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Introduction

Basically, I decided to do a Unisystem version of the classic *Fallout* CRPG series a few months ago, and here's the fruits of my labor. It took a lot of work compiling, converting, adapting, and just plain making stuff up on occasion, but it was totally worth it, and I hope that you will agree as well.

This is the main book for *Unisystem Fallout*. In it, you will find Qualities, Drawbacks, equipment, and information on the history and geography of the *Fallout* universe.

What is Fallout?

Fallout is a series of post nuclear apocalypse computer games published by Interplay. There were four games in the series, though only two of them (*Fallout* and *Fallout 2*) are considered to be entirely canon. *Fallout Tactics: Brotherhood of Steel* is considered to be partially canon, and *Fallout: Brotherhood of Steel* for PlayStation2 is not considered to be canon at all.

The *Fallout* world is based on ideas, propoganda, science-fiction films, and paranoia from the Cold War era, and the 1950s in specific. It has pulp sensibilities, and a dark sense of humor.

In *Fallout*, there is no science: there is only SCIENCE! Radiation causes mutations, robots have human brains in a glass dome on top of them, and laser guns cause the entire body to turn to ash. And did I mention that there are two headed cows?

How to Use this Book

This netbook is totally supplemental. To actually get some use out of it, you will need a Classic Unisystem core rulebook. I suggest *All Flesh Must Be Eaten* due to its versatility, or *WitchCraft* if you're on a budget.

The *All Flesh Must Be Eaten* supplements *All*

Tomorrow's Zombies and *Pulp Zombies* might also be helpful for additional rules, flavor, and inspiration.

Special Thanks

First and foremost, special thanks to Interplay, Brian Fargo, and Black Isle Studios for creating some of the best computer games I've ever played.

I'd also like to thank Chris Avellone for writing and distributing the *Fallout Bible*, without which, this would have been impossible. A lot of the supplemental information came from there.

Jon Dickinson also deserves a big thanks for writing the original *SPECIAL* system *Fallout* PnP RPG. A lot of the item and area descriptions came from the in-game descriptions via him. It always makes it so much easier to compile things when someone else did it once before.

Thanks goes out to Jason Vey, for letting me bounce ideas off of him and help me tweak *Quality costs*. And also for him telling me that I'm a good enough writer and know Unisystem well enough to write game material.

And of course, a special thanks to my boyfriend, Mike. Even though he isn't a gamer, he still lets me run ideas by him and helps me refine the chaos that comes out of my brain.

Credits

All of the images used in this file are from the *Fallout* video games.

Some text is copied from in-game descriptions, or from the *Fallout Bible* by Chris Avellone.

Character Types

Characters in *Fallout* will be created with one of three point spreads: Mutie, Chosen One, or Dogmeat. *All Flesh Must Be Eaten* norms will make up the majority of the townsfolk.

Mutie

These are the Ghouls, Super Mutants, and F.E.V. exposed individuals of the world. Keep these guys away from Vault City or there will be lots of gun fire.

Muties have 20 points for Attributes, 25 points for Qualities (and up to 10 points in Drawbacks), and 35 points for Skills. Muties must purchase the Ghoul, Super Mutant, Beastlord, or F.E.V. Exposure Quality.

Chosen One

These guys aren't quite your run-of-the-mill humans. They are the best of the best, and the most likely to wander the Wastes. Whether they are a Vault Dweller searching for a water chip or a Tribal looking for a G.E.C.K., these are the guys that are out there making the Wastes a better place.

Chosen Ones start off with 20 points for Attributes, 20 points for Qualities (and up to 10 points in Drawbacks), and 40 points for Skills. A Chosen One may not be a Ghoul, Super Mutant, Beastlord, or F.E.V. Exposed, but they can become a Ghoul, Super Mutant, or F.E.V. Exposed during play, if the right conditions are met.

Dogmeat

Calling them the “faithful companion” isn't exactly accurate, but who the hell is counting? Dogmeat are the Deathclaws and Robots of the group. They're not human, nor have they ever been, and they probably like it that way. Medical or research robots with little combat programming can be created with the Mutie character type, with GM approval.

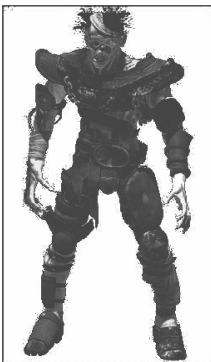
Dogmeat characters start out with 30 points for Attributes, 25 for Qualities (and up to 10 in Drawbacks), and 25 points in Skills. Dogmeats must purchase one of the Deathclaw Qualities, or the Robot Quality.

New Qualities and Drawbacks

Well, some of them are new, anyway. Some of them are setting-specific renamings of existing Qualities and Drawbacks. This section will also include the non-human racial packages that are available to characters. Supernatural Qualities other than those in this book are not available.

Ghoul

Five Point Racial Quality



Ghouls were once humans, but they were caught outside of a protective vault when the bombs dropped. Of course, this caused some pretty severe mutations. Ghouls have a keener awareness of their surroundings, gaining a +2 to Perception. They are highly resistant to poison and damned near immune to radiation,

gaining four levels of Resistance (Poison) and a whopping ten levels of Resistance (Radiation). They tend to be a bit tougher than humans (you would be, too, if you got to see a nuclear blast first hand), using the following formula to determine Life Points:
 $((\text{Strength} + \text{Constitution}) \times 5) + 20$.

On the downside, lack of muscle mass due to the whole rotting while you walk thing has made Ghouls slow and weak, and they suffer from a -1 to Strength and a -2 to Dexterity. And on the note of rotting while you walk, Ghouls Speed Attribute is one third that of a human with the same Dexterity and Constitution. Most people don't find rotting flesh all that appealing, garnering a 5 point Attractiveness Drawback, which may never be raised. Ghouls also have a 3 point Minority Drawback, seeing as a lot of cities won't even let them through the gates without shooting.

Super Mutant

Five Point Racial Quality

Super Mutants are very strong and often stupid, but they are pretty much the ultimate soldiers. Big, green, and prone to shooting people at point-blank range with miniguns, nobody who wants to live messes with a Super Mutant.



Super Mutants were originally created by dipping humans into vats of the Forced Evolutionary Virus, or F.E.V.. The process grants

superior physical strength and resilience, granting a +3 to both Strength and Constitution. Super Mutants are also more aware of their surroundings, gaining a +1 to Perception. The dipping process conveys a natural Resistance (Poison) worth 3 points, and Resistance (Radiation) worth 5 points. Super Mutants are tougher than normal humans, and their Life Points are determined with the following formula: $((\text{Strength} + \text{Constitution}) \times 6) + 20$.

On the downside, the dipping process tends to inhibit cerebral function, incurring a -1 to Intelligence. A Super Mutant still has 6 as their maximum for that Attribute, it just takes them more effort to get there. The sheer amount of muscle and the sheer size of a Super Mutant results in a -1 penalty to Dexterity. Due to their size, Mutants cannot wear any armor that was not specifically made for a Super Mutant, or use any small firearm unless it has been specifically modified for their use. Being big, greenish, and sort of brutish isn't all blood splatters and entrails, though; they're ugly as sin beat with an ugly stick, suffer from a 4 point Attractiveness Drawback which can never be raised, and humans tend to just plain not like them, garnering a 4 point Charisma Drawback, which may be bought off normally.

Deathclaw

Five Point Racial Quality

Deathclaws were derived from mixed animal stock and then refined using genetic engineering to produce super fast killing

machines. They are incredibly strong, fast, and hardy, gaining a +4 to Strength, +3 to Dexterity, and +2 to Constitution. As hunters, their Perception gains a one point boost. Large ugly lizards with horns and claws, oh my! All adult Deathclaws have nasty claws that deal $d6 \times \text{Strength}$ slashing damage and horns that deal $d8 \times \text{Strength}$ slashing damage. They are some resilient buggers, and their Life Points use the following formula:
 $((\text{Strength} + \text{Constitution}) \times 5) + 20$.

As mentioned before, Deathclaws are big ugly lizards with claws and horns. As big ugly lizards with claws and horns, they suffer from a three point Minority Drawback. Everyone in the Wastes has at least heard of Deathclaws, and they fear them more than even Super Mutants. All Deathclaws have a Status (Deathclaw) Drawback worth 5 points. Let's just repeat: big ugly lizards with claws and horns. That's right, lizards. Deathclaws are still animals, and as such, their Intelligence is always considered to be 1 for the purposes of any Task or Test that involves human concepts such as science, computers, not eating children, or dressing appropriately for the weather. Due to their long claws and unique physical shape, Deathclaws cannot use any weapons or armor unless it is specifically tailored to their form.

Intelligent Deathclaw

Five Point Racial Quality



Okay, so maybe not all big ugly lizards with claws and horns are stupid. There are a few Deathclaws that were genetically engineered to be able to understand and follow orders. Of course, stuff like that never works out quite the way you

intend it to, and the Deathclaws come out a bit too smart. They played stupid, and escaped captivity at the first opportunity.

Intelligent Deathclaws use the same package as the normal Deathclaws, except as follows: the Strength and Constitution bonuses are each reduced by one and the animal intelligence

modifier is removed. Intelligent Deathclaws are capable of mimicing human speech in much the same way that parrots do, but when they speak their voice is very odd, inflicting a -2 penalty on any normal Social Task or Test where the sound of the voice is relevant. Of course, this penalty actually becomes a bonus for the purposes of Intimidation.

By canon, there are no intelligent Deathclaws after the events of *Fallout 2*, but it's your game, so if you want to include them, then by all means do.



Robot

Variable Point Racial Quality

Before the war, many robots were manufactured for various uses, from housekeeping, to medical research, or even war.

The rules for robots found in *All Tomorrow's Zombies* are more than sufficient for robotic characters in *Fallout*. Attacks that do electrical damage, such as cattle prods, pulse grenades, and spasm guns will result in a system shutdown on a failed Difficult Constitution Test at a -1 penalty for every 2 points of damage taken. The only way to purchase Resistance (EMP) is by first taking the EMP Shielding Trait. Robots are incapable of learning new Skills on their own, requiring a programmer to give them the coding to perform the new function.

Cautious Nature

Two Point Mental Quality

You are more alert and enemies are less likely to sneak up on you. The Quality functions identically to Situational Awareness.

Cult of Personality

Four Point Social Quality

Your reputation is always positive to people. Without this Quality a large negative reputation would have a bad effect on good natured people. This works in the reverse as well. Evil people will even treat Mr. Goodie Good as one

of the gang.

Demolition Expert

Three Point Mental Quality

You are an expert when it comes to the fine art of handling explosives. They all go off when they are supposed to, which is a great accomplishment. Whenever you make a Demolitions Task, you may roll twice and take the higher of the two rolls.

Empathy

One Point Social Quality

You have studied other human beings, giving you inside knowledge of their emotional reaction to you. You gain a +2 to any Task to determine a person's emotional or psychological state.

Harmless

Two Point Social Quality

Your innocent demeanor makes stealing from and conning people a little easier. You gain a +2 to any Task or Test where naivety will work in your favor, and people tend not to suspect you of wrong doing.

Kama Sutra Master

One Point Physical/Social Quality

When it comes to pleasing sexually, you wrote the book. Your partners are more likely to be satisfied, and may even sing your praises.

Karma Beacon

Three Point Social Quality

Your Karma shines twice as bright. Whether good or bad, your reputation spreads far faster than it reasonably should. There's about a fifty percent chance that people in a town will know who you are and what you've accomplished within an hour of you thinking about the town.

Night Vision

Two Point Physical Quality

With the Night Vision Quality, you can see in the dark better. All penalties from poor lighting are halved.

Quick Recovery

One Point Physical Quality

You are quick at recovering from being knocked down. Standing up does not take an Action.

Sharpshooter

Three Point Mental Quality

You have a talent for shooting things at longer distances. You get a +2 bonus to Perception for the purposes of Aiming Tasks, and a successful Difficult Perception Test will reduce the range (not damage) penalties by one level. It's easier than ever to kill at a long range!

Drunken Master

One Point Mental Quality

You fight better when you are drunk. You receive a +2 to all combat Tasks and Tests while under the influence of alcohol.

Rad Child

Three Point Physical Quality

Prerequisite: Ghoul

You do not take immediate damage from radiation. In fact, you regenerate your Constitution per minute in Life and Endurance Points while being exposed to it! However, radiation continues to build up in your system as normal, and can still cause all manner of nasty side effects, such as radiation poisoning.

Cancerous Growth

Four Point Physical Quality

Prerequisite: Ghoul or Super Mutant

You have mutated so drastically that you regenerate at a rate of Constitution per Turn and you can even regenerate broken or lost limbs. Unfortunately, there's a large unsightly growth on your that is the source of your healing powers, which causes a -2 to Attractiveness.

Bonsai

Three Point Physical Quality

Prerequisite: Ghoul

Through careful nurturing you have a small fruit tree growing out of your head. This may look strange, but it does produce a renewable food supply, which is incredibly valuable in the Wastes.

Tough Hide

Three Point per Level Physical Quality

Prerequisite: Super Mutant

Exposure to radiation has hardened you against the elements. You gain a natural Armor Value of one, and one level of Resistance (Radiation) and Resistance (Heat) per level. Only super mutants can pick this Quality.

Fear the Reaper

Five Point Supernatural Drawback

You have managed to cheat Death, putting you on Death's short list. Whenever you're in a situation that would normally be life threatening but not immediately fatal, you must make a Survival Test to avoid dropping dead on the spot, even if you have not been injured in any way.

Hide of Scars

One Point per Level Physical Quality

Prerequisite: Deathclaw

Your battle-weary flesh has hardened into an armor of its own. You gain an Armor Value of 2 per level of the Quality, but the Armor Value is totally ignored by fire and energy attacks.

Way of the Fruit

4 Point Physical/Supernatural Quality

Prerequisite: Ghoul

You have learned about the mystical healing effects of eating fruit. For 24 hours after eating a piece of fruit, your character gains +1 to Perception and Dexterity.

Beastlord

5 Point Supernatural Quality

Prerequisite: Human

Some mutations are more subtle than those of ghouls and super mutants. It is said that some mutants possess the ability to reach within the minds of the easily impressionable (animals, politicians, marketing personnel) to control their very thoughts. This hasn't been proven, but the activities of the Beastlords certainly lends some credence to the theory.

Beastlord have a symbiotic relationship with unintelligent animals. This does not include Deathclaws. A Beastlord may command any animal within hearing range with a Contested Simple Willpower Test. If the animal fails (and they usually do), then they must obey the Beastlord's commands exactly.

Tribal

5 Point Wasteland Quality

Prerequisite: Human

Tribals live in small communities in the Wastes. Some of them are nomadic, others are agricultural, but they are all incredibly superstitious. No one's really sure where the Tribals came from, but the common theory is that after the bombs dropped, some people decided to "return to nature" and their descendants are Tribals. These people were most likely hippies.

Tribals gain a +2 to the Hand Weapon (Spear) and Survival (Wastes) Skills, a +1 to Perception and Constitution, and one level of Resistance (Fatigue) and Resistance (Heat) due to the harsh upbringing they have in the Wastes. On the downside, Tribals are discriminated against and ridiculed by the "civilized" folk who live in the burnt out ruins of pre-War cities, gaining a one point Minority Drawback. Due to their superstitious nature, Tribals also have a Delusions (Supernatural) Drawback worth two points.

Vault Dweller

5 Point Wasteland Quality

Prerequisite: Human



You grew up in a Vault: an underground complex designed to save humanity from World War Three. Or at least, that's the rumor. There were 122 different Vaults all across the United States, government funded but privately built by Vault-Tek. Each Vault contained one thousand people, providing them with education, entertainment, and protection until the "all clear" was received and the

inhabitants could go out and repopulate the world. Of course, by the time it was safe to venture out, all the original inhabitants had died of old age, so you're their child. Or grandchild. Or something like that.

Growing up in a Vault has granted you access to a greater education than most, but left you a bit naïve about the world beyond the Vault door. You gain five points to distribute amongst academic Skills and a one point bonus to Intelligence due to all the educating, but Emotional Problem (Over-Trusting) and Emotional Problem (Delusions of Grandeur) Drawbacks worth one point each.

Due to lack of exposure to the harmful post nuclear radiation, the F.E.V. affects you as intended, inducing proper evolution rather than turning you into a monster or Super Mutant.

Vault City Citizen

2 Point Social Quality

Prerequisite: Human

Life is wonderful for the Citizens of Vault City. Respect, a steady job, safety within the walls of Vault City; no one could ask for more. Well, the people who live right outside the walls could ask for more. Oh, and the “Servants” that Vault City employs could certainly ask for more. But don't worry, everyone knows that Vault City is the best place in California, and those “Servants” aren't slaves. Nope, not slaves at all.

Within the walls and the Courtyard right outside the gates, a Vault City Citizen is treated relatively like a king. Only Citizens may remain in the City after nightfall, only Citizens may access the Vault City stores of supplies and knowledge (which is only surpassed by the Brotherhood of Steel and the Enclave), and only Citizens are worth more than brahmin shit. And don't try to fake Citizenship, either: they'll know.

Of course, when traveling through the Wastes, you might not want people to know about your Citizenship. People all over California are

jealous of Vault City's success, granting the Citizen a Status Drawback worth two points when not in the City. Especially those nasty Ghouls and mutants. They aren't worth a damn, and you have the Prejudice (Non-humans) Drawback worth two points to back it up.

Vault City prevails. Oh, and did we mention that they aren't slaves?

F.E.V. Exposure

Variable Physical Quality

Prerequisite: Vault Dweller

The F.E.V., or Forced Evolutionary Virus, was designed to increase the adaptation and mutation rate of DNA. This worked out just great before the War, but since then, things have been a tad bit... off.

Normal humans who are exposed to the F.E.V. Typically become Super Mutants or hideous monsters, depending on their exposure to radiation. Vault Dwellers, who are relatively radiation free, become mutants, but not of the Super variety. The biggest difference is that they typically maintain their previous intelligence, or possibly even come out with enhanced smarts, and they usually aren't quite so ugly.

F.E.V. exposure can affect different specimens in drastically different ways. The cost of the Quality is determined by the benefits and Drawbacks provided. Common mutations include Attribute increases (or decreases), physical anomalies such as two heads or four arms, or even psychic powers. When the Vault Dweller destroyed the Master and his Super Mutant army, it is believed that the last of psychics created in the labs died, but that isn't necessarily true, as it's your game and you get to decide. Basically, any Quality or Attribute can be granted or increased, even beyond normal human levels, with the mutation. For more information on psychic powers, see *WitchCraft*, *Armageddon*, *Terra Primate*, or *ConspiracyX*.

Mental problems and an appearance that won't

score you points with the fairer sex are the most common negative consequences of F.E.V. exposure, but pretty much any Drawback can result.

Brotherhood of Steel Initiate

15 Point Profession Quality



The Brotherhood of Steel is dedicated to preserving technology at all costs. There are technically two Brotherhoods, though they share the same name, technology, and organization. The essential difference is that the Brotherhood members who expanded east decided that hoarding technology was foolish, and instead attempts to improve the human condition.

All Brotherhood Initiates are given basic training with a variety of firearms, gaining a +2 to Guns (Handgun), Guns (Rifle), and Guns (Energy Pistol). The extensive, rigorous training also provides a +1 to Constitution, and the Nerves of Steel Quality. All members of the Brotherhood are indoctrinated in the organization, dogma and history of the Brotherhood, gaining +1 to History (Brotherhood of Steel) and Bureaucracy. Initiates have one point in Military Rank, and through their deeds may rise through the ranks of the Brotherhood of Steel. All recruits are trained in the basics of Wasteland survival, gaining a +1 to Survival (Wastes). An aware recruit is an alive recruit, and the Brotherhood Initiates are all trained extensively in remaining aware of their surroundings and potential ambushes, gaining a +2 to Notice and the Cautious Nature Quality.

Brotherhood members are expected to die for the organization should the situation call for it, gaining a three point Obligation (Brotherhood of Steel: Total) Drawback. After an Initiate is able to advance to a higher rank, he must choose whether to take the path of the Scribe or the path of the Knight. Knights are the military arm of the Brotherhood, scouting, repairing, and building what the Scribes design, and may eventually become Paladins and wear Power Armor. Scribes are the teachers, scientists, and

historians of the organization, primarily developing new weaponry and educating new recruits.

While all Initiates possess the same basic training, after promotion to Scribe or Knight, the training will diverge. Scribes focus primarily on Academic Skills, while Knights focus primarily on Mechanical and Combat Skills. The Brotherhood Rank Table is on the next page.

New Skill Types and Modified Skills

Some modifications, omissions, and additions have to be made to the standard Unisystem Skill list in order to accommodate the setting.

Occult Knowledge and **Magic Theory** do not exist.

Survival (Wastes): This should be the most common Type for the Skill, covering hunting, water gathering, and searching for shelter in the Wastes. There isn't a lot of geographical diversity after the bombs, so other Types should be less common.

Myth and Legend (Pre-War): There is little history or documentation about the world before the War outside of the Vaults: most of what the common folk know is going to be hearsay and conjecture.

Guns (Energy Pistol), Guns (Energy Rifle), and Guns (Large Energy Weapons): These Skill Types cover the energy weapons of the Post Nuclear World. They handle very differently from traditional firearms, in weight, aiming, and recoil.

Language: Aside from Vault Dwellers, this will be a rare Skill. Most people are going to be speaking whatever language their families and communities speak.

Medicine: This Skill can be used to make Stimpacks and other chems, as long as the raw materials are available. Knowing the required materials and being able to acquire them will usually require **Herbalism**, **Survival (Wastes)**, **Science (Biology)**, or **Science (Chemistry)**.

Brotherhood of Steel Rank Table

<i>Rank</i>	<i>Name</i>	<i>Duties and Privileges</i>
1	Initiate	Basic Brotherhood recruit. Typically, Initiates have either just finished training and are doing simple missions to prove their worth to the Brotherhood Elders.
2	Senior Initiate	These recruits have proven their worth, and are typically sent on simple scouting missions.
3	Knight	Knights are sent on more dangerous missions, and are given a higher ammo allowance. In the east, where the more altruistic incarnation of the Brotherhood has a presence, Knights are sent to keep peace and dispatch raiders from villages under Brotherhood protection.
3	Scribe	Scribes are the teachers of the Brotherhood. Their primary job is to educate new Initiates in the ways of the Brotherhood, and oversee their non-combat training. Scribes are granted access to the Brotherhood's stores of weapons for study, though they are not allowed to check out weapons, and do not have the ability to authorize weapon and ammunition assignments.
4	Senior Knight	Senior Knights are typically in charge of the combat training of new Initiates, and overseeing field missions. They are given more powerful firearms, and sent on more dangerous missions than Knights.
4	Senior Scribe	Senior Scribes are typically the brains of the Brotherhood. It is their task to design new weapons and attempt to recreate the technology of the pre-War world. When the Brotherhood starts to run low on energy cells, it is the Senior Scribes that discover where more can be found or attempt to create new ones. Senior Scribes can authorize weapon and ammunition assignments for Initiates.
5	Paladin	The highest recruit rank possible for a Knight. Paladins are assigned a suit of Brotherhood Power Armor, and sent on the testiest missions. Paladins are allowed to check supplies out of storage without authorization from Scribes, but abusing the privilege is a quick way to get demoted.
5	High Scribe	The highest recruit rank possible for a Scribe. The High Scribes are the brightest minds of the Brotherhood. Most of the truly astounding breakthroughs in technological reconstruction come from the desks of High Scribes. There is typically only one High Scribe per base, and they oversee all assignments of weapons, armor, and ammunition. Though they are nominally the equals of Paladins, the power of a High Scribe is more in line with that possessed by a Senior Paladin. Of course, Paladins get far more respect from Initiates than the High Scribes. Everyone wants to shoot Deathclaws and raiders. Not many people want to sit behind a desk and reverse engineer laser pistols.
6	Senior Paladin	Senior Paladins lead the Paladins. There is only one Senior Paladin per Brotherhood base, and he rarely leaves on field missions unless the situation is desperate.
7	Elder	This position is elected. Each base has four Elders, elected by the Paladins and High Scribe of the base. The Elders function much like the Congress of old America, debating and proposing policies and courses of action. An Elder may authorize weapon upgrades and is responsible for assigning units to various missions, though this typically results in informing the Senior Paladin of the mission and allowing him to assign troops.
8	High Elder	The position is elected from the Elders. In the case of a tie or undecided vote, the High Scribes and Senior Paladins are called in to break the tie. In California, the election is more or less a joke: the Maxson family has held the position since the organization's founding, and will likely hold it until there are no Maxsons left. There is only one High Elder. Well, there are actually two, because the Brotherhood that expanded east has their own High Elder.

New System: Traits

Traits are a way, outside of raw Attribute and Skill levels, to further specialize your character. Traits are free: each one possesses its own innate benefit and hindrance. Well, except for Bloody Mess. That one's just fun. A character may have up to two Traits, which must be purchased at character creation. Traits are fixed: they will never change, and they will always apply.

This is a setting specific mechanic, so don't you dare try to get your *All Flesh Must Be Eaten* Zombie Master to allow you to use them.

Bruiser

A little slower, but a little bigger. You may not hit as frequently, but they will feel it when you do! Your Initiative suffers a -2, but your Strength gains a +2 for the purposes of determining melee damage.

Chemical Resistant

Chemicals only affect you half as long as normal, but their Addiction Rating is halved for you.



Fast Metabolism

Your metabolic rate is twice normal. You gain a 2 point Susceptibility to Poison and Radiation, but your natural healing rate is double normal.

Good Natured

You studied less-combative skills as you were growing up. You have a -2 penalty to all combat related Tasks and Tests, but a +2 bonus to all non-combat Tasks and Tests.

One Hander

One of your hands is very dominant. You gain a +2 bonus with single-handed weapons, but a -2 penalty with two-handed weapons.



Bloody Mess

By some strange twist of fate, people around you die violently.

You always see the worst way a person can die. Whenever you deliver a killing blow, dismemberment and entrails are sure to follow. A person with this Trait is the sort of person that punches a hole through someone's chest with a 9mm pistol.

Chemical Reliant



You are more easily addicted to chemicals. The Addiction Rating of chems is doubled for you, but you suffer negative side effects from chem use for half as long as normal.

Domesticated

Prerequisite: Normal Deathclaw

You have undergone extensive house training and have gained a 2 Intelligence for the purposes of comprehending ideas requiring a human intellect. However, your claws and horns deal damage at one die type lower.

Glowing One

Prerequisite: Ghoul

Extreme radiation exposure has left you glowing in the dark! Darkness is no obstacle to you or your enemies. You are never affected by lighting penalties, but you radiate anyone within 2 yards of you at the rate of 10 rads per day, and receive a -4 to Stealth Tasks.

Jinxed



The good thing is everyone around you is more vulnerable to bad luck; the bad news is, so are you.

Everyone within ten yards, including your enemies, yourself and your friends, enacts the Rule of One when rolling a two in addition to a one.

Night Person

Your brain and eyes work much better at night. Intelligence and Perception get a +1 bonus at night but a -1 penalty during the day.

Vat Skin

Prerequisite: Super Mutant

Other people find you hideous to behold and vomitous to smell! You get a natural Armor

Value of 10, but any friend or foe nearby will suffer a -3 penalty to Perception due to the distracting smell, and you have two additional levels of negative Charisma and Attractiveness.

Tight Nuts

Prerequisite: Robot

This robot was built to take the knocks. You get a base Armor Value of 10, but you gain only half the benefits from repairs.

EMP Shielding

Prerequisite: Robot

You have a dedicated EMP shielding system. Your Speed is halved because of your heavy equipment, but you have the Resistance (EMP) Quality at 1 point, and the option to buy additional levels.

Beta Software

Prerequisite: Robot

You have been equipped with an experimental operating system and peripherals. You are capable of learning new Skills on your own, but whenever using any self-taught Skill, a total result lower than 7 results in a catastrophic failure.

Radiation Poisoning

The system presented here for radiation poisoning is slightly different than that found in *All Tomorrow's Zombies*. If you want a different system to use, then go pick that book up. Also, please note that rads is in fact the incorrect unit for radiation exposure. The correct unit is rem, which represents the amount of radiation that actually effects the system, as opposed to rads which represent the amount of radiation to which subject is actually exposed. This “mistake” is intentional: *Fallout* is based on 1950's cold war propaganda, pulp science, and cultural norms and misconceptions. Back in the 1950's, the common man didn't recognize a difference between rads and rems, so the difference is ignored here.

The Post Nuclear World is full of radioactivity. For the most part, the ambient radiation is nothing that a normal human can't handle, but there are a few “hot spots” around, such as areas that were ground zero in full-scale attacks.

When exposed to radiation, the character must make a Simple Constitution Test, adding in any levels of Resistance (Radiation). Each Success Level reduces the amount of radiation that enters his system by ten percent, up to a maximum of eighty percent (Ghouls and Super Mutants can achieve 100% reduction, but normal humans cannot). After the character receives more than 100 rads, they must make a Simple Constitution Test (no Resistance here) every day to fight off symptoms of radiation poisoning. This Test is resisted by a Simple Strength Test of the radiation (usually 5).

Failure indicates that the character is experiencing radiation poisoning, which can be very nasty. Radiation poisoning is cumulative: that is, someone experiencing radiation poisoning from an exposure of 700 rads will display the effects of the 100-200, 200-300, 300-400, 400-600, and 600-1000 rad exposure levels.

<i>Radiation</i>	<i>Effects</i>
50–100 rad	Mild radiation sickness with headache and increased risk of infection due to disruption of immunity cells. Temporary male sterility is possible. The character will feel abnormally tired, suffering d4 Endurance damage per hour until the radiation is purged.
100–200 rad	Light radiation poisoning, 10% fatality after 30 days (LD 10/30). Typical symptoms include mild to moderate nausea, with occasional vomiting, beginning 3 to 6 hours after irradiation and lasting for up to one day. This is followed by a 10 to 14 day latent phase, after which light symptoms like general illness and fatigue appear. Temporary male sterility is common. Spontaneous abortion or stillbirth will occur in pregnant women. The character's Endurance is reduced to 1/3 rd normal, and will not return until they are decontaminated.
200–300 rad	Severe radiation poisoning, 35% fatality after 30 days (LD 35/30). Nausea is common, with about half of the victims experiencing intense vomiting. Symptoms onset at 1 to 6 hours after irradiation and last for 1 to 2 days. After that, there is a 7 to 14 day latent phase, after which the victim experiences loss of hair all over the body, fatigue and general illness. Permanent female sterility is possible. Convalescence takes one to several months. The character loses one point of Constitution, which they regain after treatment. Without treatment, the character will collapse after six hours, reducing their Life Points to zero.
300–400 rad	Severe radiation poisoning, 50% fatality after 30 days (LD 50/30). Other symptoms are similar to the 200–300 rad dose, with uncontrollable bleeding in the mouth, under the skin and in the kidneys after the latent phase. The character loses an additional level of Constitution, which will return after treatment. Their Life Points are reduced to -20, requiring a Survival Test at the reduced Constitution.
400–600 rad	Acute radiation poisoning, 60% fatality after 30 days (LD 60/30). Symptoms start half an hour to two hours after irradiation and last for up to 2 days. After that, there is a 7 to 14 day latent phase, after which generally the same symptoms appear as with 300-400 rad irradiation, with increased intensity. Sterility is common at this point. Convalescence takes several months to a year. The character is reduced to -30 Life Points, requiring a Survival Test. They are required to make a Difficult Constitution Test to avoid sterility in women or impotence in men.
600–1,000 rad	Acute radiation poisoning, near 100% fatality after 14 days (LD 100/14). Survival depends on intense medical care. Bone marrow is nearly or completely destroyed, so a bone marrow transplant is required. Gastric and intestinal tissue are severely damaged. Symptoms start 15 to 30 minutes after irradiation and last for up to 2 days. Subsequently, there is a 5 to 10 day latent phase, after which the person dies of infection or internal bleeding. Recovery would take several years and probably would never be complete. The character loses one permanent point of Constitution, and is reduced to -40 Life Points, requiring a Survival Test at the reduced Constitution.
1,000–5,000 rad	Acute radiation poisoning, 100% fatality after 7 days (LD 100/7). An exposure this high leads to spontaneous symptoms after 5 to 30 minutes. After powerful fatigue and immediate nausea caused by direct activation of chemical receptors in the brain by the radiation, there is a period of several days of comparative well-being, called the "walking ghost" phase. After that, cell death in the gastric and intestinal tissue, causing massive diarrhea, intestinal bleeding and loss of water, leads to water-electrolyte imbalance. Death sets in with delirium and coma due to breakdown of circulation. Death is inevitable.
5,000–8,000 rad	Disorientation and coma in seconds or minutes. Death occurs after a few hours by collapse of the nervous system.
More than 8,000 rad	Immediate death

<i>Radiation Source</i>	<i>Rads Emitted</i>
Nuclear Power Plant Core	500 per hour
Ground Zero Nuclear Attack	200 per day
Heavy Bomb Zone	1,000 per day
Toxic Waste Dump	10 per hour
Uranium Mine	1,500 per day

Recovering from Radiation Poisoning

Each day of rest after exposure, the character must make a Difficult Constitution Test, adding in levels of Resistance (Radiation). Each Success Level purges 5 rads from the victim's system. During days of activity, the Test may still be made, but only results in the loss of 1 rad per Success Level. Certain chems can speed up the process of recovery.

Radiation and Mutation

Radiation can cause alteration of the genetic code. When and if this happens to a character will be left up to the Chronicler. Some people are exposed to massive amounts of radiation and don't mutate, whereas other can be exposed to very little and come out a freak with six arms and two heads.

Economy, Goods and Services

Each area tends to have its own economy and currency. Some areas may rely totally on a barter economy, while others (such as the New California Republic) have official currency. For the sake of simplicity, currency is somewhat universal (meaning that it is accepted in most places outside of Tribal villages), and is expressed as dollars. Canonically, the currency could be bottle caps or soda can tabs, but for the sake of making everything easier, let's just say dollars.

Chems

The drugs and medicines of the Wastes. Some of them are salvaged from the ruins of Pre War cities, and others are manufactured using materials salvaged from Pre War ruins. Unless otherwise noted, the effects of a chem take ten minutes to become noticeable for oral drugs, or one Turn for intravenous drugs.

Addiction and Chems

Many chems are addictive. Every chem has an Addiction Rating. If the Rating is higher than 0, every time the chem is used, the user must make a Constitution+Willpower Test, contested by the chem's Addiction Rating. Every week of regular use imposes a -1 penalty to this Test. A failure denotes that the user gains the Addiction Drawback for the drug that was used.

Jet

Value: \$25

Addiction Rating: 8



Jet is the street drug of choice in the Post Nuclear world. Or, at least, in Post Nuclear California. No one is sure how exactly the stuff is made, but there are rumors that a mafia boss commissioned it in order to control large groups of people. Considering the fact that it is highly addictive, this is fairly believable. Jet comes in an inhaler, like an asthma medicine, that contains one dose. Almost immediately after inhalation, the user gains a +2 to

Dexterity, a +1 to Strength and Perception, and ignores all wound penalties. While under the influence of Jet, a person feels no pain and will not stop until their body falls apart. The effects last for d10 (5) hours, -1 hour for every week of regular use up to a minimum of one hour. After the effects have ended, the character experiences a bad crash, losing 2 points of Dexterity, and one point of Strength and Perception for three hours.



Stimpak

Value: \$150

Addiction Rating: 0

Stimpaks are syringes filled with healing chems that dull pain and encourage cellular mitosis, helping cells to repair themselves at an increased rate. Quite common before the war, they can be found almost anywhere. Characters with the proper materials can make them using the Medicine Skill. Using a Stimpak restores d6x5 Life Points.

Voodoo

Value: \$50

Addiction Rating: 2

Voodoo is a Tribal concoction made from various and sundry bits of critters. Eating the powder makes the user feel invincible. The effects last for half an hour after consumption. While under the effects of Voodoo, the character gains a +2 to Dexterity and three levels of Good Luck. When the effects wear off, the user experiences lethargy and "Karmic Balance," resulting in a -2 to Dexterity and three levels of Bad Luck, lasting for half an hour.

Antidote

Value: \$150

Addiction Rating: 0

Made from distilled poisons and antibodies, each dose of antidote lowers the Strength rating of any poison in the character's system by one level. Antidote looks and tastes like cough syrup, and comes in one dose bottles. Since no one in the Wastes really knows how the hell to make the stuff, doctors tend to sell the stuff for ridiculous prices.

Buffout

Value: \$200

Addiction Rating: 3

Buffout is a type of temporary steroid that works by exciting mitochondrial function in muscle tissue. Unfortunately, these chemicals impair brain function. For d6 hours after use, the user gains +2 to Strength, Dexterity, and a +3 to Constitution, and suffers a -1 to Intelligence. After the effects wear off, the user loses three points in Strength and Dexterity, and two points in Constitution (though their Intelligence returns to normal) for twice as many hours as the drug lasted.

Mentats

Value: \$280

Addiction Rating: 6



Mentats increase the user's awareness for a short period of time, but are dangerous due to their intense after effects and highly addictive nature. An experimental drug for the military at one time, these became a popular Pre War street drug due to the intense high. Mentat use increases Intelligence and Perception by two points for one hour. After the drug wears off, Intelligence and Perception are decreased by four for d10 hour(s). If this would reduce either Attribute to zero or below, then the character is unconscious.

After Burner Gum

Value: \$350

Addiction Rating: 3

After Burner was an attempt to legalize a "safe" form of meth in the early 21st century. Tiny methamphetamine crystals were mixed in with chewing gum by some enterprising corporation. The result was a moderate dose of the drug that lasted for only a few minutes, but produced an intense high in that time. Chewing After Burner gives the user a +1 bonus to Strength and Perception, and raises the user's Dexterity by 2, for d10 minutes. After that time, the user loses 1 point of Strength and 2 points of Perception for 1 hour. The effects of After Burner are almost instant.

Psycho

Value: \$400

Addiction Rating: 5

Psycho is a drug that is much like a combination between Mentats and speed. This chemical cocktail is highly addictive and has horrible side effects, but the high it produces is worth it to many users. After injecting Psycho, the user's Strength and Dexterity increase by 3, and their Intelligence is reduced by 3. The effects of Psycho last 1d10 hours, after which time the user loses 3 points to ALL Attributes for 1d10 hours.

Super Stimpak

Value: \$500

Addiction Rating: 0

This is an incredible melange of healing chems designed to aid wounded soldiers on the battlefield in crucial moments of combat. Super stimpaks come in a large clamp that fit around the arm and inject the chemicals into the user at various times, maximizing the effects of the chemicals. The whole injection process still takes less than a second. Super stimpaks heal d10x10 Life Points, but the user loses d6 Life Points after an hour from the aftershock. It is a good idea to get some other form of healing should the user's Life Points drop to dangerous levels again. Super Stimpaks are rare.

Trauma Pack

Value: \$600

Addiction Rating: 0

A chemical concoction made by the Brotherhood for use in battle, Trauma Packs send the cellular reproduction process into overdrive, healing d10x15 Life Points instantly, but causing d6x3 points of damage after 1 hour.

Mutie

Value: \$700

Addiction Rating: 2

Mutie is a chemical that reproduces the effects of the Forced Evolutionary Virus for a short time. After injecting this drug, the user gains +4 to Strength, +4 to Perception, -4 to Willpower, and -4 to Intelligence for d10

hours. After that time, the user must make a successful Simple Constitution Test; if the Test fails, they take d6x5 points of damage. Note that super-mutants will experience no effects from taking Mutie.

Ultra Stimpack

Value: \$1000

Addiction Rating: 0

The most powerful healing substance on the planet, Ultra Stimpacks turn cellular reproduction into a frenzy of activity, healing the user of all damage upon injection. In d10 hours, the user must make a Difficult Constitution Test. If that Test fails, they lose every Life Point the Ultra Stimpack healed as their cells undergo apoptosis; if the Test succeeds, the user experiences weaker apoptosis, losing half of the restored Life Points. Ultra Stimpacks are only available in technology-rich organizations like the Brotherhood of Steel or the Enclave.

Radaway

Value: \$1500

Addiction Rating: 2

Radaway, an obscure drug from prewar times, became one of the most useful after the bombs went off. It comes in an IV bag and must be taken through a drip IV over the period of about an hour. The Radaway works in the user's system to bond with radioactive particles and wash them out. The user loses 25 rads the day they undergo treatment, and an additional 40 rads the day after treatment.

Rad-X

Value: \$2000

Addiction Rating: 0

An ounce of prevention is worth a pound of cure, and that was the idea behind these drugs. Although they were never marketed for consumer use before the war, enough were made for militaries so that they are not unknown in the postwar world. Rad-X is a pill that increases the user's Resistance (Radiation) by 5 for d10 hours after ingestion by creating a kind of radiation "anti-body" in the user. In addition, if the user is already radiated, Rad-X

will purge 75 rads from their system.

Tools

While none of these will cure you of your radiation poisoning or kill that Deathclaw standing right behind you as you read this, some of them might save your life one day.

Flare

Value: \$10

A chemical-packed stick that, when ignited, will provide light for about an hour.

Lighter

Value: \$10

When you need to get that molotov cocktail going, or burn that particular bridge.

Flashlight

Value: \$15

A small flashlight that runs off of a special energy cell. Usually provides about 30 hours of light before going out.

Rope

Value: \$25

What role playing game would be complete without a rope? Perhaps one of the most useful items in the world. Consider this to be about 10 meters long.

Shovel

Value: \$30

Can you dig this, daddy-o?

Claw Hammer

Value: \$10

A useful implement, the claw hammer can pound nails into things, or remove nails from things. Use it to hang all those velvet Elvises you find in the wastes.

Mechanical Lockpick

Value: \$40

Without one of these, that Lockpick (Mechanical) Skill is practically useless.

Tool Set

Value: \$50

A set of basic tools, such as small wrenches, pliers, some screwdrivers, and a hammer. For basic repairs.

HAZMAT Boots

Value: \$80

A set of reinforced rubber and Kevlar boots. They will protect the wearer from harsh chemicals for a short time, although they tend to wear out easily.

Scalpel

Value: \$140

The standard instrument for performing surgeries, this surgical-stainless steel knife is small but incredibly sharp. Not the best tool for a melee fight, but it will do in a pinch. Certain medical procedures are impossible without a good scalpel. When used as a melee weapon, it inflicts d4x(Strength-1) slashing damage.

Gas Mask

Value: \$150

This mask protects against harmful gas. Useful when someone lobs a mustard gas shell at the party. Note that it does not block radiation.

Expanded Lockpick Set

Value: \$150

This little kit contains everything the aspiring thief needs to break into just about anything protected by a traditional lock. These tools grant a +2 to all Lockpick (Mechanical) Tasks when used.

Safecracking Kit

Value: \$200

The use of this kit is required to open most safes, and gives the user a +2 to Lockpick (Mechanical) skill when trying to open a safe.



Electronic Lockpick

Value: \$250

This valuable device is required to open electronic locks. It is crafted to overload or override the computer security on electronic doors.

They are usually only available from the less respectable sorts.

Dynamite Charge

Value: \$275

An explosive device consisting of three sticks of dynamite, a detonator, and a timer to set it off. Setting dynamite takes a successful Intelligence and Demolitions Task; an unsuccessful roll means the timer was not set correctly, and will not go off on time (in other words, you might not be able to run fast enough). A dynamite charge does d6x12 points of damage to anything within three yards, d6x6 points to anything within ten yards, and d6x3 points to anything within twenty yards.

Dynamite Stick

Value: \$75

Just a plain ol' stick of TNT. It really is as simple as lighting it and throwing it. A stick of dynamite does d6x4 points of damage to anything within three yards, d6x2 points to anything within ten yards, and d6x1 points to anything within twenty yards.

Medical Kit

Value: \$300

A first-aid kit that allows the character to actually use the First Aid Skill. Without this kit, all the character can hope for is enough scraps of fabric to bind a wound. The kit contains enough supplies for six treatments.

Geiger Counter

Value: \$300

This useful little device not only detects how much radiation is in a person, it can detect harmful radiation in the surrounding area. Useful when you are wondering if that big glowing crater in the ground is dangerous. A Geiger Counter will give readouts in rads.

One Pound of Plastique (C-14)

Value: \$400

C-14 is an improved version of the classic C-4 plastic explosive. A gummy-like substance that can be rigged to detonate, plastique is useful because it can be molded to any shape, to

detonate in a concentrated area or spread along a wider surface. C-14 is a white or gray substance that looks and feels a lot like Silly Putty™. Setting it takes a successful Intelligence and Demolitions Task; like dynamite, if the roll fails, the timer is not set correctly, and will blow at the wrong time, or not at all. C-14 can be compounded on itself to make bigger bombs, too. Each additional pound of C-14 will increase the damage multiplier by two. C-14 deals d6x12 damage to anything within two yards, d6x8 points to anything within five yards, and d6x4 points to anything within ten yards.

Doctor's Bag

Value: \$450

The Doctor's Bag contains various sawbones instruments for diagnosing and treating various maladies. If a character doesn't have a Doctor's Bag, then they can't use the Medicine Skill for anything more than binding wounds with strips of cloth. A Doctor's Bag has enough supplies for six treatments.

Electronic Lockpick Mark II

Value: \$500

An improved Electronic Lockpick, used by phreakers, hackers, criminals, and CIA operatives before the War. With this tool, not only can a character open any electronic lock, but it contains a variety of interfaces for other electronic devices like mainframe computers, ATMs, and pocket calculators.

Vehicle Repair Kit

Value: \$500

A toolbox containing some necessary equipment for repairing a vehicle (actually, it can be used on any complex mechanical device). Contains a computer for interfacing with the vehicle to analyze the problem and a lot of repair tools.

Armor

Let's face it: in the Post Nuclear World, not having armor means certain death. Between the Raiders, the Radscorpions, and the occasional

giant rat, if you aren't wearing armor you're toast.

Leather Jacket

Value: \$250

Armor Value: d4(2)

A snappy addition to any ensemble, the leather jacket is the most basic protection you can use. And it looks pretty cool, too. Why? Simple: the Fonz wore a leather jacket. What's the Fonz like? He's cool. Bullets halve the Armor value, due to the soft material.



Leather Armor

Value: \$700

Armor Value: d6+1(4)

A shirt made of leather and padded for extra protection. Bullets halve the Armor value, due to the soft material.

Raider Armor

Value: \$700

Armor Value: d6+1(4)

Named because of the groups that wear it, raider armor is a collection of leather and metal plates connected with metal wires, forming a loose-fitting banding. Not the best protection available, but it'll do in a pinch, especially when materials are short. Bullets halve the Armor value, due to the soft material.

Vandal Armor

Value: \$800

Armor Value: d6+2(5)

An improved version of the raider's hodgepodge banding, vandal armor is thick leather strips reinforced with metal and a little Kevlar.

Brotherhood Leather Armor

Value: \$900

Armor Value: d6+3(6)

The standard leather armor issued to members of the Brotherhood of Steel. If a non-member is caught wearing this by a member of the Brotherhood, expect a rigorous questioning – if the Knight bothers to ask questions at all before shooting. Bullets halve the Armor value, due to the soft material.

Combat Leather Jacket

Value: \$1000

Armor Value: d6+4(7)

This leather jacket has been padded and reinforced for better protection. You just can't find anything more fashionable in the post-nuclear world. Bullets halve the Armor value, due to the soft material.

Leather Armor MK II

Value: \$1000

Armor Value: d6+4(7)

Reinforced leather armor that covers the arms and groin as well as the torso. Bullets halve the Armor value, due to the soft material.

Brotherhood Leather Armor MK II

Value: \$1100

Armor Value: d6+6(9)

An improved version of the Brotherhood's Leather Armor. Bullets halve the Armor value, due to the soft material.

Metal Armor

Value: \$1100

Armor Value: d6+6(9)

A jacket of armor made from pieces of scrap metal welded together. Wearing this armor induces a -2 penalty on Stealth Tasks. Bullets halve the Armor value, due to the soft material.

Metal Armor MK II

Value: \$1900

Armor Value: (d8x2)+8(16)

This is a truly fine suit of armor, crafted by a skilled metalworker. Usually only found in highly populated areas. Wearing this armor induces a -2 penalty on Stealth Tasks. Bullets halve the Armor value, due to the soft material.

Mutant Plate Armor

Value: \$3000

Armor Value: d6+6(9)

One of the few suits of armor a mutant can wear, this "suit" consists mostly of strips of leather and metal that form a crude protective covering. Only mutants can wear this armor.

Bullets halve the Armor value, due to the soft material.

Spiked Mutant Plate Armor

Value: \$4200

Armor Value: (d8x2)+8(16)

An improvement on normal mutant plate armor, this suit offers better protection, better craftsmanship, and weights a lot more. Only mutants can wear this armor. Bullets halve the Armor value, due to the soft material.

Tesla Armor

Value: \$4500

Armor Value: (d8x2)+8(16)

This metal suit of armor is enhanced with electromagnetic coils to aid in protection against energy attacks. Energy weapons do not reduce the Armor Value of Tesla Armor. Usually found only in high-tech areas. Wearing this special armor induces a -2 penalty to Stealth Tasks.



Radiation Suit

Value: \$5000

A radiation suit is necessary if someone is going to do any prolonged activity in an irradiated area. While wearing a radiation suit, a person is protected from all the harmful effects of radioactivity and radioactive materials. Another added bonus is that these suits have a built-in air supply, granting immunity to inhaled toxins. Needless to say, these suits are rare – and valuable. Wearing a rad suit induces a -2 penalty to Tasks utilizing Dexterity due to the bulk. Taking one hit from any sharp and pointy object while wearing a rad suit can spell destruction for the wearer.



Combat Armor

Value: \$6500

Armor Value: d6+7(10)

The standard military-issue armor for ground troops before the war, there are still quite a few suits of combat armor lying around. Most are used by police forces in large cities, or by gangsters with lots of money. This suit of armor includes a spiffy helmet.

Combat Armor MK II

Value: \$8000

Armor Value: (d6x2)+14(20)

An advanced version of the Combat Armor, this offers far better protection. Originally issued to soldiers in the advanced stages of the war. This suit of armor includes a spiffy helmet.

Brotherhood Environmental Armor

Value: \$9000

Physical Armor Value: d6+7(10)

The Brotherhood of Steel developed this advanced Hostile Environment suit for operatives in special situations. Combining the protection of a radiation suit with the gas-filtration system of power armors, this armor also offers the user some protection against attacks. Perfect for the Knight fighting off ghouls – or the adventurer who killed the Knight and is now fighting off ghouls. This armor filters all gas attacks and automatically filters out 60% of the rads to which the wearer is exposed. Energy weapons do not reduce the Armor Value of Brotherhood Environmental Armor. When wearing Environmental Armor, the user gains a -5 penalty to Stealth Tasks; and a -1 to any Task or Test involving manual dexterity due to the clunky nature of the suit.

Pseudo-Chitin Armor

Value: \$10000

Armor Value: d6+7(10)

This experimental armor was made using genetic engineering. Basically, this armor affords its wearer a complete biological exoskeleton, protecting against a good deal of normal attacks. It also absorbs 20% of the rads to which the wearer is exposed, filters the wearers air supply (thus making him immune to inhaled toxins), and regulates body temperature (thus negating penalties for extreme hot or cold environments). Energy weapons do not reduce the Armor Value of Psuedo-Chitin Armor.



Brotherhood Power Armor

Value: \$17000

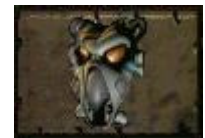
Armor Value: (d10x5)+20(45)

This suit of power armor was manufactured by the Brotherhood of Steel for its Paladins after the War. It is amazingly resilient, and fairly stylish, too. It absorbs 30% of the rads to which the wearer is exposed, and has its own independent air supply, granting immunity to all inhaled toxins. This fancy suit of armor comes with a spiffy helmet. When wearing Brotherhood Power Armor, the user has a -4 penalty to Stealth Tasks and a -1 penalty to any Task or Test requiring manual dexterity. The wearer also gains a +3 bonus to Strength, but takes a -1 penalty to Perception. Even though the armor makes you seem invincible, remember that the law of averages proves that eventually someone will consistently be able to do enough damage to seriously hurt or kill you, so try not to charge into the horde of mooks quite so rashly.

Advanced Power Armor

Value: \$20000

Armor Value: (d10x6)+25(55)



Advanced Power Armor is an improvement on normal Power Armor, made mostly by technicians after the war. It is extremely rare and can only be found in organizations that can trace their roots back to the American Armed Services, such as the Enclave. This armor enhances the Strength of the wearer by 4 points. It also filters out 60% of the rads to which a character is exposed, and includes a self-contained air supply. Advanced power armor has a built-in night vision system, so any negative modifiers from light are ignored. When wearing Advanced Power Armor, the user has a -4 penalty to Stealth Tasks and a -1 penalty to any Task or Test requiring manual dexterity. Even though the armor makes you seem invincible, remember that the law of averages proves that eventually someone will consistently be able to do enough damage to seriously hurt or kill you, so try not to charge into the horde of mooks quite so rashly.

Weapons

Traveling the Wastes without a weapon is about as foolish as traveling the Wastes without some sort of armor. Even if you don't know the stock from the barrel, just having that big gun will deter some of the more intelligent dangers of the Wastes. Unless the weapon does not appear in a Classic Unisystem book, it will not be listed here. The pricing in the books should be sufficient in the Post Nuclear World. In some gun heavy areas, you might want to consider halving the price of traditional firearms.

Ammunition for Traditional Firearms

It would be painstaking to list every single ammo type in a great big list of price guidelines, so that isn't going to happen. However, a general idea for the price of ammo goes as such: for a case of 50 bullets, you are going to be paying around \$100. A little less for common ammo types such as 9mm, and a little more for the non-civilian rounds such as .50 caliber, but \$100 for 50 rounds is a good starting point.

New Melee Weapons

Fallout does take place a fair distance in the future, so it's not surprising that there are some new Weapons of Personal Destruction. Some of these were created by the military for use during the war, but an equal number have been developed by the Brotherhood of Steel, or cobbled together by survivors.

Impact Glove

Damage: d8xStrength bashing

Value: \$900

A Brotherhood of Steel invention, the impact glove uses a unique piston device similar to ones used by the much more powerful Big Frigger line of power fists. The difference is that the impact glove uses a smaller energy cell that does not need to be recharged, and is significantly less powerful. It is still a decent weapon, and can enhance anyone's hand-to-hand fighting experience.

"Big Frigger" Power Fist



Damage: d10xStrength bashing

Ammunition: Small Energy Cells

Capacity: 25

Value: \$1800

The "Big Frigger" Power Fist from BeatCo. Considered by many to be the ultimate weapon to use in unarmed combat. A Power Fist is a metal glove that fits over the hand and uses small motors to enhance the power of a punch. The glove will "sense" when the user throws a punch and automatically adjusts for greater damage, using energy even if the punch doesn't connect.

Mega Power Fist

Damage: d12xStrength bashing

Ammunition: Small Energy Cells

Capacity: 25

Value: \$2200

A more powerful version of the "Big Frigger." This one has upgraded power servos for increased strength. Like the smaller version, it uses a charge every time a punch is thrown, even if it doesn't connect.



Cattle Prod

Damage: d6xStrength electrical

Ammunition: Small Energy Cells

Capacity: 25

Value: \$600

Since this weapon is designed to knock cow unconscious, imagine what it can do to a human. The cattle prod looks little like an overgrown tuning fork, except that an arc of electricity passes between the prongs on the end whenever the user presses the button. Any biological critter hit with a cattle prod must make a Simple Constitution Test at a -1 penalty for every five points of damage inflicted, or become unconscious for d10-Constitution minutes. Each time an attack is made, successful or not, the Prod uses one charge. Since the damage from the Cattle Prod is electrical, and Armor Value granted by metal armor is divided by five before being applied to the damage.

Ripper

Damage: d8xStrength slashing

Ammunition: Small Energy Cell

Capacity: 25

Value: \$1000

Basically a knife-sized chainsaw, without the noisy motor. Rippers were common among gangs and thugs before the war, and are common among criminals and lowlives after the war. It's called a ripper for a reason; it tears flesh and organs to pieces. Every time an attack is made, successful or not, the Ripper uses one charge. The Ripper can be used as a normal knife, dealing d4xStrength points of slashing damage when the batteries run out.

Super Cattle Prod

Damage: d10x(Strength+1) electrical

Ammunition: Small Energy Cells

Capacity: 25

Value: \$1800

An upgraded cattle prod. Any biological critter hit with this tool must make a Simple Constitution Test at a -1 penalty for every 2 damage inflicted in the attack. The Super Cattle Prod requires two hands to use. Every time an attack is made, the Super Prod uses one charge. Since the damage from the Super Cattle Prod is electrical, and Armor Value granted by metal armor is divided by five before being applied to the damage.

Proton Axe

Damage: d12x(Strength+1) slashing

Special: Halves the Armor Value of the target

Value: \$3500

The proton axe is a nasty little tool. A double-bladed axe, much like what Gimli the Dwarf would be wielding, covered with depleted Uranium, allowing it to pass through almost anything. Proton Axes are made exclusively by the Guardians, and are very rare. They are about 150 cm from handle to tip and the axehead is 50 cm long and almost 80 cm across.

Micro Sledgehammer

Damage: d8xStrength bashing

Value: \$500

A Brotherhood of Steel specialty, the Micro

Sledgehammer is the dream of any child who ever wanted to misuse a croquet mallet.

Originally designed to make construction more efficient, the Brotherhood's piston technology means this small sledge hits with maximum effect.

Super Sledgehammer

Damage: d12x(Strength+1) bashing

Value: \$3750



The Super Sledgehammer is manufactured exclusively by the Brotherhood of Steel using the finest weapons technology available. At first glance, this nifty little tool is indistinguishable from a regular sledgehammer, except for the small bundle of machinery at the base of the head. It includes a kinetic energy storage device to increase knock back. Anyone hit with the Super Sledge must make a Difficult Dexterity Test or be thrown back one yard for every five damage inflicted. The Super Sledge is a two-handed weapon.

Traditional Firearms

Most any shotgun, SMG, handgun, and assault rifle from *Armageddon*, *Conspiracy X*, *All Flesh Must Be Eaten*, *WitchCraft*, or any other Classic Unisystem game will be available in the Wastes. Also the selection of "setting specific weapons" on page 157 of *Armageddon* will be quite handy for Brotherhood or Enclave focused games, but should not be available commonly, as they are rather advanced and powerful weapons.

Energy Weapons

Energy weapons utilize a power source to generate destructive blasts. They utilize the same called shot modifiers and damage multipliers as normal firearms. Energy weapons tend to be more destructive than their traditional brethren. The effective Armor Value of the target is halved before being applied to the damage, unless otherwise noted in the armor's description. Energy weapons use either Small Energy Cells or Micro Fusion Cells instead of ammunition. These usually run about \$2000 per case of 20, or can be found for

free in some irradiated, mutated lobster infested ruins.

Energy Pistols

Energy pistols use Small Energy Cells to recharge, with one exception: the Solar Scorcher.

Wattz-1000 Laser Pistol

Damage: d6x5

Capacity: 10

Range: 4/15/30/50/100

Value: \$1200

The civilian model of the W-1600 pistol. There are still a few of these lying around the wastes, although they tend to be in pretty bad shape.

Wattz-1600 Laser Pistol

Damage: d6x7

Capacity: 12

Range: 4/15/30/50/100

Value: \$1400

The Laser Pistol is perhaps the simplest of the energy weapons. It fires concentrated light at a target, exciting the molecules at the point of impact and causing considerable damage. Favored by assassins and gangsters because of its relatively inexpensive price and small size.

Solar Scorcher



Damage: d10x4

Capacity: 10

Range: 4/15/30/50/100

Value: \$2000

The Solar Scorcher is not named because it can actually damage the sun, but instead of ammo it uses the sun's rays to recharge. Unfortunately, this makes its use in caves, buildings, and at night somewhat limited. It takes 30 seconds to recharge fully, and must be in direct sunlight to do so.

Spasm Gun

Damage: d6x5

Capacity: 20

Range: 4/15/30/50/100

Value: \$2200

An adaptation of a stun gun, a small personal defense tool, the spasm gun is an energy

weapon that fires an electric burst at a target, overwhelming the target's nervous system and rendering them immobile as well as causing massive internal damage. Any target hit with the spasm gun will be twitching helplessly on the ground for d10 Turns unless a Simple Constitution Test at a -1 penalty for every 5 points of damage inflicted is passed.

Glock 86 Plasma Pistol

Damage: d8x5

Capacity: 16

Range: 4/15/30/100/200

Value: \$2750

Designed by the Gaston Glock Laboratories, this small gun shoots a small bolt of superheated plasma.

YK32 Pulse Pistol



Damage: d10x5

Capacity: 10

Range: 4/15/30/100/200

Value: \$12500

A weapon that fires high energy pulses of light and sound at an opponent, causing them to begin to disintegrate at the molecular level. Fun and educational for the kiddies. It looks a little like a Buck Rogers gun.

Energy Rifles

Energy rifles utilize Micro Fusion Cells rather than Small Energy Cells. Energy rifles and Micro Fusion Cells are slightly harder to come by in the Wastes than their smaller counterparts.

H&K 3145 Laser Carbine

Damage: d8x5

Capacity: 20

Range: 10/70/200/800/1200

Value: \$3500

A laser rifle with a short barrel, this weapon is about halfway between a laser pistol and laser rifle. Not widely distributed, these weapons are fairly rare.

Winchester Model P96 Plasma Rifle

Damage: d8x7

Capacity: 10

Range: 10/70/200/800/1200

Value: \$4000

An industrial-grade energy weapon that fires superheated bolts of plasma down a superconducting barrel.

Wattz-2500 Laser Rifle

Damage: d10x4

Capacity: 20

Range: 5/65/175/350/600

Value: \$4500

An early model Laser Rifle, the L-2500 was never put into mass production because it was soon replaced by better, longer ranged weapons.

Wattz-3120b Laser Rifle

Damage: d10x7

Capacity: 20

Range: 10/70/200/800/1200

Value: \$5000

The Laser Rifle is a refinement of the pistol, with a longer barrel for increased accuracy as well as the space for a larger, hotter energy beam.

Turbo Plasma Rifle

Damage: d10x8

Capacity: 12

Range: 20/80/250/900/1300

Value: \$10,000

An upgraded version of the Model P94 Plasma Rifle, this model features an advanced cooling system for increased rate of fire and destructive capacity.

YK42b Pulse Rifle



Damage: d12x5

Capacity: 15

Range: 10/70/200/800/1200

Value: \$17,500

This is a version of the Pulse Pistol, in rifle form, meaning longer range and more damage. What more could you ask for from a weapon?

Big Energy Weapons

There are only three big energy weapons in the Wastes, and they are hard as all hell to come by, as most of them were developed before the war and stored in military facilities that still have automated defenses active. Large energy weapons use Micro Fusion Cells.

Gatling Laser

Damage: d8x5

Capacity: 30

Range: 4/15/30/100/200

Value: \$7500



A laser rifle with a short barrel, this weapon is about halfway between a laser pistol and laser rifle. Not widely distributed, these weapons are fairly rare. The H&K L30 Gatling Laser is the only energy weapon capable of firing in burst mode. Designed specifically for military use, these were in the prototype stage at the beginning of the war. Multiple barrels allow longer firing before overheating. The Gatling Laser only fires a 10-shot burst.

Ion Beamer

Damage: d12x7

Capacity: 20

Range: 10/50/150/600/1000

Value: \$14,000

This was an experimental weapon at the beginning of the war. Kind of awkward, as it looks a good deal like the Ghostbusters' proton packs, the Ion Beamer is a subatomic particle-spewing hose attached to a backpack with a nuclear accelerator. The Ion Beamer showers a target with skin-damaging ionized gas. The ions cause the atoms in the target's body to start losing or gaining electrons, eventually leading to the target's disintegration.

MESON Cannon

Damage: d12x15

Capacity: 10

Range: 15/75/250/1200/5000

Value: \$20,000

Another experimental weapon, the MESON Cannon is a shoulder-fired weapon of incredible destructive power. It shoots MESONs, which are made up of a quark and an

antiquark. Since normal protons are made up of three quarks, the addition of a MESON into a normal proton causes the atom to begin exploding at close to the speed of light, leaving nothing but quarks. Pretty much the only way to get your hands on one of these is to be a member of the Enclave.

Timeline

For all of you that want an exact timeline of the events leading up to and including World War 3, and the computer games and the times between, here is an extremely long and detailed chronicle. Enjoy.

YR	MONTH	#	EVENT
2051			Seeking to protect business interests and their oil supply, the United States begins to exert increasing pressure on Mexico, citing the political instability and pollution stemming from Mexico as a threat to the United States. Various economic sanctions serve to destabilize Mexico, and the United States military enters Mexico to keep the oil refineries running and making sure oil and fuel continue to make their way north across the border... at Mexico's expense.
2052			A television documentary into the withered husk of the Texas oil fields brings the oil shortage into the American households, and reveals how deep the energy crisis runs.
2052	April		The Resource Wars begin. Many smaller nations go bankrupt, and Europe, dependent on oil imports from the Middle East, responds to the Middle East's rising oil prices with military action. The long drawn-out war between the European Commonwealth and the Middle East begins.
2052	May-July		The United Nations, already suffering, begins to collapse. In a series of heated debates, many nations withdraw from the organization as the UN tries to keep the peace. At the end of July, the United Nations is disbanded.
2053			The socially transmitted "New Plague" arises, killing tens of thousands. The United States closes its borders and the first-ever national quarantine is declared. The source of the plague is unknown, but rumors persist that it is a genetically engineered weapon.
2053	Dec		Like an exclamation mark on the end of a very bad year, a terrorist nuclear weapon destroys Tel Aviv.
2054	January		Limited nuclear exchange in the Middle East raises fears throughout the world.
2054			In light of the Euro-Middle-Eastern conflict and the plague scare, the United States sets Project Safehouse in motion. The project, financed by junk bonds, is designed to create shelters, called Vaults, for the populace in the event of a nuclear war or deadly plague. Construction begins late in 2054 and proceeds rapidly due to advances in construction technology.
2054			ZAX 1.0 goes on-line, developed by Vault-Tec. Initially a prototype of some of the systems designed to govern the vaults, it is given to the government to help the Department of Energy collect resource data. Within a year, it is taken by the military for plague and tactical research; one version, ZAX 1.2 is constructed for West Tek (below).
2055			The West Tek Research Facility starts working on a new virus to kill the New Plague. Their viral research and close ties to the federal government eventually lead to them being chosen for the Pan-Immunity Virion Project twenty years later as well as Power Infantry Armor and laser research.
2055			ZAX 1.2 is brought in to regulate conditions in West Tek. It is not part of the Vault-Tec preservation software, so it does not have any orders to protect humanity after the bombs fall. In the meantime, it calmly calculates data and plays chess with the scientists. Many scientists claim that ZAX is a big ol' cheater and draws the game out too much for a computer of his considerable abilities.
2059			The Anchorage Front Line is established, as the United States increases its military presence in Alaska to protect its oil interests. The Anchorage Front Line causes tensions in the United States and Canada, as the United States attempts to pressure Canada into allowing American military units to guard the Alaskan pipeline.
2059			The first artificial intelligence is born. Limited by memory constraints, its expansion is rapidly halted. The discovery paves the way for future AI research in laboratories throughout the United States.
2060			Traffic on the streets of the world stops moving. Fuel becomes too precious to waste on automobiles, so alternatives are explored - electric and fusion cars begin to be manufactured, but factories can only make limited amounts. Pressure on fusion research increases.
2060			The Euro-Middle Eastern War ends as the oil fields in the Middle East run dry... there is no longer a goal in the conflict, and both sides are reduced almost to ruin.
2062			Despite quarantine measures, the New Plague continues to spread, fueling national

			paranoia.
2063	August		The construction of most Vaults completed, except for Vault 13, whose construction finally gets off the ground... heralding a development cycle that seems plagued with problems. Drills begin in the other cities with completed Vaults, but the increasing frequency of the drills has a "cry wolf" effect, and the turnouts for drills trickle off as the years go on.
2065	June		Due to enormous demands for electricity in the summer of 2065, a nuclear reactor in New York City almost goes critical. The near meltdown brings into effect power rationing, and the term "Hot Summer" is used to refer to the New York incident.
2065	August		Increasing need for mobility in the United States mechanized cavalry leads the military to focus the efforts on creating a man-based tank - essentially, a two-legged walking armored unit: Power Armor.
2065-2067			Power Armor research grows and several prototypes are developed, many of which prove to be unworkable in the field. These prototypes pave the way for future advances in military, construction, and fusion technology.
2066	Spring		As the oil resources dry up across the globe, China's fossil fuel dependency causes an energy crisis in the nation. China, bordering on collapse, becomes more aggressive in its trade talks with the United States. Unwilling to export oil to China, talks between the United States and China break down.
2066	Summer		Adding further insult to the Chinese-American relations, the first crude fusion cell is unveiled, one of the results of the Power Armor project. Devices designed for the fusion cell begin to be manufactured. Incorporating fusion power into the general US infrastructure begins, but the process is too slow to supply power to the regions that need it. Nearly thirteen years later, few sections of the United States were supplied with fusion power.
2066	Winter		In the winter of 2066, China invades Alaska. The Anchorage Front Line becomes a true battleground.
2066	Winter		As a sign of increasing tension between the two countries, Canada proves reluctant to allow American troops on Canadian soil or allow American planes to fly over Canadian airspace. The United States and Canadian tensions rise, but Canada eventually backs down, and US troops pass through Canada. This sets the stage for the Canadian annexation in 2076.
2067			The first suit of Power Armor is deployed in Alaska. While lacking the full mobility of future versions, this Power Armor is incredibly effective against Chinese tanks and infantry. Its ability to carry heavy ordinance becomes key in various localized conflicts, and it has the power to destroy entire towns without endangering the wearer. China rushes to create its own versions, but they are many years behind the United States.
2069			Canada begins to feel the pressure from the United States military as the US draws upon Canadian resources for the war effort. Vast stretches of timberland are destroyed, and other resources in Canada are stretched to the breaking point. Many Americans refer to Canada as Little America, and Canadian protests are unheard.
2069	March		Vault 13 is finally completed - it is the last of the Vaults, and drills begin. Due to its late completion, the "cry wolf" effect that hurt the other Vaults is not as pronounced.
2070			The first of the Chrysler motors fusion-driven cars are developed. Reassuringly big and American, the limited models carry a hefty price tag but are sold out within days. Many Chrysler plants have long since been converted into making military ordinance.
2072			The United States' increasing demand for Canadian resources causes protests and riots in several Canadian cities. An attempted sabotage attempt of the Alaskan pipeline is all the military needs as an excuse to begin its annexation of Canada... which in fact, had already begun in 2067.
2073	Sept	15	As China becomes increasingly aggressive with their use of biological weapons, the United States government felt that a countermeasure was needed. The Pan-Immunity Virion Project (PVP) is officially formed and plans are made to begin experiments at the West Tek research facility in Southern California.
2074			Contrary to their claims of seeking only to retake Alaska from the Reds, American Power Armor units, infantry, and mechanized divisions are deployed to China, but they become bogged down on the mainland, putting a further drain on American resources and supply

			lines.
2075	March	21	PVP experiments continue at West Tek with batch 10-011, in the wake of successful tests of the virus on single-celled organisms. Experiments on plant cells are postponed. The pan-immunity virion is renamed F.E.V. - the Forced Evolutionary Virus.
2075	May	9	F.E.V. experiments continue at Mariposa with batch 10-011, in the wake of successful tests on flatworms, the flatworms exhibit increase size and heightened resistance to viral contagions. Experiments with insects have less success, and further experimentation on insects is postponed by Major Barnett.
2075	June	30	F.E.V. experiments continue at Mariposa with batch 10-011, with white mice as subjects. Increased size, muscle density, and intelligence are noted.
2075	Nov	9	F.E.V. experimentation (batch 10-011) on rabbits is concluded. Increased size, intelligence, and (this time) aggressiveness is noted. Apparently, it was hard to determine whether the flatworms in the previous experiments were angrier and more violent than normal. Frankly, the researchers cannot be blamed for this.
2076	January	3	A military team under the command of Colonel Spindel is sent to the West Tek research facility to monitor the experiments in the interest of national security. Captain Roger Maxson (the grandfather of John Maxson, the High Elder of the Brotherhood of Steel in F1) is among the team personnel.
2076	January	12	Splicing in several new gene sequences into their test virus, dogs are injected with batch 11-101a at Mariposa. Although increased strength was noted, increased intelligence was not.
2076	January		The United States annexation of Canada is complete. Canadian protestors and rioters are shot on sight, and the Alaskan Pipeline swarms with American military units. Pictures of atrocities make their way to the United States, causing further unrest and protests.
2076	January	26	Using batch 11-011, experiments are conducted on raccoons. Same results are noted, but the attempted escape of several infected raccoons causes Major Barnett to terminate the escape... and the test subjects. Two pairs of raccoons, however, are unaccounted for. Note: Scott Campbell and Chris Taylor intended these escaped raccoons to form an intelligent animal community NW of the Glow called the "Burrows." This location was never implemented.
2076	April	15	Once all secondary tests and studies are done on the test subjects, all dogs from the batch 11-101a F.E.V. tests at Mariposa are terminated... from a safe distance.
2076	June		Power Armor prototype completed, resulting in the Power Armor players find in Fallout 1. This is the pinnacle of Power Armor technology before the Great War. Many of these units are sent to China, and they begin to carve a swath through the Chinese forces. The Chinese resources are strained to the breaking point, and the supply lines from the nations China has annexed begin to break down.
2076	August		Food and energy riots begin in major cities throughout the United States. Military units begin to be deployed in cities within the United States to contain rioters, and many temporary jails are constructed. A state of emergency is declared, and martial law soon follows.
2076	October	4	At West Tek, fifteen chimpanzees are infected with batch 11-111. The most successful test to date, growth and immunities in the chimpanzees surpass all other subjects to date. The military practically drools over the results. Plans are made in secret to begin testing in small quarantine towns in North America, and the Mariposa Military Base construction is sped up in anticipation of moving the West Tek project to a location under military supervision.
2077	January	7	Major Barnett orders transfer of all F.E.V. research to the newly-constructed Mariposa Military Base, despite objections by the research team.
2077	January	10	Alaska is reclaimed, and the Anchorage Front Line is again held by the Americans.
2077	January	22	The first domestic use of Power Armor within the United States for crowd and quarantine control. Units originally serving in China and the Anchorage Front Line find themselves fighting Americans at home. Food riots increase, and many civilians are killed. Several soldiers defect from the military both in Canada and the United States. They are captured, and are sent to military prisons.
2077	February		F.E.V. Research is leaked to the world through an unknown source. Protests in many

			major cities and governments around the world, as well as accusations that the US was responsible for the New Plague. F.E.V. is seen as the threat it is, and serves only to fuel tensions.
2077	March		Prepared for a nuclear or biological attack from China, the president and the Enclave retreats to remote sections around the globe and make contingency plans for continuing the war.
2077	October		Captain Roger Maxson and his men discover that the scientists at Mariposa have been using "military volunteers" (military prisoners who didn't have their brains scooped for use in Brain Bots) as test subjects in their experiments. Morale in the base breaks down, and Maxson executes Anderson, the chief scientist. Not long after this (and in light of the breakdown of the mental breakdown of Colonel Spindel stationed at the base), Maxson's men turn to him for leadership. He shrugs and says "we should quit."
2077	October	20	Captain Roger Maxson, now in control of Mariposa, declares himself to be in full desertion from the army (via radio)... and nothing happens. Worried, Maxson orders all families stationed outside the base moved inside the Mariposa facility.
2077	October	23	Great War: Bombs are launched; who struck first is unknown... and it is not even known if the bombs came from China or America. Air raid sirens sound, but very few people go into vaults, thinking it is a false alarm. The Vaults are sealed.
2077	October	23	Necropolis Vault [Vault 12] never closes. Once it becomes known that the other vaults have sealed, people within Bakersfield attempt to force their way into Vault 12 to protect themselves and their families.
2077	October	23	The West Tek research facility is hit by warheads, breaking open the F.E.V. tanks on levels four and five and releasing it into the atmosphere. Once exposed to radiation, it begins to mutate and infect some humans and critters in the wasteland .
2077	October	23	The Mariposa Military Base survives, the soldiers and scientists within protected from the radiation and F.E.V. flooding the wasteland.
2077	October	25	Two days later at Mariposa, a scout in Power Armor (Platner) is sent out to get specific readings on the atmosphere. He reports no significant radiation in the area surrounding the facility.
2077	October	27	After burying the scientists in the wastes outside of Mariposa, the soldiers seal the military base, then head out into the desert, taking supplies and weapon schematics with them. Captain Maxson leads his men and families to the government bunker at Lost Hills. (This event was called the "Exodus," and the surviving soldiers went on to eventually form the Brotherhood of Steel.) Note: Although Maxson's points in his holodisk indicated that civilian personnel (presumably families of the scientists or other civilians not associated with the military) were to remain at the base, whether they did or not is unknown.
2077	Nov		Captain Maxson, his men, and their families, arrive at the Lost Hills bunker a few weeks later, suffering many casualties along the way, including Maxson's wife (but not his teenage son). The Lost Hills bunker becomes the HQ of the Brotherhood of Steel the Vault Dweller finds in <i>Fallout 1</i> .
2080			The first effects of the virus are seen in the survivors. Widespread mutations occur with animals and humans alike. Those that survive the effects of the mutations are permanently changed by the virus. Most of what isn't changed by the virus gets altered by radiation. New species are created almost overnight.
2083	Summer		The city of Necropolis founded by the ghouls survivors of Vault 12 (and the US citizens that fled to Bakersfield when the bombs fell).
2084	Spring		Set takes control of Necropolis, wresting control from the original Overseer. The Vault 12 Overseer, not willing to take a dirtnap, is driven north and history loses sight of him.
2090			Vault 29 opens. Harold (now human) sets out to make his fortune as a trader, making the circuit around the survivalist communities in the wasteland.
2091			Vault 8 opens, and they use their GECK to create fertile ground for their city. This eventually becomes Vault City.
2092			LA Vault opens, the Boneyard is founded and attracts survivors.
2092			Dr. Richard Moreau is exiled from Vault City for murder. The circumstances surrounding the murder are unknown, but he changes his last name to Grey and heads south.

2093			The Hub is founded by a man named Angus, who sets up camp around a filthy oasis in the desert, and he proceeds to begin trading with other settlements.
2096			Harold rises to the level of a caravan boss in the Hub. His caravans suffer occasional attacks in the wastes, but Harold's caravan outfit survives and prospers... until the mutant attacks begin to pick up a few years later.
2097			John Maxson, the future High Elder of the BOS in Fallout 1, is born.
2102	May	22	Increasing mutant attacks on Harold's caravans cause Harold to get so pissed he finances one of the first adventuring parties of Fallout to try and find out where these dagnab mutants are coming from. Consulting with a scientist and doctor at the Hub, a man by the name of Grey, the two of them decide to join forces.
2102	June	23	Richard Grey's Expedition [including Harold] finds the Mariposa Military Base and the Expedition is scattered and defeated by mutants at the base. Grey is knocked into one of the vats of F.E.V. by a robotic arm, and Harold is knocked unconscious, only to awaken later out in the wasteland.
2102	June	27	Harold, already mutating, is found by traders and taken back to the Hub. His former caravan partners and employees, horrified by his condition, abandon him and he is soon left without even two bottlecaps to rub together.
2102	July		Richard Grey, now horribly mutated by the virus, crawls from the Vats covered with F.E.V. and in terrible pain. Barely able to think or perceive his surroundings, he crawls into the Vat control room and begins his audio log. He fades in and out of consciousness, sometimes for days or weeks at a time.
2102	July-Nov		Richard Grey begins to acclimate to his condition, and begins his first tests of animals by exposing them to F.E.V.. These experiments and his growing awareness lay the foundation for his plans for the Unity and the master race. He takes the name, "the Master."
2102	Nov		The first human victim wanders into Mariposa, and Grey consumes him.
2102	Dec		Grey continues his experiments on wanderers that enter Mariposa... with no success. The creations are flawed (due to the radiation counts in their bodies), making them big but incredibly stupid, and Grey consumes them rather than letting them live.
2103	January		The Master discovers the problem with the influence of radiation on his mutations, and he begins to choose his subjects more carefully. The first classic super mutants are born,. He begins his plans to build an army.
2103-2130			Throughout this period, the Master begins slowly gathering test subjects, willing or unwilling, from local human stock. The Great Winter of 2130 and the scarcity of human subjects make building his army difficult.
2120			Angus rules over growing Hub and establishes himself as governor.
2125	Winter		Angus is murdered. Hub is thrown into chaos.
2126			A band of merchants seizes the water tower in the Hub. They demand anyone wanting water must pay a toll. The Great Merchant Wars begin.
2126-2128			The Great Merchant Wars are fought, the Water Merchants seal up the town, but are outnumbered. A man named Roy Greene (Justin Greene's grandfather) makes the peace and negotiates a settlement. The Hub's Central Council is formed, composed of two representatives from each of the Hub caravan companies. A long period of indecisiveness and meetings maintain the status quo in the Hub.
2130			The Great Winter occurs.
2131-2135			The Master begins ordering his super mutants to gather human stock from caravans. For many years, the caravan disappearances are blamed on monsters in the desert, and even when the abductions begin to occur on Hub caravans, the deathclaws are blamed. The Super Mutant army grows.
2134			A faction within the Brotherhood of Steel led by Sergeant Dennis Allen gains strength, and they urge the Elders to let them explore the southeast Glow for artifacts. The Elders refuse, so Allen and his divisionist group splits away from the Brotherhood of Steel, taking some technology and weapons with them.
2134			Led by Sergeant Dennis Allen, a small team of the Brotherhood of Steel head to the West Tek research facility in search of technological artifacts. They arrive there twenty days later, and are promptly chewed apart by the West Tek's unforgiving automated defense systems. Wounded, Allen begins to suffer radiation poisoning from a leak in his suit.

			Before he dies, he logs what happened to the expedition into a holodisk then goes to join the Brotherhood in the sky.
2135			Elder Roger Maxson dies of cancer, and his son, already an accomplished soldier, takes up the role of "General" (Elder) within the Brotherhood of Steel. John Maxson becomes a member of the Paladins, showing tremendous promise as a soldier.
2137			The Master begins to mass-produce super mutants. Only about one in six or one in five attempts are successful, and of these successes, only half seem to last to go on to be part of his growing army, called the Unity.
2140			Decker forms Underground in the Hub and starts pulling strings.
2141	Spring		Vault 15 opened.
2141			Vault Dweller born.
2141	Winter		Raiders begin to form in the region as food supplies run low. The Khans and the Vipers begin terrorizing local settlements.
2142	Spring		Shady Sands founded, wall erected against the raiders.
2145			Cute lil' Tandi is born, unaware that by the time F2 rolls around she will turn into a wizened old crone that is hard on the eyes.
2152			As their influence slowly spreads throughout the wastes, the Master finds humans, doomsday cultists, and rather than dip them in the vats, he demands their obedience as spies - their leader is a man named Morpheus, and he pledges his followers to the Master. Morpheus and his cultists form the future core of the Children of the Cathedral.
2155			John Maxson's father dies in a raid by the Vipers. Expecting the raiders to break and run, Maxson doesn't take into account the religious ferocity of the Vipers (or their poisoned weapons), and when a single arrow nicks him with his helmet off, he dies within hours. John Maxson takes up the role of Elder, and Rhombus becomes the new head of the Paladins.
2155-2156			After capturing a caravan of strange-garbed travelers (vault dwellers), Master learns the location of the Boneyard Vault, the future site of the Cathedral. He conquers the inhabitants and sets up operations there, and the human cultists begin to use the Vault as their powerbase. Within the Vault, the Master learns of other Vaults, and realizing their human occupants are ripe for transformation, begins to send out patrols to Vault locations in search of these other Vaults.
2156			The Master sees advantages in establishing a benevolent "religion," the Children of the Cathedral, and using them as spies in settlements throughout the wastes. Missionaries from the Children of the Cathedral spread slowly across the wasteland, acting as eyes and ears for Morpheus and the Master.
2157			The Master learns the location of the Bakersfield Vault, Vault 12, and sends a detachment of super mutants there to seize the vault. Many ghouls are snapped like twigs in the attack, and Set finally parleys with the super mutants, telling them that the ghouls are the Vault survivors the super mutants are looking for. The super mutants, angered at failing to find an intact Vault, set up a small garrison at the watershed to watch the inhabitants and insure Set's... cooperation in the war to come.
2161	October		A Brotherhood of Steel patrol comes across a dead Super Mutant in the badlands. They take the corpse back to the Scribes, and Head Scribe Vree begins her examinations of the Super Mutant.
2161	Dec	5	Fallout 1 Begins: Vault Dweller is kicked out of Vault 13 to find a replacement water chip.
2161	Dec	15	Vault Dweller discovers Shady Sands. Meets Tandi, and Ian, who joins the Vault Dweller in searching for the water chip.
2161	Dec	30	Vault Dweller recruits Dogmeat in Junktown.
2162	January	17	Vault Dweller reaches the Hub and negotiates with the Water Merchants to deliver water to Vault 13, buying the Vault some time.
2162	February	13	Vault Dweller recovers the water chip in Necropolis. Ian is killed by a Super Mutant and reduced to a cinder.
2162	March	3	Vault Dweller kicks the Master's ass.
2162	April	20	Vault Dweller destroys the Military Base. Dogmeat dies defending his master.
2162	May	10	Fallout 1 Ends: Vault Dweller returns to Vault 13, only to be told "you're a hero, and you have to leave." Some members of the Vault (led by Lydia, the head of the "return to the

			surface" faction, and including her supporters, Theresa and Lyle) follow soon afterwards.
2165	May	12	Vault Dweller removes the Vault suit and from this day forward, never wears it again.
2165	July	10	Vault Dweller heads North with a small group of Vault-dwellers and wastelanders and founds the small village of Arroyo.
2167	August	18	Construction of Arroyo completed.
2185	Summer		At high noon, Marcus and Brotherhood of Steel Paladin Jacob cross paths many, many miles southwest of Broken Hills and punch and shoot each other for a few days. Eventually, they give up, unable to get an advantage over the other. The two start traveling together, arguing over Master and BOS doctrine and whether or not the Master could truly neurolink his biology into the Cathedral computer network.
2185	Fall		Marcus and Jacob, along with the trail of ghouls, humans, and super mutants, found the community of Broken Hills.
2186	Spring		Jacob moves on, says goodbye to Marcus, then moves on for parts unknown.
2186			New California Republic formed, and a central council is created as a governing body.
2188	October	2	Vault Dweller has a daughter (who becomes the Elder in <i>Fallout 2</i>).
2196			Tandi unanimously elected President of NCR by the NCR council. As expected, she proceeds to do a kick-ass job.
2198			Enclave works on various new technologies, including Power Armor variations. None of these are much of an improvement over the conventional old school Power Armor, and some are actually worse.
2208	January	16	After writing the F2 manual memoirs, Vault Dweller vanishes from Arroyo and is presumed dead. The Vault Dweller leaves the Vault Suit behind, folded on the bed. Some say the Vault Dweller was taken by the sky spirits, others say that the Vault Dweller felt it was time to move on and leave the Elders to guide Arroyo to its destiny.
2208	February	2	The One-Moon (Month) Cycle of mourning for the Vault Dweller ends, and activity in Arroyo begins to return to normal.
2208	February	2	Final training of the Vault Dweller's daughter for the role of village elder begins. She undergoes a great deal of physical training and tutoring in various sciences, mathematics, and, of course, weapon skills.
2210	January	31	Vault Dweller's daughter takes her mystic test, a key ingredient of which is several pots worth of hallucinogenic plants from Hakuinn's garden. She runs the gauntlet in the Temple of Trials, using her charm to pass most of the tests after her handgun jams (and is ruined) on the first level. She offers numerous criticisms of the test, resulting in many revisions. Note: The broken handgun is the one you see on her table in the opening movie of <i>Fallout 2</i> .
2210	February	2	Vault Dweller's daughter ascends to role of Village Elder. She rules with a steady hand, and her wisdom is greatly respected.
2211			Frank Horrigan is born... unfortunately.
2215	August	1	Congressman Richardson rises to power within the Enclave, aided by pressure from his father, President Richardson.
2215			Under Presidential Order, Enclave scientists begin to work on an upgraded version of Power Armor. Many prototypes are developed and tested.
2220	March	5	Congressman Richardson is elected president for the first term of five, through aid and political pressure by his father (President Richardson).
2220	October		Enclave scientists develop a reliable version of the Mark II Power Armor. The prototype results (and accidents... and explosions... and deaths) are classified by order of the President Richardson for the sake of morale.
2221	March	23	The "Chosen One" is born. The Chosen One's father is not recorded in the tribal records. The reason for this is unknown, but the Elder may have simply been embarrassed.
2231			Melchior's son is born.
2235			The Enclave experiments on deathclaws, attempting to create special fighting units for waging war in hostile environments.
2235			While there had already been a small number of ghouls in Gecko at this time, more come to the area, and the town of Gecko is formed. The new influx of ghouls bring scavenged technology and know-how, and the power plant in Gecko becomes operational later that

			year. Vault City looks upon their new neighbors with growing concern.
2236	July	20	Enclave scouts discover the remains of the Mariposa Military Base and find it partially destroyed.
2236	July-August		Enclave scientists and chemical corps scour the remains of Mariposa, while assault squads comb the desert for slaves they can use to mine the military base and get to the Vats. One of the squads includes soldier Frank Horrigan, 25 at the time, recently removed from duty on the President's secret service to take some RNR time in the wastes after some undocumented psychotic blunder or another.
2236	August		Melchior is captured by an Enclave patrol and becomes part of the slave mining force at the Military Base.
2236	Sept		Enclave construction crews and Super Mutant slaves begin excavations. They uncover the F.E.V. virus, and mutations begin to occur in the human workers. Frank Horrigan comes into contact with the F.E.V. and is sent to the Enclave labs for study.
2236	October		Melchior begins to mutate... but keeps his intelligence and cunning in the wake of the transformation, making him pretty smart for a Super Mutant. Realizing that the Enclave will kill the super mutants after they get the F.E.V. data, he begins to use his magician talents to secret away weapons for the mutants to defend themselves when the Enclave decides to dispense with them.
2237	January		Enclave, having obtained the F.E.V. data, abandons the Military Base site after more mutations occur, causing 2 nd Generation Super Mutants to arise - the Enclave leaves a single squad behind to wipe out the super mutants, but the mutants, using armaments they have cached in the base during excavation, reduce the squad to ashes after suffering heavy casualties. The remaining 1 st and 2 nd Generation Super Mutant slaves decide to remain in the Base, and the group forms a new community.
2236-2238			Horrigan gradually mutates from exposure to F.E.V., gaining the physique and slow, stupid, single-mindedness of a Super Mutant. He is kept heavily sedated, operated on, and studied. He is conscious for only brief periods at a time, then quickly sedated after the bloodshed is over.
2238			Harold arrives in Gecko, and (with a lot of shaking of his head) he does his best to help the ghouls with the running of the Nuclear Power Plant.
2239	January	23	Tests begin to run dry on Frank Horrigan. It is suggested that he be used as a field operative and be used in tests in the wasteland against local populations.
2239	March	27	Frank Horrigan is manufactured for his new role. A new version of Power Armor is built to accommodate his mass, and he is sealed inside. After a few horrifically successful field tests, Horrigan becomes the Enclave's solution to numerous sticky problems.
2241			The worst dry season in many years causes a drought in the Northern California area, hurting crops and brahmin in both Arroyo and Modoc.
2241	January		The first samples of Jet begin to arrive in Redding, courtesy of the Mordino family.
2241	February		Vault City rejects offers of an alliance with both the Bishop family of New Reno and NCR.
2241	March		Raider attacks on caravans to Vault City begin.
2241	July	25	Fallout 2 Begins: Chosen One begins his mystic test, descending into the Temple of Trials.
2241	July	27	Chosen One leaves Arroyo in search of the GECK.
2242	May	15	Enclave sends a coded sequence to Vault 13, activating its central computer and declaring that is time to leave the Vault. Martin Frobisher gathers the Vault dwellers together for tutorial movie.
2242	May	16	Less than a day later, Vault 13 is opened, only to be greeted by two Enclave verti-assault squads. The squads kill three of the citizens who were "resisting capture," and storm the Vault, kidnapping all the inhabitants.
2242	May	17	Enclave animal handlers drop a Deathclaw unit into Vault 13 from a safe distance to kill anyone investigating the Vault and cloak the Enclave's presence. Other Deathclaws are sent into the desert surrounding Vault 13 to check for any escapees or witnesses.
2242	Fall		Fallout 2 Ends: The Chosen One enters the Enclave using the damaged tanker and destroys the Poseidon oil platform, killing the President of the United States and ending the Enclave's plans for world domination.

Ordering the Wastes

Of course the survivors are going to engage in petty politics and work towards uniting the world. Why wouldn't they? It is human nature, after all. What follows is a brief description of some of the organizations that have risen after the bombs. Some of them are based in and around California, and others, such as the Brotherhood of Steel, are beginning to expand eastward. Others will have analogues in other areas.

The Brotherhood of Steel

A quasi-religious, quasi-political group, the Brotherhood of Steel is an organization spanning most of the western United States and is currently pushing eastward. The Brotherhood is dedicated to preserving technology no matter what 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 Church of the Mushroom Cloud

A cataclysmic event like the War is the kind of occurrence that inspires people to find faith, and the Church of the Mushroom cloud grew to meet that need. Filled with strange religious practices, including radiation baths and bleeding rituals, the Church has become quite popular in and around Las Vegas, where it is based. It isn't clear what the Church's motives are, or if its popularity is based on "aggressive" methods of conversion, but it is a rapidly growing organization, and one that gains power

and influence with each month.

The Desert Rangers

When the bombs went off, a group of Army rangers on a routine training exercise in the south Nevada desert managed to take over a prison and throw out "uncooperative" inmates. The rangers, and the inmates that stayed, survived the nuclear winter and built an organization designed to restore law and order to the shattered world. Self-proclaimed protectors of the innocent and weak, Rangers go around trying to restore a little law and order to the largely lawless wastes. They don't have much influence, but small groups of them have been known to affect large changes on towns.

The Guardians

Another quasi-religious group is the Guardians. They operate Citadels, often converted prisons or military installations, and hoard technology for themselves. Less organized than the Brotherhood of Steel, they live a monk-like existence (and even call each other Sister, Brother, Father, etc.) and limit contact with outsiders. In fact, anyone attempting to enter one of their citadels is usually fired upon. The Guardians are the makers of the awesome Proton Axe, a fearsome weapon that rivals anything the Brotherhood has produced. Not much else is known about the Guardians, except that they loathe the order of the old America almost as much as the disorder of the new.

The New California Republic

The Republic, or NCR as it is widely known, is a strange mix of pre-War democracy and post-War dictatorship. Begun in the town of Shady Sands, now the capital (although the city itself is often referred to as the NCR), the Republic covers most of Southern California and some settlements in far west Nevada. Cities and towns send delegates to Shady Sands, which boasts an impressive post-War capitol building, and a president is elected from among the delegates. So far, all of the presidents have come from Shady Sands, the city with the greatest number of delegates, as it is the most

populous. To become a citizen of the NCR, a person must agree to follow their rules, most of which are enforced by the huge NCR police force. Mutants and ghouls are not permitted the same membership privileges as humans. Slavery is forbidden in the NCR, and members of the slave guild are thrown in jail 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 in the NCR. The Republic grants a city membership - and, by extension, the presence of the NCR police and protection - in exchange for tax profits and control over trade. 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 embargoes, not guns.

The Slave Guild

Slavery is a lucrative business in the post-War world. Although many larger pockets of civilization have outlawed slavery, smaller dictators allow the purchase and sale of other human beings. Slavery also happens to be one of the most controlled businesses in the post-nuclear world. All slave trade is done through the Slave Guild, a collection of older slavers who decide prices and organize capture hunts. Anyone caught capturing or selling slaves without the blessing of the slave guild is usually executed. Since the Guild holds so much power, it often controls smaller towns where it operates, although from behind the scenes. Members of the Slave Guild have 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.

Places of Interest

All of these are going to be in and around California, as that is where the games take place. If you want to run a game set somewhere else, feel free to make it up as you go along. The only thing that was really

addressed canonically is that most of the non-domesticated prey animals did not survive the War.

Los Angeles, or 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 30,000 people call the Boneyard home, including a religious sect called the Followers, who live in the ruins of the main branch of the Los Angeles Public Library. The radioactive ruins of a cathedral constructed by a group called the Children of the Master after the war, a cathedral destroyed by a certain adventurer, lie south of town. 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 police have been unsuccessful in stopping gang warfare and deathclaw threats, partially because the population is spread over such a large area.

The Glow

East of LA is an area called The Glow. Apparently, this place was important enough to nuke so thoroughly that people 150 years later wouldn't be able to walk there. Although innocent enough by day, at night The Glow turns into an amazing sight visible for miles. Of course, getting too close to The Glow will cause you to glow too! The Glow is located in the vicinity of the old Edwards Air Force Base, and it is rumored that there was a Vault built somewhere nearby. Radiation levels are at or near Ground Zero (this WAS ground zero!)

The Hub

The Hub is a large community of traders, barterers, gamblers, and other interesting scum.

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 3,000 to 3,500 people in The Hub. Police presence 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.

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 5,000 ghouls living beneath Necropolis. There are unsubstantiated rumors that the Master and his minions wiped out the ghoul population, but caravans traveling through the area still avoid Necropolis and tell stories of ghost-like humans in tattered clothes. 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.

Junktown

Nestled in a Sierra Nevada mountain valley, Junktown is a collection of buildings made by survivalists who flocked to the mountains before the war. 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, with the exception of zero government infrastructure and no public

resources such as water or electricity. Junktown was an attempt to remedy that problem. Instead of the ruins of an old town, Junktown's founder, a man named Killian, thought it would be better to begin from the ground up. 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 3,000 people call Junktown home. Radiation levels here are very low.

Scrapheap

This tiny community, on the far eastern edge of the New California Republic, is home to about 250 refugees and outcasts. Originally a small survivalist community in the Western Rockies, Scrapheap was infiltrated by gangs from Las Vegas and found that it had no way to deal with the outside threat to its resources and people. All but abandoned after the brutal gang war, a small community of squatters and rejects has since moved in. Scrapheap has no police force, and isn't a member of the NCR. The NCR would much rather see this place eradicated than have to deal with people it had already rejected. Radiation levels are low here, and the people of Scrapheap are slightly more trusting of outsiders, simply because they know the agony of constant rejection. They are very wary of the NCR, however, as they expect to be attacked and wiped out at any time.

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 40,000, 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. 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, 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.

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, disenchanting 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 15,000 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 gangsters and drug dealers. 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. Four crime families control New Reno: the Mordinos, the Wrights, the Bishops, and the Salvatores. The Salvatores control the illegal weapons trade, the Mordinos control drugs, the Bishops deal with prostitution and the pornography industry, while the Wrights try to grab whatever is left. 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. It is rumored that the Salvatores even have a supply of laser or plasma weapons. Around 8,000 people populate the area. Radiation levels in and around New Reno are low.

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, since it was founded as an experiment in racial tolerance. Broken Hills is a major supplier of uranium, which mutants can mine and handle without worrying about side-effects. The uranium is then 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 is run by a kindly Sheriff named Marcus, and has an overall friendly quality, although like many small towns there is

often much more in Broken Hills than meets the eye. 1,000 mutants, 500 ghouls and 500 humans are permanent residents here. Radiation levels in Broken Hills are normal, except in the mine, where it is slightly radioactive.

Redding

North and west 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. 2000 people live in Redding, and most of them are miners. Radiation levels in Redding are low.

The Den

North and slightly west of Redding 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 2000 people living here, not counting the couple hundred slaves. Radiation levels are low in The Den.

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 2000 people in Modoc, and radiation levels are low here.

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 G.E.C.K. from a nearby Vault, Vault City practices a limited form of democracy, although it does not allow anyone who is not a direct descendant of their Vault-dwelling citizens to become 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 aside from the Brotherhood of Steel and a few others. 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, who 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 5000 people in Vault City, and another 500 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.

Gecko

Just to the northeast of Vault City is the ghoulish 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 juice to power 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 5,000 ghouls who call Gecko home are more open than those in Necropolis, and will trade with caravans and allow travellers who don't make trouble to stay in town. There is no ghoulish police force, except that non-ghouls who break the peace are almost never heard from again. A kind of lend-lease agreement between Gecko and some high officials in Vault City led to a sharing of Vault medical technology for a tap into Gecko's power plant, which Vault City desperately needed. Radiation levels in Gecko are normal, except for the power plant and directly around it, where non-ghouls may need a few Rad-Aways to function.

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 in the area. Although the geckos resemble the smaller lizards of the same name in pre-War America, these monsters run - quickly - on two legs and have long claws on their stunted forearms as well as sharp teeth. A certain species, called the golden gecko, hunts in packs and has even displayed some forms of low-level intelligence. Highly prized for their pelts, geckos and golden geckos are the

lifeline 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 1,000 people live in Klamath, and radiation is not a problem.

Las Vegas

Las Vegas still glows, and it probably will forever, thanks to the neon and background radiation. Las Vegas got nuked and nuked badly during the war, but through some strange twist of fate, people managed to survive there. Like New Reno, it is run by a crime syndicate, headed by a man known as Fat Freddy. Freddy controls all of the gambling, drug, and sex trade in the city. Truly, however, Vegas is a shell of its former self, holding barely 5000 people. The inhabited buildings are in a state of disrepair, and signs of further decay are everywhere. The lack of police, NCR influence, and desperate mood of the town make it a haven for travelers, adventurers, and all kinds of vile scum. The Church of the Mushroom Cloud is based here as well. Radiation levels are relatively low throughout the city, although there are pockets of radioactivity here and there.

Quartz

On the other side of the Colorado river is the small mining town of Quartz. This village of 2000 is nondescript, but does well for itself selling ores to caravans from the NCR. Not much usually happens here, and travellers 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.

Needles

South of Quartz, just over the California border, is Needles. A small town that has big problems, Needles has recently joined the NCR,

who is currently attempting to stamp out the gang problem here. 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 and sees the NCR as a way of realizing those ideals. Whether or not that will actually happen remains to be seen. About 1000 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.

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. Far enough away from the NCR and crime families of Reno and Vegas to operate without their attention, 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 for the operation. Around 500 people live and work here, enjoying the anarchistic atmosphere, but they employ a police force to deal with outsiders. Travelers 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. For the career-minded adventurer, Darwin City can be interesting, especially since frequent trips into the Great Wastes are made from here.

The Great Wastes

East of Darwin City (actually, Darwin City more or less sits about 50 miles into it), the Great Wastes stretch across Arizona, New Mexico, Utah, Colorado, North Texas, Oklahoma, Kansas, and Nebraska. Almost nothing lives in this treeless dustbowl, and the area is so dry that nearly nothing could live there. Occasionally, smugglers, caravans, and adventurers will try their hand at a trip into the Great Wastes, but electrical storms, nearly

constant dust clouds, unseen radiation pockets, and tornadoes miles wide usually doom these excursions. There are rumors of small villages of Native Americans living in the Great Wastes, attempting to reclaim a lost way of life, but there is no conclusive proof of this so far.

The Pacific Ocean

West of California is the Pacific Ocean. The once placid waters have turned a light tan color, and shores are littered with debris. Pollution, dust, radioactivity, and chemical spills have all taken their toll, and only when one gets about 50 miles offshore does the Pacific resemble its pre-War self.