0%
PR: 40%
RR: 16%
GR: 100/100

Attacks: Arms (100%, 3 AP, D: 3d4+MD, none), Buzzsaw (120%, 3 AP, Rng: 25, D: 2d8, none), Plasma (60%, 3 AP D: 1d20+10) or Flamer (55%, 5 AP, Rng: 23, D: 3d8 plus fire)
Loot/Equipment: 2d20 Energy cells, 3d20 flamer fuel, d4 scrap metal, possibly a sensor module or fission battery

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, versatile robot. A key selling feature is the nuclear power unit (a model 238B, licensed from Calpower) and self-maintenance modes. Multiple Mr. Handies 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. Errant Mr. Handies can still be found wandering the wastes or performing their daily duties for empty, burned out households. The Enclave itself still uses the reliable Mr. Handy for odious chores.

HP: 80

SQ: 6
AP: 10
XP: 90
CC: 4% Ik 4
AC: 25 DR DT
Normal: 80 8
Laser: 80 8
Fire: 70 6
Plasma: 65 4
Explosion: 70 8
ER: 0%
PR: 40%
RR: 16%
GR: 100/100
Attacks: Arms (100%, 3 AP, D: 3d4+MD, none), Buzzsaw (100%, 3 AP D: 2d8, none), Flamer (50%, 5 AP, Rng: 23, D: 3d8 plus fire)
Loot/Equipment: 3d20 flamer fuel, d4 scrap metal, possibly a sensor module or fission battery

Pacification Forces

In the late 22nd century, the Vault 0 supercomputer, the Calculator, led a robot army of eradication in a misguided attempt to "pacify" the wastelands. Numerous models of robots were reprogrammed into killing machines, but a few models were unique to this army.

Behemoth

Behemoths were massive war machines the size of an elephant. These robot walked slowly, using six legs to support their massive bulk. The sole armament of the Behemoth were twin .50 caliber machine guns.

HP: 900
SQ: 14
AP: 6
XP: 500
CC: 5%
AC: 4 DR DT
Normal: 20 60
Laser: 2 10
Fire: 20 55
Plasma: 2 10
Explosion: 4 20
ER: 50%
PR: 50%
RR: 50%
GR: 100/100
Skills: Big Guns 65%, Unarmed 75%, Sneak 25%
Attacks: Twin .50 Cal MG (65%, 5 AP, Rng: 70, D: 1d8, 20 round burst)

Squash (75%, 4 AP, D: 2d8)
Loot/Equipment: d12 scrap metal, 2d100 rounds .50 caliber ammo

Humanoid Robot

CZ-27 Series Humanoid robots were the main work force for the Calculator. As the name states, they were bi-pedal, two armed robots, about the size of a large man.

The humanoid robot was not designed to infiltrate human society, but rather can adapt to human technology and weaponry. It's humanoid hand structure allows it to use any human weapon and any equipment that is necessary. If unarmed, humanoid robots can attack with wicked blades attached to their forearms.

HP: 145
SQ: 16
AP: 8
XP: 250
CC: 6%
AC: 6 DR DT
Normal: 16 50
Laser: 4 15
Fire: 20 55
Plasma: 4 15
Explosion: 4 15
ER: 50%
PR: 50%
RR: 50%
GR: 100/100
Skills: Small Guns 75%, Energy Weapons 75%, Unarmed 45%, Sneak 25%
Attacks: Ranged (75%, AP varies, D: varies), Unarmed (45%, AP 4, D: 2d12+4)
Loot/Equipment: Weapon, Ammunition, d6 Scrap Metal

Scurry Robot

Scurry Robots were man-sized, spider-like robots designed to eliminate intruders through close quarters combat. These robots would lay it wait, often burying themselves, and then strike when soft targets came within range. Scurry robots could easily dispatch unarmored foes with their razor sharp forelegs.

HP: 85
SQ: 8
AP: 8
XP: 150
CC: 4%

AC: 4 DR DT
Normal: 10 40
Laser: 4 15
Fire: 20 55
Plasma: 4 15
Explosion: 2 10
ER: 50%
PR: 50%
RR: 50%
GR: 100/100
Skills: Sneak 75%
Attacks: Melee (75%, 4 AP, D: 3d6)
Loot/Equipment: d4 Scrap Metal

Pacification Bot

The pacification robot is a very large, quadripedal robot, slightly larger than a brahmin, which was designed for crowd control and dispersement. The robot is armed with powerful stun cannons which will incapacitate targets and allow them to be thoroughly dealt with by companion forces.

HP: 360
SQ: 12
AP: 7
XP: 350
CC: 5%
AC: 5 DR DT
Normal: 15 40
Laser: 4 15
Fire: 20 55
Plasma: 4 15
Explosion: 2 10
ER: 50%
PR: 50%
RR: 50%
GR: 100/100
Attacks: Stun Cannon (75%, 5 AP, Rng: 35, D: 1d8, roll for stun)
Loot/Equipment: d8 Scrap Metal, d4 fusion components

Protectron



Protectrons were reliable pre-war worker robots built by RobCo. The primary function of all protectrons was security

and, in fact, they could even be reprogrammed for light police work. Protectrons have amazing versatility and with simple reprogramming can perform an astonishing variety of menial tasks from being a short order cook to nuclear waste disposal. Despite this utility, network errors or a damaged inhibitor unit will cause a protectron to revert to its default setting: human elimination mode.

HP: 75
 SQ: 12
 AP: 9
 XP: 100
 CC: 3%
 AC: 18 DR DT
 Normal: 30 4
 Laser: 75 6
 Fire: 10 4
 Plasma: 20 4
 Explosion: 25 4
 ER: 0%
 PR: 35%
 RR: 14%
 GR: 100/100
 Attacks: Laser (65%, 3 AP, Rng 25, D: 1d12+10)
 Loot/Equipment: 1d20 Small Energy Cells, 1d4 Scrap Metal, 1 Fusion Battery

Robobrain



Robobrain, sometimes called 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. Robobrain was 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 allow them a wider range of responses and functions than other robots. Their hands are suited to use most tools and weapons usable by humans.

Robobrain was going to be the next wave in warfare but their costs made it slow to implement. They mostly use human brains taken from "volunteers". Many of these subjects were criminally insane, so they are not entirely mentally stable, despite complete reprogramming. Thanks to pre-war medical technology (biomed gel to be

specific), the brains are kept alive even 200 years after the Great War.

HP: 100
 SQ: 8
 AP: 10
 XP: 450
 CC: 3
 AC: 20 DR DT
 Normal: 65 8
 Laser: 10 1
 Fire: 80 10
 Plasma: 10 2
 Explosion: 65 8
 ER: 0%
 PR: 40%
 RR: 16%
 GR: 100/100
 Attacks: Small Guns 45%, Energy Weapons 45%, Unarmed 75%
 Armed with AK-112, Shotgun, Laser Pistol, or just hands for 1d4+8
 Loot/Equipment: Ammunition, d12 Small Energy Cells, d4 Scrap Metal, 1 Fusion Battery

Security Robots

Numerous models of robots were designed only with security in mind. Some are merely sessile turrets while others are hulking, dangerous sentries.

Auto-Cannon



The Auto-Cannon is a heavily armed, autonomous defense turret and is relatively heavily armored.

Auto-Cannons are usually part of an automated defense system for a high security area such as a military base.

HP: 75
 SQ: 16
 AP: 9
 XP: 100
 CC: 5%
 AC: 28 DR DT
 Normal: 40 5
 Laser: 60 8
 Fire: 30 4

Plasma: 50 4
Explosion: 40 6
ER: 50%
PR: 25%
RR: 10%
GR: 100/100
Attacks: Twin Minigun (79%, 5 AP, D: 40 round burst d8, none) or Rocket Launcher (79%, 6 AP, D: 6d8, none)
Loot/Equipment: Ammunition, d4 scrap metal

Gun Turret

Gun turrets are another model of sessile defense platforms designed for integrated security.

HP: 125
SQ: 20
AP: 11
XP: 100
CC: 2%
AC: 11 DR DT
Normal: 40 12
Laser: 60 12
Fire: 60 12
Plasma: 40 10
Explosion: 50 20
ER: 12%
PR: 25%
RR: 10%
GR: 100/100
Attacks: Twin Plasma Rifles (140%, 4 AP, D: 4d20, none)
Loot/Equipment: 1d100 rounds ammunition, d4 scrap metal

Security Robot

The security robots were powerful patrolling guard robots. These robots resembled Mr. Handy in design with a floating central hub festooned with manipulators. In their sentry duties, security robots were equipped with integrated submachine guns or laser carbines.

HP: 145
SQ: 18
AP: 8
XP: 200
CC: 5%
AC: 6 DR DT
Normal: 10 50
Laser: 4 15
Fire: 20 55
Plasma: 4 15

Explosion: 4 15
ER: 50%
PR: 50%
RR: 50%
GR: 100/100
Skills: Small Guns 45%, Energy Weapons 45%, Unarmed 75%, Sneak 25%
Attacks: Melee (75%, 3 AP, D: 1d8) SMG (45%, 5 AP D 1d6, burst of 5) or Laser (45%, 4 AP, D 1d12+10)
Loot/Equipment: 1d100 rounds ammunition, d4 scrap metal

Series 1 Sentry Bot

Series 1 sentry bots were bipedal mechanical monstrosities between 8 and 10 feet tall. Sentry bots were very well armed and armored. They were intended to serve as the backbone of an integrated defense system or to work in isolation.

HP: 120
SQ: 16
AP: 9
XP: 100
CC: 5%
AC: 34 DR DT
Normal: 50 13
Laser: 90 19
Fire: 70 14
Plasma: 50 13
Explosion: 60 20
ER: 13%
PR: 40%
RR: 16%
GR: 100/100

Attacks: Minigun (140%, 5 AP, D: 20 round burst, d8, none) and Rocket Launcher (140%, 6 AP, D: 6d8, none)
Loot/Equipment: Ammunition, d4 Scrap Metal

Series 2 Sentry Bot

The Series 2 Sentry Bot (military serial numbers SB-XXXX) is a military robot model made before the Great War. This extremely durable model was assigned to many locations on the East Coast and even saw frontline combat in the Great War. They have two arms that end with deadly weapons (a Minigun or Gatling Laser and a Missile Launcher), and three legs that end with wheels. They are one of the most durable and dangerous robots a traveler could encounter.

HP: 250

SQ: 14
 AP: 9
 XP: 500
 CC: 5%
 AC: 35 DR DT
 Normal: 50 13
 Laser: 90 19
 Fire: 70 14
 Plasma: 50 13
 Explosion: 60 20
 ER: 13%
 PR: 40%
 RR: 16%
 GR: 100/100
 Attacks: 2 of Gatling Laser (75%, 5 AP, 10 round burst, 1d20+20, none)D: , Minigun (120%, 5 AP, D: 20 round burst, d8, none), or Rocket Launcher (120%, 6 AP, D: 6d8, none)
 Loot/Equipment: Ammunition, d4 Scrap Metal

Tank Track Bot

The Tank Track Robot was a utility robot used in agriculture before the Great War. After the War, due to its availability in the Midwest, it was adapted by the Calculator for close range combat. It was equipped with spinning flails. Though highly resistant its size and low speed proved to be a hindrance.

HP: 250
 SQ: 10
 AP: 7
 XP: 400
 CC: 5%
 AC: 5 DR DT
 Normal: 15 45
 Laser: 4 15
 Fire: 10 25
 Plasma: 4 15
 Explosion: 4 15
 ER: 50%
 PR: 50%
 RR: 50%
 GR: 100/100
 Attacks: Flail (75%, 3 AP, D: 5d6)
 Loot/Equipment: d8 Scrap Metal, d4 fusion components

Vermín

By far the most common creatures in the wastes, rats and their relatives have done very well for themselves since the bombs dropped. There are still plenty of the nasty, black varieties around, but

radiation changed some of these disease-ridden vermin into fearsome creatures.

Giant Rat

Giant rats range in size from about a foot to almost a yard (meter) in length. They are covered with brown or black fur, and have red, glassy, beady eyes. They are not openly hostile towards humans unless they are hungry, but they're always hungry. Giant rats can be found pretty much anywhere.

HP: 10
 SQ: 6
 AP: 6
 XP: 25
 CC: 3%
 AC: 5 DT DR
 Normal: 0 0
 Laser: 0 0
 Fire: 0 0
 Plasma: 0 0
 Explosion: 0 0
 PR: 50%
 RR: 20%
 GR: 0/0
 Attacks: Claw (75%, 3 AP, D:1d4, none);
 Bite (70%, 3 AP, D:1d4, Poison Type A, 1d4 doses).
 Loot/Equipment: d8 Rat Meat, d6 Animal Components

Greater Giant Rats

These rats are giant even as for the standards of the post-nuclear world. They range from a meter and a half to 2 meters in the shoulders. They roam mostly the Great Wastes of the Middle West, and they are often hunting in more civilized areas.

HP: 140
 SQ: 6
 AP: 7
 XP: 600
 CC: 5%
 AC: 20 DT DR
 Normal 2 30%
 Laser 1 10%
 Fire 1 10%
 Plasma 0 10%
 Explode: 3 25%
 Attacks: Claw (80%, 3 AP, D: 1d10+4, none);
 Bite (90%, 4 AP, D: 1d12+4, none)
 Loot/Equipment: Rat Meat, Animal Components

Rad Rat

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

HP: 10
 SQ: 6
 AP: 6
 XP: 35
 CC: 3%
 AC: 5 DT DR
 Normal: 0 0
 Laser: 0 0
 Fire: 0 0
 Plasma: 0 0
 Explosion: 0 0
 PR: 60%
 RR: 100%
 GR: 0/50
 Attacks: Claw (75%, 3 AP, D:1d4, successful HIT +d12 rads);
 Bite (70%, 3 AP, D:1d4, successful HIT +d12 rads)
 Loot/Equipment: Radrat Meat, Animal Components

Molerats

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

Lesser Molerat

HP: 15
 SQ: 7
 AP: 7
 XP: 100
 CC: 3%
 AC: 9 DT DR
 Normal: 1 5%
 Laser: 0 0
 Fire: 0 0
 Plasma: 0 0
 Explosion: 1 5%

PR: 50%
 RR: 25%
 GR: 0/0
 Attacks: Claw (80%, 3 AP, D:1d8, none);
 Bite (75%, 3 AP, D:1d8, Poison Type A, 1d8 doses)
 Loot/Equipment: d4 Animal Components, Molerat Meat

Greater Molerat

HP: 30
 SQ: 9
 AP: 9
 XP: 200
 CC: 5%

AC: 12	DT	DR
Normal: 4		20%
Laser: 1		5%
Fire: 0		0
Plasma: 0		0
Explode: 4		20%

 PR: 60%
 RR: 25%
 GR: 0/25
 Attacks: Claw (90%, 3 AP, D:1d10, none);
 Bite (90%, 3 AP, D:1d10, Poison Type B, 1d10 doses)
 Loot/Equipment: d6 Animal Components, d4 Molerat Meat

Rat Gods

These rats, similar to molerats, can be easily recognized due to their light brown fur and red, glowing eyes. Their most distinctive feature is, however their intelligence. They are as intelligent as humans, and some of them even more. Some Rat Gods have even learned to imitate human speech, though most people they try communicate to think of them only as of "another damn rats" and shoot at sight. Some of them have unique ability of telepathic control over their less intelligent brethren, and they gather swarms of giant rats, molerats, pigrats, and every other mutated vermin they encounter, sometimes "visiting" human towns, creating rat-plague. Others, however, are more likely to help people rebuild civilization, in which even giant talking rat can find its place... Only a few Rat Gods have ever been seen and those were found in the West.

HP: 70
 SQ: 9
 XP: 400
 CC: 5%

AC: 10 DT DR
 Normal 5 20%
 Laser 1 5%
 Fire 0 10%
 Plasma 0 5%
 Explode: 4 20%
 PR: 60%
 RR: 25%
 GR: 0/25
 Attacks: Claw (90%, 3 AP, D:1d12, none);
 Bite (90%, 3 AP, D:1d12, Poison Type A, 1d12 doses)
 Loot/Equipment: d6 Animal Components

Pigrats

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

Lesser Pigrat

HP: 20
 SQ: 7
 AP: 7
 XP: 200
 CC: 4%
 AC: 10 DT DR
 Normal: 1 5%
 Laser: 0 0
 Fire: 0 0
 Plasma: 0 0
 Explosion: 1 5%
 PR: 50%
 RR: 30%
 GR: 0/10
 Attacks: Claw (75%, 3 AP, D:2d4, none);
 Bite (75%, 3 AP, D:2d4, Poison Type A, 1d10 doses)
 Loot/Equipment: d4 Animal Components, Pigrat Meat

Greater Pigrat

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

CC: 6%
 AC: 14 DT DR
 Normal: 4 25%
 Laser: 0 0
 Fire: 2 10%
 Plasma: 0 0
 Explosion: 4 25%
 PR: 70%
 RR: 45%
 GR: 0/20
 Attacks: Claw (90%, 3 AP, D:2d6, none);
 Bite (75%, 3 AP, D:2d6, Poison Type B, 1d12 doses)
 Loot/Equipment: d4 Animal Components, d4 Pigrat Meat

Other Mutants

Brahmin

After the War, most kinds of life from pre-War America were changed into almost unrecognizable forms. Cows managed to escape that fate, for the most part, except that only a very hardy breed survived (or a cross between several hardier breeds). Brahmin are the main source of beef and leather in the wastes, and they can be found almost everywhere, although they are usually in enclosures. Some areas have vast Brahmin ranches, rivaling the huge Texas ranches of pre-War times. Brahmin are also used as pack animals, hauling wagons for caravans. They are hardy animals and can survive on very little food. They are tolerant of extreme environmental conditions, weathering the scathing heat of a summer's day as well as the bitter cold of the desert winter nights. Brahmin are easily distinguishable by their two heads, although rumors of herds of one-headed Brahmin far in the east occasionally make their rounds. Most people don't subscribe to that hogwash, however. Brahmin are almost always docile unless attacked directly; then, the herd will attempt to defend themselves.

HP: 40
 SQ: 6
 AP: 6
 XP: 50
 CC: 2%
 AC: 5 DR DT
 Normal: 2 10%
 Laser: 0 0
 Fire: 0 0
 Plasma: 0 0

Explosion: 2 10%

PR: 20%

RR: 30%

GR: 0/10

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

Loot/Equipment: Brahmin Horn, Brahmin Hide, Brahmin Skull, d6 Brahmin Steaks, d6 Animal Components

Feral Ghouls

Feral ghouls (alternately called mindless ghouls, ghoulish crazies, feral necrotic post-humans or zombies) are ghouls which have lost their ability to reason effectively, becoming aggressive animals. They react mostly on instinct, causing much discrimination towards the ghouls that have retained their mental faculties.

Feral Ghouls often cluster together in dark, cool environments, like sub-basements or totally underground areas, only occasionally leaving their hunting grounds into open air.

Frequently, Ferals will wander from place to place, stopping at fallen prey to feed, but will immediately attack any and all non-Ghoul creatures they come across. Upon detecting a non-Ghoul, most Ferals will make a high-pitched gurgle or screech, and set out to search the area. Upon sighting prey, they will often scream once more, alerting any nearby Ghouls, and attack.

Feral Ghoul

HP: 36

SQ: 20

AP: 9

XP: 100

CC: 7%

AC: 8 DR DT

Normal: 0 10%

Laser: 0 0

Fire: 0 0%

Plasma: 0 0

Explosion: 0 0%

PR: 50%

RR: 74%

GR: 0/40

Attacks: Unarmed (85%, 3 AP, D: 1d4+1, none)

Loot/Equipment: Small, random equipment

Feral Glowing Ghouls

HP: 52

SQ: 16

AP: 7

XP: 125

CC: 7%

AC: 5 DR DT

Normal: 0 10%

Laser: 0 0

Fire: 0 0%

Plasma: 0 0

Explosion: 0 0%

PR: 65%

RR: 80%

GR: 0/40

Attacks: Unarmed (80%, 3 AP, D: 1d4+2) +10

Rads per hour

Loot/Equipment: Small, random equipment

Giant Leech

These giant, foul creatures can be found in watery places throughout the world. Once they attach themselves, they very rapidly drain blood from their new friend. Once in range, their first unarmed attack will cause them to couple with the victim, a Strength roll is then required to disengage. Every round the Leech is coupled, it will use its bite attack along with a +15 critical chance.

HP: 20

SQ: 6

AP: 6

XP: 100

CC: 4%

AC: 8 DT DR

Normal: 1 5%

Laser: 0 0

Fire: 0 0

Plasma: 0 0

Explosion: 1 5%

PR: 50%

RR: 35%

GR: 0/0

Attacks: Couple (75%, 4 AP, D: 1d6), Bite (75%, 3 AP, D: 1d12, Poison Type A 1d8 doses)

Loot/Equipment: d4 Animal components

Mirelurk

The Mirelurks are a species of bipedal, mutant crabs which infest water sources on the East Coast. Most Mirelurks are surrounded by a carapace which is difficult to penetrate, even with powerful ballistic and laser weaponry. The face is more vulnerable, and any successful attack targeting the head or eyes ignore all armor. Mirelurks have evolved to thrive in radioactive water sources and do very poorly in "fresh" water.

Mirelurk



The most common type of Mirelurk. They have a whitish-grey shell, are about a head shorter and walk slightly

slower than a typical human. In close quarters they take a small charge head-butt. Other than that they will club and crunch with their large claws.

Mirelurks pose their greatest threat when in groups, Mirelurk packs are usually found around eggs and usually come in numbers of 1-3 or sometimes 4-5.

HP: 35

SQ: 12

AP: 9

XP: 400

CC: 5%

AC: 12 DR DT

Normal: 5 35%

Laser: 15 40%

Fire: 4 25%

Plasma: 15 40%

Explosion: 4 25%

PR: 50%

RR: 60%

GR: 50/100

Attacks: Claws (80%, 4 AP, D: 2d8), Headbutt (80%, 5 AP, D1d12, knockdown)

Loot/Equipment: Mirelurk Meat, d4 Animal Components

Mirelurk Hunter



A much larger, reddish-brown colored version of the Mirelurk. In addition to their two main arms, Hunters

also have 2 pairs of small, vestigial crab limbs growing out of their chest. Hunters are very violent and are more difficult to kill due to their increased strength and health.

HP: 45

SQ: 12

AP: 10

XP: 500

CC: 6%

AC: 14 DR DT

Normal: 6 40%

Laser: 20 45%

Fire: 5 30%

Plasma: 20 45%

Explosion: 5 30%

PR: 50%

RR: 60%

GR: 50/100

Attacks: Claws (80%, 4 AP, D: 3d8), Headbutt (80%, 5 AP, D1d12 +2, knockdown)

Loot/Equipment: d4 Mirelurk Meat, Softshell Mirelurk Meat, d4 Animal Components

Mirelurk King



Mirelurk Kings are much different from other Mirelurk variants, mainly because they do not resemble their crab-like cousins, but appear more like mermen.

They are fully humanoid, and do not have a heavily armored carapace, making them easy to distinguish from standard Mirelurks. Mirelurk Kings lack the Mirelurks' armored shell, but to compensate they have extremely high health. They also have a sonic projectile attack that disregards Damage Resistance. Kings are found few and far between in the wasteland, but can more consistently be found in caves.

HP: 60

SQ: 12

AP: 10

XP: 550

CC: 5%

AC: 10 DR DT

Normal: 1 10%

Laser: 2 20

Fire: 1 5%

Plasma: 2 20

Explosion: 1 10%

PR: 15%

RR: 60%

GR: 50/100

Attacks: Unarmed (65%, 3 AP, D: 3d6), Sonic Scream (55%, 4 AP, D: 2d8, ignores DR)

Loot/Equipment: d4 Mirelurk Meat, d4 Softshell Mirelurk Meat, d4 Animal Components

Trogs

"Trog" is a general term for numerous examples of feral, descended humanity that can be found throughout the wastes. Trogs are the descendents of pure blood humans, horrifically mutated through the generations to the point of being almost unrecognizable. Trogs move in packs of 2 to 6 and generally avoid lighted areas. Trogs can be found in areas of extreme radioactive or environmental pollution such as the Grand Canyon or the Pitt.

HP: 25

SQ: 14

AP: 7

XP: 90

CC: 5%

AC: 7 DR DT

Normal: 5 20%

Laser: 0 0

Fire: 0 0%

Plasma: 0 0

Explosion: 0 0%

PR: 15%

RR: 30%

GR: 0/40

Skills: Sneak 45%

Attacks: Unarmed (60%, 3 AP, D: 1d4+1, none)

Loot/Equipment: Trogs do not carry equipment but seem to have an odd habit of picking up small objects like bobby pins or bottle caps.

CC: 9%

AC: 25 DR DT

Normal: 2 20%

Laser: 0 0

Fire: 3 30%

Plasma: 0 0

Explosion: 4 40%

PR: 80%

RR: 60%

GR: 0/40

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

Loot/Equipment: Yao Guai meat, d4 Animal Components

Yao Guai

Yao Guai are descended from the black bears which were native to the Eastern seaboard. Through exposure to radiation, or possibly even genetic manipulation, these already formidable bears were transformed into one of the most valid threats in the wasteland. Yao Guai are fast, aggressive predators covered in patchy, bristled fur. They are gregarious among their own kind, but will immediately attack any intruder. Yao Guai typically travel alone, but can be found in groups of 2-3.

HP: 100

SQ: 10

AP: 10

XP: 850