



Fallout: Pen and Paper Encounters Book

Human Encounters

Caravan Guard: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7,HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Small Guns: 25%, Melee: 40%, Unarmed: 50%, First Aid: 20%
Weapons: H&K MP9 10mm SMG (Ammo 10mm JHP), Knife
Armor: Leather Jacket (Wt: 5lbs,AC: 8,N:0/20,L:0/20,F:0/10,P:0/10,E:0/20)
Inventory: 7x 10mm JHP, 100 BC, 5xN uka Cola, 2x Stimpak
Exp: 160

Cultist: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7,HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Melee: 40%, Unarmed: 50%, First Aid: 20%
Weapons: Spear
Armor: Robes (Wt.10lbs, AC: 5,N:0/20,L:0/25,F:0/10,P:0/10,E:0/10)
Inventory: 5x First Aid kits, 5x drymeat, 5x Water Flask, 15 BC
Exp: 187

Gangers: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7, HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Small Guns: 25%, Melee: 40%, Unarmed: 50%
Weapons: Colt 6520 10mm Pistol (Ammo 10 mm AP), Brass Knuckles
Armor: Leather Jacket (Wt: 5lbs,AC: 8,N:0/20,L:0/20,F:0/10,P:0/10,E:0/20)
Inventory: 4x 10mm AP, 2x Jet, 50 BC
Exp: 150

Gangsters: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7, HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Small Guns: 25%, Melee: 40%, Unarmed: 50%
Weapons: M3A1 "Grease Gun" SMG (Ammo .45), Base Ball Bat
Armor: Metal Armor (Wt: 35lbs,AC10, N: 4/30,L: 6/75,F: 4/10,P: 4/20,E: 4/25)
Inventory: 5x.45 cal, 3x Stimpaks, 200 BC
Exp: 255

Merchants: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7, HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Small Guns: 25%, Melee: 40%, Unarmed: 50%, Speech: 35%, Barter: 20%
Weapons: Sig-Sauer 14mm Pistol (Ammo 14mm JHP)
Armor: None
Inventory: Random
Exp: 97

Police: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7, HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Small Guns: 25%, Melee: 40%, Unarmed: 50%, Speech: 35%
Weapons: Pancor "Jackhammer" (Ammo 12-gauge shot gun shells)
Armor: Combat Armor (Wt.20lbs, AC: 20,N: 5/40,L:8/60,F: 4/30,P: 4/50,E: 6/40)
Inventory: 5x Stimpak, 4x 12-Gauge Shot gun shells
Exp: 357

Author: Jon Dickinson a.k.a. Da_Weasel



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Raiders A: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7, HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Small Guns: 25%, Melee: 40%, Unarmed: 50%
Weapons: Colt 6520 10mm Pistol (Ammo 10 mm AP)
Armor: None
Inventory: 3x10mm AP, 2x 10mm JHP, 50BC, 2x Stimpaks
Exp: 72

Raiders B: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7, HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Small Guns: 25%, Melee: 40%, Unarmed: 50%
Weapons: Winchester 12-Gauge Shotgun (Ammo 12-Gauge Shells), Spiked Knuckles
Armor: Leather Jacket (Wt: 5lbs,AC: 8,N:0/20,L:0/20,F:0/10,P:0/10,E:0/20)
Inventory: 5x Shotgun shells, 100 BC, 3x Stimpaks
Exp: 185

Raiders C: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7, HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Small Guns: 25%, Melee: 40%, Unarmed: 50%
Weapons: Desert Eagle .44(Ammo .44 Magnum JHP), Crowbar
Armor: Leather Armor (Wt: 8lbs,AC: 15,N: 2/25,L:0/20,F:0/20,P:0/10,E:0/20)
Inventory: 4x .44 Magnum AP, 4x .44 Magnum JHP, 5x Stimpaks, 2x Jet, 175 BC
Exp: 197

Sheriff: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7, HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Small Guns: 25%, Melee: 40%, Unarmed: 50%, Speech: 35%
Weapons: 223 pistol (Ammo .223 FMJ)
Armor: None
Inventory: 4x.223 FMJ, 3xStimpks, 100 BC
Exp: 117

Slavers: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7, HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Small Guns: 25%, Melee: 40%, Unarmed: 50%, Speech: 35%
Weapons: Colt 6520 10mm (Ammo 10mm JHP), Cattle Prod
Armor: Leather Armor (Wt: 8lbs,AC: 15,N: 2/25,L:0/20,F:0/20,P:0/10,E:0/20)
Inventory: 5xEnergy cells, 3x10mm JHP, 2xStimpaks, 150 BC
Exp: 245

Slaves: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7, HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Small Guns: 25%, Melee: 40%, Unarmed: 50%
Weapons: Hands & Feet (1d4+MD)(3AP)
Armor: None
Inventory: None
Exp: 91



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Town Guards A: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7, HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Small Guns: 25%, Melee: 40%, Unarmed: 50%, Speech: 35%
Weapons: Colt Hunting Rifle (Ammo .223 FMJ)
Armor: None
Inventory: 4x.223 FMJ, 100 BC
Exp: 90

Town Guards B: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7, HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Small Guns: 25%, Melee: 40%, Unarmed: 50%, Speech: 35%
Weapons: Colt Hunting Rifle (Ammo .223 FMJ)
Armor: Leather Armor (Wt: 8lbs,AC: 15,N: 2/25,L:0/20,F:0/20,P:0/10,E:0/20)
Inventory: 4x.223 FMJ, 100 BC
Exp: 185

Tribal: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7, HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Melee: 40%, Unarmed: 50%
Weapons: Spear
Armor: None
Inventory: 3x Healing powders, 5 BC, 4x Dry meat
Exp: 107

Vault Dwellers: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7, HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Small Guns: 25%, Melee: 40%, Unarmed: 50%, Speech: 35%
Weapons: Colt 6520 10mm (Ammo 10mm JHP)
Armor: None
Inventory: 5x Water Flasks, 2x Flares, 2x10mm JHP, 2X10mm AP
Exp: 72

Vault Dweller Guards: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7, HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Small Guns: 25%, Melee: 40%, Unarmed: 50%, Speech: 35%
Weapons: AK-112 Assault Rifle (Ammo 5mm)
Armor: Metal Armor MK II (Wt.35, AC: 15,N: 4/35,L: 7/60,F: 4/15,P: 4/25,E: 4/30)
Inventory: 5x Stimpaks, 5x5mm
Exp: 284

Wastelander: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7, HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Small Guns: 25%, Melee: 40%, Unarmed: 50%
Weapons: Knife
Armor: None
Inventory: Random
Exp: 129



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Creatures

Ants, Giant: Attributes: Str: 1,End: 1,Per: 2,Agi: 4,Lk: 1
Derived: AP: 7,HP: 18,AC: 4,SQ: 4,MD: +1
Skills: Unarmed: 40%
Weapons: Mandibles (1d6+MD)(3AP)
Armor:
Inventory: None
Exp: 24

Brahmin: Attributes Str: 10,End: 6,Per: 3,Agi: 5,Lk: 2
Derived: AP: 7,HP: 37,AC: 5,SQ: 6,MD: +5
Skills: Unarmed: 60%
Weapons: Horns (2d8+MD)(3AP)
Armor: N: 2/10,E: 2/10
Inventory: None
Exp: 233

Cave, Rat: Attributes: Str: 1,End: 1,Per: 6,Agi: 4,Lk: 1
Derived: Ap: 7,HP: 18,AC: 4,SQ: 12,MD: +1
Skills: Unarmed: 44%
Weapons: Bite (1d4+MD)(3AP)
Armor: N:0/10
Inventory: None
Exp: 102

Cockroaches, Giant: Attributes: Str: 1,End: 1,Per: 3,Agi: 5,Lk: 4
Derived: AP: 6,HP: 18,AC: 5,SQ: 6,MD: +1
Skills: Unarmed: 42%
Weapons: Mandibles (1d10+MD)(3AP)
Armor: N: 3/30
Inventory: None
Exp: 104

Coyotes: Attributes: Str: 2,End: 3,Per: 3,Agi: 3,Lk: 5
Derived: AP: 6,HP: 20,AC: 3,SQ: 6,MD: +1
Skills: Unarmed: 40%
Weapons: Bite (1d8+MD)(3AP)
Armor:
Inventory: None
Exp: 52

Deathclaw: Attributes: Str: 15,End: 15,Per: 5,Agi: 25,Lk: 9
Derived: AP: 10,HP: 60,AC: 25,SQ: 10,MD: +10
Skills: Unarmed: 110%
Weapons: Claw (3d8+MD)(3AP)
Armor: N: 4/40,F: 4/40,E: 4/40
Inventory: None
Exp: 1338



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Dogs: Attributes: Str: 3, End: 6, Per: 3, Agi: 5, Lk: 3
Derived: AP: 7, HP: 30, AC: 5, SQ: 6, MD: +1
Skills: Unarmed: 46%
Weapons: Bite (2d6+MD)(3AP)
Armor:
Inventory: None
Exp: 105

Dogs, wild: Attributes: Str: 4, End: 7, Per: 7, Agi: 6, Lk: 5
Derived: AP: 8, HP: 33, AC: 6, SQ: 14, MD: +1
Skills: Unarmed: 50%
Weapons: Bite (1d8+MD)(3AP)
Armor:
Inventory: None
Exp: 200

Geckos: Attributes: Str: 4, End: 3, Per: 3, Agi: 13, Lk: 3
Derived: AP: 10, HP: 25, AC: 13, SQ: 6, MD+1
Skills: Unarmed: 64%
Weapons: Claws (1d8+MD)(3AP)
Armor: N: 1/10
Inventory:
Exp: 86

Geckos, Golden: Attributes: Str: 6, End: 3, Per: 3, Agi: 22, Lk: 4
Derived: AP: 10, HP: 27, AC: 22, SQ: 6, MD: +1
Skills: Unarmed: 86%
Weapons: Claws (1d12+MD)(3AP)
Armor: N: 5/50, F: 5/50, E: 2/10
Inventory: None
Exp: 308

Geckos, Fire: Attributes: Str: 7, End: 4, Per: 7, Agi: 28, Lk: 6
Derived: AP: 10, HP: 30, AC: 28, SQ: 14, MD: +2
Skills: Unarmed: 100%
Weapons: Claws (1d8+MD)(3AP) Fire (1d10+40)(4AP)
Armor: N: 3/30, F: 3/30, E: 2/10
Inventory: None
Exp: 395

Mantis, Giant: Attributes: Str: 3, End: 5, Per: 2, Agi: 3, Lk: 1
Derived: AP: 5, HP: 28, AC: 3, SQ: 4, MD: +1
Skills: Unarmed: 42%
Weapons: Claws (1d8+MD)(3AP)
Armor:
Inventory: None
Exp: 12



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Molerat: Attributes: Str: 5, End: 3, Per: 4, Agi: 6, Lk: 2
Derived: AP: 8, HP: 26, AC: 6, SQ: 8, MD: +1
Skills: Unarmed: 52%
Weapons: Bite (1d10+MD)(3AP)
Armor: N: 4/20, L: 1/5, E: 4/20
Inventory: None
Exp: 165

Pigrat: Attributes: Str: 3, End: 2, Per: 2, Agi: 5, Lk: 1
Derived: AP: 7, HP: 22, AC: 5, SQ: 4, MD: +1
Skills: Unarmed: 46%
Weapons: Bite (2d6+MD)(3 AP)
Armor: N: 4/25, F: 2/10, E: 4/25
Inventory: None
Exp: 128

Rat: Attributes: Str: 1, End: 1, Per: 6, Agi: 4, Lk: 1
Derived: Ap: 7, Hp: 18, AC: 4, SQ: 12, MD: +1
Skills: Unarmed: 44%
Weapons: Bite (1d4+MD)(3AP)
Armor:
Inventory: None
Exp: 92

Radscorpion: Attributes: Str: 8, End: 6, Per: 4, Agi: 7, Lk: 4
Derived: AP: 8, HP: 35, AC: 7, SQ: 8, MD: +3
Skills: Unarmed: 60%
Weapons: Claws (1d10+MD)(3AP) Tail (1d12+MD+4)(4AP)(Poison)
Armor: N: 1/5, F: 4/20, E: 1/5
Inventory: Scorpion Tail
Exp: 213

Sporeplant: Attributes: Str: 5, End: 6, Per: 2, Agi: 5, Lk: 1
Derived: AP: 7, HP: 32, AC: 5, SQ: 4, MD: +1
Skills: Unarmed: 50%, Melee: 40%, Throwing: 20%
Weapons: Thorn (1d6+MD)(4AP)
Armor:
Inventory: Thorns
Exp: 31

Wanamingo: Attributes: Str: 8, End: 7, Per: 7, Agi: 33, Lk: 15
Derived: AP: 10, HP: 37, AC: 33, SQ: 14, MD: +3
Skills: Unarmed: 112%
Weapons: Claws (1d10+MD)(3AP)
Armor: N: 6/40, L: 6/40, F: 0/5, P: 5/50, E: 9/45
Inventory:
Exp: 790

Wolf: Attributes, Str: 3, End: 5, Per: 3, Agi: 5, Lk: 5
Derived: AP: 7, HP: 25, AC: 5, SQ: 6, MD: +1
Skills: Unarmed: 46%
Weapons: Bite (2d6+MD)(3AP)
Armor:
Inventory: None
Exp: 104

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Mutants

Beastlords: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7,HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Melee: 40%, Unarmed: 50%
Weapons: Spear
Armor: None
Inventory: 3x Healing powders, 5 BC, 4x Dry meat
Exp: 107

Centaur: Attributes: Str: 7,End: 7,Per: 2,Agi: 24,Lk: 6
Derived: AP: 10,HP: 36,AC: 24,SQ: 4,MD: +2
Skills: Unarmed: 92%
Weapons: Swing (1d20+MD)(3AP)
Armor: N: 4/35,L: 4/20,F: 4/15,P: 4/25,E: 4/30
Inventory:
Exp: 686

Dogs, Mutant: Attributes: Str: 5,End: 10,Per: 3,Agi: 5,Lk: 3
Derived: Ap: 7,HP: 40,AC: 5,SQ: 6,MD: +1
Skills: Unarmed: 50%
Weapons: Bite (2d6+MD)(3AP)
Armor: N:0/25,L:0/25,F:0/25,P:0/25,E:0/25
Inventory: None
Exp: 249

Floater: Attributes: Str: 8,End: 8,Per: 9,Agi: 28,Lk: 5
Derived: Ap: 10,HP: 39,AC: 28,SQ: 18,MD: +3
Skills: Unarmed: 102%
Weapons: Stalk (3d4+MD)(3AP)
Armor: N: 10/95,L: 1/10,F: 5/40,P: 1/10,E: 10/90
Inventory: None
Exp: 940

Ghouls: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7,HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Small Guns: 25%, Melee: 40%, Unarmed: 50%
Weapons: Colt Hunting Rifle (Ammo .223 FMJ)
Armor:
Inventory: 3x .223FMJ, Random
Exp: 90

Ghouls, Glowing: Attributes: Str: 5,End: 5,Per: 5,Agi: 5,Lk: 5
Derived: AP: 7,HP: 30,AC: 5,SQ: 10,MD: +1
Skills: Melee: 40%, Unarmed: 50%
Weapons: Hands & Feet (1d4+MD)(3AP)
Armor:
Inventory: Random
Exp: 91



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Mutants: Attributes: Str: 6, End: 5, Per: 5, Agi: 5, Lk: 5
Derived: AP: 7, HP: 31, AC: 5, SQ: 10, MD: +1
Skills: Small Guns: 45%, Unarmed: 72%, Melee: 62%
Weapons: FN FAL (Ammo: 7.62mm)
Armor: N:0/10, L:0/10, F:0/10, P:0/10, E:0/10
Inventory: 5x 7.62mm, 4x Stimpak
Exp: 197

Plague Zombies: Attributes: Str: 5, End: 5, Per: 5, Agi: 2, Lk: 5
Derived: AP: 6, HP: 30, AC: 2, SQ: 10, MD: +1
Skills: Unarmed: 44%
Weapons: Hands & Feet (1d4+MD)(3AP)
Armor: None
Inventory: None
Exp: 62

Super Mutants: Attributes: Str: 9, End: 9, Per: 5, Agi: 5, LK: 5
Derived: AP: 7, HP: 52, AC: 5, SQ: 10, MD: +4
Skills: Big Guns: 40%, Unarmed: 88%, Melee: 78%
Weapons: CZ-53 Minigun (Ammo: 5mm)
Armor: N:0/25, L:0/25, F:0/25, P:0/25, E:0/25
Inventory: 5x 5mm, 5x Stimpak
Exp: 860



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Robots

Auto-Cannon: Attributes: Str: 5,End: 5,Per: 8,Agi: 28,Lk: 5
Derived: AP: 10,HP: 75,AC: 28,SQ: 16,MD: +1
Skills: Big Guns: 79%
Weapons: 2x Miniguns(Ammo: 5mm)
Armor: N: 5/40,L: 8/60,F: 4/30,P: 5/40,E: 6/40
Inventory: 10x5mm
Exp: 5699

Floating Eye: Attributes: Str: 3,End: 7,Per: 10,Agi: 18,Lk: 3
Derived: AP: 10,HP: 60,AC: 18,SQ: 20,MD: +1
Skills: Energy Weapons: 74%
Weapons: Laser (Ammo: Small Energy Cell)
Armor: N: 4/30,L: 6/75,F: 4/10,P: 4/20,E: 4/25
Inventory: 3x Small Energy Cells
Exp: 917

Gun Turrent: Attributes: Str: 5,End: 5,Per: 10,Agi: 30,Lk: 2
Derived: AP: 10,HP: 125,AC: 30,SQ: 20,MD: +1
Skills: Energy Weapons: 140%
Weapons: 2x Plasma Cannons (Ammo: Micro Fusion Cells)
Armor: N: 12/40,L: 12/60,F: 12/60,P: 10/40,E: 20/50
Inventory: 3x Micro Fusion Cells
Exp: 6214

Mr.Handy: Attributes: Str: 10,End: 5,Per: 3,Agi: 25,Lk: 4
Derived: AP: 10,HP: 80,AC: 25,SQ: 6,MD: +5
Skills: Unarmed: 100%
Weapons: Arms (3d4+MD)(3AP)
Armor: N:8/80,L:8/80,F: 6/70,P: 4/65,E:8/70
Inventory: None
Exp: 908

Robobrain: Attributes: Str: 5,End: 5,Per: 4,Agi: 20,Lk: 3
Derived: AP: 10,HP: 100,AC: 20,SQ: 8,MD: +1
Skills: Small Guns: 45%, Unarmed: 75%
Weapons: AK-112 (Ammo: 5mm)
Armor: N:8/65,L: 1/10,F: 10/80,P: 2/10,E:8/65
Inventory: 5x5mm
Exp: 460

Sentry Bot: Attributes: Str: 9,End: 8,Per: 8,Agi: 34,Lk: 5
Derived: AP: 10,HP: 120,AC: 34,SQ: 16,MD: +4
Skills: Big Guns: 87%
Weapons: Vindicator Minigun (Ammo: 4.7mm Caseless), Rockwell L-72 Rocket Launcher (Explosive)
Armor: N: 13/50,L: 19/90,F: 14/70,P: 13/50,E: 20/60
Inventory: 10x4.7mm, 5x Explosive Rockets
Exp: 5683

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