Fallout® THE ROLEPLAYING GAME

EQUIPMENT AND ALL-NEW OPTIONS FOR EXPLORING THE WASTELAND INSIDE!

GAMEMASTER'S TOOL KIT

Fig. 1

Fig. 2

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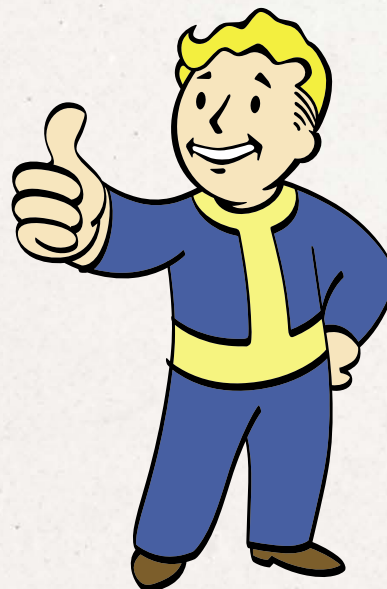**Bookkeeper**
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OPTIONAL RULES

There are several tools, not in the *Core Rules* chapter, which do build upon them to provide optional modes of play or enhance your game. They can be a little more complex, or require more bookkeeping, but provide you with ways to represent key experiences in the world of *Fallout*.

EXTENDED TESTS

Extended tests can provide a greater challenge for player characters than normal skill tests. While tests represent a single problem to overcome, an extended test represents a problem that requires much greater effort to resolve. They can be tests that last a whole session, or even a whole quest, and often provide mounting tension or pacing for a key objective.

Extended tests use the same mechanics as characters taking damage and injuries in combat, except these injuries are called **breakthroughs**, and represent actions that will take an uncertain amount of time and effort to complete. To track an extended test, decide how much effort it needs by assigning it a value of health, between 5 and 20 points, just like you might an NPC. Then decide how many breakthroughs the players need to achieve to complete the extended task

between one and five, representing the milestones they need to complete. When the characters have achieved enough breakthroughs, they've passed the extended test. You can think of extended tests like the health of the problem, and its breakthroughs the critical injuries. The players must score enough critical injuries to fully achieve your intended outcome of the extended test.

RESOLVING EXTENDED TESTS

Ask the players involved to roll skill tests to work on the extended test like they normally would, with a difficulty you decide based on the circumstances, but each time they succeed ask them to roll some combat dice (🎲) to reduce the extended test's points of effort, just like they would if they'd hit an enemy in combat. They roll a number of 🎲 equal to **2 + the skill rank** they are using, reducing the extended test's health by that much.

ACHIEVING BREAKTHROUGHS

If the 🎲 score is 5 or more, or the test's points reduce to 0, then one or more breakthroughs are made. It's possible that a player can reduce an extended test's health to 0 and score 5 or more damage at once, and therefore score two breakthroughs in a single roll.

Example: In order to track an Institute courser, Nora must triangulate its signal—doing so is an extended test, and it looks like this:

- **Effort:** *20*
- **Breakthroughs:** ☐☐☐

*She travels to the C.I.T. ruins north of Diamond City, tunes her Pip-Boy's radio to the frequency and moves around the ruins. She succeeds her **INT + Science** test and then rolls 5 🎲, scoring a total of 6 damage. This reduces the extended test's effort by 6, down to 14, and because Nora scored 5 or more damage at once, she also achieved a breakthrough! One of the three breakthroughs is checked off, and she begins to follow the signal east to Greenetech Genetics.*

- **Effort:** ~~*20*~~ *14*
- **Breakthroughs:** ☑☐☐

Once Nora achieves all three breakthroughs, she finds the courser.

If the extended test's effort is already at 0, and any damage is scored, then the player achieves two breakthroughs.

ADDED RESISTANCE

You can add some damage resistance to extended tests, just like armor, to make them harder to accomplish. Most extended tests should have a resistance of 0, but you may want to give the extended test a resistance of 1 or 2, limiting how much damage the characters inflict with each test they make.

USING ACTION POINTS IN EXTENDED TESTS

You can offer the players some of the same Action Point spending options, to influence their results and deal more damage.

- **Buy d20s (1–6 AP):** Buy bonus d20s for a test. The first die costs 1 AP, the second costs 2, and the third costs 3.

- **Reduce Time (2 AP):** Halve the amount of time a test takes to attempt.

- **Make an Additional Test (2 AP):** Make one additional skill test immediately. They can only choose this option once during an extended test.

- **Extra Damage:** Players can spend up to 3 AP to increase your dice pool by up to 3 🎲. Each AP spent adds 1 🎲 to their damage roll.

OPTIONAL BENEFITS

If you want to help the players, or if the circumstances of the scene make sense, breakthroughs can have one of the following effects, at your discretion.

- **Difficulty Reduction:** Any remaining skill tests made to overcome the problem have their difficulty reduced by 1.

- **Resistance Reduction:** The stress track's resistance reduces by 2.

- **Challenge Dice Increase:** From now on, Challenge Dice roll made against the problem gains +1 🎲.

TIMED TESTS

The extended test can be on a timer and exceeding the time limit either makes further progress impossible or is catastrophic for the quest. You choose how much time the characters have, and how long each attempted skill test takes. Players can then spend AP to reduce this time, and complications can increase it.

As a rule of thumb, the players should have just enough time to complete the extended task equal to the number of breakthroughs. If each skill test takes five minutes, and the players need to achieve three breakthroughs, then a good time limit is fifteen minutes. Increasing or reducing this time limit makes it easier or harder for the group.

VARIABLE INITIATIVE

If you'd like a more traditional approach to the turn order in combat, you can use this method to generate a random order.

At the start of a combat encounter, each character rolls Combat Dice equal to their Initiative value, and you note down the totals rolled. If one side or the other has a significant advantage, such as an ambush, then they may add an additional +1 to each of their results for each Effect they roll.

The player who rolls the highest total takes the first turn, followed by the next-highest, and so on until every character has taken their turn. Then, a new round begins repeating that order. When the results are in and the order has been determined, a player can choose to have a lower total than they rolled. This remains the case for the duration of the combat scene.

If a player character and an NPC have the same total, then the player character goes first out of the two. If two player characters, or two NPCs have the same total, they may act in whichever order they choose amongst themselves.

Example Extended Test: Scavenging the Ruins

The player characters are looking for a specific component or item in a single location with the item hidden inside. Searching for it isn't as simple as a single test, and so this extended test gives a framework for handling the longer process of singling out an important piece of loot.

- **Effort:** 20
- **Breakthroughs Required:** 4
- **Resistance:** 2
- **Base Test Difficulty:** 2

The ruins cover a large area, so narrowing down the location of this item will take a lot of work, represented by the 20 health of effort. There are four large sections to cover, represented by the four breakthroughs. The whole area is a mess of glass, brick, and concrete, and so the work is harder to accomplish, represented by the 2 damage resistance.

Each breakthrough achieved represents having homed in on the location of the item or having searched one area of the ruins and come up empty.

Possible Skills

- **PER + Survival:** The player characters use their perception to look through the ruins and recognize scavengable items.

- **INT + Science:** The player characters use the ruins' computers to discover information about life there pre-war, to deduce where the item might be.

- **STR + Repair:** The player characters try to mend some of the ruins to get into inaccessible areas. If they achieve a breakthrough this way, the resistance reduces to 0 for 🎲 rolls.

FACTION REPUTATION

Groups of people the player characters have a connection to are called **factions**. Factions represent significant groups of people joined by a collective need or vision, from militaristic technophiles the Brotherhood of Steel, to a local group of survivors just trying to shelter from the harshness of the wastes.

Character Faction Reputation

REPUTATION RANK	INFLUENCE
0 (Hostile)	A hostile faction will not help you and most likely attack on sight. Or, if they do help you, it's only to sell you out, and they wouldn't expect any better from you. They won't be willing to trade and will probably try to forcibly take whatever resources you have.
1 (Cautious)	This faction is careful around you, and possibly has an issue with your previous actions or another reputation you've cultivated. They'll only help you if they can gain a real windfall from it, they'll charge you extortionately for supplies, and most likely won't give you shelter if you ask for it.
2 (Neutral)	Neither of you expect anything from the other without proper compensation, but it's possible you can get help from this faction if they have something to gain. This faction may have been impressed by their first interactions with you, or you have a complicated history with them.
3 (Friendly)	You are friendly with this faction, and they may help you from time to time if the request is simple enough. They're open to trading gear and supplies and help you if it aligns with their goals.
4 (Trusting)	This faction trusts you, and you can rely on them for help from time to time. They readily trade gear and supplies with you and sometimes offer you rare equipment or discounted supplies. They help you if you request it or reach out to you for help if they think you can.
5 (Allied)	You get on well with this faction, trust each other implicitly, are helpful to one another, and you've both worked hard to keep it that way. This faction can provide you equipment and shelter, sometimes for free. This faction will come to you for aid or help you if they can.

You can provide guidance about the scope and scale of each faction the player characters are connected to in descriptive terms—a gang in downtown Boston has less power than the Brotherhood of Steel, but the street gang is much more pertinent to daily life in Boston than the appearance of the *Prydwen* out by Boston airport. And it's up to you how the different factions act, what resources they have, and what their objectives are.

A faction can provide assistance, and also serve as a source of quests, but remember, rather than dealing with a single person, you're dealing with a group of people and the politics that comes with that.

FACTION REPUTATION

Each player character has a reputation rank between 0 and 5 with each faction they're in contact with. Their reputation rank measures their standing with that faction and how well-regarded they are by its members.

A player character begins with a reputation rank of 1 with each faction they encounter.

When you attempt a task to convince, persuade, or otherwise interact with someone in the faction who knows you by reputation, you may use your reputation rank instead of a skill rank to create your target number, rolling using your **ATTRIBUTE + Reputation rank**, as you allow your renown to speak for you.

IMPROVING FACTION REPUTATION

Reputation and influence change over time, improved by helping a faction or worsened by working against them and attacking its members. At the end of a quest, consider its outcomes, the decisions the player characters took, and choose which factors may influence a character's reputation. You are the final arbiter of whether an action has a positive or negative influence on a character's reputation with a faction, but the simplest method is a list of simple yes or no questions. You can add questions as you see fit, and published quests may include additional questions specific to its conclusion.

Positive Influences:

- Did you complete the faction's objectives of the quest?
- Did you abide by the faction's tenets or rules?
- Did you kill a faction's enemy?
- Did you complete a faction's objective for free?
- Did you give the faction gear or supplies?

Negative Influences:

- Was your quest a failure?
- Did you go against the faction's tenets or beliefs?
- Did you side with the faction's enemies?
- Did you kill, or allow the killing of, any of the faction's members or allies?
- Did you give or sell the faction's enemies gear or supplies?
- Did you steal from this faction?
- Did you ignore a promise you made to this faction?

Once the questions have been asked, and any positive and negative influences have been counted out, you make a **reputation test**. Resolve this with a skill test; though it doesn't use the character's normal attributes.

- **Determine Target Number:** Your target number for this roll is your **CHA + your reputation rank**.

- **Set Difficulty:** The difficulty of this roll is equal to the number of negative influences you have.

- **Assemble Dice Pool:** Roll a number of d20s equal to the number of positive influences you have.

- **Check for Successes:** Each d20 that rolls equal or less than your target number generates one success. Any d20 that rolls equal or less than your reputation rating will generate two successes. Any d20 that rolls a 20 generates a complication and could mean your reputation decreases.

- **Compare to Difficulty:** If the number of successes rolled equals or beats the difficulty of the reputation test, then you have passed, and increase your reputation with the faction by one rank. If the number of successes scored is less than the difficulty, you have failed and do not increase your reputation with the faction.

Handling Faction Reputations

There can be several factions involved in a quest, and it's up to you whether a reputation roll is needed for each faction involved. If the faction paid little interest to what the player characters were doing, then you may decide the players do not need to make reputation rolls, but if the quest was given by the faction or other factions paid keen interest to the outcome, then the players should absolutely make reputation rolls for the interested parties.

DECREASING FACTION REPUTATION

If the total amount of negative influences outweighs the positive influences when making a reputation test, each Complication generated reduces the player character's reputation with the faction by one.

SEEKING ASSISTANCE FROM FACTIONS

You can go to a faction for assistance, either so they provide a companion for your quest, or will help you in another way. The base difficulty of the **CHA + Speech** test to gain their help is equal to **5 - your reputation rank**. If you do not offer the faction anything in return, the difficulty increases by 2. You may succeed at cost, by foregoing a reputation test with this faction after the current quest, instead reducing your reputation with them by one. If the test difficulty is 0, their assistance is automatic, and you do not need to roll.

REQUESTING SUPPLIES

You can ask a faction for supplies, gear, or the use of their resources like a vehicle or powerful device. The base difficulty of the **CHA + Barter** test to gain those supplies is equal to **5 - your reputation rank**. If you do not offer the faction anything in return, the difficulty increases by 2. You may succeed at cost, by foregoing a reputation test with this faction after the current quest, instead reducing your reputation with them by 1. If the test difficulty is 0, their assistance is automatic, and you do not need to roll.

ASSISTANCE REQUESTED

When a faction requests your help, and you refuse, your reputation reduces by one. If your reputation would fall below two (Neutral), the faction may become hostile towards you, attack you, or see you as a threat.

TRAVEL AND TERRAIN

Getting from place to place in the wasteland might seem straightforward enough, but it produces enough problems and perils that it shouldn't be done without a good reason and an awareness of what could go wrong.

In clear terrain—open fields and plains, ash wastes, deserts, the ruins of cities, and similar—you can cross a few miles every hour, or a few hundred yards every ten minutes, depending on your **AGI**, and you can comfortably walk for a number of hours each day equal to your END +2. These are approximate values, but they serve as a useful baseline for how far and how fast you can travel outside of combat.

Character Travel Speed

AGI SCORE	MILES PER HOUR	YARDS PER MINUTE
4-5	2	60
6-8	3	90
9+	4	120

You can move more quickly than this for short periods of time, perhaps if you're in danger or trying to reach somewhere in a hurry. This faster pace is twice your normal speed, but you can only maintain it for an hour without wearing yourself out: each additional hour in any given day you move at this hurried pace gives you 1 Fatigue.

Similarly, you can push yourself to travel for longer, but each extra hour you walk for in any given day gives you 1 Fatigue.

Fatigue

When you have Fatigue, it is harder to generate Action Points, and you lose Health Points.

- Whenever you gain Action Points, you reduce the amount you would gain by 1 for each point of Fatigue you have, to a minimum of 0.

- Whenever you begin a scene with Fatigue, you lose 1 HP for every 2 Fatigue you have. This is not reduced by any form of damage resistance.

However, the wasteland is not a flat, featureless plain. Where you're travelling is just as important as how fast and how long you're travelling. Broadly, there are three categories of terrain which you're likely to encounter in the wasteland: open, rough, and hard.

- **Open** terrain is clearer and easier to travel than most. Roads and commonly trod paths are the best examples of this, along with cleared and settled areas. You can travel at one and a half times normal speed in open terrain.

- **Rough** terrain is difficult going, with many obstacles to cross or bypass. You travel at three-quarters normal speed in rough terrain.

- **Hard** terrain is extremely difficult to traverse, often involving shifting or unstable ground, steep slopes, and/or dense mazes of obstacles. You travel at half normal speed in hard terrain.

Travelling Speed Through Different Terrain Types

AGI SCORE	OPEN TERRAIN		NORMAL SPEED		ROUGH TERRAIN		HARD TERRAIN	
	MILES PER HOUR	YARDS PER MINUTE	MILES PER HOUR	YARDS PER MINUTE	MILES PER HOUR	YARDS PER MINUTE	MILES PER HOUR	YARDS PER MINUTE
4-5	3	90	2	60	1 ½	45	1	30
6-8	4 ½	135	3	90	2 ¼	68	1 ½	45
9+	6	180	4	120	3	90	2	60

Terrain also affects visibility, with some dense terrain such as forested areas, winding canyons, or rugged hills limiting the distance at which you can see. This makes it harder to navigate, as you may lose sight of landmarks, and it also means that enemies can get closer to you before you notice them (and vice versa).

Naturally, having access to a vehicle can make travel easier—perhaps allowing you to travel more quickly, but always allowing you to travel with less effort—though some vehicles may not be able to travel through some types of terrain.

The following sections cover the most common types of terrain you'll encounter, and how they are represented in rules terms during travel and combat.

FORESTS AND WOODLANDS

Forested areas are, naturally, areas dominated by large trees, whether alive or dead.

Forests are considered rough terrain due to the trees and the dense undergrowth (roots, vines, smaller plants) beneath them, though they may have game trails or other natural paths which allow normal movement. Forests also have poor visibility, adding +1 to the difficulty of **PER** tests to spot ambushers or other dangers.

Forest Fires!

During the height of summer, many dense forests burn. This can be a mixture of dry foliage catching light from a campfire's sparks, through natural conditions, or because of a strain of exploding mutant plants.

Forest fires add an extra hazard to a fight. Areas containing dry undergrowth can ignite if hit by an energy weapon (as a result of a complication, or a deliberate shot into the undergrowth), inflicting 3 🎲 Persistent (Energy) damage to anyone in a burning zone at the start of their turn. The fire spreads to one adjacent zone of foliage at the end of each turn.

Fires like this also produce a lot of smoke: any zone adjacent to a fire which has been burning for at least one full round is filled with smoke, which functions in the same way as mist and fog, but also inflicts 2 🎲 Poison damage from inhalation to anyone in a smoke-filled zone at the start of their turn.

Putting out a forest fire is tricky, and normally beyond the means of small groups of survivors.

In combat, forested areas provide ample cover (2 🎲) from the trees, difficult terrain from undergrowth (1 AP to cross) and obstacles in the form of fallen trees, and may result in poor lighting (+1 difficulty to **PER** tests and ranged attacks) as little light reaches the ground through the canopy. Zones in a forest should be small and numerous, with occasional larger zones to represent clearings, or long, thin zones to represent sections of path.

MARSHLAND

Marshland—taking the form of drier moorland and watery swamplands—is a mixture of bogs and foliage, often bordering lakes.

Shallow bog describes areas of deep mud or standing water about a foot deep, while a deep bog normally contains standing water several feet deep. The foliage is a mixture of bushes and tall grasses which often form a dense tangle and conceal the ground below. Shallow bog and foliage are regarded as rough terrain, while deep bog makes for hard terrain. The damp air of a marshland means they're often accompanied by mist or fog, reducing visibility: this adds +1 to the difficulty of **PER** tests to spot ambushers or other dangers.

The water in these areas tends to be stagnant and is normally dirty and radioactive. Each minute wading through bog water inflicts 1 ☢ radiation damage to a randomly determined leg (roll 1d20: odd numbers are left leg, even numbers are right leg).

In combat, marshland areas provide a little cover (1 ☢) from hedgerows and tangled bushes, difficult terrain from the same (1 AP to cross), with more severe difficult terrain (2 AP and 3 AP, respectively) from shallow and deep bog areas, with fog (+1 difficulty to **PER** tests and ranged attacks from Medium and longer range) as a continual problem. Solid ground in a marshland should be represented by numerous small zones, with scattered zones for boggy ground.

HILLS

A hill can exist alongside most other types of terrain, but hills can also dominate the landscape by themselves. They often occur in between flat terrain like plains and more mountainous regions.

Gentle hills don't meaningfully affect movement, but visibility is less obstructed at the top of a hill, making them ideal for taking stock of your surroundings or looking out for trouble (**PER** tests reduce in difficulty by 1, minimum 0, when at the top of a hill). Rugged hills may include steep slopes that are hard terrain when ascending or rough terrain when descending.

Quicksand!

A common peril for the heroes of pre-War adventure stories, quicksand is dangerous mainly because it is unexpected. Patches of quicksand are areas of deep mud or wet sand which appears solid and stable until stepped in.

A character walking at a normal pace can normally spot a patch of quicksand with a **PER + Survival** test (difficulty 1) before they step in it. A character moving at a hurried pace (or sprinting, in combat) has no such chance, and quickly find themselves stuck and sinking. It takes a **STR + Athletics** test (difficulty 3) as a major action to keep from sinking, and 2 AP spent after a successful test allows the character to pull themselves to the edge and clamber out. Other characters may assist if they have rope, a long branch, or some similar tool to help retrieve their ally. Failure means the character sinks deeper; three successive failures means the character vanishes beneath the surface and begins to drown.

In combat, a hill should normally be divided up into multiple zones, with one for the top of the hill, and two or more for the slopes around it. Moving up a steep slope or short cliff is tough (2 or 3 AP to cross). Any character who falls prone (such as from a complication) while on a slope falls, slipping downwards (3 ☢ Stun physical damage).

MOUNTAINS

Far steeper and harder terrain than hillsides, mountains can be difficult to cross at the best of times. Mountainous terrain is a mixture of slopes, cliffs, chasms, along with loose rock and gravel that can make movement treacherous.

Attempting to travel through a mountainous region normally involves a mixture of rough and hard terrain and may include some areas which are entirely impassible without some manner of climbing gear to scale sheer cliffs and rock walls or cross chasms. Mountains may also contain entrances to natural caves which can serve as shelter or as home to something dangerous and territorial. Travelling too high up a mountain can be dangerous for other reasons—thin air at higher

altitudes inflicts 1 Fatigue for every hour of travel to anyone not used to the thin mountain air, and cold weather is common at higher altitudes.

In combat, mountains are tricky and dangerous. Steep slopes and cliffs (2 or 3 AP to move upwards, 1 or 2 AP to move down) create natural divides between zones, areas strewn with rubble (1 AP to cross) slow down advances, while chasms and sheer cliffs create impassible barriers.

Avalanche!

Heavy snowfall, or loose rocks and soil can become dislodged in many mountainous areas, slipping down the slopes at tremendous speed. An avalanche is noisy, fast, and destructive, and while easy to spot once they're right on top of you, they aren't always easy to avoid.

Noticing an avalanche in plenty of time requires a **PER + Survival** test with a difficulty of 2. Failing to notice it soon enough means you only notice it when it's much closer, which adds +1 to the difficulty of tests to get out of the way. Getting out of the path of the avalanche requires a **STR** or **AGI + Athletics** test with a difficulty of 1.

- Failure means you suffer 10 🎲 Vicious physical damage, are buried in snow and debris and require help to free yourself.

- Success means you're caught in the edge of the debris field, suffer 4 🎲 physical damage, and may be partly buried (**STR + Athletics** test with difficulty equal to number of Effects rolled). Each AP you spend after this successful test reduces the damage by 2 🎲 before you roll.

DESERT

Desert terrain is characterized by large arid expanses. Rocky and sandy deserts are the kinds most commonly found across what used to be the United States, but vast stretches of frozen ground called tundra exists in much colder places.

Large open spaces and limited plant life make deserts relatively easy to cross, so long as you've got enough water to make the trip—water sources are few and far between in deserts. Areas of rocky, broken ground and dense rubble are rough terrain, slowing down travel. In sandy or ash deserts, large dunes are similar to hills, with a gentle slope on one side and a steep slope on the other, which shift over time as the winds carry sand and ash across the desert: the gentle slope of a dune follows the direction of the wind. Cliffs, rock formations, and towering mesas may force you to find other routes around them. Deserts tend to have clear lines of sight in all directions, but hot deserts often have a heat haze which makes spotting threats or landmarks difficult at longer distances.

In combat, deserts should be represented by large zones, interspersed with smaller zones for notable features such as dunes, heaps of rocks and rubble, and the few hardy desert plants.

Sandstorm!

Strong winds and loose sand (or ash) in a desert can result in sandstorms. A character in a sandstorm cannot see or hear beyond Close range, and suffers 2 🎲 Spread, Piercing 1 physical damage at the start of each round. The damage can be avoided if the character takes shelter—in a cave or building or similar—and the sandstorm dissipates at the end of the current scene.

Rarely, a sandstorm lasts for hours, days or even longer. These are long-term hazards beyond the immediate scope of this sidebar.

PLAINS

Large open grassy areas cover a lot of the landscape, particularly in regions of the wasteland which were pre-War farmland. Plains, especially old farmlands, are an ideal location to scavenge for resources (see *Fallout: The Roleplaying Game*, p.195).

While much of a plain is flat and open enough to allow normal movement, crops (or the wild descendants of old crops), tall grasses, bushes, and other plants can make for areas of rough terrain slowing movement unless an alternative route is found.

In combat, dense concentrations of plants can provide limited cover (1 🎲) and provide somewhere to hide (reduce difficulty of Sneak tests by 1), while irrigation ditches and other trenches can provide more substantial cover (2 🎲 vs attacks from anyone outside the trench, but 1 AP to climb out of the trench). Hedgerows, fences, and the like serve as natural divisions between zones (and cost 1 AP to cross).

WATER

Bodies of water have long been major features in how people travel and settle within the world. The War changed that in significant ways—the radiation and contamination in most bodies of water makes it a hazard more than a source of life or trade—but the settlements of the wasteland are built upon the bones of old cities built alongside rivers, lakes, and coastlines, and that's before considering flooded regions which can result from rising water levels, or pre-War dams that have burst.

Crossing water is always hard terrain, as you'll need to swim unless you've got some kind of boat. In addition, you can only swim for half as long as walking before suffering Fatigue (hours equal to half your Endurance, rounded down, +1). Finally, exposure to irradiated water inflicts Radiation damage: 1 🎲 for every full half hour submerged in water, with the Persistent damage effect (total up the number of dice for the whole swim and roll them together).

In combat, zones containing bodies of water (ponds, swimming pools, lakes, rivers, the sea) are difficult terrain (costing 1 AP to cross, or 2 AP if the water has a strong current). Further, any complication suffered while in may (GM's discretion) cause you to suffer 1 Radiation damage from a mixture of exposure and irradiated water getting into your eyes, mouth, etc., during your actions. Being submerged in water provides cover 2 🎲) against ranged attacks. Most bodies of water are either cloudy with contaminants or glowing from radiation, or both, so visibility underwater is extremely difficult (+2 difficulty on **PER** tests to spot threats underwater), which suits aquatic creatures like Mirelurks just fine.

RUINS

The ruined remains of old towns and cities are as much a part of the wilderness as more natural terrain. Some of these places have been partially reclaimed, with bombed-out buildings now home to raiders, super mutants, or packs of feral ghouls, or used as secure camps and settlements by other groups. Ruins, especially ones that are more abandoned than ruined, are an ideal location to scavenge for resources (see *Fallout: The Roleplaying Game*, p.195).

Most ruined areas allow travel at normal speed through them, through the more intact sections of road connecting between ruins are open terrain instead. Similarly, areas with a higher number of collapsed and destroyed buildings, or piles of wrecked old cars and trucks, or pre-War military blockades can turn a ruin into rough terrain. Visibility on street level is limited by the walls and buildings around, but tall buildings can provide a better vantage over the surroundings (reduce difficulty of **PER** tests from the top of a tall building), *if* you can find a way up to the top safely.

In combat, streets, walls, piles of rubble, and wrecked cars all provide plenty of dividers between zones and offer decent cover (2 ⬛ or 3 ⬛ from sturdy walls), though at a risk. Wrecked cars often contain a fusion power supply which can still detonate if breached, so a complication on a ranged attack through a zone containing cars (or a blast weapon simply hitting that zone) can result in a car's power supply becoming unstable and then detonating after a round (8 ⬛ Radioactive Energy damage everyone in the zone, characters may attempt an **AGI + Athletics** test, difficulty 2, to duck and cover to only take half damage). Similarly, unstable old ruins may contain risk of falling debris, or of unstable floors which can leave an unsuspecting survivor plummeting to the unknown below.

NAVIGATING THE WASTELAND

Of course, few people travel into the wasteland without a sense of where they're going or what they're looking for. Aimlessly wandering the wilderness is an easy way to shorten your lifespan, so it's probably best to only venture out when you have a reason to.

Whenever you travel, you should first select a destination. You should know roughly where this destination is, but how accurate this knowledge is affects how reliably you can make the journey.

Second, determine how long that journey would take, using the guidance earlier in this chapter on travel speed. If the journey is too long to cover in a single day's travel, you'll probably want to plan to make stops to make camp and rest in order. If there are multiple ways of getting there, you'll want to plan ahead and choose one: an easier route may take less time and be easier to follow, but you may have enemies using those same routes.

Once you've set off, you'll need to check every so often to see that you don't get lost. Visible landmarks and terrain features like roads and rivers, as well as tools like compasses, make this easier. Dense terrain and limited visibility can make this harder. If you get lost, you may end up somewhere other than where you intended.

Along the path, you may cross paths with other travelers or find interesting (and/or dangerous) things along your route. These encounters can be valuable opportunities, or they can be dangers; and you'll face more of them the longer you travel.

DESTINATION

Where you're going is a vital part of travel. Going somewhere without a destination in mind isn't the best or most useful approach. The more accurate your knowledge of the destination, the better—going somewhere that you only vaguely know is a recipe for getting lost—but sometimes inaccurate knowledge is the best you've got.

- If you know the destination well, having made this journey more than once in the past, all later tests to navigate have their difficulty reduced by 2, to a minimum of 0.

- If you've been to your destination once before, but don't really know the route that well, or if you have accurate directions or a reasonably accurate map, then you reduce the difficulty of tests to navigate by 1, to a minimum of 0.

- If you've been given vague directions or a rough map, and have never been to your destination before, then tests to navigate are unaffected.

- If you've heard of the location from a reliable source, but don't know for certain where it is, tests to navigate suffer +1 difficulty.

- If you've only heard of the location by rumor, hearsay, or speculation, tests to navigate suffer +2 difficulty.

CHOOSING A PATH

Once you know where you're going, you'll need to determine how you're going to get there. If you have a map, this is a relatively straightforward process: look at the map and determine a path between where you are and where you're going, accounting for terrain along the way.

If you don't have a map, the GM will provide you with some routes based on what you can figure out of the nearby terrain, and any directions you've been given. If you've traveled to your destination before, then you already know routes already taken. You may attempt an **INT + Survival** test, with a difficulty of 2 (modified by how well you know the destination, as discussed in the previous section) to determine how many routes the GM provides: you receive one known route on a success, plus one per AP spent, but each complication produces an additional route containing some kind of hidden problem or hazard (the GM doesn't have to tell you which route is which). Failure means you succeed at a cost.

For each route, determine the time it will take, based on how long it is and how fast you can travel through the terrain along that route. If necessary, split this into days of travel, as each day is resolved separately. Travel speed and how long you can travel before tiring is covered on p.XXX. This value is only an estimate, however: setbacks may slow you down, and you may find shortcuts and other areas that allow you to make better time and cross the distance more quickly.

STAYING THE COURSE

Once you begin your journey, choose a single character to lead the group; they are the one making tests to navigate and keep the group on the right course. Other characters in the group can take other tasks, such as keeping watch for trouble, foraging for supplies, or other activities. You can change these assignments up at the start of each day of travel, but it does nobody any good to change who is navigating half-way through a day's journey.

For each day of travel, roll a **PER + Survival** test to navigate your way along the path chosen. The difficulty of this is influenced by some factors, described below. Also remember that any factors affecting visibility (such as fog, poor lighting, or terrain, described on p.XXX) affect the difficulty too.

Navigation Difficulties

NAVIGATION CONDITIONS	BASE DIFFICULTY
Clear Trail	1
Large Landmarks	2
Small Landmarks	3
Known Direction	4
Gut Feeling	5

A **clear trail** is any long stretch of terrain which leads in the right direction and which you can follow easily. This might be a road, a stream or river, a game trail or similar natural path, or something similar. Navigating is easy, as long as you follow that path, and don't choose the wrong side when the path forks.

Large landmarks make for easy navigation as they're normally visible over longer distances. Reduced visibility interferes with that somewhat but being able to rely on a large and obvious feature in the landscape, navigation isn't too hard.

Small landmarks are harder to spot, but still useful to work with. Navigating by them does require being able to reliably move from sight of one landmark to sight of the next, so getting lost can be quite troublesome if you're relying on small landmarks.

A **known direction** is better than nothing. Knowing that your destination is directly southwest of you (and having some way to tell which direction is southwest) at least means you won't be travelling the wrong way, but it doesn't help you navigate around obstacles in your path.

If all else fails, go with a **gut feeling**. It might not help you travel in the right direction very often, but at least you'll be wrong with confidence. If you're relying on gut feeling, you may roll **LCK + Survival** instead, without needing to spend any Luck points.

A successful test allows you to travel along that route in the right direction and remain on your desired course. If you have AP (either saved, or newly generated from the test), you can spend it on the benefits in the table opposite.

Failure, however, means that you have gotten lost.

When you're lost, your next test to navigate increases in difficulty by 1. This is cumulative—the more lost you get, the harder it is to get back on course, and you cannot complete your journey while you are lost. Once you succeed at a test to navigate, all difficulty increases for being lost are removed.

In addition, any complications suffered on a test to navigate has one of two effects (chosen by the GM): for each complication, the journey has a greater chance of random encounters (+1 🎲 rolled), or the journey takes half as long again to cross that distance.

EFFECT	AP COST	BENEFIT
Making Good Progress	2	You complete the journey (or this part of the journey) in half the time, as you find shortcuts and maintain a steady pace within few stops or setbacks.
Uneventful	1+	One 🎲 rolled to determine if a random encounter occurs may be ignored. You may spend multiple AP on this.
Discovery	2	You find something a little way off the path which could be useful or valuable. The GM determines the details.
Guidance	2	You find old road signs or similar along your path which give you a better sense of your heading. The next test to navigate you make reduces the difficulty by 1 (minimum 0).
Ideal Place to Stop	2	You find an area which provides decent shelter, visibility, or both, which makes for an ideal place to set up camp.

CREATING SCAVENGING LOCATIONS

The Scavenging rules on p.195 of the **Fallout: The Roleplaying Game** rulebook provide a way to structure searching places for treasures and useful resources, helping to determine what obstacles or hazards need to be overcome and what kinds of loot can be found afterwards.

Obviously, this requires a little effort on the part of you, the GM, to devise these locations and populate them with difficulties for the players to overcome. This section provides you with additional tools and guidance for using the scavenging rules.

Creating a Location can be done in a short series of steps:

1. **What is the location?** Decide on a basic concept for what the Location represents. This basic concept will help shape several decisions later, but for the moment, the main choice to make is the location's Scale and categories, which will determine how many items are there and what kinds.

2. **How much has it been searched?** Select a basic Degree for the location, based on the degree to which the location has been searched in the past. This increases the difficulty of searching the location and reduces the minimum number of items found.

3. **What is the risk and reward?** At this point, you should determine the Location's level. Level will dictate how difficult or dangerous any hazards or occupants are to overcome, but it will also affect the quality of the loot found within the location—risk and reward go hand-in-hand.

4. **What problems are there?** Determine if the location is occupied, if there are any hazards present, and/or if there are obstacles that make it harder to access the location.

WHAT IS THE LOCATION?

First, decide on what the Location is. Is it a house in an abandoned suburb, or the office of a major newspaper in a ruined city? Is it a military facility, or an old medical clinic?

The first way this is reflected in the rules is by the scale of the Location. Select a Scale from those on the table below: Tiny, Small, Average, or Large, though Tiny is rarely used for a location by itself (it may be used for a location within a larger location, as described in the *Fallout: The Roleplaying Game* rulebook, p.36). The Scale chosen determines the number of item rolls a location contains.

Location Scale

SCALE	EXAMPLE	TOTAL ITEMS
Tiny	A safe	6
Small	A room	12
Average	A small shop or home, or several rooms	18
Large	A large multi-story building, or several shops or homes	24

Next, choose one of the following Categories for the location. These Categories affect the categories of items the location contains, and how many of each type are provided.

Location Category

CATEGORY	ITEM CATEGORIES*
Residential (homes and gardens)	Clothing (1), Food (1), Beverages (1), Junk (2), Other (1)
Commercial (shops, restaurants, etc.)	Food (1), Beverages (1), Junk (2), Other (2)
Industry (factories, garages)	Clothing (1), Armor (1), Beverages (1), Junk (2), Other (1)
Medical (hospitals, clinics, ambulances)	Clothing (1), Chems (2), Junk (2), Other (1)
Agriculture	Food (3), Beverages (1), Junk (1), Other (1)
Military	Ammunition (1), Armor (1), Clothing (1), Weapons (1), Other (2)

* The numbers in the table are for a Tiny location. Multiply them by 2 for a Small location, by 3 for an Average location, and by 4 for a Large location. These numbers represent the maximum of each item category characters can find. Minimums will be determined later.

In each case, where you see 'Other' listed, roll on the following table to determine which category the player characters have found:

'Other' Found Items

D20 ROLL	ITEM CATEGORY
1-3	Ammunition
4-5	Armor
6-8	Clothing
9-11	Food
12-14	Beverages
15-16	Chems
17-18	Weapons
19-20	Oddities

HOW MUCH HAS IT BEEN SEARCHED?

Next, determine the location's Degree, which represents how much others have searched it previously. This makes searching the location more difficult and reduce the minimum number of items found.

Degree of Search

DEGREE	SEARCH DIFFICULTY	ITEM MINIMUMS REDUCED*
Untouched	0	2
Partly Searched	1	3
Mostly Searched	2	4
Heavily Searched	3	5

* As before, the number of items reduced are for a Tiny location. Multiply them by 2 for a Small location, by 3 for an Average location, and by 4 for a Large location.

For each point of Item Minimums Reduced, choose one item category the location contains, and reduce the minimum number of items from that category by 1, to a minimum of 0. If the minimum number of items is 0, reduce the maximum number instead, to a minimum of 1.

WHAT IS THE RISK AND REWARD?

Next, choose the location's Level.

Level affects the rolls on the item tables, with a higher-level location increasing the likelihood of rarer and more useful items being found.

However, level also affects the nature of any problems with the location which the PCs must overcome. A location with a high level but no problems is a windfall for the players—good loot with no risk or consequences—and should occur only rarely.

You can choose to create your location as you see fit, or you can roll to determine the location's level. Note that a location can have a level of 0 or less, though no NPC or PC has a level of less than 1; if a location's level is under 1, it cannot have occupants as there are no NPCs of a low enough level.

Take a number of 🎲 equal to the PCs' levels, and add a number of additional 🎲 equal to the difficulty associated with the chosen Degree (i.e., if the location's Degree is Mostly Searched, add +2 🎲), and roll those dice. The total rolled is the level of the location.

If the location has any problems—obstacles to overcome, occupants to deal with, or hazards to avoid—then each Effect rolled on those 🎲 adds +1 to the total rolled, making it more likely that locations with such problems are higher level.

WHAT PROBLEMS ARE THERE?

If you have decided that the location contains a problem, you should determine the nature of that problem now.

- An Obstacle requires a skill test to overcome. The difficulty of this test is 1, +1 if location is 6th level or higher, and +1 for every 5 levels beyond that (11th, 16th, 21st, etc.), to a maximum of 5.

- A Hazard inflicts damage. If the hazard is ongoing, it inflicts 1 🎲 damage per ten minutes spent within the location, or 1 🎲 damage per minute if the location's level is eleven or higher. If the hazard is occasional, each instance of the damage inflicts 3 🎲 damage, +1 🎲 for every four levels the location has; if the hazard is a deliberate trap, you may choose a weapon which inflicts similar damage for this purpose.

- A location with **Inhabitants** will have a number of inhabitants present equal to the number of PCs, of a level equal to that of the location. You may reduce the level of the inhabitants further to increase their numbers, adding +1 normal NPC per level reduced. You may reduce the total number of NPCs present by two to include a leader; this leader will be a Notable NPC or Mighty creature and have a level up to two higher than the location.

Having followed these steps, you should now have a location ready for characters to search. If the location has inhabitants, you may wish to prepare a simple map and note down which NPCs are present, if combat is likely.

OTHER OPTIONS

You are, of course, welcome to disregard these tools and create locations as you see fit, customizing them to your tastes and creating unique and evocative locales for the player characters to search. If you're using an area taken from one of the *Fallout* games or basing your wasteland on a real place you know.

Even if you're not ignoring all the guidelines, feel free to adjust the numbers as you need; perhaps increasing

or decreasing the number of items of a specific category to represent a specific type of location, such as adding more weapons and ammo to an old gun shop.

A useful option is to split locations up into smaller pieces. An old shopping mall might be one large location, or it might be several small ones. An old service station might be split into the convenience store at the front and the garage at the back. There might be a smaller locked location inside a larger one, such as a safe behind the counter of a restaurant, or a sealed quarantine area of a hospital full of ghouls. With 'nested' locations in particular, where there's a secured small location inside a bigger one, it's OK to increase the level of the smaller location by two or three or giving it a more favorable degree (a locked safe in a mostly-searched building might be completely untouched), as it serves as a nice reward for players, and reflects the computer games nicely.

As a piece of advice, however: don't plan too much in advance. Part of the fun of scavenging through the ruins is the discovery, of finding that rare thing you wanted or needed in the place you least expected. Leave some of scavenging up to the dice, so that it isn't just you handing out pre-planned rewards to the players on your schedule.

RANDOM ENCOUNTERS

There are a variety of unusual things you can see during your travels through the wasteland. These encounters can't be predicted or planned for, and they're equally likely to be hostile or benign.

When the player characters are away from a friendly or neutral settlement—any location which allows them to rest safely and securely, and which is defended from wandering wildlife and most aggressors—you or one of the other players can roll 1🎲 every so often. This may be once per day, once during each watch while camped out at night, every few hours of travel and exploration, or at some other interval. If an Effect is rolled, then a random encounter occurs somewhere nearby.

If an Effect is rolled on this die, then a random encounter occurs somewhere nearby: roll on the random encounter table below to determine the kind of encounter. There are two options here: one set for if you and your group are on the move, and one set for if you and your group have stopped somewhere.

While some random encounters are more likely to lead to combat than others, there is no requirement that any of them result in a fight, if the PCs are clever or quick.

Random Encounter Type

D20 ROLL	ENCOUNTER TYPE
1–7	Ordinary
8–12	Object
13-16	Campsite
17–19	Choke Point
20	Animosity

RANDOM ENCOUNTER TABLES

The random encounter tables are suggestions and common examples, but you can adjust these as you see fit, or even create your own encounters. There are five tables:

- **Ordinary:** A static encounter occurring in a specific location, which the players have chanced upon as they travel.

- **Object:** Typically strange objects, containers, or otherwise static encounters found throughout the Wasteland.

- **Campsite:** Typically groups of people found at campsites. These are rarely likely to turn into combat unless the PCs are particularly aggressive or threatening, and each also contains a cooking station (a campfire) where PCs can craft food and beverage items.

- **Choke Point:** Foes waiting at points in the terrain where there are few options to go around, such as bridges, mountain passes, and similar. These encounters have the potential to turn hostile, but they do not automatically become fights.

- **Animosity:** These encounters all have one thing in common: they represent a clash between two opposed factions. The PCs can get involved, or leave well alone, at their discretion. For these encounters, roll 2d20 on the table, re-rolling any matching results if necessary.

Random Ordinary Encounters

D20 ROLL	ORDINARY ENCOUNTER
1-3	**DEAD WASTELANDER:** The PCs encounter a recently dead body, of a settler or scavenger. The body may have a few items (a couple of junk items, maybe a weapon, 2d20 caps), and a note. The note can be anything but may contain details of a treasure (a scavenging location) or serve as the start of a new quest.
4	**RAIDERS VS SETTLERS:** The PCs hear gunfire, and find a group of raiders attacking a small group of settlers—farmers, traders, etc. It's up to the PCs if they intervene, and who they help.
5	**WOUNDED DOG:** A wounded mongrel dog is encountered. Hurt, it is wary of the PCs and will fight or flee if it thinks they're hostile, but if well-treated and its wounds are healed, it may reappear in a future combat scene to assist them. If any PC wishes to keep the dog as a permanent companion, suggest they take the Dogmeat perk when they next level up.
6	**MOLE RAT AMBUSH:** An especially aggressive group of mole rats burst from the ground nearby to attack the PCs.
7	**DEAD MEAT:** The PCs find a brahmin, radstag, yao guai, or another large carcass. The body hasn't been looted or butchered.
8	**WILD DOGS:** The PCs come across a hungry pack of wild dogs.
9	**SUPER MUTANTS:** The PCs find a group of Super Mutants with a captive. They've stopped to rest for a bit and can be ambushed. If freed, their captive may help the PCs in some way.
10	**DUELING DEATHCLAWS:** A pair of deathclaws are fighting over territory, a kill, or something else; the losing deathclaw may retreat if hurt badly enough. Neither deathclaw will notice the PCs while the fight continues, but if the PCs want to avoid this, they should leave quickly.
11	**VICIOUS DOGS AND FARMER:** A group of wild dogs are attacking a farmer or other settler who is ill-equipped to fend them off. If saved, the farmer offers the PCs a reward.
12	**TRAVELLING MERCHANT:** The PCs meet a merchant and their guard, headed to another trading post, a settlement, or even a vault. The merchant may have things to sell and will reveal the location they're headed to.
13	**COMBATIVE CRITTERS:** Two groups of wild animals are fighting over prey, territory, or just because they're belligerent. This might be two groups of smaller animals, two big animals, or one large animal (like a yao guai or radscorpion) fighting a group of smaller ones (a swarm of stingwings).
14	**VERTIBIRD DEPLOYMENT:** A Brotherhood of Steel aircraft flies by overhead, and then descends nearby, dropping off some Brotherhood personnel. This might be a group of soldiers, or a couple of soldiers escorting some scribes. Either way, they clearly have business nearby.
15	**FERAL GHOUL AMBUSH:** A group of feral ghouls have made a crude ambush near the remains of a dead farmer and his brahmin. They'll pounce on anyone who gets too close.
16	**WANDERING EYEBOT:** An eyebot floats around, putting out advertisements for pre-War companies, or even for post-War businesses who've managed to reprogram one of these little robots.
17	**DEAD MEAT AND FRIENDS:** The PCs find a brahmin, radstag, yao guai, or other large carcass. The body hasn't been looted or butchered, but it is currently being fed on by a swarm of bloatflies, bloodbugs, radroaches, or other insects.
18	**MISTER GUTSY ON PATROL:** The PCs encounter a Mister Gutsy unit, patrolling the area looking for Chinese infiltrators. It may become hostile if it doesn't get adequate proof that the PCs *aren't* infiltrators… and these old robots often have a very odd sense of what counts as proof.
19	**TRAVELLING MERCHANT:** The PCs meet a merchant and their guard, headed to another trading post, a settlement, or even a vault. The merchant may have things to sell and will reveal the location they're headed to.
20	**WANDERING IMPOSTER:** The PCs meet someone claiming to be a person they already know, searching for donations or recruits for that person's faction or group. They'll flee if they believe that their ruse has been seen through.

Random Object Encounters

D20 ROLL	OBJECT ENCOUNTERS
1-3	**LOCKED FRIDGE:** A scavenger is trying to get into a locked refrigerator which is sat in the middle of the wasteland. Wary of people trying to steal from them, the scavenger assumes everyone they see is a thief unless convinced otherwise. The fridge is locked, requiring a difficulty 3 **PER + Lockpick** test to unlock. Within is one random gun (see the *Weapons (Ranged)* loot table, p.60), 1d20 ammo for that weapon, and 3d20 Caps.
4-5	**THE HATCH:** The PCs find a heavy metal hatch in the ground, and a scavenger nearby who claims that the hatch belongs to them. The hatch leads to an old bomb shelter, but the door won't without, ironically, a bomb. The scavenger is working to build one powerful enough. A mini-nuke, or three grenades or mines wired together (a difficulty 2 **INT + Explosives** test), will suffice to blow the door, so long as the charge is placed correctly (a difficulty 3 **PER + Explosives** test). If the door is blasted open, the shelter contains a skeleton, 3 junk items, and 2 random food items.
6-9	**SAFE LANDING:** The PCs come across a small crater in the ground, containing a dented but still intact safe. Picking the lock of the safe requires a **PER + Lockpick** test with a difficulty set by the GM. The safe contains Xd20 caps, where X is the difficulty needed to pick the lock.
10-11	**POP-UP BAR:** The PCs encounter a makeshift stall marked "Bar", and the wastelander who owns it. They sell a variety of alcoholic drinks and can provide news and rumors from the local area. The bartender has 3d20 caps but isn't inclined to buy anything.
12-14	**MINEFIELD:** The area is littered with 3+3 🎲 fragmentation mines. They're armed, but with caution and care, they can be disarmed and collected. If any Effects are rolled, then there's something in the middle of the minefield—the corpse of an animal or a person, untouched due to the deadly explosives scattered around. Disarming a live mine requires a **PER + Explosives** test with a difficulty of 2. Failure causes the mine to detonate, while success means the mine is disarmed and can be collected.
15	**CRASHED VERTIBIRD:** The PCs come across the wreckage of a recently crashed Brotherhood of Steel aircraft. The bodies of two Brotherhood knights are still intact enough to loot, and the Vertibird's storage compartments hold the following: 1 random weapon, 1 random armor piece, 1 random chem (for these rolls, the encounter's Level is equal to the PCs' level +2).
16	**RADIOACTIVE BARRELS:** The PCs find several barrels of radioactive waste. There are 3+3 🎲 barrels there in total, and each contains 1 unit of radioactive materials, but retrieving those materials takes one minute per barrel, and being near the barrels inflicts 2 🎲 radiation damage every minute (if there for several minutes, add up the dice and inflict the damage all at once). If one or more Effects are rolled, there's a creature there, which will attack on sight—a Mighty version of an animal of your choice, with the Feral and Glowing special rules.
17-18	**PILE OF BURNING TIRES:** A large heap of tires, currently ablaze. It could be a valuable source of rubber to trade or use in crafting, if it wasn't on fire. There are 3d20 tires in the heap (minimum 10), each of which can be salvaged to produce 3 Rubber, but attempting to grab an unburned tire from the blaze requires an **AGI + Athletics** test with a difficulty of 2, suffering 3 🎲 Persistent energy damage and failing to retrieve the tire on a failed test. Putting out the fire will require large amounts of sand or dirt to smother the flames—a difficult prospect without heavy machinery.
19-20	**WRECKED CAR:** A pre-War car, wrecked and no longer functional. Most of what remains of the car can be turned into scrap metal (1+1 🎲 Steel for ten minutes of work). Roll 1 🎲 when the car is encountered: ■ On a 1 or 2, the car is being stripped for parts by a scavenger. ■ On an Effect, the car seems abandoned, but there are several Feral Ghouls (equal to number PCs +1) laying in ambush nearby. ■ On any other result, the car is abandoned.

Random Campsite Encounters

D20 ROLL	CAMPSITE ENCOUNTERS
1-3	**WALKING WOUNDED:** The PCs find a travelling doctor patching another wastelander's injuries. The doctor will happily buy and sell chems and medical supplies and has 4d20 caps.
4-7	**FRIENDLY ARGUMENT:** The PCs come across a pair of wastelanders in the midst of a heated debate. It won't turn violent, but each feels passionately that they are correct, and they'll try and drag the PCs into the discussion. The subject of the discussion is some unanswerable philosophical question or nonsense hypothetical, such as what does or does not count as a sandwich.
8-10	**PARENT AND CHILD:** The PCs meet a lone parent and their child, who are travelling to somewhere safe. That might be in the same direction as the PCs, or somewhere else. The conversation is fairly pleasant for the most part, and each PC regains one spent Luck point at the end of the encounter from a general sense of wellbeing.
11-14	**MINOR DISTRESS:** The PCs meet a wastelander who ate something that disagreed with them. At your discretion, the wastelander may inform the PCs where they got the tainted food, which could be directions to a scavenging location or even the start of a quest.
15-17	**ITINERANT BARTENDER:** A merchant, sat in the company of one or two other scavengers, is sat at the fire, and conversation seems lively. The merchant and is headed to open up their own bar at another settlement. They're willing to sell beverages to help pay for this endeavor, and they have 6d20 caps on hand.
18-20	**VIOLENT TRADE:** A merchant dealing in weapons and ammunition and accompanied by a pair of heavily armed mercenaries is resting at the campfire. They're willing to trade (the merchant has 5d20 caps), but the mercenaries are watching for any signs of trouble.

Random Choke Point Encounters

D20 ROLL	CHOKE POINT ENCOUNTERS
1-4	**NONE SHALL PASS:** The PCs come across a trio of raiders demanding a toll to pass the area. The toll costs 50 caps multiplied by the level of the highest-level raider. Refusal to pay means they turn hostile and attack. They can be haggled down with a **CHA + Barter** or **CHA + Speech** test opposed by the raider leader's roll. Success reduces the toll to 40 caps x the raider's level, while failure means they refuse to change the price and will not haggle any more.
5-8	**ROBOTIC IMPERATIVE:** A military robot of some kind, often a Mister Gutsy, is in the area, under strict orders not to let anyone pass. Attempting to pass anyway will result in the robot becoming hostile. The robot might be persuaded to allow passage if it can be convinced that you have a legitimate reason, but what a given robot regards as legitimate depends on its programming and any behavioral quirks it has developed.
9-12	**DISPUTE:** A trio of raiders are attempting to shake down a pair of farmers moving through the area. As the area is a choke point, there's no way around this, but violence hasn't broken out yet… but the raiders might respond with hostility if they spot the PCs approaching. If the farmers are saved, they'll reward the PCs with 2d20 caps.
13-16	**NERVOUS SETTLERS:** The choke point is the path to a nearby settlement, and there are a small group of settlers out here on guard. They'll allow people to pass so long as they holster their weapons and show no ill-intent. They're reluctant to fight, but they will do so against anyone who doesn't comply.
17-20	**MINEFIELD:** The area is littered with 3+3 🅱️ fragmentation mines. They're armed, but with caution and care, they can be disarmed and collected. As this is a chokepoint, there's no easy way around the minefield—the PCs will need to disarm or destroy the mines to get past. Disarming a live mine requires a **PER + Explosives** test with a difficulty of 2. Failure causes the mine to detonate, while success means the mine is disarmed and can be collected. Any explosives going off in the minefield will set off one mine per Effect rolled on the explosives' damage roll.

Random Factions for Animosity Encounters

D20 ROLL	FACTIONS FOR ANIMOSITY ENCOUNTERS
1-3	**ANIMALS:** A pack of dangerous wild animals is part of the fight. These will be something powerful, like deathclaws, yao guai, or radscorpions. You don't have to re-roll duplicates for this result, but each side should be a different type of animal.
4-6	**FERAL GHOULS:** A large pack of feral ghouls, possibly accompanied by one or two glowing ones, is part of the fight.
7-9	**RAIDERS:** A band of fighters from one of the local raider warbands is part of this fight. You don't have to re-roll duplicates for this result, but each side should be from a different local raider warband.
10	**CHILDREN OF ATOM:** the radiation-worshipping zealots of the Church of the Children of Atom are part of this fight. They fare very poorly against any foe that is resistant or immune to radiation.
11-12	**THE BROTHERHOOD OF STEEL:** often deployed by Vertibird, Brotherhood forces are involved in this fight. This might be a group of field scribes trying to make a fighting retreat or hold off foes until reinforcements arrive, or it may be a group of knights led by a paladin in Power Armor striking back against the dangers of the wasteland.
13-14	**ROBOTS:** A group of protectrons, Mister Gutsy units, assaultrons, or even malfunctioning domestic robots are part of this fight. In the Commonwealth, this could also refer to a group of Institute synths.
15-17	**SUPER MUTANTS:** A group of super mutants are part of this fight. The group might consist only of super mutants, or it may contain a few mutant hounds as well.
18-19	**MIRELURKS:** A wandering group of mirelurks are part of this fight.
20	**MASSIVE MONSTERS!** An especially massive or deadly creature, such as a behemoth, a mirelurk queen, an albino or chameleon deathclaw, or other dangerous creature makes up one side of this fight.

EQUIPMENT TABLES

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AMMUNITION

Ammunition Availability and Rarity

AMMUNITION TYPE	QUANTITY FOUND	WEIGHT	COST	RARITY
.38	10+5 🎲	<1	1	0
10mm	8+4 🎲	<1	2	0
.308	6+3 🎲	<1	3	1
Flare	2+1 🎲	<1	1	1
Shotgun Shell	6+3 🎲	<1	3	1
.45	8+4 🎲	<1	3	2
Flamer Fuel	12+6 🎲	<1	1	2
Fusion Cell	14+7 🎲	<1	3	2
Gamma Round	4+2 🎲	<1	10	2
Railway Spike	6+3 🎲	<1	1	2

AMMUNITION TYPE	QUANTITY FOUND	WEIGHT	COST	RARITY
Syringer Ammo	4+2 🎲	<1	Varies	2
.44 Magnum	4+2 🎲	<1	3	3
.50	4+2 🎲	<1	4	3
5.56mm	8+4 🎲	<1	2	3
5mm	10x 12+6 🎲	<1	1	3
Fusion Core	1	4	200	3
Missile	2+1 🎲	7	25	3
Plasma Cartridge	10+5 🎲	<1	5	4
2mm EC	6+3 🎲	<1	10	5
Mini-Nuke	1+1 🎲	12	100	6

SMALL GUN	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES	WEIGHT	COST	RARITY
.44 Pistol	Small Guns	6	Vicious	Physical	1	C	Close Quarters	4	99	2
10mm Pistol	Small Guns	4	–	Physical	2	C	Close Quarters, Reliable	4	50	1
Flare Gun	Small Guns	3	–	Physical	0	M	Reliable	2	50	1
Assault Rifle	Small Guns	5	Burst	Physical	2	M	Two-Handed	13	144	2
Combat Rifle	Small Guns	5	–	Physical	2	M	Two-Handed	11	117	2
Gauss Rifle	Small Guns	10	Piercing 1	Physical	1	L	Two-Handed	16	228	4
Hunting Rifle	Small Guns	6	Piercing 1	Physical	0	M	Two-Handed	10	55	2
Submachine Gun	Small Guns	3	Burst	Physical	3	C	Inaccurate, Two-Handed	12	109	1
Combat Shotgun	Small Guns	5	Spread	Physical	2	C	Inaccurate, Two-Handed	11	87	2
Double-Barrel Shotgun	Small Guns	5	Spread, Vicious	Physical	0	C	Inaccurate, Two-Handed	9	39	1
Pipe Bolt-Action	Small Guns	5	Piercing 1	Physical	0	C	Unreliable	3	30	0
Pipe Gun	Small Guns	3	–	Physical	2	C	Close Quarters, Unreliable	2	30	0
Pipe Revolver	Small Guns	4	–	Physical	1	C	Close Quarters, Unreliable	4	25	0
Railway Rifle	Small Guns	10	Breaking	Physical	0	M	Debilitating, Two-Handed, Unreliable	14	290	4
Syringer	Small Guns	3	–	Physical	0	M	Two-Handed	6	132	2

SMALL GUNS MODS

The following mods are available to the Small Guns, above. All Small Guns mods are **installed with the Repair skill**, but you may only install a mod if you possess the listed perks (if any).

Small Gun Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
RECEIVER MODS					
Hardened	Hardened	+1 🎲 damage	–	+20	–
Powerful	Powerful	+2 🎲 damage	+1	+25	Gun Nut 1
Advanced	Advanced	+3 🎲 damage, +1 Fire Rate	+2	+35	Gun Nut 2
Calibrated	Calibrated	Gain Vicious	–	+25	–
Automatic	Auto	-1 🎲 damage, +2 Fire Rate, Gain Burst, Gain Inaccurate	+1	+30	Gun Nut 1
Hair Trigger	Hair Trigger	+1 Fire Rate	–	+20	Gun Nut 2
.38 Receiver	.38	Change Damage to 4 🎲, Ammo changes to .38	+3	+20	Gun Nut 4
.308 Receiver	.308	Change damage to 7 🎲, Ammo changes to .308	+4	+40	Gun Nut 4
.45 Receiver	.45	Change damage to 4 🎲, +1 Fire Rate, Ammo changes to .45	+2	+19	Gun Nut 2
.50 Receiver	.50	Change damage to 8 🎲, Gain Vicious, Ammo changes to .50	+4	+30	Gun Nut 4
Automatic Piston	Automatic	+2 Fire Rate, Reduce Range by 1 step	+2	+75	Gun Nut 2
BARREL MODS					
Snubnose	Snub-noses	Gain Inaccurate	-1	–	–
Bull Barrel	Bull Barrel	Gain Reliable	–	+10	Gun Nut 3
Long	Long	Increase Range by 1 step	+1	+20	Gun Nut 1
Ported	Ported	Increase Range by 1 step, +1 Fire Rate	+1	+35	Gun Nut 4
Vented	Vented	Increase Range by 1 step, +1 Fire Rate, Gain Reliable	+1	+36	Gun Nut 4
Sawed-Off	Sawed Off	Remove Two-Handed, Gain Close Quarters	−2	+3	–
Shielded Barrel	Shielded	+1 🎲 damage	–	+37	Gun Nut 3, Repair
Finned	Finned	+1 🎲 damage, Increase Range by 1 step	+2	+15	Gun Nut 2
MAGAZINE MODS					
Large Magazine	High Capacity	+1 Fire Rate, Unreliable	1	-3	Gun Nut 2
Quick-Eject Mag	Quick	Gain Reliable	–	+8	Gun Nut 1
Large Quick-Eject Mag	Quick high capacity	+1 Fire Rate	1	+23	Gun Nut 2

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
GRIP MODS					
Comfort Grip	Comfort	Remove Inaccurate	–	+6	–
Sharpshooter's Grip	Sharpshooter's	Remove Inaccurate, Add Piercing 1	–	+10	Gun Nut 1
STOCK MODS					
Full Stock	–	Gain Two-Handed, Remove Inaccurate	+1	+10	–
Marksman's Stock	Marksman's	Gain Two-Handed, Remove Inaccurate, Gain Accurate	+2	+20	Gun Nut 2
Recoil Compensating Stock	Recoil Compensated	Gain Two-Handed, Remove Inaccurate, +1 Fire Rate	+2	+3	Gun Nut 3
SIGHT MODS					
Reflex Sight	Tactical	May re-roll hit location die	–	+14	–
Short Scope	Scoped	Gain Accurate	+1	+11	–
Long Scope	Scoped	Gain Accurate, Increase Range by 1 step	+1	+29	Science! 2
Short Night Vision Scope	Night Vision	Gain Accurate, Gain Night Vision	+1	+38	Science! 2
Long Night Vision Scope	Night Vision	Gain Accurate, Gain Night Vision, Increase Range by 1 step	+1	+50	Science! 3
Recon Scope	Recon	Gain Accurate, Gain Recon	+1	+59	Science! 3
MUZZLE MODS					
Bayonet	Bayoneted	Melee weapon, deals 4 🎯 Piercing 1 physical damage	+2	+10	–
Compensator	Compensated	Remove Inaccurate	+1	+15	Gun Nut 1
Muzzle Break	Muzzled	Remove Inaccurate, +1 Fire Rate	+1	+30	Gun Nut 1
Suppressor	Suppressed	Gain Suppressed	+2	+45	Gun Nut 2

ENERGY WEAPONS

ENERGY WEAPON	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES	WEIGHT	COST	RARITY
Institute Laser	Energy Weapon	3 🎯	Burst	Energy	3	C	Close Quarters, Inaccurate	4	50	2
Laser Musket	Energy Weapon	5 🎯	Piercing 1	Energy	0	M	Two-Handed	13	57	1
Laser Gun	Energy Weapon	4 🎯	Piercing 1	Energy	2	C	Close Quarters	4	69	2
Plasma Gun	Energy Weapon	6 🎯	–	Physical/ Energy	1	C	Close Quarters	4	123	3
Gamma Gun	Energy Weapon	3 🎯	Piercing 1, Stun	Radiation	1	M	Blast, Inaccurate	3	156	5

ENERGY WEAPONS MODS

The following mods are available to Energy Weapons, above. All Energy Weapons mods are **installed with the Science skill**, but you may only install a mod if you possess the listed perks (if any).

Energy Weapons Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
CAPACITOR MODS					
Beta Wave Tuner	Incendiary	Gain Persistent	–	+30	–
Boosted Capacitor	Boosted	+1 ⚔, -1 Fire Rate	–	+35	–
Photon Exciter	Excited	Gain Vicious	–	+30	Science! 1
Photon Agitator	Agitated	+1 ⚔, Gain Vicious	+1	+35	Science! 2
BARREL MODS					
Bracketed Short Barrel	–	Allows the weapon to take a Muzzle mod	—	+6	–
Long Barrel	Long	Remove Close-Quarters, Increase Range by 1 step	+2	+20	–
Splitter	Scattergun	-1 ⚔, Gain Spread, Gain Inaccurate	+1	+31	–
Automatic Barrel	Automatic	-1 ⚔, Remove Close-Quarters, Increase Range by 1 step, +1 Fire Rate	+1	+24	Science! 1
Bracketed Long Barrel	–	Remove Close Quarters, Increase Range by 1 step, Allows the weapon to take a Muzzle mod	+2	+25	Science! 1
Improved Barrel	Improved	+1 ⚔	+1	+26	Science! 1
Sniper Barrel	Sniper	+2 ⚔, Remove Close Quarters, increase Range by 1 step, -1 Fire Rate	+2	+30	Science! 1
Flamer Barrel	Thrower	-2 ⚔, +2 Fire Rate, Gain Burst, Gain Spread, Reduce range by 1 step, Gain Inaccurate	+1	+35	Science! 2
GRIP MODS					
Sharpshooter's Grip	Sharpshooter's	Remove Inaccurate, Add Piercing 1	–	+10	Gun Nut 1
STOCK MODS					
Standard Stock	–	Gain Two-Handed, Remove Inaccurate, Remove Close Quarters	+1	+10	–
Full Stock	–	Gain Piercing 1, Remove Close Quarters	+1	+15	–
Marksman's Stock	Marksman's	Gain Two-Handed, Remove Inaccurate, Gain Accurate, Remove Close Quarters	+2	+20	Gun Nut 2
Recoil Compensating Stock	Recoil Compensated	Gain Two-Handed, Remove Inaccurate, +1 Fire Rate, Remove Close Quarters	+2	+3	Gun Nut 3
Long Night Vision Scope	Night Vision	Gain Accurate, Gain Night Vision, Increase Range by 1 step	+1	+50	Science! 3
Recon Scope	Recon	Gain Accurate, Gain Recon	+1	+59	Science! 3

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
SIGHT MODS					
Reflex Sight	Tactical	May re-roll hit location die	–	+14	–
Short Scope	Scoped	Gain Accurate	+1	+11	–
Long Scope	Scoped	Gain Accurate, Increase Range by 1 step	+1	+29	Science! 2
Short Night Vision Scope	Night Vision	Gain Accurate, Gain Night Vision	+1	+38	Science! 2
Long Night Vision Scope	Night Vision	Gain Accurate, Gain Night Vision, Increase Range by 1 step	+1	+50	Science! 3
Recon Scope	Recon	Gain Accurate, Gain Recon	+1	+59	Science! 3
MUZZLE MODS					
Beam Splitter	Scattered	-1 ☢, Gain Spread, -1 Fire Rate, Gain Inaccurate, Reduce Range by 1 step	+1	+15	Science! 1
Beam Focuser	Focused	Increase Range by 1 Step	+1	+20	Science! 1
Gyro Compensating Lens	Targeting	+1 Fire Rate, Remove Inaccurate	+1	+25	Science! 1

Unique Laser Musket Capacitor Mods

The Capacitor mods for the Laser Musket are unique to Laser Muskets.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Three-crank capacitor	Three-crank	+1 ☢, consumes 3 shots per attack	–	+4	–
Four-crank capacitor	Four-crank	+2 ☢, consumes 4 shots per attack	+1	+8	Science! 1
Five-crank capacitor	Five-crank	+3 ☢, consumes 5 shots per attack	+1	+12	Science! 2
Six-crank capacitor	Six-crank	+4 ☢, consumes 6 shots per attack	+2	+16	Science! 3

Unique Gamma Gun Mods

A Gamma Gun can accept one each of the following mods, which are unique to the Gamma Gun.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
DISH MODS					
Deep Dish	Long	+1 ☢, Increase Range by 1 step	+2	+72	Science! 4
MUZZLE MODS					
Electric Signal Carrier Antennae	Electrified	Change damage to 7 ☢, Change damage type to Energy, Gain Radioactive	–	+30	Science! 3
Signal Repeater	Automatic	+2 Fire Rate, Gain Burst, Remove Blast	–	+60	Science! 4

BIG GUN	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES	WEIGHT	COST	RARITY
Fat Man	Big Guns	21 🎯	Breaking, Radioactive, Vicious	Physical	0	M	Blast, Inaccurate, Two-Handed	31	512	4
Flamer	Big Guns	3 🎯	Burst, Persistent, Spread	Energy	4	C	Debilitating, Inaccurate, Two-Handed	16	137	3
Gatling Laser	Big Guns	3 🎯	Burst, Piercing 1	Energy	6	M	Gatling, Inaccurate, Two-Handed	19	804	3
Heavy Incinerator	Big Guns	5 🎯	Burst, Persistent, Spread	Energy	3	M	Debilitating, Two-Handed	20	350	4
Junk Jet	Big Guns	6 🎯	–	Physical	1	M	Two-Handed	30	285	3
Minigun	Big Guns	3 🎯	Burst, Spread	Physical	5	M	Gatling, Inaccurate, Two-Handed	27	382	2
Missile Launcher	Big Guns	11 🎯	–	Physical	0	L	Blast, Two-Handed	21	314	4

BIG GUNS MODS

The weapons in this section which can accept modifications only accept a small number of mods which are distinct for each weapon. Each mod listed also notes which skill is required to install the mod, and if any perks are needed to do so.

Unique Flamer Mods

A Flamer can accept one each of the following mods, which are unique to Flamers and **installed with the Repair skill**.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
FUEL MOD					
Napalm	Napalmer	+1 🎯	+7	+59	–
BARREL MOD					
Long Barrel	Long	Remove Inaccurate	2	+28	–
PROPELLANT TANK MODS					
Large Tank	High Capacity	+1 Fire Rate	+3	28	–
Huge Tank	Max. Capacity	+2 Fire Rate	+6	34	–
NOZZLE MODS					
Compression Nozzle	Compressed	+1 🎯	–	+22	–
Vaporization Nozzle	Vaporizing	+1 🎯, Vicious	–	+47	–

Unique Gatling Laser Mods

A gatling laser can accept one each of the following mods which are **installed with the Science skill**. These resemble some common Energy Weapon mods, but somewhat larger and slightly different in effect due to the gatling laser's size.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
CAPACITOR MODS					
Photon Exciter	Excited	Gain Vicious	+1	+19	Science! 3
Beta Wave Tuner	Incendiary	Gain Persistent	+1	+57	–
Boosted Capacitor	Boosted	+1 🛡	+1	+94	–
Photon Agitator	Agitated	+1 🛡, Gain Vicious	+3	+132	Science! 3
BARREL MOD					
Charging barrels	Charging	+4 🛡, -3 Fire Rate, Increase Range by 1 step	+10	+357	Science! 4
SIGHT MOD					
Reflex Sight	Tactical	Remove Inaccurate	+1	+169	Science! 4
NOZZLE MOD					
Beam Focuser	Focused	Gain Piercing 1, Increase Range by 1 step	–	+22	–
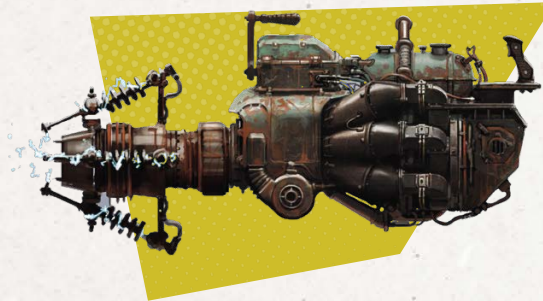
Unique Junk Jet Mods

A Junk Jet can accept one each of the following mods, which are distinct to the Junk Jet and **installed with the Repair skill**.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
BARREL MOD					
Long Barrel	Long	Increase Range by 1 step	+2	+20	Gun Nut 1
STOCK MOD					
Recoil Compensating Stock	Recoil Compensated	+1 Fire Rate	+2	+40	–
SIGHT MODS					
Gunner Sight	Tactical	May re-roll hit location die	+1	+5	–
MUZZLE MODS					
Electrification Module	Electrified	Gain Vicious, Change damage type to Energy	+1	+70	Gun Nut 2, Science! 1
Ignition Module	Flaming	Gain Persistent (Energy)	+1	+130	Gun Nut 3, Science! 1

Unique Minigun Mods

A minigun can accept one each of the following mods, which are unique to the minigun and **installed with the Repair skill**.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
BARREL MODS					
Accelerated Barrel	High-Speed	+1 ⚛, +1 Fire Rate, Reduce Range by 1 step	+5	+45	Gun Nut 3
Tri-Barrel	High-Powered	+2 ⚛, -2 Fire Rate	+3	+75	Gun Nut 4
SIGHTS MOD					
Gunner Sight	Tactical	Remove Inaccurate	+1	+68	–
MUZZLE MOD					
Shredder	Bayoneted Shredding	Melee weapon, Deals ⚛ of physical damage equal to Fire Rate	+5	+5	Gun Nut 2

Unique Missile Launcher Mods

A Missile Launcher can accept one each of the following mods, which are unique to the Missile Launcher and **installed with the Repair skill**.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
BARREL MODS					
Triple Barrel	Triple Barrel	+1 Fire Rate	+16	+143	Gun Nut 2
Quad Barrel	Quad Barrel	+2 Fire Rate	+20	+218	Gun Nut 3
SIGHTS MOD					
Scope	Scoped	Gain Accurate	+6	+143	Gun Nut 2
Night Vision Scope	Night-vision	Gain Accurate, Gain Night Vision	+6	+248	Gun Nut 4, Science! 1
Targeting Computer	Targeting	When you Aim at a target, the target does not benefit from being in cover, and the bonus for aiming applies to the next attack on any subsequent turn during the scene	+7	+293	Gun Nut 2, Science! 2
MUZZLE MOD					
Bayonet	Bayoneted Shredding	Melee weapon, deals 4 ⚛ Piercing 1 physical damage	+1	+30	–
Stabilizer	Muzzled	Gain Piercing 1	+2	+60	Gun Nut 2

MELEE WEAPON	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	QUALITIES	WEIGHT	COST	RARITY
Unarmed Strike	Unarmed	2 ⬛	–	Physical	–	–	–	–
Handy Rock	Unarmed	2 ⬛	Vicious	Physical	Thrown (C)	1	–	–
Gun Bash (1H)	Melee Weapon	2 ⬛	Stun	Physical	————— As Gun —————			
Gun Bash	Melee Weapon	3 ⬛	Stun	Physical	—— As Two-Handed Gun ——			
Sword	Melee Weapon	4 ⬛	Piercing 1	Physical	Parry	3	50	2
Combat Knife	Melee Weapon	3 ⬛	Piercing 1	Physical	–	1	25	1
Machete	Melee Weapon	3 ⬛	Piercing 1	Physical	–	2	25	1
Ripper	Melee Weapon	4 ⬛	Vicious	Physical	–	6	50	2
Shishkebab	Melee Weapon	5 ⬛	Piercing 1	Energy	Parry	3	200	3
Switchblade	Melee Weapon	2 ⬛	Piercing 1	Physical	Concealed	1	20	0
Baseball Bat	Melee Weapon	4 ⬛	–	Physical	Two-Handed	3	25	1
Aluminum Baseball Bat	Melee Weapon	5 ⬛	–	Physical	Two-Handed	2	32	2
Board	Melee Weapon	4 ⬛	–	Physical	Two-Handed	3	20	0
Lead Pipe	Melee Weapon	3 ⬛	–	Physical	–	3	15	0
Pipe Wrench	Melee Weapon	3 ⬛	–	Physical	–	2	30	1
Pool cue	Melee Weapon	3 ⬛	–	Physical	Two-Handed	1	10	0
Rolling Pin	Melee Weapon	3 ⬛	–	Physical	–	1	10	0
Baton	Melee Weapon	3 ⬛	–	Physical	–	2	15	1
Sledgehammer	Melee Weapon	5 ⬛	–	Physical	–	12	40	2
Super Sledge	Melee Weapon	6 ⬛	Breaking	Physical	Two-Handed	20	180	3
Tire Iron	Melee Weapon	3 ⬛	–	Physical	–	2	25	1
Walking Cane	Melee Weapon	3 ⬛	–	Physical	–	2	10	0
Boxing Glove	Unarmed	3 ⬛	Stun	Physical	–	1	10	1
Deathclaw Gauntlet	Unarmed	5 ⬛	Piercing 1	Physical	–	10	75	3
Knuckles	Unarmed	3 ⬛	–	Physical	Concealed	<1	10	1
Power Fist	Unarmed	4 ⬛	Stun	Physical	–	4	100	2

MELEE WEAPON MODS

The following melee weapon mods are **installed with the Repair skill.**

Unique Combat Knife Mods

Combat Knives can accept one of the following mods.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Serrated Blade	Serrated	+1 ⬛, Gain Persistent	–	+12	Blacksmith 1
Stealth Blade	Stealth	+1 ⬛, Gain Persistent, +2 ⬛ on Sneak Attacks	–	+18	Blacksmith 2

Unique Sword Mods

Swords can accept one of the following mods.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Serrated Blade	Serrated	Gain Persistent	–	+25	Blacksmith 2
Electrified Blade	Electrified	+1 🎖, Damage type becomes Energy	–	+50	Blacksmith 2, Science! 1
Electrified Serrated Blade	Electrified Serrated	+1 🎖, Damage type becomes Energy, gain Persistent (Physical)	–	+75	Blacksmith 3, Science! 1
Stun Pack	Stunning	+2 🎖, Damage type becomes Energy, gain Stun	–	+100	Blacksmith 3, Science! 1

Unique Machete Mod

Machetes can accept the following mod.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Serrated Blade	Serrated	+2 🎖, Gain Persistent	–	+12	Blacksmith 2

Unique Ripper Mods

Rippers can accept one of the following mods.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Curved Blade	Curved	+1 🎖, On successful attack, spend 2 AP to disarm opponent, knocking one held weapon away	+1	+15	–
Extended Blade	Extended	+1 🎖, Gain Persistent	+3	+25	Blacksmith 3

Unique Shishkebab Mod

A shishkebab can accept the following mod.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Extra Flame Jets	Searing	+1 🎖, Gain Persistent	+1	+100	Blacksmith 3

Unique Baseball Bat Mods

A Baseball Bat can accept one of the following mods. You may only apply mods to an Aluminum Baseball Bat if you have the Blacksmith 1 perk.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Barbed	Barbed	Gain Piercing 1	–	+5	–
Spiked	Spiked	+1 🎖, Gain Piercing 1	+1	+7	–
Sharp	Sharp	+1 🎖, Gain Persistent	+1	+7	–
Chain-Wrapped	Chain-Wrapped	+2 🎖	+1	+10	Blacksmith 1
Bladed	Bladed	+2 🎖, Gain Persistent	+2	+12	Blacksmith 2

Unique Switchblade Mods

Switchblades can accept the following mod.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Serrated Blade	Serrated	+1 [CD], Gain Persistent	–	+10	Blacksmith 1

Unique Board Mods

A Board can accept one of the following mods.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Spiked	Spiked	+1 [CD], Gain Piercing 1	+1	+6	–
Puncturing	Puncturing	+2 [CD]	+1	+9	Blacksmith 1
Bladed	Bladed	+2 [CD], Gain Persistent	+2	+10	Blacksmith 1

Unique Lead Pipe Mods

A Lead Pipe can accept one of the following mods.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Spiked	Spiked	+1 [CD], Gain Piercing 1	+1	+4	–
Heavy	Heavy	+2 [CD]	+2	+11	Blacksmith 2

Unique Pipe Wrench Mods

A Pipe Wrench can accept one of the following mods. Reduce the difficulty of any test to install a mod onto a pipe wrench by 1.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Hooked	Hooked	+1 [CD], On successful attack, spend 2 AP to disarm opponent, knocking one held weapon away	–	+9	–
Heavy	Weighted	+2 [CD]	+7	+12	Blacksmith 1
Puncturing	Puncturing	+2 [CD], Gain Piercing 1	+1	+13	Blacksmith 1
Extra Heavy	Heavy	+3 [CD]	+2	+22	Blacksmith 2

Unique Pool Cue Mods

A Pool Cue can accept one of the following mods.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Barbed	Barbed	+1 [CD], Gain Piercing 1	–	+2	–
Sharp	Sharp	+1 [CD], Gain Persistent	–	+3	–

Unique Rolling Pin Mods

A Rolling Pin can accept one of the following mods.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Spiked	Barbed	+1 [CD], Gain Piercing 1	–	+3	–
Sharp	Sharp	+1 [CD], Gain Persistent	–	+3	–

Unique Baton Mods

A baton can accept one of the following mods.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Electrified	Shock	+2 [dmg], Change Damage Type to Energy	–	+15	Blacksmith 2, Science! 1
Stun Pack	Stun	+3 [dmg], Gain Stun, Change Damage Type to Energy	–	+30	Blacksmith 2, Science! 1

Unique Sledgehammer Mods

A Sledgehammer can accept one of the following mods.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Puncturing	Puncturing	+1 [dmg]. Gain Piercing 1	+5	+18	Blacksmith 2
Heavy	Heavy	+2 [dmg]	+9	+30	Blacksmith 2

Unique Super Sledge Mods

A Super Sledgehammer can accept one of the following mods.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Heating Coil	Heated	+1 [dmg], Change Damage Type to Energy	–	+180	Blacksmith 2
Stun Pack	Stunning	+2 [dmg], Gain Stun, Change Damage Type to Energy	–	+360	Blacksmith 3, Science! 1

Unique Tire Iron Mod

A Tire Iron can accept the following mod.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Bladed	Bladed	+1 [dmg], gain Persistent	+1	+12	Blacksmith 2

Unique Walking Cane Mods

A Walking Cane can accept one of the following mods.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Barbed	Barbed	+1 [dmg]. Gain Piercing 1	–	+3	–
Spiked	Spiked	+1 [dmg], Gain Piercing 1	–	+3	–

Unique Boxing Glove Mods

A Boxing Glove can accept one of the following mods.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Spiked	Spiked	Gain Piercing 1	–	+3	–
Puncturing	Puncturing	+1 [dmg], Piercing 1	–	+4	Blacksmith 1
Lead lining	Lead-lined	+2 [dmg]	+1	+7	Blacksmith 1

Unique Deathclaw Gauntlet Mod

A Deathclaw Gauntlet can accept the following mod.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Extra Claw	Large	+1 🎲. On successful attack, spend 2 AP to disarm opponent, knocking one held weapon away	+2	+22	–

Unique Knuckles Mods

Knuckles can accept one of the following mods.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Sharp	Sharp	Gain Persistent	–	+3	–
Spiked	Spiked	Gain Piercing 1	–	+3	–
Puncturing	Puncturing	+1 🎲, Gain Piercing 1	–	+4	Blacksmith 1
Bladed	Bladed	+1 🎲, Gain Persistent	–	+5	Blacksmith 1

Unique Power Fist Mods

A Power Fist can accept the following mod.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Puncturing	Puncturing	+2 🎲. Gain Piercing 1	+1	+45	Blacksmith 2
Heating Coil	Heated	+2 🎲, Change Damage Type to Energy	–	+100	Blacksmith 3

EXPLOSIVES

EXPLOSIVE	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	QUALITIES	WEIGHT	COST	RARITY
Baseball Grenade	Explosive	5 🎲	–	Physical	Blast, Thrown (M)	1	40	1
Frag Grenade	Explosive	6 🎲	–	Physical	Blast, Thrown (M)	<1	50	2
Molotov Cocktail	Explosive	4 🎲	Persistent	Energy	Blast, Thrown (M)	1	20	1
Nuka Grenade	Explosive	9 🎲	Breaker, Radioactive, Vicious	Energy	Blast, Thrown (M)	1	100	4
Plasma Grenade	Explosive	9 🎲	–	Energy	Blast, Thrown (M)	<1	135	3
Pulse Grenade	Explosive	6 🎲	Stun	Energy	Blast, Thrown (M)	<1	100	3
Bottlecap Mine	Explosive	6 🎲	–	Physical	Blast, Mine	1	75	2
Frag Mine	Explosive	6 🎲	–	Physical	Blast, Mine	1	50	2
Nuke Mine	Explosive	9 🎲	Breaker, Radioactive, Vicious	Energy	Blast, Thrown (M)	1	100	4
Plasma Mine	Explosive	9 🎲	–	Energy	Blast, Thrown (M)	<1	135	3
Pulse Mine	Explosive	6 🎲	Stun	Energy	Blast, Thrown (M)	<1	100	3

THROWING WEAPONS

THROWING WEAPON	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	QUALITIES	WEIGHT	COST	RARITY
Throwing Knives	Throwing	3 🎲	Piercing 1	Physical	Concealed, Suppressed, Thrown (C)	<1	10	1
Tomahawk	Throwing	4 🎲	Piercing 1	Physical	Suppressed, Thrown (C)	<1	15	2
Javelin	Throwing	4 🎲	Piercing 1	Physical	Suppressed, Thrown (M)	4	10	1

APPAREL

Clothing, Outfit, and Headgear Types

Clothing provides little protection by itself but may often provide small bonuses when combined with armor worn over the top. Outfits generally grant more protection or larger bonuses, at the cost of being unable to combine them with armor.

The only mod most items of clothing can accept is ballistic weave lining, which improves the protection provided by the clothing without meaningfully changing its appearance. However, the knowledge of making this ballistic weave is scarce and highly prized.

ITEM	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
CLOTHING							
Brotherhood of Steel Uniform	1	1	1	Arms, Legs, Torso	2	20	2
Casual Clothing	0	0	0	Arms, Legs, Torso	2	20	1
Harness	0	0	0	Arms, Legs, Torso	1	5	0
Military Fatigues	0	1	0	Arms, Legs, Torso	3	12	1
Road Leathers	1	1	0	Arms, Legs, Torso	1	5	1
Tough Clothing	1	1	0	Arms, Legs, Torso	3	20	1
Vault Jumpsuit	0	1	2	Arms, Legs, Torso	1	20	2
OUTFITS							
Brotherhood of Steel Fatigues	2	2	2	Arms, Legs, Torso	4	20	3
Brotherhood Scribe's Armor	1	2	2	Arms, Legs, Torso	4	20	2
Cage Armor	3	4	0	Head, Arms, Legs, Torso	33	110	3
Drifter Outfit	1	2	0	Arms, Legs, Torso	10	35	1
Engineer's Armor	1	1	0	Arms, Legs, Torso	2	15	1
Formal Clothing	0	0	0	Arms, Legs, Torso	2	30	2
Hazmat Suit	0	0	Immune	Head, Arms, Legs, Torso	5	85	3
Heavy Coat	1	1	1	Arms, Legs, Torso	2	20	1
Hides	1	0	0	Arms, Legs, Torso	4	13	0
Lab Coat	0	0	0	Arms, Legs, Torso	2	10	1

ITEM	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Spike Armor	2	2	0	Head, Arms, Legs, Torso	17	65	2
Utility Coveralls	2	0	0	Arms, Legs, Torso	2	12	1
HEADGEAR							
Army Helmet	2	0	0	Head	3	20	1
Brotherhood of Steel Hood	0	1	0	Head	<1	12	2
Brotherhood Scribe's Hat	0	2	0	Head	<1	8	2
Casual Hat	0	0	0	Head	<1	15	1
Formal Hat	0	0	0	Head	<1	15	2
Gas Mask	1	0	3	Head	3	10	2
Hard Hat	2	0	0	Head	<1	15	1
Hood or Cowl	1	0	1	Head	2	5	1
Sack Hood	0	0	2	Head	1	5	0
Welder's Visor	2	2	0	Head	4	20	2

Ballistic Weave

Ballistic polymer weave is an armor mod which improves the defensive abilities of some clothing items. A layer of this tough artificial fabric can be used as a lining in a variety of garments, giving them a limited ability to resist impacts, bullets, and energy blasts.

Knowledge of this recipe is possessed only by a few, and they share these secrets only occasionally. All ballistic weave mods are **installed with the Repair skill**.

Armor Ballistic Weave Mods

BALLISTIC MOD	EFFECTS	WEIGHT	COST	PERKS
Ballistic Weave	+2 Physical Damage Resistance, +2 Energy Damage Resistance	–	+20	–
Ballistic Weave Mk II	+3 Physical Damage Resistance, +3 Energy Damage Resistance	–	+30	Armorer 1
Ballistic Weave Mk III	+4 Physical Damage Resistance, +4 Energy Damage Resistance	–	+40	Armorer 2
Ballistic Weave Mk IV	+5 Physical Damage Resistance, +5 Energy Damage Resistance	–	+50	Armorer 3
Ballistic Weave Mk V	+6 Physical Damage Resistance, +6 Energy Damage Resistance	–	+60	Armorer 4

Vault Jumpsuit Mods

A Vault Jumpsuit can be modified with an additional protective lining, taking one of the mods below. All Vault Jumpsuit mods are **installed with the Repair skill**.

JUMPSUIT MOD	EFFECTS	WEIGHT	COST	PERKS
Insulated Lining	+1 Energy damage resistance	–	+10	–
Treated Lining	+1 Energy damage resistance, +1 Radiation damage resistance	+1	+20	Armorer 2
Resistant Lining	+2 Energy damage resistance, +1 Radiation damage resistance	+1	+30	Armorer 3
Protective Lining	+2 Energy damage resistance, +2 Radiation damage resistance	+1	+40	Armorer 4, Science! 2
Shielded Lining	+3 Energy damage resistance, +3 Radiation damage resistance	+1	+50	Armorer 4, Science! 4

ARMOR

Most armor found or made in the wastelands is piecemeal, consisting of individual parts covering a single section of the body. Most who wear armor tend to mix-and-match parts to suit their needs, often only protecting part of their body or wearing lighter pieces in to avoid weighing themselves down.

Armor can be worn over clothing, but not outfits. If wearing armor over clothing which provides damage resistance, use the highest damage resistance of each type from clothing or armor.

Sturdy and Heavy versions of most types of armor are also listed, providing greater protection but being rarer, more expensive, and heavier.

Raider Armor

ARMOR PIECE	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Raider Chest Piece	1	1	0	Torso	7	18	0
Raider Leg	1	1	0	Leg	3	8	0
Raider Arm	1	1	0	Arm	3	6	0
Sturdy Raider Chest Piece	2	2	0	Torso	12	33	1
Sturdy Raider Leg	2	2	0	Leg	7	13	1
Sturdy Raider Arm	2	2	0	Arm	7	8	1
Heavy Raider Chest Piece	3	3	0	Torso	17	48	2
Heavy Raider Leg	3	3	0	Leg	10	18	2
Heavy Raider Arm	3	3	0	Arm	10	15	2

Leather Armor

ARMOR PIECE	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Leather Chest Piece	1	2	0	Torso	5	25	1
Leather Leg	1	2	0	Leg	2	10	1
Leather Arm	1	2	0	Arm	2	8	1
Sturdy Leather Chest Piece	2	3	0	Torso	10	50	2
Sturdy Leather Leg	2	3	0	Leg	5	20	2
Sturdy Leather Arm	2	3	0	Arm	5	18	2
Heavy Leather Chest Piece	3	4	0	Torso	15	75	3
Heavy Leather Leg	3	4	0	Leg	7	30	3
Heavy Leather Arm	3	4	0	Arm	7	28	3

Metal Armor

ARMOR PIECE	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Metal Helmet	2	1	0	Head	3	15	1
Metal Chest Piece	2	1	0	Torso	6	40	1
Metal Leg	2	1	0	Leg	3	15	1
Metal Arm	2	1	0	Arm	3	15	1
Sturdy Metal Helmet	3	2	0	Head	8	65	2
Sturdy Metal Chest Piece	3	2	0	Torso	16	115	2
Sturdy Metal Leg	3	2	0	Leg	8	65	2
Sturdy Metal Arm	3	2	0	Arm	8	65	2
Heavy Metal Helmet	4	3	0	Head	12	115	3
Heavy Metal Chest Piece	4	3	0	Torso	23	190	3
Heavy Metal Leg	4	3	0	Leg	12	115	3
Heavy Metal Arm	4	3	0	Arm	12	115	3

Combat Armor

ARMOR PIECE	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Combat Helmet	2	2	0	Head	4	25	2
Combat Chest Piece	2	2	0	Torso	8	60	2
Combat Leg	2	2	0	Leg	2	25	2
Combat Arm	2	2	0	Arm	2	25	2
Sturdy Combat Helmet	3	3	0	Head	5	105	3
Sturdy Combat Chest Piece	3	3	0	Torso	12	140	3
Sturdy Combat Leg	3	3	0	Leg	5	105	3
Sturdy Combat Arm	3	3	0	Arm	5	105	3
Heavy Combat Helmet	4	4	0	Head	7	185	4
Heavy Combat Chest Piece	4	4	0	Torso	16	220	4
Heavy Combat Leg	4	4	0	Leg	7	185	4
Heavy Combat Arm	4	4	0	Arm	7	145	4

Synth Armor

ARMOR PIECE	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Synth Helmet	2	3	0	Head	3	33	3
Synth Chest Piece	2	3	0	Torso	7	75	3
Synth Leg	2	3	0	Leg	3	30	3
Synth Arm	2	3	0	Arm	3	30	4
Sturdy Synth Helmet	3	4	0	Head	7	70	4
Sturdy Synth Chest Piece	3	4	0	Torso	12	125	4
Sturdy Synth Leg	3	4	0	Leg	7	80	4
Sturdy Synth Arm	3	4	0	Arm	7	70	4
Heavy Synth Helmet	4	5	0	Head	10	110	5
Heavy Synth Chest Piece	4	5	0	Torso	17	175	5
Heavy Synth Leg	4	5	0	Leg	10	130	5
Heavy Synth Arm	4	5	0	Arm	10	110	5

Vault-Tec Security Armor

ARMOR PIECE	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Vault-Tec Security Helmet	2	0	0	Head	2	20	1
Vault-Tec Security Armor	2	0	2	Arms, Legs, Torso	8	16	1

ARMOR MATERIAL MODS

All Armor Material mods are **installed with the Repair skill**.

Unique Raider Armor Material Mods

Each piece of raider armor can accept two mods, one of which is a Material, the other of which is an Upgrade.

MATERIAL MOD	DAMAGE RESISTANCES			OTHER EFFECTS	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION				
Welded	+1	+1	–	–	+1	+3	–
Tempered	+2	+2	–	–	+1	+6	–
Hardened	+3	+3	–	–	+2	+9	Armorer 1
Buttressed	+4	+4	–	–	+3	+12	Armorer 1

Unique Leather Armor Material Mods

Each piece of Leather armor can accept two mods, one of which is a Material, the other of which is an Upgrade.

MATERIAL MOD	DAMAGE RESISTANCES			OTHER EFFECTS	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION				
Boiled Leather	+1	+1	–	–	+1	+5	–
Girded Leather	+2	+2	–	–	+1	+10	–
Treated Leather	+3	+3	–	–	+1	+15	Armorer 1
Shadowed Leather	+3	+3	–	*Shadowed* (see sidebar)	+1	+20	Armorer 1
Studded Leather	+4	+4	–	–	+2	+25	Armorer 1

Unique Metal Armor Material Mods

Each piece of Metal armor other than helmets can accept two mods, one of which is a Material, the other of which is an Upgrade.

MATERIAL MOD	DAMAGE RESISTANCES			OTHER EFFECTS	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION				
Painted Metal	+1	+1	–	–	+1	+10	–
Enameled Metal	+2	+2	–	–	+2	+20	Armorer 1
Shadowed Metal	+2	+2	–	*Shadowed* (see sidebar)	+2	+25	Armorer 1
Alloyed Metal	+3	+3	–	–	+3	+30	Armorer 1
Polished Metal	+4	+4	–	–	+4	+40	Armorer 2

Unique Combat Armor Material Mods

Each piece of Combat armor other than helmets can accept two mods, one of which is a Material, the other of which is an Upgrade.

MATERIAL MOD	DAMAGE RESISTANCES			OTHER EFFECTS	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION				
Reinforced	+1	+1	–	–	+1	+15	–
Shadowed	+1	+1	–	*Shadowed* (see sidebar)	+1	+15	Armorer 1
Fiberglass	+2	+2	–	–	+1	+30	Armorer 1
Polymer	+3	+3	–	–	+2	+45	Armorer 1

Unique Synth Armor Material Mods

Each piece of Synth armor other than helmets can accept two mods, one of which is a Material, the other of which is an Upgrade.

MATERIAL MOD	DAMAGE RESISTANCES			OTHER EFFECTS	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION				
Laminated	+1	+1	–	–	+1	+5	–
Resin	+2	+2	–	–	+1	+10	Armorer 1
Microcarbon	+3	+3	–	–	+2	+15	Armorer 1
Nanofilament	+4	+4	–	–	+3	+20	Armorer 1

ARMOR UPGRADES

Armor Upgrades apply to all the types of armor listed above (except for Vault-Tec Security armor) and are collected here to avoid repetition.

Armor Upgrade Mods

UPGRADE MOD	DAMAGE RESISTANCES			OTHER EFFECTS	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION				
ALL LOCATIONS							
Laminated	+1	+1	–	–	+1	+5	–
Resin	+2	+2	–	–	+1	+10	Armorer 1
Microcarbon	+3	+3	–	–	+2	+15	Armorer 1
TORSO ONLY UPGRADES							
Padded	–	–	–	+2 to all Damage Resistances vs Blast weapons	+4	+1	–
Asbestos Lining	–	+3	–	Ignore Energy damage from the Persistent damage effect	+4	+3	Armorer 1
Dense	–	–	–	+4 to all Damage Resistances vs Blast weapons	+4	+7	Armorer 3
BioCommMesh	–	–	–	Chems last twice as long (see *Fallout: The Roleplaying Game*, p.195)	+2	+9	Armorer 4, Science! 2
Pneumatic	–	–	–	Stun damage effect requires 2+ Effects to be rolled to affect you	+2	+9	Armorer 4
ARMS ONLY UPGRADES							
Brawling	–	–	–	Unarmed attacks inflict +1 🎲 damage	+1	+1	Armorer 1
Braced	–	–	–	+2 to all Damage Resistances vs melee attacks.	+1	+1	Armorer 1
Stabilized	–	–	–	When you aim and make a ranged attack, +1 🎲 to the attack's damage	+1	+1	Armorer 2
Aerodynamic	–	–	–	May spend up to 4 AP on bonus damage for melee attacks	–	+1	Armorer 3
Weighted	–	–	–	Melee and Unarmed attacks gain Piercing 1	+1	+3	Armorer 4
LEGS ONLY UPGRADES							
Cushioned	–	–	–	+2 to Physical Damage Resistance vs falling damage	–	+1	Armorer 1
Muffled	–	–	–	Re-roll 1d20 on Stealth tests	–	+2	Armorer 2

ARMOR PIECE	DAMAGE RESISTANCES			HIT POINTS	LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION					
Armor Frame	–	–	–	–	All	4500	150	4
Raider Helm	6	4	7	7	Head	50	14	2
Raider Chest Piece	8	6	9	10	Torso	100	22	2
Raider Arm	4	3	7	7	Arm	75	16	2
Raider Leg	4	3	7	7	Leg	75	17	2
T-45 Helm	6	4	7	7	Head	60	12	2
T-45 Chest Piece	8	7	9	14	Torso	140	20	2
T-45 Arm	4	3	7	7	Arm	100	15	2
T-45 Leg	4	3	7	7	Leg	100	15	2
T-51 Helm	6	5	7	9	Head	80	12	3
T-51 Chest Piece	8	7	9	18	Torso	180	20	3
T-51 Arm	5	4	7	9	Arm	130	15	3
T-51 Leg	5	4	7	9	Leg	10	15	3
T-60 Helm	7	6	7	10	Head	650	12	4
T-60 Chest Piece	9	8	9	21	Torso	750	20	4
T-60 Arm	6	5	7	10	Arm	700	15	4
T-60 Leg	6	5	7	10	Leg	700	15	4
X-01 Helm	8	7	7	12	Head	60	12	5
X-01 Chest Piece	10	8	9	24	Torso	140	20	5
X-01 Arm	7	6	7	12	Arm	100	15	5
X-01 Leg	7	6	7	12	Leg	100	15	5

ARMOR FRAME

The standard armor frame is a West Tek powered exoskeleton. It draws power from a back-mounted TX-28 micro-fusion reactor, which is compatible with standard fusion cores (*Fallout: The Roleplaying Game*, p.130). An armor frame cannot be modded.

- **Operation:** Entering or leaving an armor frame requires a major action. The armor consumes a single charge from its fusion core at the end of each scene it is used in. If this would reduce the fusion core to 0 charges, then the frame becomes unpowered. Complications on **Athletics** tests made while operating the Power Armor may result (at the GM's discretion) in extra charges being used, as strenuous activity consumes power more quickly.

- **Impact Landing:** A character wearing Power Armor suffers no damage for falling or jumping down any height. In fact, landing from any height higher than a single-story building inflicts 3 🛡 damage to any creatures (or other damageable objects) within Reach of you when you land. This applies even if the armor is unpowered.

- **Enhanced Strength:** A character wearing Power Armor uses the armor frame's **STR** of 11 instead of their own, for all purposes (such as skill tests, carry weight, and melee damage bonus). In addition, the weight of the armor frame and any attached armor pieces is not counted towards the wearer's carry weight. These benefits are lost if the armor is unpowered.

- **Sealed Environment:** So long as the armor is sealed (it has components for each location, and none of those components are damaged), it provides a breathable atmosphere, allowing the wearer to survive underwater, in toxic gas, or similar inhospitable conditions. This benefit is lost if the armor is unpowered.

- **Ablative Resilience:** When a character in Power Armor is attacked or otherwise suffers damage, then the damage is reduced by the damage resistances of the armor piece on that location, and any remaining damage marks off the armor piece's Hit Points. If an armor piece would suffer a critical hit (5+ damage in one hit), or is reduced to 0 HP, then it is **damaged**. Damaged armor pieces no longer provide protection—hits to that location strike the wearer instead—using the wearer's damage resistances and HP.

- **Technological:** Armor pieces do not regain HP naturally, and cannot be restored using Stimpaks or the **Medicine** skill. They must be repaired, in the same way as robots (*Fallout: The Roleplaying Game*, p.34). Power Armor is affected by any effect which targets or affects machines or robots.

POWER ARMOR MODS

Unique Raider Power Armor Upgrade Mods

Makeshift armor pieces made from scrap metal and salvaged Power Armor parts too damaged to undergo proper repair. Due to the improvised nature of its design, raider Power Armor is relatively weak compared to its fully functional counterparts.

Each piece of raider power armor can accept two mods: an upgrade mod and a system mod which are **installed with the Repair Skill**.

UPGRADE MOD	DAMAGE RESISTANCES			HIT POINTS	LOCATION	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION					
Raider II Helm	+1	–	–	+3	Head	+1	+5	Armorer 1
Raider II Chest Piece	+1	–	–	+4	Torso	+2	+10	Armorer 1
Raider II Arm	+1	–	–	+3	Arm	+2	+7	Armorer 1
Raider II Leg	+1	–	–	+3	Leg	+2	+7	Armorer 1

Unique Raider Power Armor System Mod

Raider Power Armor can make use of all the normal system mods (p.48) except for Tesla Arms, and may also use the following system mod which is **installed with the Repair Skill**.

SYSTEM MOD	EFFECTS	LOCATION	WEIGHT	COST	PERKS
Welded Rebar	Enemies who attack you with a melee or unarmed attack and suffer a complication suffer 2 ⚛ damage	Torso	+2	+25	Armorer 1

Unique T-45 Power Armor Upgrade Mods

Each piece of T-45 Power Armor can accept three mods: an upgrade mod, one plating mod, and a system mod. These are **installed with the Repair Skill**.

UPGRADE MOD	DAMAGE RESISTANCES			HIT POINTS	LOCATION	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION					
T-45b Helm	–	–	–	+1	Head	+1	+3	Armorer 1
T-45b Chest Piece	–	–	–	+1	Torso	+1	+7	Armorer 1
T-45b Arm	+1	+1	–	+1	Arm	+1	+7	Armorer 1
T-45b Leg	+1	+1	–	+1	Leg	+1	+7	Armorer 1
T-45c Helm	+1	+1	–	+2	Head	+1	+6	Armorer 2
T-45c Chest Piece	–	–	–	+4	Torso	+2	+14	Armorer 2
T-45c Arm	+2	+2	–	+2	Arm	+2	+10	Armorer 2
T-45c Leg	+2	+2	–	+2	Leg	+2	+10	Armorer 2
T-45d Helm	+1	+1	–	+3	Head	+2	+9	Armorer 2, Science! 1
T-45d Chest Piece	+1	+1	–	+5	Torso	+3	+21	Armorer 2, Science! 1
T-45d Arm	+2	+3	–	+3	Arm	+2	+15	Armorer 2, Science! 1
T-45d Leg	+2	+3	–	+3	Leg	+2	+15	Armorer 2, Science! 1
T-45e Helm	+1	+2	–	+3	Head	+2	+12	Armorer 3, Science! 1
T-45e Chest Piece	+1	+1	–	+7	Torso	+4	+28	Armorer 3, Science! 1
T-45e Arm	+3	+3	–	+3	Arm	+3	+20	Armorer 3, Science! 1
T-45e Leg	+3	+3	–	+3	Leg	+3	+20	Armorer 3, Science! 1
T-45f Helm	+2	+2	–	+4	Head	+3	+15	Armorer 3, Science! 2
T-45f Chest Piece	+1	+1	–	+8	Torso	+5	+35	Armorer 3, Science! 2
T-45f Arm	+3	+4	–	+4	Arm	+4	+25	Armorer 3, Science! 2
T-45f Leg	+3	+4	–	+4	Leg	+4	+25	Armorer 3, Science! 2

Unique T-51 Power Armor Upgrade Mods

Each piece of T-51 Power Armor can accept three mods: an upgrade mod, one plating mod, and a system. All Unique T-51 Power Armor Upgrade Mods are **installed with the Repair Skill**.

UPGRADE MOD	DAMAGE RESISTANCES			HIT POINTS	LOCATION	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION					
T-51b Helm	–	–	–	+1	Head	+1	+4	Armorer 1
T-51b Chest Piece	+1	–	–	+1	Torso	+1	+9	Armorer 1
T-51b Arm	–	–	–	+1	Arm	+1	+6	Armorer 1
T-51b Leg	–	–	–	+1	Leg	+1	+6	Armorer 1
T-51c Helm	–	+1	–	+1	Head	+1	+8	Armorer 2
T-51c Chest Piece	+1	+1	–	+3	Torso	+2	+18	Armorer 2
T-51c Arm	+1	+1	–	+1	Arm	+2	+13	Armorer 2
T-51c Leg	+1	+1	–	+1	Leg	+2	+13	Armorer 2
T-51d Helm	+1	+1	–	+2	Head	+2	+12	Armorer 2, Science! 1

UPGRADE MOD	DAMAGE RESISTANCES			HIT POINTS	LOCATION	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION					
T-51d Chest Piece	+1	+1	–	+4	Torso	+3	+27	Armorer 2, Science! 1
T-51d Arm	+1	+1	–	+2	Arm	+2	+19	Armorer 2, Science! 1
T-51d Leg	+1	+1	–	+2	Leg	+2	+19	Armorer 2, Science! 1
T-51e Helm	+1	+1	–	+3	Head	+2	+16	Armorer 3, Science! 1
T-51e Chest Piece	+2	+1	–	+6	Torso	+4	+36	Armorer 3, Science! 1
T-51e Arm	+1	+2	–	+3	Arm	+3	+26	Armorer 3, Science! 1
T-51e Leg	+1	+2	–	+3	Leg	+3	+26	Armorer 3, Science! 1
T-51f Helm	+1	+2	–	+3	Head	+3	+20	Armorer 3, Science! 2
T-51f Chest Piece	+2	+2	–	+7	Torso	+5	+45	Armorer 3, Science! 2
T-51f Arm	+2	+2	–	+3	Arm	+4	+32	Armorer 3, Science! 2
T-51f Leg	+2	+2	–	+3	Leg	+4	+32	Armorer 3, Science! 2

Unique T-60 Power Armor Upgrade Mods

Each piece of T-60 Power Armor can accept three mods: an upgrade mod, one plating mod, and a system.

All Unique T-60 Power Armor Upgrade Mods are **installed with the Repair Skill**.

UPGRADE MOD	DAMAGE RESISTANCES			HIT POINTS	LOCATION	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION					
T-60b Helm	+1	+1	–	+1	Head	+1	+32	–
T-60b Chest Piece	–	–	–	+2	Torso	+1	+37	–
T-60b Arm	+1	+1	–	+1	Arm	+1	+35	–
T-60b Leg	+1	+1	–	+1	Leg	+1	+35	–
T-60c Helm	+1	+1	–	+2	Head	+3	+64	Armorer 1, Science! 1
T-60c Chest Piece	+1	–	–	+3	Torso	+2	+74	Armorer 1, Science! 1
T-60c Arm	+1	+1	–	+2	Arm	+2	+70	Armorer 1, Science! 1
T-60c Leg	+1	+1	–	+2	Leg	+2	+70	Armorer 1, Science! 1
T-60d Helm	+1	+2	–	+2	Head	+2	+96	Armorer 2, Science! 1
T-60d Chest Piece	+1	+1	–	+5	Torso	+3	+111	Armorer 2, Science! 1
T-60d Arm	+1	+2	–	+2	Arm	+2	+105	Armorer 2, Science! 1
T-60d Leg	+1	+2	–	+2	Leg	+2	+105	Armorer 2, Science! 1
T-60e Helm	+2	+2	–	+3	Head	+2	+128	Armorer 3, Science! 1
T-60e Chest Piece	+1	+1	–	+7	Torso	+4	+148	Armorer 3, Science! 1
T-60e Arm	+2	+2	–	+3	Arm	+3	+140	Armorer 3, Science! 1
T-60e Leg	+2	+2	–	+3	Leg	+3	+140	Armorer 3, Science! 1
T-60f Helm	+2	+3	–	+4	Head	+3	+160	Armorer 3, Science! 2
T-60f Chest Piece	+2	+1	–	+8	Torso	+5	+185	Armorer 3, Science! 2
T-60f Arm	+2	+3	–	+4	Arm	+4	+175	Armorer 3, Science! 2
T-60f Leg	+2	+3	–	+4	Leg	+4	+175	Armorer 3, Science! 2

Unique X-01 Power Armor Upgrade Mods

Each piece of X-01 Power Armor can accept three mods: an upgrade mod, one plating mod, and a system. All Unique X-01 Power Armor Upgrade Mods are **installed with the Repair Skill**.

UPGRADE MOD	DAMAGE RESISTANCES			HIT POINTS	LOCATION	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION					
Mk II Helm	–	–	–	+1	Head	+1	+7	–
Mk II Chest Piece	–	–	–	+1	Torso	+1	+14	–
Mk II Arm	+1	+1	–	–	Arm	+1	+10	–
Mk II Leg	+1	+1	–	–	Leg	+1	+10	–
Mk III Helm	+1	–	–	+1	Head	+1	+14	Armorer 1, Science! 1
Mk III Chest Piece	–	+1	–	+2	Torso	+2	+28	Armorer 1, Science! 1
Mk III Arm	+1	+1	–	+1	Arm	+2	+20	Armorer 1, Science! 1
Mk III Leg	+1	+1	–	+1	Leg	+2	+20	Armorer 1, Science! 1
Mk IV Helm	+1	+1	–	+2	Head	+2	+21	Armorer 2. Science! 1
Mk IV Chest Piece	+1	+1	–	+3	Torso	+3	+42	Armorer 2. Science! 1
Mk IV Arm	+1	+1	–	+2	Arm	+2	+30	Armorer 2. Science! 1
Mk IV Leg	+1	+1	–	+2	Leg	+2	+30	Armorer 2. Science! 1
Mk V Helm	+2	+1	–	+2	Head	+2	+28	Armorer 3. Science! 1
Mk V Chest Piece	+1	+2	–	+4	Torso	+4	+56	Armorer 3. Science! 1
Mk V Arm	+2	+2	–	+2	Arm	+3	+40	Armorer 3. Science! 1
Mk V Leg	+2	+2	–	+2	Leg	+3	+40	Armorer 3. Science! 1
Mk VI Helm	+2	+2	–	+3	Head	+3	+35	Armorer 3. Science! 2
Mk VI Chest Piece	+2	+2	–	+5	Torso	+5	+70	Armorer 3. Science! 2
Mk VI Arm	+2	+3	–	+4	Arm	+4	+50	Armorer 3. Science! 2
Mk VI Leg	+2	+3	–	+4	Leg	+4	+50	Armorer 3. Science! 2

Unique X-01 Power Armor Plating Mod

X-01 Power Armor can make use of all the normal system mods and all the normal plating mods apart from Winterized, and may also use the following plating mod, which is **installed with the Repair skill**:

PLATING MOD	EFFECTS	LOCATION	WEIGHT	COST	PERKS
EMP Shielding	+2 Energy Damage Resistance	Any	+1	+20	Armorer 1

Power Armor System and Plating Mods

Power Armor mods apply to all the types of armor listed and are collected here to avoid repetition. There are two main kinds of Power Armor mod: **systems**, that provide additional features to the armor, and **plating**, which alters the outer surface of the armor.

Plating can be applied separately to any individual piece of Power Armor. However, due to size differences, the cost and weight of a plating mod applied to a chest piece is doubled. Raider Power Armor cannot take a plating mod, due to its makeshift nature. **Each mod is listed with the skill required to install it.**

MOD	EFFECT	LOCATION	WEIGHT	COST	PERKS	SKILL
SYSTEM MODS						
Rad Scrubber	Ignore radiation from Irradiated food or drink consumed while armor is powered	Head	+1	+100	Science! 2	Science
Sensor Array	Re-roll 1d20 on all **PER** tests while armor is powered	Head	+1	+100	Science! 3	Science
Targeting HUD	When you take the Aim minor action, you may take a second minor action for 0 AP while armor is powered	Head	+1	+100	Science! 3	Science
Internal Database	Re-roll 1d20 on all **INT** tests while armor is powered	Head	+1	+100	Science! 2	Science
Welded Rebar (Raider only)	Enemies who attack you with a melee or unarmed attack and suffer a complication suffer 2 ⚙ damage	Torso	+2	+25	Armorer 1	Repair
Core Assembly	While armor is powered, if you begin your turn and there is no AP in the group pool, add +1 AP	Torso	+2	+100	Science! 3	Science
Blood Cleanser	Re-roll addiction roll for addictive chems while armor is powered	Torso	+2	+100	Science! 1	Science
Emergency Protocols	While armor is powered, if your current HP is below 1/4 of your maximum, add +1 to Defense and +3 to all Damage Resistances	Torso	+2	+100	Science! 4	Science
Motion-Assist Servos	Increase **STR** of armor frame to 13 while armor is powered	Torso	+2	+100	Science! 3	Science
Kinetic Dynamo	While armor is powered, when you suffer any damage (after reductions for damage resistances), add +1 to the group AP pool	Torso	+2	+100	Science! 4	Science
Medic Pump	While armor is powered, when your HP are reduced to below 1/2 of your maximum, you immediately use a Stimpak, regaining 3 HP or treating one Injury.	Torso	+2	+100	Science! 4	Science
Reactive Plates	While armor is powered, when you suffer damage from a melee or unarmed attack, you inflict Physical damage back to the attacker equal to half the damage total rolled	Torso	+2	+100	Armorer 4	Repair
Tesla Coils	While armor is powered, whenever an enemy makes a melee attack against you, they suffer 4 ⚙ Energy damage	Torso	+2	+100	Science! 3	Science
Stealth Boy	You may activate a Stealth Boy (*Fallout: The Roleplaying Game*, p.171) once per scene by spending 1 charge	Torso	+1	+100	Science! 4	Science
Jetpack	When you move you may activate a jetpack by spending 1 charge; this allows you to move one additional zone (horizontally or vertically) or gain enough height for an impact landing	Torso	+1	+500	Armorer 4, Science! 4	Repair

MOD	EFFECT	LOCATION	WEIGHT	COST	PERKS	SKILL
Rusty Knuckles	Your unarmed attacks gain the Persistent damage effect	Arm	+1	+50	Blacksmith 1	Repair
Hydraulic Bracers	While armor is powered, your unarmed attacks inflict +2 🔩 damage	Arm	+1	+100	Blacksmith 3	Repair
Optimized Bracers	While armor is powered, you may spend up to 4 AP on bonus damage for melee attacks	Arm	+1	+100	Blacksmith 1	Repair
Tesla Bracers	While armor is powered, your unarmed attacks inflict +2 🔩 damage and now inflict Energy damage	Arm	+1	+150	Blacksmith 3, Science! 1	Repair
Calibrated Shocks	Your carry weight is increased by +50	Leg	+1	+100	Science! 2	Science
Explosive Vent	While the armor is powered, when you land from a height, you inflict 4 🔩 damage to all creatures and damageable objects within Close range	Leg	+1	+100	Science! 3	Science
Overdrive Servos	While armor is powered, when you Sprint, you may spend +2AP to move one additional zone	Leg	+1	+100	Science! 3	Science

PLATING MODS

MOD	EFFECT	LOCATION	WEIGHT	COST	PERKS	SKILL
Titanium Plating	+1HP to Armor Piece (+2 to Torso)	Any	1	10	Armorer 3	Repair
Lead Plating	+2 Radiation damage resistance	Any	2	10	Armorer 1	Repair
Photovoltaic Plating	+1 AP at the start of a scene if in direct sunlight (only applies once)	Any	1	10	Science! 3	Science
Winterized Coating (not on X-01)	+1 Energy damage resistance	Any	1	10	Armorer 1	Repair
Prism Shielding	+3 Energy damage resistance	Any	2	10	Science! 2	Science
Explosive Shielding	+2 to all Damage resistances vs Blast weapons.	Any	1	10	Science! 1	Science

ROBOT ARMOR

For protection and useful effects, robots such as the Mister Handy line rely on their construction and materials of their plating. Mister Handy robots have different hit locations to a humanoid character: Optics, Main Body, Arms (1-3), and Thruster. In addition to providing damage resistances, robot armor may modify the Carry Weight of the robot they are fitted to. All Robot Armor except Plating is **installed with the Repair skill**.

ARMOR TYPE	DAMAGE RESISTANCE		LOCATION	CARRY WEIGHT	COST	PERKS
	PHYSICAL	ENERGY				
Standard Plating	2	0	All	–	–	–
Mister Gutsy Plating	2	2	All	-10	–	–
Factory Armor	+1	+1	Optics	–	10	–
Factory Armor	+1	+1	Main Body	–	20	–
Factory Armor	+1	+1	Arms	–	10	–
Factory Armor	+1	+1	Thruster	–	10	–
Factory Storage Armor	+1	+1	Main Body	+20	25	Armorer 1
Primal Plate	+2	–	Optics	-10	10	–
Primal Plate	+2	–	Main Body	-20	20	–
Primal Plate	+2	–	Arms	-10	10	–
Primal Plate	+2	–	Thruster	-10	10	–
Serrated Plate	+2	–	Optics	-10	15	Armorer 1
Serrated Plate	+2	–	Main Body	-20	30	Armorer 1
Serrated Plate	+2	–	Arms	-10	15	Armorer 1
Serrated Plate	+2	–	Thruster	-10	15	Armorer 1
Noxious Plate	+2	–	Optics	-10	15	Armorer 1
Noxious Plate	+2	–	Main Body	-20	30	Armorer 1
Noxious Plate	+2	–	Arms	-10	15	Armorer 1
Noxious Plate	+2	–	Thruster	-10	15	Armorer 1
Toxic Plate	+2	–	Optics	-10	15	Armorer 3
Toxic Plate	+2	–	Main Body	-20	30	Armorer 3
Toxic Plate	+2	–	Arms	-10	15	Armorer 3
Toxic Plate	+2	–	Thruster	-10	15	Armorer 3
Actuated Frame	+1	+1	Optics	+10	15	–
Actuated Frame	+1	+1	Main Body	+20	30	–
Actuated Frame	+1	+1	Arms	+10	15	–
Actuated Frame	+1	+1	Thruster	+10	15	–
Voltaic Frame	+2	+2	Optics	+10	20	Armorer 2
Voltaic Frame	+2	+2	Main Body	+20	40	Armorer 2
Voltaic Frame	+2	+2	Arms	+10	20	Armorer 2
Voltaic Frame	+2	+2	Thruster	+10	20	Armorer 2

ARMOR TYPE	DAMAGE RESISTANCE		LOCATION	CARRY WEIGHT	COST	PERKS
	PHYSICAL	ENERGY				
Hydraulic Frame	+3	+3	Optics	+5	30	Armorer 3
Hydraulic Frame	+3	+3	Main Body	+10	60	Armorer 3
Hydraulic Frame	+3	+3	Arms	+5	30	Armorer 3
Hydraulic Frame	+3	+3	Thruster	+5	30	Armorer 3

SERRATED PLATE

When a melee attack is made against a location fitted with serrated plate, and the attacker suffers a complication, then the attacker suffers 2 🎲 Persistent (Physical) damage. In addition, melee attacks made using arms fitted with serrated plate gain the Persistent (Physical) damage effect.

NOXIOUS PLATE

When a melee attack is made against a location fitted with noxious plate, and the attacker suffers a complication, then the attacker suffers 2 🎲 Persistent (Poison) damage. In addition, melee attacks made using arms fitted with serrated plate gain the Persistent (Poison) damage effect.

TOXIC PLATE

When a melee attack is made against a location fitted with toxic plate, and the attacker suffers a complication, then the attacker suffers 2 🎲 Radiation damage. In addition, melee attacks made using arms fitted with serrated plate gain the Radioactive damage effect.

ACTUATED FRAME

Melee attacks made from arms fitted with an actuated frame inflict +1 🎲 damage. If the robot's Thruster is fitted with an actuated frame, it may make both a Move minor action and a Sprint major action in the same turn.

VOLTAIC FRAME

nflict +1 🎲 if the robot is fitted with any Voltaic Frame armor. This bonus increases by +1 🎲 for every two additional locations fitted with Voltaic Frame (so +2 🎲 for 3 pieces, or +3 🎲 for 5 or more pieces)

HYDRAULIC FRAME

Melee attacks made from arms fitted with a hydraulic frame inflict +1 🎲 damage and gain the Stun damage effect.

ROBOT MODULES

A Mister Handy robot may install up to three of these mods. Mods may be removed to make room for different modules. Perks listed are those required to successfully install a module, which also requires an **INT + Science** skill test with a difficulty of 2 and an hour's work.

MOD	EFFECTS	WEIGHT	COST	RARITY	PERKS
Behavioral Analysis Mod	Reduce the difficulty of Speech tests by 1 (min. 0)	–	50	3	Robotics Expert 1
Diagnosis Mod	Reduce the difficulty of Medicine tests by 1 (min. 0)	–	50	3	Robotics Expert 1
Hacking Module	Reduces the difficulty of Science tests to hack into locked computer systems by 1 (min. 0)	–	25	2	–
Hazard Detection Mod	Reduce the difficulty of Survival tests to detect and disable traps and similar hazards by 1 (min. 0)	–	25	2	–
Integral Boiler Mod	Once per scene out of combat, turn 2 dirty water into 1 purified water in ten minutes	-10	15	1	–
Lockpick Module	Reduce the difficulty of Lockpick tests by 1 (min. 0), Does not need bobby pins or other lockpicking tools	-5	25	2	–
Radiation Coils	Can turn on or off at the start of a turn. While on, all creatures within Reach suffer 3 🎗 radiation damage at the end of the robot's turn	-10	50	3	Robotics Expert 1
Recon Sensors	Reduce difficulty of tests to detect hidden opponents by 1 (min. 0), Enemies visible to you who attempt to hide add +1 to the difficulty of their Sneak tests	-5	50	3	Robotics Expert 1
Regeneration Field	Outside of combat, allies regain 2 HP at the start of each scene you are present within	-25	125	5	Robotics Expert 2, Science! 2
Resistance Field	Allies within Close range receive +2 Physical damage resistance	-20	75	4	Robotics Expert 1, Science! 1
Sensor Array	Re-roll 1d20 on all **PER** tests, May attempt **PER** tests to detect things which cannot normally be detected by the naked eye, such as radiation	-15	50	3	Robotics Expert 1
Stealth Field	Allies within Close range may re-roll 1d20 on Stealth tests	-20	50	3	Robotics Expert 1
Tesla Coils	Can turn on or off at the start of a turn, While on, all enemies within Reach suffer 4 🎗 Piercing 1, Stun energy damage at the end of the robot's turn	-25	100	5	Robotics Expert 2, Science! 1

LOOT TABLES

There are numerous categories of items, and the location you are searching lists which categories of items can be found there. A successful search yields a minimum number of items of some of those categories, and each item is determined by rolling on the tables below.

Item categories are as follows:

- Ammunition
- Armor
- Clothing
- Food
- Beverages
- Chems
- Oddities and Valuables
- Junk
- Weapons (split into Ranged, Melee, and Thrown/Explosives)

For each item category found, roll on the relevant table, below. After rolling, you may spend 1 Luck point to add or subtract an amount up to the location's level to or from the roll: that is, if you're searching a Level 6 location, you may increase or reduce your roll by up to 6 after rolling, by spending 1 Luck point.

Modded Items

A few items appear in the loot tables with existing mods. These are most often the most basic forms of mods, such as turning a laser gun into a laser rifle or providing the automatic version of a 10mm pistol.

AMMUNITION

Ammunition details are on p.56.

Random Ammunition

2D20 ROLL	AMMO (QUANTITY)	2D20 ROLL	AMMO (QUANTITY)	2D20 ROLL	AMMO (QUANTITY)
2	2mm EC (6+3 🔩)	15	Flamer Fuel (12+6 🔩)	28	Fusion Cell (14+7 🔩)
3	2mm EC (6+3 🔩)	16	Flamer Fuel (12+6 🔩)	29	Railway Spike (6+3 🔩)
4	2mm EC (6+3 🔩)	17	.45 Rounds (9+4 🔩)	30	Railway Spike (6+3 🔩)
5	Plasma Cartridge (10+5 🔩)	18	.45 Rounds (9+4 🔩)	31	.44 Magnum (4+2 🔩)
6	Missile (2+1 🔩)*	19	10mm (8+4 🔩)	32	.44 Magnum (4+2 🔩)
7	Fusion Core (1)**	20	10mm (8+4 🔩)	33	5.56mm (8+4 🔩)
8	5mm (12+6 🔩 ×10)	21	.38 Ammo (10+5 🔩)	34	5.56mm (8+4 🔩)
9	5mm (12+6 🔩 ×10)	22	.38 Ammo (10+5 🔩)	35	Missile (2+1 🔩)*
10	.50 ammo (4+2 🔩)	23	Flare (2+1 🔩)	36	Fusion Core (1)**
11	.50 ammo (4+2 🔩)	24	.308 ammo (6+3 🔩)	37	Plasma Cartridge (10+5 🔩)
12	Syringer Ammo (4+2 🔩)	25	Shotgun Shells (6+3 🔩)	38	Mini-Nuke (1+1 🔩)**
13	Syringer Ammo (4+2 🔩)	26	Shotgun Shells (6+3 🔩)	39	Mini-Nuke (1+1 🔩)**
14	Gamma Round (4+2 🔩)	27	Fusion Cell (14+7 🔩)	40	Mini-Nuke (1+1 🔩)**

* Characters with the Scavenger perk receive only +1 🔩 per rank additional Missiles.

** Characters with the Scavenger perk do not receive any additional Fusion Cores or Mini-Nukes.

ARMOR

Armor is listed on p.130 of the *Fallout: The Roleplaying Game* rulebook.

Power Armor Frames do not come with a fusion core.

Some entries may ask for a roll for location. This means to roll on the hit location table (*Fallout: The Roleplaying Game*, p.28) to determine which location that piece of armor covers, re-rolling any inapplicable results (head results for Raider leather armor, as there is no corresponding helmet).

Random Armor

2D20 ROLL	ARMOR	2D20 ROLL	ARMOR	2D20 ROLL	ARMOR
2	X-01 Power Armor Piece	15	Sturdy Metal Armor	28	Heavy Leather Armor
3	X-01 Power Armor Piece	16	Heavy Raider Armor	29	Synth Armor
4	X-01 Power Armor Piece	17	Vault-Tec Armor	30	T-51 Power Armor Piece
5	Power Armor Frame	18	Sturdy Raider Armor	31	Heavy Combat Armor
6	Power Armor Frame	19	Leather Armor	32	Heavy Combat Armor
7	T-60 Power Armor Piece	20	Sturdy Raider Armor	33	Sturdy Synth Armor
8	T-60 Power Armor Piece	21	Raider Armor	34	Sturdy Synth Armor
9	Heavy Dog Armor	22	Sturdy Raider Armor	35	Sturdy Raider Armor
10	Heavy Dog Armor	23	Metal Armor	36	Power Armor Frame
11	Sturdy Combat Armor	24	Light Dog Armor	37	Power Armor Frame
12	Heavy Metal Armor	25	Sturdy Leather Armor	38	Heavy Synth Armor
13	Raider Power Armor Piece	26	Combat Armor	39	Heavy Synth Armor
14	Medium Dog Armor	27	T-45 Power Armor Piece	40	Heavy Synth Armor

CLOTHING

Clothing and outfits are listed on p.124 of the *Fallout: The Roleplaying Game* rulebook.

Random Clothing

2D20 ROLL	CLOTHING	2D20 ROLL	CLOTHING	2D20 ROLL	CLOTHING
2	Brotherhood of Steel Fatigues	15	Road Leathers	28	Heavy Coat
3	Welder's Visor	16	Casual Clothing	29	Heavy Coat
4	Brotherhood Scribe's Hat	17	Casual Clothing	30	Utility Overalls
5	Brotherhood of Steel Hood	18	Hides	31	Utility Overalls
6	Brotherhood Scribe's Armor	19	Hides	32	Casual Hat
7	Brotherhood of Steel Uniform	20	Harness	33	Hood or Cowl
8	Hard Hat	21	Harness	34	Vault Jumpsuit
9	Army Helmet	22	Sack Hood	35	Formal Clothing
10	Lab Coat	23	Sack Hood	36	Formal Clothing
11	Lab Coat	24	Military Fatigues	37	Formal Hat
12	Engineer's Armor	25	Military Fatigues	38	Gas Mask
13	Engineer's Armor	26	Tough Clothing	39	Cage Armor
14	Road Leathers	27	Tough Clothing	40	Hazmat Suit

FOOD

Food items are listed on p.149 of the *Fallout: The Roleplaying Game* rulebook.

There is one additional table here separate from the rarity tables: Foraging. The Foraging table contains food items which can be found by foraging in the wilderness.

Many Food items listed in the **Equipment** chapter are not listed on the tables below. They can only be obtained through cooking, described in the Crafting section later in this chapter, or butchering the bodies of dead creatures.

Random Food

2D20 ROLL	FOOD	2D20 ROLL	FOOD	2D20 ROLL	FOOD
2	Tarberry	15	BlamCo Brand Mac and Cheese	28	Brain Fungus
3	Perfectly Preserved Pie	16	Sugar Bombs	29	Corn
4	Melon (non-irradiated)	17	Potted Meat	30	Gourd
5	Carrot (non-irradiated)	18	Pork 'n' Beans	31	Melon
6	Institute Food Packet	19	InstaMash	32	Silt Bean
7	Sugar Bombs (preserved)	20	Dandy Boy Apples	33	Tato
8	Mutfruit (non-irradiated)	21	Canned Dog Food	34	InstaMash (preserved)
9	Fancy Lads Snack Cakes (preserved)	22	Fancy Lads Snack Cakes	35	Salisbury Steak (preserved)
10	Sweet Roll	23	Gum Drops	36	Food Paste
11	Razorgrain	24	Mutfruit	37	Noodle Cup
12	Iguana Bits	25	Potato Crisps	38	Corn (non-irradiated)
13	Cram	26	Salisbury Steak	39	BlamCo Brand Mac and Cheese (preserved)
14	Carrot	27	Yum-Yum Deviled Eggs	40	Tarberry

The Foraging table, below, is used for gathering food from wild plants while in the wasteland. An hour's foraging and a **PER + Survival** test with a difficulty of 1 finds a number of items this table equal to your Survival score, +1 item per AP spent. Roll once to determine which item is found.

Foraging

D20 ROLL	FOOD FOUND
1-2	Brain Fungus
3-4	Carrot
5-6	Corn
7-8	Gourd
9-10	Melon
11-13	Mutfruit
14-15	Razorgrain
16-17	Silt Bean
18-20	Tato

BEVERAGES

Beverages are listed on p.160 of the **Fallout: The Roleplaying Game** rulebook.

There is one additional table here separate from the rarity tables: Nuka-Cola. This is used specifically when searching Nuka-Cola Machines.

Some Beverage items listed in the **Equipment** chapter are not listed on the tables below. They can only be obtained through cooking, described in the Crafting section later in this chapter.

Random Beverages

2D20 ROLL	BEVERAGE	2D20 ROLL	BEVERAGE	2D20 ROLL	BEVERAGE
2	Wine	15	Beer	28	Brahmin Milk
3	Wine	16	Beer	29	Brahmin Milk
4	Whiskey	17	Beer	30	Brahmin Milk
5	Whiskey	18	Beer	31	Rum
6	Nuka-Cherry	19	Dirty Water	32	Rum
7	Nuka-Cherry	20	Dirty Water	33	Rum
8	Nuka-Cherry	21	Dirty Water	34	Moonshine
9	Nuka-Cola	22	Dirty Water	35	Moonshine
10	Nuka-Cola	23	Dirty Water	36	Moonshine
11	Nuka-Cola	24	Purified Water	37	Vodka
12	Bourbon	25	Purified Water	38	Vodka
13	Bourbon	26	Purified Water	39	Wine
14	Bourbon	27	Purified Water	40	Wine

The Nuka-Cola table, below, is used when a Nuka-Cola machine is found while scavenging. Roll twice to determine the machine's contents.

Nuka-Cola

D20 ROLL	ITEM
1-8	Empty
9-12	1+2 🎲 glass bottles (junk, scavenge for 2 common materials each)
13-15	1 Nuka-Cola
16-17	2 Nuka-Cola
18	1 Nuka-Cola, 1 Nuka-Cherry
19	2 Nuka-Cola, 1 Nuka-Cherry
20	1 Nuka-Cola Quantum

CHEMS

Chems are listed on p.164 of the **Fallout: The Roleplaying Game** rulebook.

Many Chems items listed in the **Equipment** chapter are not listed on the tables below. They can only be obtained through crafting, described in the Crafting section later in this chapter.

Random Chems

2D20 ROLL	CHEM	2D20 ROLL	CHEM	2D20 ROLL	CHEM
2	Super Stimpak	15	Daddy-O	28	Buffout
3	Calmex	16	Rad-X (diluted)	29	Jet
4	Day Tripper	17	Rad-X (diluted)	30	Jet
5	Addictol	18	Healing Salve	31	Mentats
6	Stimpak	19	Healing Salve	32	Mentats
7	Stimpak	20	Dirty Water	33	Rad-X
8	RadAway	21	Dirty Water	34	Rad-X
9	RadAway	22	Dirty Water	35	Stimpak
10	Psycho	23	Stimpak (diluted)	36	Stimpak
11	Psycho	24	Stimpak (diluted)	37	Antibiotics
12	Med-X	25	RadAway (diluted)	38	Overdrive
13	Med-X	26	RadAway (diluted)	39	Fury
14	Daddy-O	27	Buffout	40	X-Cell

WEAPONS (RANGED)

Ranged Weapons are listed on p.95 of the **Fallout: The Roleplaying Game** rulebook.

Any found Ranged weapons come with a standard quantity of their ammunition.

Random Ranged Weapons

2D20 ROLL	RANGED WEAPON	2D20 ROLL	RANGED WEAPON	2D20 ROLL	RANGED WEAPON
2	Fat Man	11	Institute Laser Rifle (Long Barrel, Standard Stock)	20	Pipe Rifle (Long Barrel, Standard Stock)
3	Fat Man	12	Syringer	21	Pipe Gun
4	Missile Launcher	13	Hunting Rifle	22	Auto Pipe Gun (Automatic Receiver)
5	Missile Launcher	14	Assault Rifle	23	Pipe Revolver
6	Railway Rifle	15	Laser Musket	24	Pipe Bolt Action Rifle (Long Barrel, Standard Stock)
7	Junk Jet	16	Submachine Gun	25	10mm Auto Pistol (Automatic Receiver)
8	Flamer	17	10mm Pistol	26	Double-Barreled Shotgun
9	Plasma Pistol	18	Pipe Bolt Action	27	.44 Pistol

2D20 ROLL	RANGED WEAPON	2D20 ROLL	RANGED WEAPON	2D20 ROLL	RANGED WEAPON
28	Combat Rifle	33	Minigun	38	Heavy Incinerator
29	Scoped Hunting Rifle (Long Barrel, Short Scope)	34	Plasma Rifle (Long Barrel, Standard Stock)	39	Gamma Gun
30	Combat Shotgun	35	Gatling Laser	40	Gamma Gun
31	Institute Laser Pistol	36	Gauss Rifle		
32	Laser Pistol	37	Heavy Incinerator		
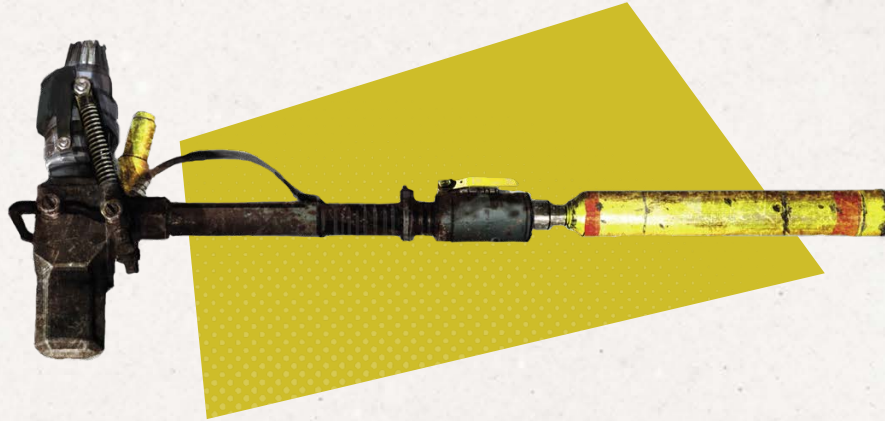
WEAPONS (MELEE)

Melee Weapons are listed on p.111 of the **Fallout: The Roleplaying Game** rulebook.

Random Melee Weapons

2D20 ROLL	MELEE WEAPON	2D20 ROLL	MELEE WEAPON	2D20 ROLL	MELEE WEAPON
2	Deathclaw Gauntlet	15	Walking Cane	28	Pipe Wrench
3	Shishkebab	16	Walking Cane	29	Knuckles
4	Shishkebab	17	Pool Cue	30	Knuckles
5	Sledgehammer	18	Pool Cue	31	Tire Iron
6	Sledgehammer	19	Switchblade	32	Tire Iron
7	Ripper	20	Switchblade	33	Sword
8	Ripper	21	Board	34	Sword
9	Boxing Glove	22	Board	35	Aluminum Baseball Bat
10	Boxing Glove	23	Lead Pipe	36	Aluminum Baseball Bat
11	Baton	24	Lead Pipe	37	Power Fist
12	Baton	25	Rolling Pin	38	Power Fist
13	Machete	26	Rolling Pin	39	Super Sledge
14	Machete	27	Pipe Wrench	40	Super Sledge

WEAPONS (THROWN/EXPLOSIVES)

Thrown Weapons are listed on p.119 of the *Fallout: The Roleplaying Game* **rulebook, while Explosives are on p.120.**

Items are found in the quantity listed.

Random Thrown and Explosive Weapons

2D20 ROLL	THROWN/EXPLOSIVE WEAPON	2D20 ROLL	THROWN/EXPLOSIVE WEAPON	2D20 ROLL	THROWN/EXPLOSIVE WEAPON
2	1 Nuka Grenade	15	2+1 🎯 Javelins	28	2+1 🎯 Molotov Cocktails
3	1 Pulse Mine	16	2+1 🎯 Javelins	29	2+1 🎯 Molotov Cocktails
4	1 Pulse Mine	17	2+1 🎯 Javelins	30	2+1 🎯 Tomahawks
5	1 Plasma Mine	18	2+1 🎯 Javelins	31	2+1 🎯 Tomahawks
6	1 Plasma Mine	19	2+1 🎯 Javelins	32	2+1 🎯 Tomahawks
7	1 Bottlecap Mine	20	4+2 🎯 Throwing Knives	33	1 Frag Mine
8	1 Bottlecap Mine	21	4+2 🎯 Throwing Knives	34	1 Frag Mine
9	1 Bottlecap Mine	22	4+2 🎯 Throwing Knives	35	1 Frag Mine
10	2+1 🎯 Frag Grenades	23	2+1 🎯 Baseball Grenades	36	1 Plasma Grenade
11	2+1 🎯 Frag Grenades	24	2+1 🎯 Baseball Grenades	37	1 Plasma Grenade
12	2+1 🎯 Frag Grenades	25	2+1 🎯 Baseball Grenades	38	1 Pulse Grenade
13	2+1 🎯 Molotov Cocktails	26	2+1 🎯 Baseball Grenades	39	1 Pulse Grenade
14	2+1 🎯 Molotov Cocktails	27	2+1 🎯 Baseball Grenades	40	1 Nuke Mine

ODDITIES AND VALUABLES

These tables cover a variety of different items not covered in other lists. Unlike the other loot tables, this table requires rolling 3d20 rather than 2d20.

Random Oddities and Valuables

3D20 ROLL	ODDITY/VALUABLE	3D20 ROLL	ODDITY/VALUABLE	3D20 ROLL	ODDITY/VALUABLE
3	Regeneration Field	12	Diagnosis Mod	21	Lock Pick Set
4	Regeneration Field	13	Geiger Counter	22	Holotape Player
5	Pre-War Money worth 5d20 Caps	14	Doctor's Bag	23	Large Backpack
6	Pre-War Money worth 5d20 Caps	15	Magazine (see *Fallout: The Roleplaying Game*, p.172)	24	Pre-War Money worth 3d20 Caps
7	5d20 Caps	16	Pre-War Money worth 4d20 Caps	25	3d20 Caps
8	5d20 Caps	17	4d20 Caps	26	Integral Boiler Mod
9	5d20 Caps	18	Container	27	1+2 🔩 Signal Flares
10	Stealth Field	19	Hazard Detection Mod	28	Pre-War Money worth 2d20 Caps
11	Recon Sensors	20	Radio	29	2d20 Caps
30	2+1 🔩 Bobby Pins	41	Multi-Tool	52	Key
31	1d20 Caps	42	Hacking Module	53	Key
32	Pre-War Money worth 1d20 Caps	43	Lockpick Module	54	Key
33	4+2 🔩 Bobby Pins	44	Container, Locked	55	10+5 🔩 Bobby Pins
34	Small Backpack	45	8+4 🔩 Bobby Pins	56	10+5 🔩 Bobby Pins
35	Torch	46	Stealth Boy	57	10+5 🔩 Bobby Pins
36	Note or Holotape	47	Deluxe Toolkit	58	Stimpak Diffuser
37	6+3 🔩 Bobby Pins	48	Flashlight	59	Stimpak Diffuser
38	Robot Repair Kit	49	Behavioral Analysis Mod	60	Tesla Coils
39	First Aid Kit	50	Radiation Coils		
40	Lantern	51	Sensor Array		

Unusual Items

A small number of items appear on the Oddity table which are not described elsewhere.

Note or Holotape

This is one or more pieces of paper, or a single holotape recording, from someone who was in this location previously. They may be relics from before the Great War, or journals kept by other survivors who passed through years or even decades earlier. They have no inherent value, but they can often provide useful information. The GM determines what information is found in a note or on a holotape, which could include directions to a previously-unknown location, clues towards a secret to uncover, a rare crafting recipe, something which inspires a new question, or simply a bit of extra worldbuilding information about the wasteland.

Container

A large duffel bag, a cooler or picnic hamper, or some other kind of unsecured container. Normally portable, these containers are likely to have been dropped by a previous survivor in the area and aren't part of the normal items found in that location. The GM chooses an item category: the container holds an item rolled from that category's table at the rarity of the container.

Container, Locked

Ammo boxes, foot lockers, locked toolboxes, and similar. Someone took the time to secure this container, so there must be something good inside. A successful **PER + Lockpick** test with a difficulty equal to the container's rarity opens the lock, and within are two items from categories determined by the GM, of a rarity equal to that of the container.

Key

A key or a note containing a password for a computer system. For the sake of the game, each key opens a lock with a difficulty of the key's rarity or lower (or unlocks a computer system of that difficulty if it's a password). This can be used in the same location, or it can be used in a later location.

JUNK

Junk items have little immediate benefit, beyond amusement or nostalgia, but they're still potentially valuable for the materials they're made from.

Junk items have no rules effect on their own. Their only effect is to be found and broken down into useful materials, which can be used for crafting and repairing other items.

When you find junk while scavenging, roll 2d20. That is the quantity of junk items you scavenge. Junk items have a weight of 2 and are worth 2 caps each in trade. You may spend 1 Luck point to increase the number of junk items scavenged by an amount equal to your **LCK** score.

You can salvage materials from junk items and from other items you wish to dispose of to use them later for repairs and for crafting. Salvage requires that you have appropriate tools or facilities, such as a workbench.

- Salvaging items takes 10 minutes per item being salvaged and requires an **INT + Repair** test with a difficulty of 0. Roll 1 🎖 for each junk item salvaged: you receive **common materials** equal to the total rolled. You may roll +1 🎖 for every AP spent after succeeding on this test, as you salvage more efficiently and secure more materials.

  - If you have the Scrapper perk, you also receive one **uncommon material** for each effect rolled. If you have two ranks in the Scrapper perk, you'll also receive one **rare material** for every two Effects rolled.

  - **Consumable items cannot be salvaged:** you cannot unmix chems, nor uncook meat.

  - **You cannot salvage ammunition:** the means to do so requires tools that are nearly impossible to find in the wasteland.

Common materials include wood, steel, plastic, rubber, cloth, concrete, bone, and ceramics; substances that are easy to find and easy to salvage. A single unit of common materials has a cost of 1 cap, and a weight of 1.

Uncommon materials are rarer and harder to salvage, and include copper, aluminum, lead, silver, as well as cork, glass, fertilizer, fiberglass, and small components such as gears, springs, and screws. A single unit of uncommon materials has a cost of 3 caps, and a weight of 1.

Rare materials are the rarest and most difficult to salvage. Asbestos, ballistic fiber, circuitry, fiber optics, corrosive and antiseptic chemicals, and even nuclear material are found in many items, but are difficult to salvage. A single unit of rare materials has a cost of 5 caps and a weight of 1.

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A pad of character sheets

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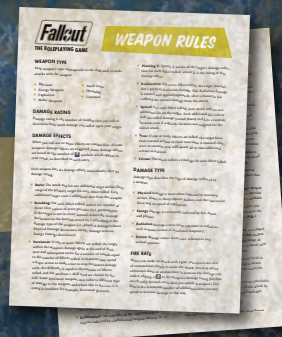
Nuka cola cap punch board tokens

A map of Boston and the Commonwealth
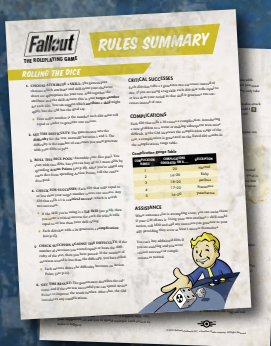
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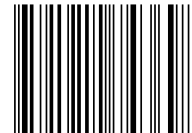
Weapon rules sheet