SAVAGED FALLOUT

OVERSEER'S HANDBOOK

VDSG VTB-001-1 3-A

Setting[1]

The Fallout world is set in a United States alternate history scenario which diverges from our reality following World War II. The transistor was not invented, while vacuum tubes and atomic physics became the cornerstones to scientific progress, eventually achieving the technological aspirations of the early Atomic Age and locking society into a 1950's cultural stasis. Thus, in this alternative "golden age", a bizarre socio-technological status quo emerges, in which advanced robots, nuclear-powered cars, directed-energy weapons, and other futuristic technologies are seen alongside 1950's-era computers and telephones, and the aesthetics and Cold War paranoia of the 1950s continue to dominate the American lifestyle well into the 21st century.

The setting draws from 1950's pulp magazines, science fiction, and superhero comic books, all rooted in Atomic Age optimism of a nuclear-powered future, though gone terribly awry by the time the events of the game take place. The technology is retro-futuristic, with various Raygun Gothic machines such as laser weaponry and boxy Forbidden Planet-style robots. Computers use vacuum tubes instead of transistors, architecture of ruined buildings feature Art Deco and Googie designs, energy weapons resemble those used by Flash Gordon, and what few vehicles remain in the world are all 1950's-styled.

Background

The year is 2249, the place the former US state of California. It has been 172 years since the Great War, the long dreaded nuclear world war that finally broke out in 2077.

International tensions had been greatly strained the previous few decades, a time called the Resource Wars. Tel Aviv was destroyed in a terrorist attack. The European Commonwealth disintegrated and started infighting as it got bogged down in a military conflict in the Middle East, trying to seize control of the remaining petroleum assets. Unable to cope with the world crisis, the UN disbands. China, its economy greatly hurting over the lack of fossil fuels, became more and more belligerent in its trade talks with the US. In 2066, China would invade Alaska.

2077: Thanks to the development of powered combat armor, the US would turn the tide, reclaim Alaska and invade China in turn. In order to further secure its oil interests in Alaska, the US ultimately annexed Canada. The world's supply of petroleum runs out; the switch to fusion power far from completed. In the US, civil revolt is pandemic. There are food and fuel shortages and the population protests against the atrocities of war and the government's inadequate response to the outbreak of a disease called the New Plague. The military is mobilized to control the riots; many protesters get killed.

October 23: the Great War. Who attacked whom is unclear, and ultimately not very relevant. The Great War lasted two hours, which was more than enough to almost wipe out the entire human race. Survivors took refuge in caves and fallout shelters. The lucky few had places reserved in one of the 122 large, government constructed bunkers called Vaults.

In the coming weeks and months, most animal and plant life on earth die out. Survivors of the war find the world transformed in a desolate wasteland. Mutated creatures roam freely. Some humans who

were exposed to immense amounts of radiation, but lived nonetheless, changed into creatures nicknamed Ghouls. One by one the Vaults open. Slowly, the task of rebuilding a civilization begins.

Weird Wasteland

The *Fallout* universe is well known for its sense of humour, incorporating a multitude of references to pop culture phenomena, self referential humour and just plain wackiness. It's entirely up to the Overseer how much you want to reflect this in your Savaged Fallout game. This can range from references to other (post apocalyptical) science fiction settings to actual cross-overs. Players in the *Fallout* games could find a crash Enterprise shuttle, wander into the knights of King Arthur and the holy hand grenade of Antioch from Monty Python fame, find aliens with Elvis pictures or get ambushed by exploding cows. If you want to play it more straight, the more bizarre encounters (such as talking mutated animals and plants) and perks of the games can be removed. If on the other hand you or your players enjoy the lighter side of the post apocalyptical wasteland, you can easily adapt most of the original material to Savage Worlds or use the Weird material in Savage Worlds core.
Some example Edges:

- Mysterious Stranger (Ch 2): Chance you will gain a temporary ally in random encounters

- Explorer (Survival d8): Higher chance of finding special places and people in random encounters

The Wasteland: 2249

Most of southern California is now part of the New California Republic (NCR). Founded some 60-odd years ago in the small farming community of Shady Sands, the NCR is now the major power to be reckoned with in the Wasteland. It encompasses as larger settlements the town of Shady Sands (now often dubbed NCR Capital or simply NCR), The Hub, Junktown, Boneyard, Maxson and Dayglow. The NCR has a strong police force and standing army, including motorized cavalry divisions and the Rangers Special Forces. NCR enforces strict laws, prohibiting slavery, gambling, prostitution and drugs, though they tend to get more relaxed as one travels farther from the larger settlements. There is no official policy towards mutants, but Ghouls tend to be treated as second rate citizens. Only in the military is more equality for Ghouls and even Super Mutants to be found. The mainstay of the NCR economy is its Brahmin ranches (Brahmin are the only stock of cattle to have survived the fallout, albeit in mutated form). The powerful Stockmen's Association and the merchant groups from The Hub hold considerable sway in decision making circles, a select group of wealthy families possessing multiple Congress seats and holding the position of governor in some member states. Under the presidency of Tandi, who was elected unanimously for the last 52 years, the NCR pursued an agenda of peaceful expansion and improving living conditions for its citizens. After Tandi's death at the age of 103, the NCR is currently in the second year of president Joanna Tibbett's term. The NCR is aiming to expand its borders north- and eastwards, at the moment attempting to do so by peaceful talks and brokering trade agreements rather than military threat.

NCR Towns

 - NCR: started as a small farming village by a group of settlers out of Vault 15, it is now the most populous city in the Wasteland, boasting an impressive post-war Congress building, running water, electricity and a sewerage system. It is the major agricultural center in the area, providing many of the outlying towns with food and meat, with the powerful Stockmen's Association, combining many of the major Brahmin traders, running their business from the capital.

- The Hub: started after the war around a small oasis in the desert, The Hub is now the commercial heart of the NCR and of the entire Wasteland by extension. A city council made up of 2 representatives from the three major merchant groups (the Water Merchants, the Crimson Caravan and the Far Go Traders) run the town along with the NCR governor. From The Hub many (water) caravans and Brahmin drives set out to NCR towns or to New Reno and Vault City in the north.

 - Junktown: a small, orderly town, Junktown's main importance lies in being a stopping point for caravans moving between NCR and The Hub, it is part of the state of Shady.

- Boneyard: The Boneyard, or Angels' Boneyard, boasts the massive ruins of old Los Angeles. Refugees eventually founded a thriving community in the suburb of New Adytum. The Boneyard's prosperity came originally from the guns and ammunition factory it managed to get back in working order, becoming the headquarters of the influential Gun Runners, the wasteland's most important

weapons manufacturers and traders. Now The Boneyard is one of the largest cities in the NCR, housing many new companies and organizations, among others the Followers of the Apocalypse and their Medical University. Despite this, some parts of the old downtown area are still problem zones where street gangs hold sway.

 - Dayglow: north-west of The Glow, a radioactive hotspot one can see glow for miles around during the night, a small settlement of Ghouls and humans sprung up. It is the southernmost town in the NCR. Its main source of income is scavenging expeditions, mostly made up of Ghouls, that try to recover pre-war technology from the ruins rumoured to be underneath The Glow.

- Maxson: Maxson started off as a community of refugees who took shelter near the Brotherhood of Steel bunker at Lost Hills. Thanks to the safety afforded by the Brotherhood presence, Maxson eventually grew into a larger farming community, donating a share of their produce to the Brotherhood in return for their protection. The town was named Maxson in honour of Roger Maxson, the first High Elder of the Brotherhood. While Maxson is a member of the NCR, the Brotherhood is not, and their sometimes conflicting policies are a source of friction between the NCR governor of Maxson and the current Brotherhood High Elder.

Outside of NCR territories

- Necropolis: the former town of Bakersfield is now little more than irradiated ruins. A small community of Ghouls still lives in the underground, keeping the aging generators and water pumps alive. The ruins themselves however, are infested by ferals.

- San Francisco: spared most of the ravages of war, San Francisco provides the surrounding area with fish. It is a relatively prosperous city known for its tolerance and respect, with a delicate balance of power, as two distinct factions control different parts of town. So far this competition has not taken a violent turn, but the air in San Fran is rife with the suspicion these groups hold for each other. The first are the Hubologists, the religious cult that follows the teaching of Dick Hubbell, who have their headquarters in the downtown area of San Francisco. A zealously proselytizing religious group/sect, the Hubologists are actively researching space technology in hopes of rejoining with their extraterrestrial brethren. The most influential group are a Chinese ethnic group called the Shi, descendants of a Chinese nuclear submarine that crashed in San Francisco Bay when the Great War broke out. Ruled by their enigmatic Emperor, the Shi control a high tech arms racket. They are a large supplier of conventional weaponry, of quality rarely seen in the Wasteland, excluding the army and militaristic organizations such as the Brotherhood. They are perhaps the single most important faction in terms of research, making promising advances in bio-engineering, development of new weapons and combat armor, space and commercially viable flight, and are even rumoured to be on the verge of rediscovering nuclear fission. Despite this, the Shi's influence does not reach farther than San Francisco itself, as the group stays very withdrawn and remains inaccessible to outsiders.

- New Reno: During the Great War the city of Reno was spared from direct nuclear attack and as such remained largely intact. Since the War the "biggest little city in the world" has become a place without any form of government or law enforcement, run instead by several families who have all carved out a lucrative niche for themselves in such profitable ventures as weapon trafficking, alcohol and drugs production, gambling, slave trading, prostitution and pornography. New Reno also houses the Slaver's Guild's local headquarters. In the past an uneasy tension and fragile truce hung over the city, as an all-out street war between the families was in no one's best interest. In recent years the Bishop family slowly began to clean up New Reno, planning to end its mob-based anarchy and ally the town with the NCR, which has taken an active interest in northward expansion.

- Vault City: dubbed the Pearl of the Wasteland, Vault City was created by the inhabitants of Vault 8 with the use of a powerful terraforming device called the G.E.C.K. Vault City has lush gardens, pure water sources and some of the most advanced technology and highest living standards in the wastes. It has strong outer walls with mounted turret guns, while the city guard carries laser weapons. It is run by a Citizen's Council under the leadership of the First Citizen, which has been for many years Joanne Lynette. Vault City has a very restrictive legal system for its citizens and those outsiders who wish (and can afford) to live inside its walls, though non-natives are only allowed to live in the outer courtyard. Weapons, drugs, alcohol, prostitution are strictly forbidden. Slavery is officially outlawed, though a caste of lifelong "indentured servitors" who provide for the needs of the Citizens does exist. The inner courtyard, with the Vault and its highly advanced medical technology, is restricted to citizens. Only descendants of the original Vault dwellers are eligible for citizenship, though in rare cases exceptions are made for those who pass a citizenship test. Non-residents can enter Vault City on a day pass if they have reason to be there, usually for commercial or official business. Vault City prospers thanks to their advanced technologies and wares. It is the only major producer of pre-War healing chems. In the past Vault City has often shown itself disdainful of non-pure, irradiated humans and intolerant towards Ghouls and Mutants. Despite this it brokered a pragmatic pact with the Ghoul-run town of Gecko some years ago, as the nuclear power plant the Ghouls restored to working order provides much needed electricity to fuel Vault City's expansion. It's very low number of citizens and past problems with raider attacks have recently forced the Council to face facts, and opt for a negotiated incorporation in the NCR, rather than become forcibly occupied by its much larger neighbor.

- Redding: a small mining town of a few hundred inhabitants in the northernmost extremity of the Sierra Nevada, the mining corporations in Redding control several mines; the gold of which is highly desired by among others the NCR, to back its new paper currency with. In its past Redding has often been threatened by annexation or intrigue from the three major powers in the region, but with the seemingly inevitable entry of both Vault City and New Reno to the NCR, Redding's local politicians have begun advocating a similar course.

- Broken Hills: another small mining town, Broken Hills is quite different from Redding as it is an open, harmonious community which has a significant number of Ghoul and Super Mutant inhabitants, valued greatly for exploiting the uranium mine which would prove quite deadly for any humans without

specialized equipment. Uranium fetches a high price on the market, even more now energy-starved Vault City made a trade agreement with Gecko, where the nuclear power plant needs a steady supply of it to remain operational.
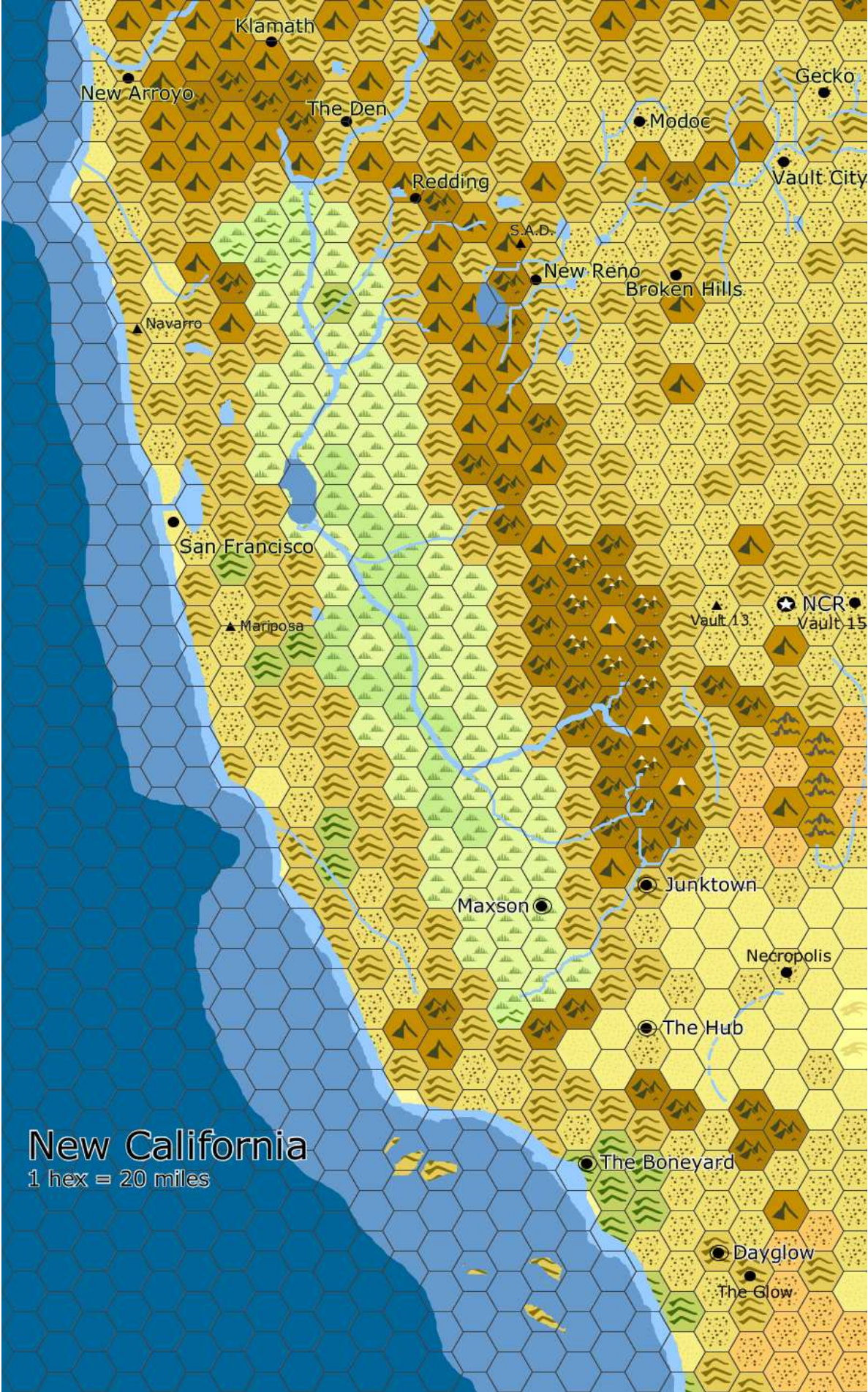
- Modoc: a farming town and caravan rest stop, Modoc thrives as its original inhabitants joined forces with other survivors of the war who dwelled for generations in a natural cave system nearby, over time learning how to efficiently cultivate crops in very poor soil and with minimal resources.

- Klamath: a trading post to the far north, the last semblance of civilization as it is known to the people of the wasteland. Klamath is a small community of trappers who hunt the local giant lizards for their pelts and conduct trade with the several Tribal villages located in the hills and mountains even farther north. A town of several hundred inhabitants, the dangerous trade of hunting the mutated lizards and rampant alcoholism and drug use make it a place for only the hardiest of men, but strict frontier law restrains it from falling into anarchy and debauchery.

- The Den: a veritable hive of scum and villainy high up north, it can be said to be a smaller scale version of New Reno. But where the main life blood of Reno is gambling, The Den specializes in slavery. The town is largely run by the Slaver's Guild which keeps its headquarters there. The Slaver's Guild grew out of a pact made by several influential slavers, to control the market and set fixed prices. They mercilessly muscle out any non-guild slaver groups. Most of their members sport a distinctive tattoo that covers half their face. Prostitution and drugs play less important roles in The Den. For most of its alcohol and all of its drugs supplies it is dependent on New Reno, something which the leaders of the Slaver's Guild are actively trying to change.

- New Arroyo: a flourishing new settlement, said to be founded by a joint group of Tribals who had a small village there before and a group Vault dwellers from Vault 13. What brought these two so very distinct groups together is a source of speculation.

- New Vegas: to the east, in the state of Nevada, lies New Vegas, a rundown town and pale image of the once vibrant city of Las Vegas, which was spared from nuclear devastation. The city is now run by different tribes, lacking any real form of government or leadership. There is little commerce between New Vegas, its surroundings and the NCR; the route through the Mojave Desert is a perilous one. The still functional Hoover Dam has all the potential to be an invaluable asset to whoever controls it.

Klamath

Gecko

New Arroyo

Modoc

The Den

Vault City

Redding

S.A.D.

New Reno

Broken Hills

Navarro

San Francisco

Vault 13

NCR

Mariposa

Vault 15

Junktown

Maxson

Necropolis

The Hub

New California

1 hex = 20 miles

The Boneyard

Dayglow

The Glow

Economy

Even after the reappearance of some form of law and order in the guise of the NCR, the Wasteland economy still is very much a bartering based economy. The with government gold backed NCR dollars have replaced the old currency, bottlecaps or "Hubbucks", though the latter is still in use in many frontier towns and parts of NCR further removed from the major heartland towns. As bottlecaps are also in use in New Vegas, a lucrative money exchange business between the currencies exists. A standard exchange rate would be around 2 bottlecaps for every NCR dollar, but depending on the place this can vary wildly. In general, stores and traders in large towns as The Hub, NCR Capital, Boneyard will only accept dollars, while some small towns at the borders will only accept bottlecaps.

   The farther one gets from the heartland towns, the more vendor prices will go up. This is especially true for basic needs such as water. Currently the only way to transport it being to strap a few 50 gallon drums to the back of a Brahmin, water transport is incredibly time consuming and cost inefficient. As the Water Merchants have a virtual monopoly on it, expect to pay high prices for a quart of water in a town with no fresh water supply of its own. An easy way to determine how much basic amenities would cost in a certain place, is to check a) how far it is removed from a major town such as The Hub, NCR Capital, San Francisco, etc. b) how often caravans pass it and c) if the settlement can provide for itself, i.e. grow its own food and has access to a fresh water source.

   As many traders will expect you to haggle prices down, starting prices are inflated most of the times, up to 10-20% This is especially true for bazaars and smaller towns.

Mechanics

Savaged Fallout uses some new skills and replaces or merges others. A quick overview:

Attacks

- Fighting: attacks with non-bullet, non-explosive weapons, such as brass knuckles, throwing knives, sledgehammers, cattle prods.
- Small Guns: attacks with lightweight weapons, such as pistols, rifles, shotguns and submachine guns.
- Big Guns: attacks with large weapons and advanced rifles, such as plasma rifles, miniguns, flamethrowers and rocket launchers.
- Explosives: attacks with grenades and mines.

Skills

- Survival: the character's ability to survive in the Wasteland. Survival includes the Tracking skill. Survival governs how well the character can find food, water and shelter, improvise, arm and disarm traps and read tracks.
- Science: the character's knowledge of and handiness with advanced technology or specific scientific subjects. This includes hacking computer systems, robotics, bypassing electronic doors and their respective knowledge checks.

Interaction

- Streetwise: the character's active and passive ability to acquire information. Any knowledge checks that aren't common knowledge, but more of a local nature, are Streetwise. Add the character's Charisma to the result of this roll.
- Barter: the character's ability to haggle prices down with merchants, or get a higher reward for doing a job. Add the character's Charisma to the result of this roll.

Radiation

Rad(iation) Resistance reflects to what extent the character is shielded from the detrimental effects of exposure to nuclear radiation. Rad Resistance functions as a Toughness value for radiation damage. The base value for a human character is 1 + Vigor divided by 4, rounded down. Ghouls have a high radiation resistance, and can withstand Low or Medium radiation area's, but do experience negative consequences from High or Lethal doses of radiation. They have a base Rad Resistance of 7. Super Mutants are immune to all forms of radiation. Characters can additionally have Edges, Hindrances, items or chems that modify Rad Resistance.

There are 4 levels of radiation intensity: Low, Medium, High and Lethal. Characters take a certain amount of radiation damage every minute (10 rounds of combat) they spend in an irradiated zone. The effects from radiation are tracked in a different Incapacitation track, called Rad Poisoning. If the radiation damage received equals or exceeds the character's Rad Resistance, he/she receives 1 level

of Rad Poisoning. Some creatures emit or have attacks which cause radiation in such doses as to be hazardous.

Radiation damage should be rolled in secret by the Overseer. Characters can find out the atmospheric radiation level by using a Geiger Counter, PipBoy or similar devices. Glowing Ones can sense variations in radiation level as a feeling of warmth.

Radiation level	Radiation damage
Low	1d4
Medium	1d6
High	1d8
Lethal	1d12

Rad Poisoning works slightly differently for Ghouls and for humans. While Ghouls also accumulate Rad Poisoning, they do not suffer the immediate negative effects listed below. A human or Ghoul character can get 3 levels of Rad Poisoning before they are Incapacitated. When a character becomes Incapacitated he/she must make a Vigor check. Success indicates the character survives; failure results in death. Characters with the Harder to Kill Edge may survive in case of a failed Vigor check; a human character becomes a Ghoul; a Ghoul character gains the Glowing One Hindrance, if the character does not already have the Hindrance.

The effects of Rad Poisoning for humans are as follows:

Rad Poisoning level	Effects
Minor (1)	Very nauseous, fatigued; Strength drops 1 die type
Medium (2)	Vomiting, hair loss; Agility and Vigor drop 1 die type*
Advanced (3)	Skin loss; All Traits drop 1 die type*, -2 Charisma
Critical (4)	Intense agony; Incapacitation

*The effects of multiple levels are cumulative. A lowered Trait affects linked attributes such as Toughness and Encumbrance Limit as well.

The only way to reduce Rad Poisoning is by taking RadAway or visiting a clinic in a major town for radiation purge treatment. There are also said to be certain rare, edible fungi and fruits that absorb radiation.

Chem Addiction

There are various highly addictive substances to be had in the Wasteland. They bestow temporary benefits to the user, but come with the risk of getting addicted. Each time a character uses a particular drug, he/she must make a Vigor check after the effects wear off. This check is made at a -1 penalty if the chem is labelled 'addictive' (for example Buffout, Med-X) or -2 if 'highly addictive' (Jet). On a success, the use of the chem has no residual effects. On a failure, note down the drug. The character now has a weakness for this drug, and gets a -1 to the Vigor roll next time he/she uses this particular chem. When a character fails an addiction check for a chem twice this way, he or she gains a minor Hindrance: Habit (Chem Addict). A third failed check (also at -1) aggravates the Hindrance to the Major version.

Traps & Mines

Arming a mine or creating a trap requires an Explosives or Survival roll respectively. The Overseer rolls for the character. A critical failure makes the mine or trap go off while arming. On an unsuccessful roll, the character thinks the mine or trap is properly set, but in reality it will not function properly. This can mean an explosive fails to detonate, a delay in the trap being sprung or other effects. Characters treading on a mine or into a trap generally have no time to try and disarm it, unless they have the Light Step Edge.

Random Encounters

The Wasteland being a sparsely populated place, travel between points of interest can be long and uneventful. Throwing in a random encounter every now and then will help the world come alive a bit more. The character with the highest Survival skill makes a Survival check to see how well -or how poorly- the party managed to elude danger on the trek. If the outcome doesn't fit logically in the time or place of the story, choose another result.

Survival check	Result
Failure	Hostile: roll d20
Success	Location & Remains: roll 2d20 or: Neutral: roll d20
Raise	Distress: roll d12 or: Friendly: roll d20
Two raises or higher	Special: roll d12

Hostile: d20

-A pack of dogs/coyotes   -A swarm/nest of giant insects

-A pack of pig/mole rats

-A giant anthill

-A group of stampeding wild Brahmin

-A mutant creature

-A group of mutant creatures

-A lone scout

-A band of ruffians

-A group of raiders

-A group of slavers

-A highwayman

-A group of raiders, fighting some wastelanders

-A group of slavers, beating up a wastelander

-A group of feral Ghouls, feasting on human corpses

-A group of Super Mutants, fighting some wastelanders

-A group of cannibals, ambushing some wastelanders

-Two Super Mutants with a captive

-Three Super Mutants with five captives

-A Super Mutant raiding party

Location: d20

-A cavern at the foot of a hill

-A copse of gnarled, dead trees

-An unusual rock formation

-A burnt-out car wreck

-An overturned, rusted Nuka-Cola truck

-A ruined house

-A wooden shack

-A small, forgotten ghost town

-A burnt-down homestead

-A burnt-down factory

-A burnt-down farm

-An abandoned homestead

-An abandoned scrapyard

-An abandoned dumping site

-An abandoned barn

-An abandoned warehouse

-An abandoned gas station

-An abandoned garage

-An abandoned fallout shelter

-An abandoned campsite

Remains: d20

-Empty/abandoned

-Previously looted/trashed

-Extremely weatherworn/dilapidated/overgrown

-Signs of recent struggle

-Signs of recent occupation

-Strange footprints

-Dusty bones

-Blood splatters

-Infested with vermin

-Infested with giant insects

-Valuables left behind

-An animal corpse

-A human corpse

-A couple of human corpses

-A mangled corpse, a creature nearby

-A Super Mutant corpse

-A couple of Ghoul corpses

-An unidentifiable, grotesque corpse

-A hanged man

-A couple of hanged Ghouls

Neutral: d20

-A grazing Brahmin herd

-A lone animal

-A lone trader

-A trader with animal and/or robot companion

-A small caravan

-An Eyebot

-A travelling bounty hunter

-A drug runner

-A lone traveller

-A couple of travellers

-A couple of travelling Ghouls

-A wandering party of scavengers

-A scavenger, hauling some loot

-A group of travelling mercenaries

-A group of raiders returning from an attack, defeated and wounded

-A group of raiders returning from an attack, victoriously with plunder

-A group of slavers, looking for escaped slaves

-A group of slavers, with some captured slaves

-A group of men, fighting over loot

-A group of men, fighting over water

Distress: d12

-A wounded man in a minefield

-Two men, trying to navigate a minefield

-An escaped slave

-A couple of escaped slaves

-A group of escaped slaves, chased by slavers

-A group of travellers, attacked by creatures

-A robot, broken or damaged

-A creature, caught in a trap

-A man, dying of thirst

-A wounded man

-A wounded Ghoul

-A Ghoul, captured and harassed by bigots

Friendly: d20

-A lone Ranger

-A motorized Ranger patrol unit

-A Ranger patrol unit, in pursuit of some raiders

-A lone, friendly Super Mutant

-A knowledgeable hermit, in pursuit of enlightenment

-A travelling performer

-A travelling troupe of performers

-A travelling wasteland doctor

-A lone mercenary, looking for work

-A couple of mercenaries, looking for work

-A lone robot, its owner killed

-A lone dog, its owner killed

-A hunting party, trading fresh game

-A group of cannibals, trading strange meat

-A Tribal, on an initiation into adulthood quest

-A lone Follower of the Apocalypse missionary

-A group of Followers of the Apocalypse

-A group of Hubologist proselytizers, giving free zeta scans

-A lone Regulator vigilante

-A group of Regulators, stringing up some raiders

Special: d12

-A talking cyberdog

-A mysterious figure in purple robes

-A talking Deathclaw, disguised in plain brown robes

-A garbled radio transmission

-A mysterious crash site

-A crater with an unexploded nuclear bomb

-A small, verdant grove with fresh water

-A crashed vertibird

-A Brotherhood knight, ambushed and outnumbered by raiders

-A couple of Brotherhood paladins and scribes, investigating a crash site

-An Enclave scouting party, questioning some wastelanders

-An Enclave patrol, boarding a vertibird and taking off

Bestiary

A select list of enemies and creatures encountered in Fallout 1, 2, 3 and New Vegas.

Albino Mole Rat

St d8 Ag d6 Vi d8 Sm d6 Sp d6

Fighting d8, Notice d10, Stealth d8, Taunt d6, Intimidation d6

Pace 6, Run d6, Toughness 7(1), Parry 6

Claws: St+d4

Bite: St+d4

Armor +1: Leathery skin

Burrow

Somatosensory: This creature relies on smell, sound or touch instead of vision to find its prey

Alien

St d4, Ag d6, Vi d6, Sm d12, Sp d8

Fighting d6, Small Guns d10, Big Guns d10, Explosives d8, Notice d8, Stealth d6

Pace 6, Run d6, Toughness 4/5, Parry 5

Punch: St

-Alien Shock Baton St+d4+2

-Alien Blaster 12/24/48 4d6 RoF1

-Alien Disintegrator 10/20/40 4d8+2 RoF1

-Alien Inertia Suppression Field Generator +1 Toughness

Bloatfly

St d4, Ag d6, Vi d4, Sm d4, Sp d4

Fighting d4, Notice d12

Pace 7, Run d6, Toughness 2, Parry 4

Attack: St

Low Light Vision

Flying

Size -2

Brahmin Bull/Wild Brahmin

St d8 Ag d4 Vi d6 Sm d4 Sp d4

Fighting d6, Notice d4

Pace 4, Run d6, Toughness 7, Parry 4

Head butt: St

Bullrush: St+d6

Imp. Frenzy

Size +2

Brotherhood of Steel Knight/Paladin

St d10, Ag d6, Vi d8, Sm d6, Sp d6

Fighting d8, Small Guns d10, Big Guns d10, Explosives d8, Notice d6, Taunt d8, Intimidation d8

Pace 6/5, Run d6, **Knight** Toughness 10(4) **Paladin** Toughness 11/12 vs energy weapons (5/6), Parry 6

Punch: St+d4

-**Knight** Combat Armor (+4)

-**Paladin** T-51b Power Armor (+5/+6)

-Pulse Rifle 15/30/60 3d8+2 RoF1, AP5

-Plasma Rifle 12/24/48 2d10+2 RoF1, AP3

-Plasma Grenade 8/16/32 3d10 Med Burst Templ

-Pulse Grenade 8/16/32 4d10/Stun Med Burst Templ

-Minigun 20/40/80 2d6 RoF5, AP2, 2 actions to reload

-M60 24/48/96 2d8 RoF3, AP2, Bipod, Snapfire

-Flamer Cone 3d10 RoF1, 3 actions to reload

-Rocket Launcher 24/48/96 4d8 RoF1, AP6, Snapfire, 2 actions to reload, Med Burst Templ

Centaur

St d10, Ag d6, Vi d12, Sm d6, Sp d6

Fighting d8, Notice d8, Stealth d6

Pace 5, Run d4, Toughness 10, Parry 6

-Animal head: Bite: St+d6

-Human head: Spit: 5/10/20 2d8

Imp. Frenzy

Fear

Size +2

Deathclaw (Wild Card)

St d12+4, Ag d10, Vi d12+2, Sm d6, Sp d6

Fighting d12+2, Intimidation d10, Notice d12, Stealth d10

Pace 8, Run d8, Toughness 14(2), Parry 9

Claws: St+d8

Bite: St+d6

Fear: Fear Modifier +2

Armor +2: Leathery skin

Infravision

Hardy

Size +3

Enclave Soldier

St d10, Ag d6, Vi d8, Sm d6, Sp d6

Fighting d8, Small Guns d10, Big Guns d10, Explosives d10, Notice d6, Taunt d8, Intimidation d10

Pace 6, Run d6, **Guard** Toughness 10(4) **Recruit** Toughness 11/12 vs energy weapons (5/6) **Trooper** Toughness 13/14 vs energy weapons (7/8) **Elite Trooper** Toughness 14(8), Parry 6

Punch: St+d4

-**Guard** Combat Armor (+4)

-**Recruit** T-51b Power Armor (+5/+6)

-**Trooper** Advanced Power Armor (+7/+8)

-**Elite Trooper** Advanced Power Armor Mk. II (+8)

-Pulse Rifle 15/30/60 3d8+2 RoF1, AP5

-Plasma Rifle 12/24/48 2d10+2 RoF1, AP3

-Plasma Grenade 8/16/32 3d10 Med Burst Templ

-Pulse Grenade 8/16/32 4d10/Stun Med Burst Templ

-Minigun 20/40/80 2d6 RoF5, AP2, 2 actions to reload

-M60 24/48/96 2d8 RoF3, AP2, Bipod, Snapfire

-Flamer Cone 3d10 RoF1, 3 actions to reload

-Rocket Launcher 24/48/96 4d8 RoF1, AP6, Snapfire, 2 actions to reload, Med Burst Templ

Feral Dog/Coyote

St d6 Ag d8 Vi d6 Sm d6 Sp d6

Fighting d6, Notice d10, Survival d10

Pace 8, Run d10, Toughness 4, Parry 5

Bite: St+d4

Go for the Throat

Fleet-footed

Size -1

Feral Ghoul

St d6, Ag d6, Vi d8, Sm d4, Sp d4

Fighting d6, Notice d4, Stealth d4, Intimidate d6, Taunt d6

Pace 8, Run d6, Toughness 6, Parry 6

Claws: St+d6

Fire Ant

St d8, Ag d6, Vi d8, Sm d4, Sp d6

Fighting d8, Small Guns/Big Guns d8, Notice d10, Stealth d6

Pace 6, Run d6, Toughness 7(2), Parry 5

Pincers: St+d4

Fire Breath: Cone 2d10

Armor +2: Chitinous plating

Weakness (Antennae): Damaging a Giant Ant's antennae may cause it to frenzy and attack random targets

Size -1

Fire Gecko

St d8, Ag d8, Vi d8, Sm d4, Sp d6

Fighting d8, Notice d10

Pace 6, Run d8, Toughness 6(1), Parry 6

Claws: St+d6

Fire Breath: Cone 2d10

Armor +1: Leathery skin

Wall Walker

Low Light Vision

Size -1

Floater

St d8 Ag d8 Vi d10 Sm d4 Sp d6

Fighting d10, Notice d8

Pace 6, Run d6, Toughness 8, Parry 7

Bite: St+d10

Weakness (Fire): Floaters take an additional 1d6 damage from fire-based attacks

Fear

Size +1

Floating Eye/Eyebot

St d4, Ag d10, Vi d8, Sm d4, Sp d4

Fighting d8/Small Guns d8, Notice d10, Stealth d10

Pace 7, Run d6, Toughness 7(2), Parry 6/2

-**FE**: Cattle Prod 2d6+2 RoF1

-**E**: Laser Pistol 20/40/80 2d6+1 RoF1, AP2

Armor +2: Metal plating

Flying

Low Light Vision

Infravision

Imp. Frenzy

Weakness (Combat Inhibitor): Damaging a robot's combat inhibitor may cause it to frenzy and attack random targets

Construct: See SW:EX p. 141

Size -1

Giant Ant

St d8, Ag d6, Vi d8, Sm d4, Sp d6

Fighting d8, Notice d10, Stealth d6

Pace 6, Run d6, Toughness 7(2), Parry 6

Pincers: St+d4

Armor +2: Chitinous plating

Weakness (Antennae): Damaging a Giant Ant's antennae may cause it to frenzy and attack random targets

Size -1

Giant Ant Queen (Wild Card)

St d12+1 Ag d4 Vi d12 Sm d4 Sp d8

Fighting d8, Small Guns/Big Guns d10, Notice d10

Pace 3, Run d4, Toughness 14(2), Parry 6

Pincers: St+d6

Ant Spit: 5/10/20 2d8

Armor +2: Chitinous plating

Weakness (Antennae): Damaging a Giant Ant's antennae may cause it to frenzy and attack random targets

Large

Size +4

Giant Gecko

St d6, Ag d6, Vi d8, Sm d4, Sp d6

Fighting d6, Notice d10

Pace 6, Run d8, Toughness 6(1), Parry 5

Claws: St+d4

Armor +1: Leathery skin

Wall Walker

Low Light Vision

Size -1

Giant Mantis

St d6, Ag d6, Vi d6, Sm d4, Sp d4

Fighting d6, Notice d12, Stealth d8

Pace 7, Run d8, Toughness 4, Parry 5

Claws: St+d4

Size -1

Giant Soldier Ant

St d10, Ag d6, Vi d10, Sm d4, Sp d6

Fighting d10, Notice d12, Stealth d6

Pace 6, Run d6, Toughness 9(2), Parry 6

Pincers: St+d6

Armor +2: Chitinous plating

Weakness (Antennae): Damaging a Giant Ant's antennae may cause it to frenzy and attack random targets

Glowing One

St d6, Ag d6, Vi d6, Sm d4, Sp d4

Fighting d6, Notice d4, Stealth d4, Intimidate d6, Taunt d6

Pace 8, Run d6, Toughness 6, Parry 6

Claws: St+d6

Upon death: the Glowing One explodes. All characters in a Med Burst Templ take medium radiation damage

Golden Gecko

St d8, Ag d8, Vi d8, Sm d4, Sp d6

Fighting d8, Notice d10

Pace 6, Run d8, Toughness 7(2), Parry 6

Claws: St+d6

Armor +2: Leathery skin

Wall Walker

Low Light Vision

Size -1

Gun Turret

St d6, Ag d4, Vi d12, Sm d4, Sp d4

Big Guns d12, Notice d12

Stationary, Toughness 11(3), Parry 2

-2 x Plasma Rifle: 12/24/48 2d10+2 RoF1, AP3

Armor +3: Metal plating

Two Fisted

Ambidextrous

Rock and Roll

Low Light Vision

Infravision

Weakness (Targeting Chip): Damaging a turret's targeting chip may cause it to frenzy and attack random targets

Construct: See SW:D p.130

Mirelurk

St d8, Ag d6, Vi d8, Sm d6, Sp d6

Fighting d8, Notice d4, Stealth d8, Swimming d8

Pace 6, Run d6, Toughness 12(4), Parry 6

Pincers: St+d6

Aquatic

Burrow: Can make stealth attacks in water as per Burrow

Low Light Vision

Armor +4: Exoskeleton, head excluded

Size +2

Mirelurk Hunter

St d10, Ag d6, Vi d10, Sm d6, Sp d6

Fighting d12, Notice d4, Stealth d8, Swimming d8

Pace 6, Run d6, Toughness 13(4), Parry 8

Pincers: St+d6

Aquatic

Burrow: Can make stealth attacks in water as per Burrow

Low Light Vision

Armor +4: Exoskeleton, head excluded

Size +2

Mole Rat

St d8 Ag d6 Vi d6 Sm d4 Sp d4

Fighting d8, Notice d6, Stealth d8

Pace 6, Run d6, Toughness 6(1), Parry 6

Claws: St+d4

Bite: St+d4

Armor +1: Leathery skin

Burrow

Somatosensory: This creature relies on smell, sound or touch instead of vision to find its prey

Mr. Handy/ Mr. Gutsy

St d8, Ag d10, Vi d10, Sm d8, Sp d4

Fighting d6/d10, Big Guns d6/d10, Notice d6/d10, Intimidate d6/d10, Taunt d6/d10

Pace 6, Run d10, Toughness 13(4), Parry 5/7

-Laser Rifle 30/60/120 2d10+1 RoF1, AP2

-Flamer Cone 3d10 RoF1

-Ripper 2d6+4, AP2

Armor +4: Metal plating

Flying

Low Light Vision

Infravision

Weakness (Combat Inhibitor): Damaging a robot's combat inhibitor may cause it to frenzy and attack random targets

Construct: See SW:D p.130

Size +2

NCR Ranger

St d8, Ag d8, Vi d8, Sm d6, Sp d8

Fighting d8, Small Guns/Big Guns d8, Explosives d6, Intimidate d8, Taunt d8

Pace 6, Run d6, Toughness 10(4), Parry 6

-Combat Armor (+4)

-.223 Pistol 15/30/60 2d8 RoF1, AP2

-Hunting Rifle 24/48/96 2d8 RoF1, AP2

-MP9 10mm SMG 12/24/48 2d6 RoF3

-FN FAL 24/48/96 2d8 RoF3, AP2

-Combat Shotgun 12/24/48 1-3d6 RoF2, 1 action to reload

-Sniper Rifle 50/100/200 2d10 RoF1, Snapfire

Pig Rat

St d6 Ag d6 Vi d6 Sm d4 Sp d4

Fighting d6, Notice d4, Stealth d6

Pace 5, run d6, Toughness 5(1), Parry 5

Claws: St

Bite: St+d4

Armor +1: Leathery skin

Burrow

Somatosensory: This creature relies on smell, sound or touch instead of vision to find its prey

Size -1

Protectron

St d8, Ag d4, Vi d10, Sm d8, Sp d4

Fighting d8, Small Guns d6, Explosives d6, Notice d8

Pace 5, Run d4, Toughness 12(4), Parry 6

-Laser Pistol 20/40/80 2d6+1 RoF1, AP2

Punch: St

Armor +4: Metal plating

Low Light Vision

Infravision

Weakness (Combat Inhibitor): Damaging a robot's combat inhibitor may cause it to frenzy and attack random targets

Construct: See SW:D p.130

Size +1

Radroach

St d4, Ag d6, Vi d4, Sm d4, Sp d4

Fighting d4, Notice d8, Stealth d6

Pace 5, Run d6, Toughness 2, Parry 4

Attack: St

Weakness (Antennae): Damaging a Radroach's antennae may cause it to frenzy and attack random targets

Size -2

Radscorpion

St d8, Ag d6, Vi d8, Sm d4, Sp d4

Fighting d8, Climbing d6, Notice d6, Stealth d8

Pace 6, Run d6, Toughness 10(2), Parry 6

Pincers: St+d6

Stinger: St+d8

Armor +2: Chitinous skin

Poison: Anyone wounded or Shaken by a stinger attack must succeed in a Vigor roll or the victim's Vigor drops by one die type, to a minimum of d4. The effects wear off as soon as the poison is healed

Grapple: A Radscorpion may grapple a foe with one or both pincers. If it uses both, each must make a successful opposed Strength roll. Escaping from a double grapple gives the prey a –4 penalty to his Strength roll to escape. A stinger attack against a grappled foe is made at +2, +4 if the victim is held in both pincers

Imp. Frenzy

Low Light Vision

Size +2

Raider/Slaver/Town Guard/Caravan Guard

(Brawny St d8, Leader Sm d8, Scout Small Guns d8)

St d6, Ag d6, Vi d6, Sm d6, Sp d6

Fighting d6, Small Guns/Big Guns d6, Explosives d4, Intimidate d6, Taunt d6, Notice d6

Pace 6, Run d6, Toughness 5/6(1), Parry 5

-Leather Jacket (+1 vs Fighting only), Leather Armor (+1)

-Throwing Knives 3/6/12 St+d4 RoF 1

-Brass/Spiked Knuckles St+d4

-Crowbar St+d4+1

-Combat Knife St+d4+1

-10mm Pistol 12/24/48 2d6 RoF1

-.223 Pistol 15/30/60 2d8 RoF1, AP2

-Hunting Rifle 24/48/96 2d8 RoF1, AP2

-MP9 10mm SMG 12/24/48 2d6 RoF3

-Assault Rifle 30/60/120 2d6+1 RoF3

-Double Barrel 10/20/40 1-3d6 RoF1-2, 1 action to reload

-Flamer Cone 3d10 RoF1, 3 actions to reload

RoboBrain

St d8, Ag d4, Vi d10, Sm d10, Sp d4

Fighting d8, Small Guns d6, Explosives d6, Notice d8

Pace 4, cannot run, Toughness 12(4), Parry 6

-2 x Laser Pistol 20/40/80 2d6+1 RoF1, AP2

-Laser Rifle 30/60/90 2d10+1 RoF1, AP2

-Combat Shotgun 12/24/48 1-3d6 RoF2, 1 action to reload

Punch: St+d6

Armor +4: Metal plating, head excluded

Two-Fisted

Ambidextrous

Low Light Vision

Infravision

Weakness (Combat Inhibitor): Damaging a robot's combat inhibitor may cause it to frenzy and attack random targets

Construct: See SW:D p.130

Size +1

Sentry Bot

St d10, Ag d8, Vi d12, Sm d6, Sp d4

Fighting d8, Big Guns d12, Notice d12

Pace 4, cannot run, Toughness 15(4), Parry 6

-Minigun 20/40/80 2d6 RoF5, AP2, 2 actions to reload

-Rocket Launcher 24/48/96 4d8 RoF1, AP6, Snapfire, 2 actions to reload

Armor +4: Metal plating

Heavy Armor

Rock and Roll

Low Light Vision

Infravision

Weakness (Combat Inhibitor): Damaging a robot's combat inhibitor may cause it to frenzy and attack random targets

Construct: See SW:D p.130

Size +3

Spore Carrier

St d8, Ag d8, Vi d8, Sm d4, Sp d6

Fighting d8, Notice d8, Stealth d8

Pace 7, Run d10, Toughness 7(1), Parry 6

Claws: St+d6

Armor +1: Barkskin

Weakness (Fire): Spore Carriers take an additional 1d6 damage from fire-based attacks

Upon death: the Spore Carrier explodes. All characters in a Med Burst Templ must make an Agility check at -2, if unsuccessful, they take 2d6 damage

Spore Plant

St d8, Ag d6, Vi d6, Sm d4, Sp d4

Fighting d8, Notice d6

Stationary, Toughness 5, Parry 6

Bite: St+d6

Seed Spike: 5/10/20 2d4

Weakness (Fire): Spore Plants take an additional 1d6 damage from fire-based attacks

Super Mutant

(Brawny St d12+4, Leader Sm d6)

St d12+2, Ag d6, Vi d12, Sm d4, Sp d6

Fighting d8, Guns d8, Explosives d4, Notice d6, Taunt d10, Intimidation d10

Pace 6, Run d6, Toughness 12(1), Parry 6

-Leather Armor (+1)

-Sledgehammer St+d8, AP2, Parry -1

-Hunting Rifle 24/48/96 2d8 RoF1, AP2

-Assault Rifle 30/60/120 2d6+1 RoF3

-Laser Rifle 30/60/120 2d10+1, AP2

-Frag Grenade 8/16/32 2d10 Med Burst Templ

-Minigun 20/40/80 2d6 RoF5, AP2, 2 actions to reload

-Rocket Launcher 24/48/96 4d8 RoF1, AP6, Snapfire, 2 actions to reload

Fists: St+d6

Imp. Sweep

Armor +2: Tough hide

Size +1

Super Mutant Behemoth (Wild Card)

St d12+9, Ag d8, Vi d12, Sm d4, Sp d6

Fighting d12, Notice d10

Pace 8, Run d8, Toughness 18(2), Parry 8

Swing: St+d12

Kick: St+d10

Armor +2: Tough hide

Huge

Hardy

Size +8

Tribal

(Brawny St d8, Leader Sm d6, Scout Small Guns d6)

St d6, Ag d8, Vi d8, Sm d4, Sp d6

Fighting d8, Intimidate d8, Taunt d8, Notice d8, Stealth d8

Pace 6, Run d6, Toughness 6, Parry 6

-Throwing Knives/Axes 3/6/12 St+d4 RoF 1

-10mm Pistol 12/24/48 2d6 RoF1

-Hunting Rifle 24/48/96 2d8 RoF1, AP2

-Hunting Knife/Tomahawk St+d4

-Spear 3/6/12 (thrown) St+d6, Reach 1, Parry +1

-Bow 12/24/48 2d4 RoF1

Turret Mk II (Auto-cannon)

St d6, Ag d4, Vi d10, Sm d4, Sp d4

Big Guns d12, Notice d12

Stationary, Toughness 9(2), Parry 2

-2 x Light Support Weapon: 24/48/96 2d8+1 RoF3, AP2

Armor +2: Metal plating

Two Fisted

Ambidextrous

Rock and Roll

Low Light Vision

Infravision

Weakness (Targeting Chip): Damaging a turret's targeting chip may cause it to frenzy and attack random targets

Construct: See SW:D p.130

Vault City Guard

St d8, Ag d8, Vi d8, Sm d6, Sp d8

Fighting d8, Small Guns/Big Guns d8, Explosives d6, Intimidate d8, Taunt d8

Pace 6, Run d6, **Guard** Toughness 8/9 vs energy weapons (2/3) **Patrol** Toughness 10(4), Parry 5

-**Guard** Metal Armor (+2/+3)

-**Patrol** Combat Armor (+4)

-Laser Pistol 20/40/80 2d6+1 RoF1, AP2

-Laser Rifle 30/60/120 2d10+1 RoF1, AP2

Wanamingo

St d8, Ag d10, Vi d12, Sm d6, Sp d6

Fighting d8, Notice d10, Stealth d8

Pace 9, Run d8, Toughness 10(2), Parry 6

Bite: St+d8

Flail: St+d6

Wall Walker

Armor +2: Leathery skin

Imp. Frenzy

Infravision

Wanamingo Queen (Wild Card)

St d12+1, Ag d10, Vi d12+1, Sm d6, Sp d6

Fighting d10, Notice d10, Stealth d8

Pace 8, Run d6, Toughness 13(2), Parry 7

Bite: St+d10

Flail: St+d8

Wall Walker

Armor +2: Leathery skin

Infravision

Size +2

Yao Guai

St d12+1, Ag d6, Vi d10, Sm d6, Sp d8

Fighting d10, Notice d8, Stealth d8

Pace 8, Run d10, Toughness 9, Parry 7

Claws: St+d6

Bite: St+d6

Pin Down: if the Yao Guai hits with a raise, it pins the target. The target must escape through a raise on an opposed Strength roll, other actions are at -4

Size +2

Figure Flats[2]

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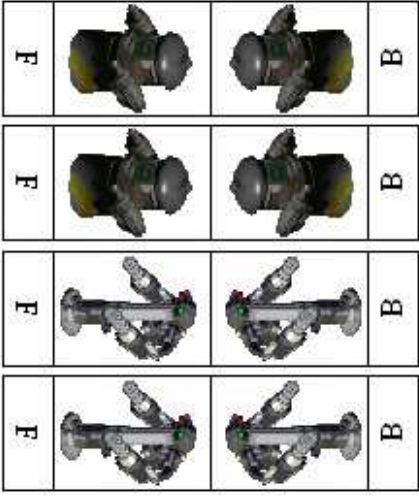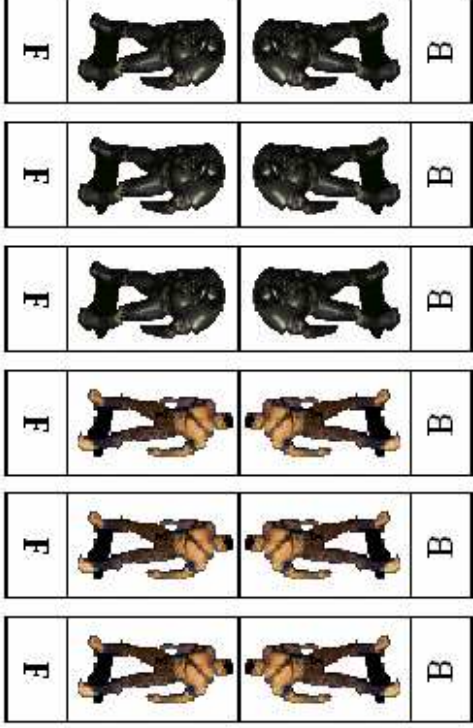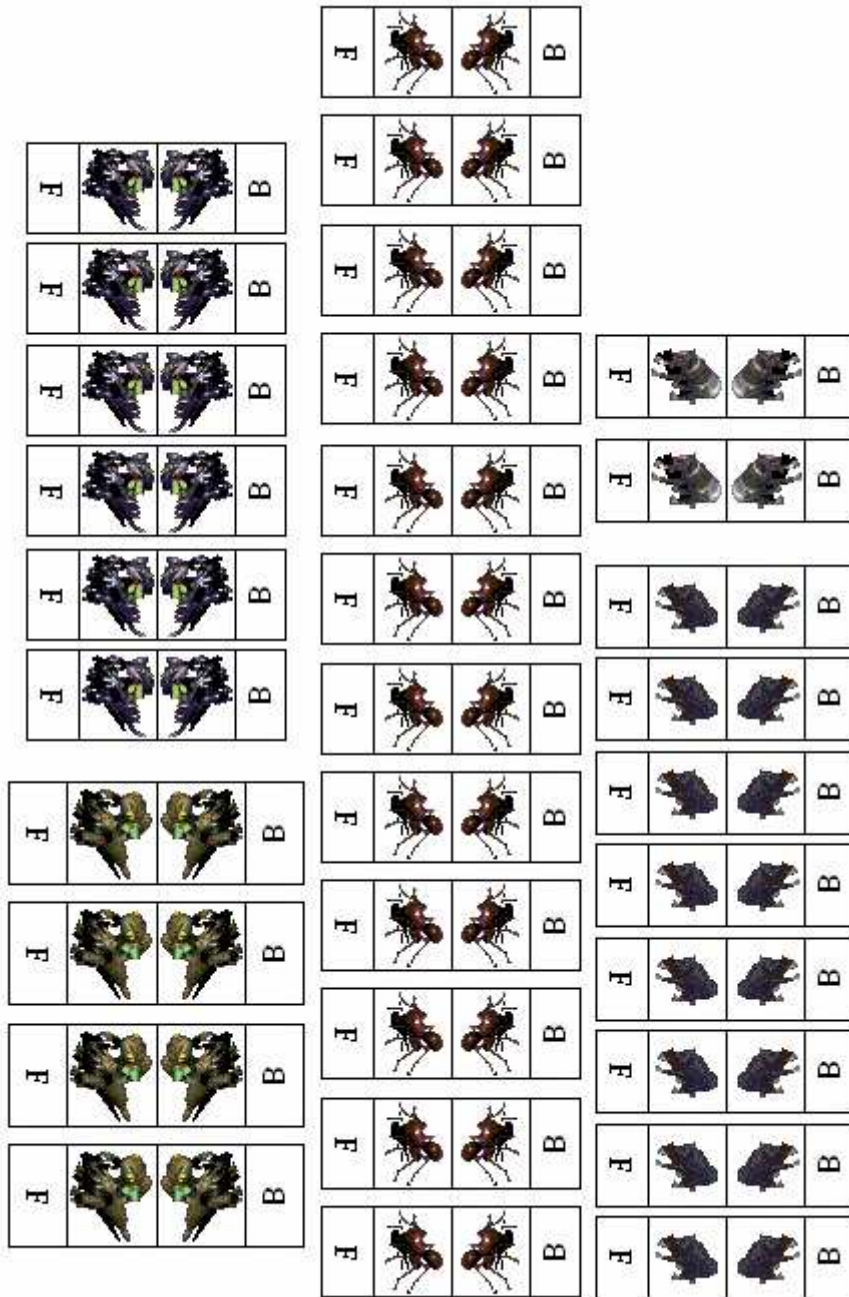
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[2] Fallout 1 cut outs courtesy Tucker Bair, PAForge.com
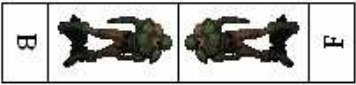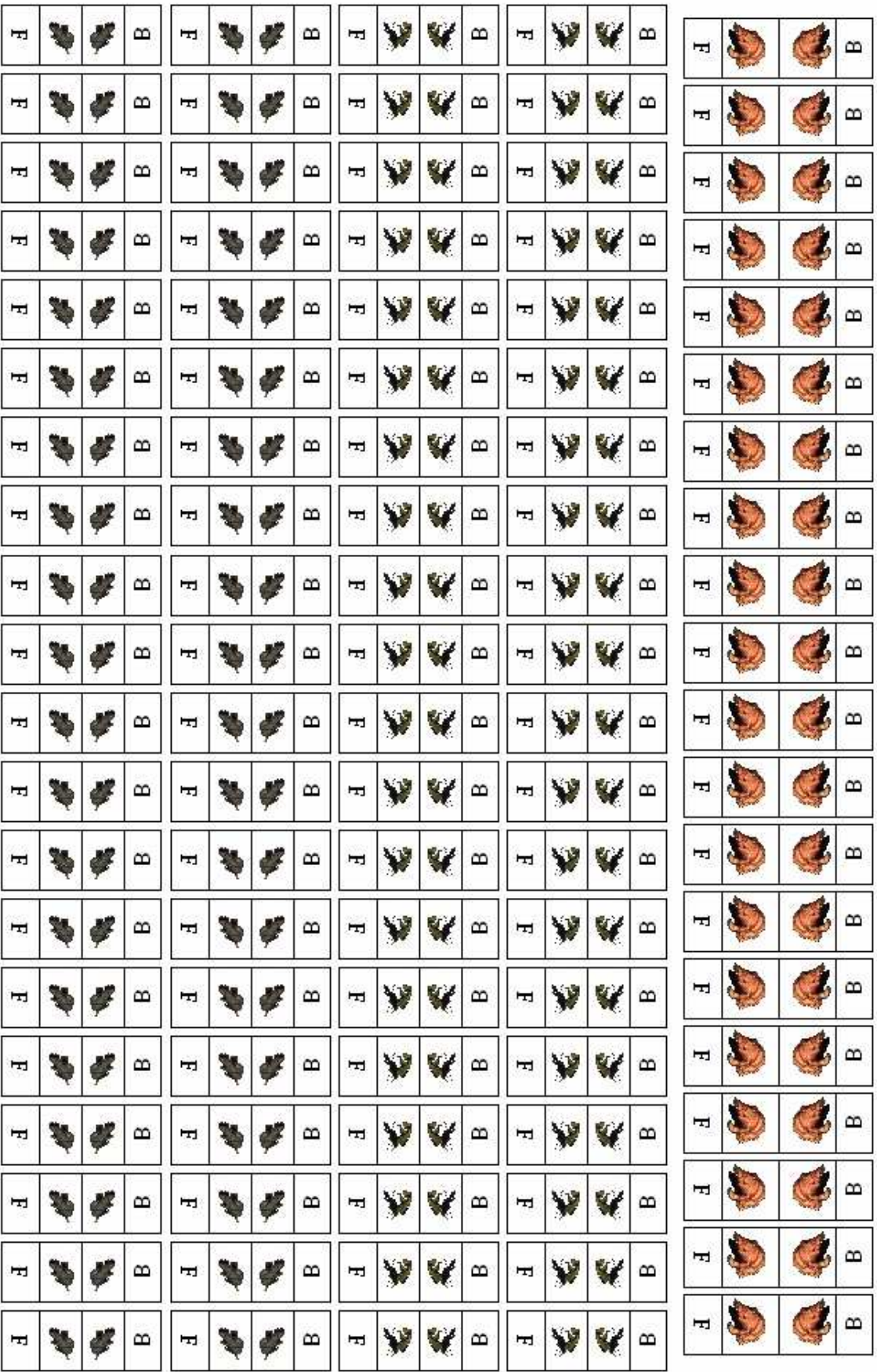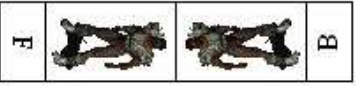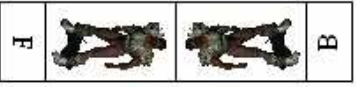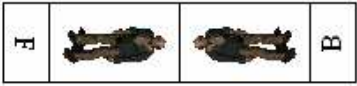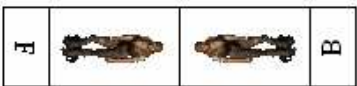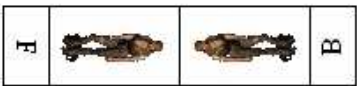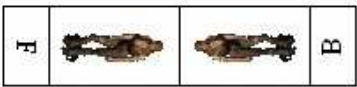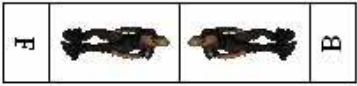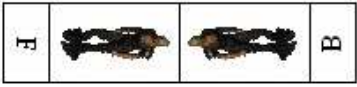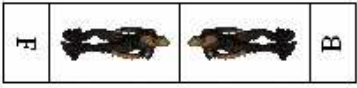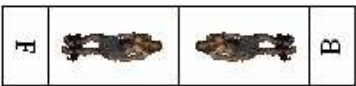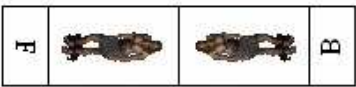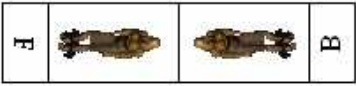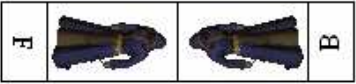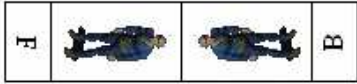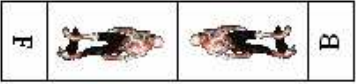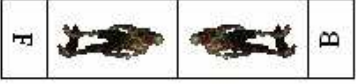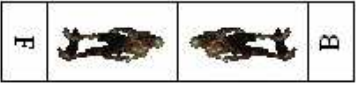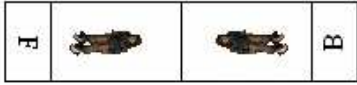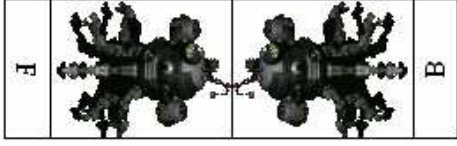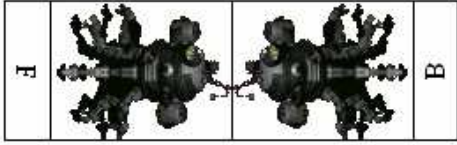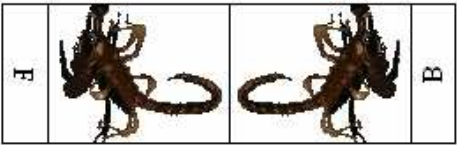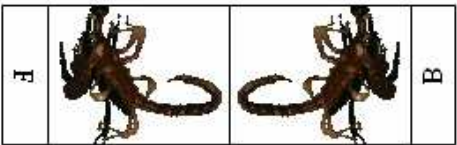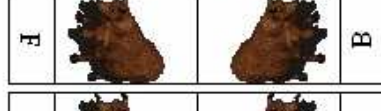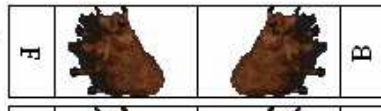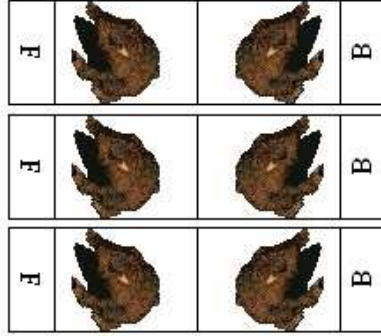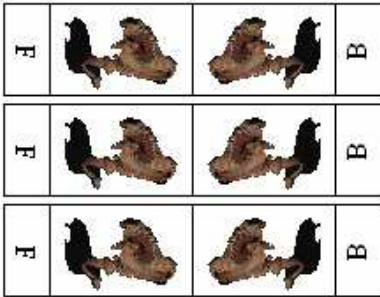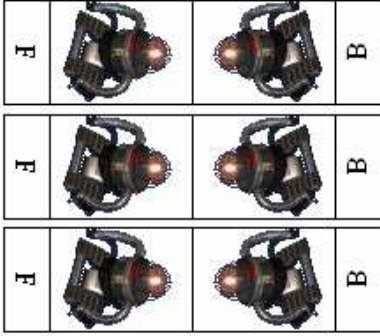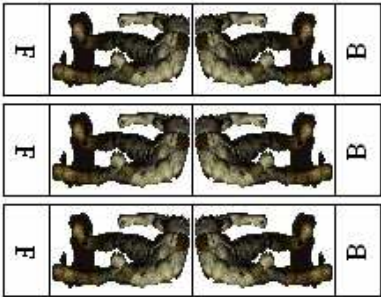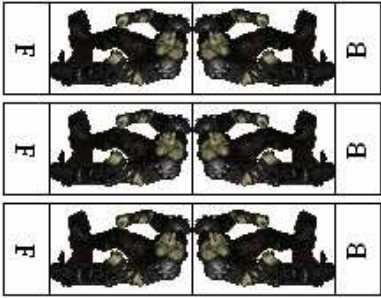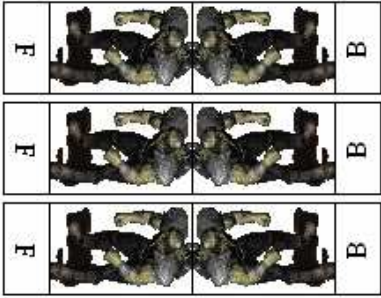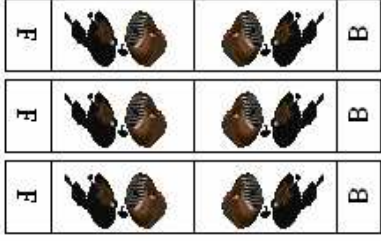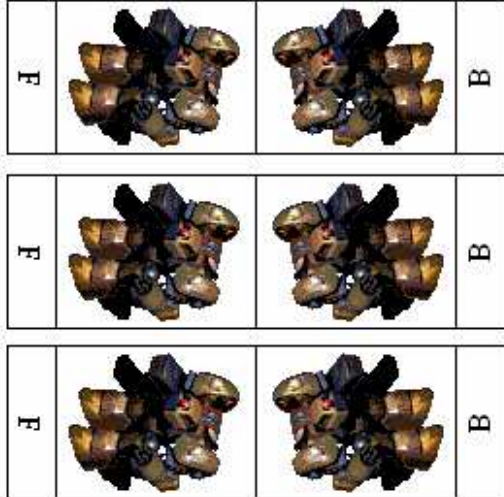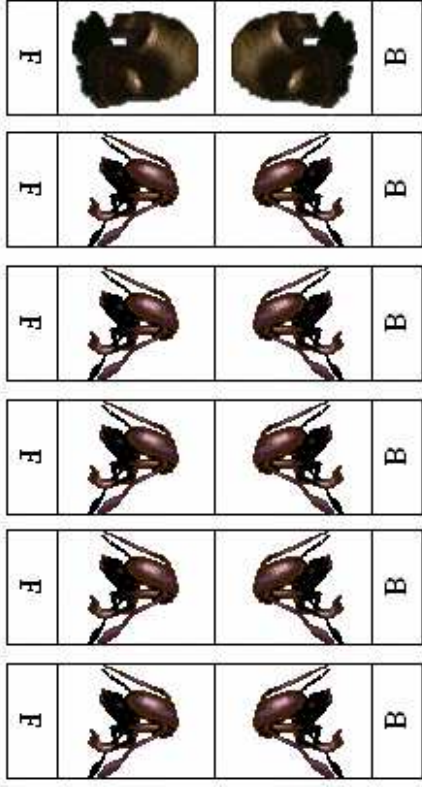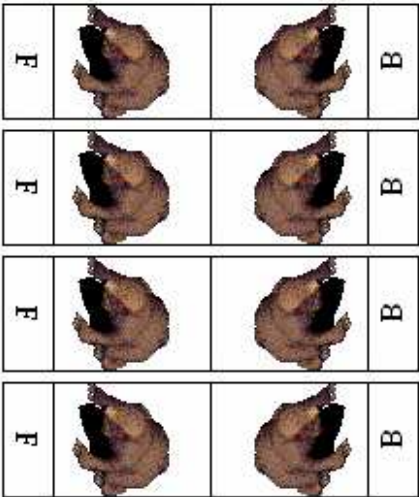
Fallout — A Post Nuclear Role Playing Game