

An Unofficial Post-Apocalyptic Toolkit For Mythras

– totally not ripping off a well-known IP –

If you're unfamiliar with the Fallout-games, you should so something about that – the original games are classics for a reason, the rebirth with FO3 was enjoyable, FO:NV had a lot of things going in a very right direction, and the franchise still has a lot to offer – despite the current owner's best efforts to run it into the ground in later years.

This document is based on the Mythras core, along with its Luther Arkwright-supplement. Together they cover most bases. If you don't have those books, you should get them – they're really quite good.

You should also bookmark No Mutants Allowed and Nukapedia, and check out the semi-official J.E.Sawyer's Fallout as well as the many various fan-hacks. And I suppose the Modiphius-game too..

Anyone disagreeing with my take here is obviously wrong. But that is, like anything else in this document, just my personal opinion and should be disregarded as such.

I am, after all, not always right.

Character Generation

Vault dwellers

Vault dwellers come from a vault society – either living in a vault or in a group more or less recently emerged from a vault and who still identifies by that background. The vaults gave their population the benefits of a relatively stable and clean, but also thoroughly controlled, environment. In many cases, they were also highly questionable social experiments.

A number of vaults were timed to open only a set time, in some cases several generations or not at all, and vault societies often develop rather distinct social and psychological quirks.

Dwellers gain a valuable understanding of pre-war science and technology along with 50 additional professional skill points and a 20-point ceiling, but they also tend to struggle when outside of the sheltered system they're accustomed to.

They get to roll on the Vault-table below.

Vault Quirks

1d20	Quirk
1	Population was exposed to subconscious propaganda, and are Enclave-sleepers.
2	The vault had a focus on practical engineering. Gain Mechanisms, Craft or Engineering (20).
3	The vault exhibited a massive amount of either war- or antiwar-propaganda and rhetoric.
4	Vault encouraged creative arts. Gain Art: [any one](20)
5	Vault was very well versed in agricultural science. Gain Craft: Farming(20)
6	Vault developed a lingo peculiar enough to be near incomprehensible to an outsider.
7	Your vault was infested with radroaches. Add appropriate Passion.
8	Vault was breached by raiders or mutants, forcing you to flee. Gain Survival(10) and roll on Mutation-table.
9	Vault turned into a wasteland trade-hub. Gain Commerce(20)
10	Strict gender separation. Any fraternization was by committee approval only and properly monitored.
11	Vault regularly experienced citizen uprisings. Gain Oratory(20) and improvised weapons-proficiency
12	Vault experienced shortages, forcing expeditionary teams mapping much of the surroundings. Gain Locale(20).
13	Vault was faultily constructed and contaminated. Roll on Mutation table.
14	Vault was very keen on documentation in triplicate. Gain Bureaucracy(20)
15	Agoraphobia: test Willpower to avoid a Hard penalty to all INT- and CHA-based skills when outside.
16	Automated vault. You know your way around robots. Gain Science: Robotics(20)
17	CryoVault. You entered only to thaw out centuries later.
18	The vault turned into a cult worshipping the central computer. You might be an active member.
19	Vault is xenophobic and either deeply suspicious of outsiders or convinced of its own superiority. Or both.
20	Vault was a psionics-experiment. Gain a Psychic talent at base percentage.

Wastelander

Wastelanders are the people who have come to view the wasteland as their home. They may very well have come from a vault society, but have spent enough time outside to have no real connections to their origin.

The early wastelanders survived the apocalypse on their own or were some of the first vault dwellers to emerge. Their new world was a dark, chaotic and dangerous place, and today's descendants have inherited a fierce survival instinct. Wastelanders are hardy and resourceful, and many have been marked by the new world in the form of a roll on the Mutations-table below.

Wastelander settlements range from small family-clans to towns hundreds strong to city-enclaves in the thousands. Technological and manufacturing ability is generally limited to the craftsmanship of the individual and what traders can bring in. Actual industries are rare outside of the developed cities.

Ghouls

Ghouls are remnants of the apocalypse. They are the unlucky ones who succumbed to heavy radiation, but didn't die. Instead their bodies mutated, leaving them in a sorry-looking state of radiation burns, skin ulcers and general unpleasantness, but this also stopped their ageing process and turned them effectively immortal. Occasionally a ghoul absorbs so much radiation that it turns luminous, becoming a so-called Glowing One.

The mutations aren't just physical; ghouls suffer a slow, but steady mental degeneration that will eventually turn them feral and reduce them to animals – dangerous ones at that. The process can be delayed by avoiding exposure to radiation and exercising the mind, but eventually even the most careful and scholarly ghoul will likely lose itself. Ghouls tend to be ostracised in human societies. Apart from the fear of a ghoul neighbour going zombie, humans generally don't like their looks (or smells), and ghouls are often ghettoised or driven out. Or, in some cases, simply kill everyone and take over the place.

Ghoulification is rare even under extreme conditions as, contrary to common belief, they aren't the result of just heavy radiation. The thing that kept them from becoming irradiated corpses and instead turned them into ghouls was exposure to FEV – the Forced Evolution Virus. As there are few places nowadays combining lethal levels of radiation with active FEV-contagion, and even fewer people willing to wander into them, few new ghouls emerge.

The transformation into a ghoul is often a relatively quick, if painful, process as it basically involves dying from radiation. The long and traumatic process is learning to cope with your second chance.

Ghouls come with claw- and bite-attacks, benefit from an increased healing rate when under the effects of radiation, are seemingly immune to its adverse effects and are, under their off-putting visage, otherwise mostly human.

Their mutated bodies offer near-immunity to diseases and their metabolism is capable of making short work of most drugs and chems, but they also suffer discomfort and pain from constantly inflamed tissue. Surviving ghouls have learned to cope with this. Dead ghouls didn't.

Ghouls have a special Humanity-attribute, equal to INT+POW+CHA, that is vulnerable to radioactive radiation. While a ghoul can easily weather radiation that would quickly sicken a human, high intensity radiation will do bad things. See details on Radiation further on.

If a ghoul's Humanity drops below its POW, it will start to become noticeably twitchy. If it drops to 0, it will turn feral. Additionally, ghouls do not age; instead any attribute-loss from the ageing-table is applied directly to its Humanity. Ghouls can raise their Humanity by spending XP as if it was a skill, but not beyond its base starting value. PCs, regardless of actual age, are assumed to start as the equivalent of adults.

Ghouls have the same range of attributes as humans with the exception of STR and CON, which are rolled on 2d6+3. They use Vault Dweller or Wastelander-backgrounds, depending. They might get to roll for Vault-quirks, but not for mutations – they already got their due.

Ghouls start out with 50 additional free skill points and two additional advanced skills freely chosen.

Younger post-war ghouls do not start with any bonus skills or skill points, but receive a bonus of +20 to their Humanity.

2d10-roll	Mutations
2	Partial ghoulicification. You're not quite as ugly (yet), but you have the same traits as a post-war ghoul.
3	Wasted limb – random limb is weakened, halving its HPs and incurring a Hard difficulty to related actions
4	Count to 10 ..er.. You have 1d2 extra or fewer digits on each hand
5	Dwarfism – reroll your SIZ with 1d3+5 and reduce Base Movement to 4
6	Albino
7	Atomic – gain the same healing bonuses as a ghoul, but unfortunately none of the resistances
8	Major psychic talent – gain 1d3+1 psionic talents at base percentage +20. Usage causes 1d6 dmg to head.
9	Solar-powered – +1 HP to all locations in daylight, but the opposite in the dark
10	You are double-jointed and even have opposable big toes. Finding shoes can be tough.
11	Allergic – allergy to a commonly encountered substance. Prolonged exposure causes a Hard difficulty-mod
12	Iron Stomach – 2 steps easier Endurance-tests to avoid food poisoning and gag-reflexes.
13	Minor Psychic talent – gain a psionic talent at base percentage +20, usage inflicts 2d3 fatigue
14	So stubborn it hurts! – +20 toxicity- and radresistance
15	Fast Healer – you gain a +3 Healing Rate, but scar horribly
16	Animals aren't automatically afraid or hostile towards you. Dealings with humans are one step harder
17	Noticeable birthmark, skin discolouration or minor disfiguration
18-24	No mutations
25	Minor Psychic talent – gain a psionic talent at base percentage +20. Usage costs 1d3 levels of fatigue
26	Steel Mind – Any Willpower-tests are two steps easier
27	Marathon Man – you just don't tire. You have two extra levels of fresh fatigue.
28	Radresistant – +50 radresistance
29	Minor Psychic talent – gain a psionic talent at base percentage
30	Snakeblood – any Endurance-tests to resist toxin, poison or drug are one step easier.
31	Tough – add +1 HP to each location
32	Friend of the Night – penalties from lack of light are one step less, gain the Blindfighting-trait.
33	Raw charisma or mutated feromones? You gain a one step easier difficulty to social interactions
34	Psychic talent – gain a psionic talent at base percentage +20
35	Gigantism – SIZ is increased to 22 and you gain +1d4 to STR, but also-1d4 to CON and DEX
36	Really Tough – Any Endurance-tests to resist wounds, as well as related penalties, are one step easier.
37	You have an eidetic memory and can recall minute details with ease
38	Sharp Senses – gain a +20 bonus to Perception, and you have slightly expanded sensory spectrums
39	Quick. Your base movement rate increases to 8 and you add +3 to Initiative
40	Major Psychic talent – gain 1d3+1 psionictalents at base percentage +20

Backgrounds, Professions & Skills

Background	Standard skills	Professional skills (suggested)
<i>Vault Dwellers</i>¹	<i>All: Customs (+40), Own Language (+40),</i>	
Closed Vault	Deceit, First Aid, Influence, Insight, Perception, Willpower	(4): Art, Bureaucracy, Computers, Craft, Engineering, Medicine, Science
Open Vault	Deceit, Influence, Insight, Locale, Perception, Willpower	(4): Commerce, Computers, Craft, Culture, Engineering, Mechanisms, Science, Transportation
<i>Wastelanders</i>²	<i>All: Customs (+40), Own Language (+40)</i>	
Raider	Athletics, Conceal, Deceit, Endurance, Locale, Perception, Stealth	(3): Commerce, Gambling, Lockpicking, Mechanisms, Survival, Transportation
Rural	Brawn, Conceal. Endurance, First Aid, Locale, Perception, Perform	(3): Craft, Mechanisms, Navigation, Survival, Transportation
Tribal	Athletics, Brawn, Endurance, Locale, Perception, Perform, Stealth	(3): Craft, Navigation, Survival, Track, Transportation
Urban	Deceit, Evade, Influence, Insight, Locale, Perception, Willpower	(3): Commerce, Craft, Gambling, Lockpicking, Mechanisms, Sleight, Streetwise, Transportation

Characters may also choose a basic Combat Style. Raiders and Tribals have the option to expand on it, as may other characters depending on their backgrounds' peculiarities.

Careers and professions are covered by the Mythras core.

Allocate skill points as normal. For the last stage I'd recommend removing the ceiling for free points. Keep in mind that vault dwellers and ghouls get extra skill points during the different stages.

Master Skill List

Standard Skills

Athletics, Brawn, Combat Style, Conceal, Customs, Deceit, Endurance, Evade, First Aid, Influence, Insight, Locale, Own Language*, Perception, Perform*, Stealth, Swim, Willpower*

* Combat Style is addressed separately further on.

* Own Language – the language in question is english, ranging from Oxford english to wasteland pidgin infused with other languages and made-up words. Differing dialects may incur a higher difficulty. The basics of reading and writing is an assumed proficiency, with certain backgrounds being better at it than others.

* Perform (Speciality) – includes various socially expressive talents; dancing, singing, storytelling etc.

Boating, Drive and Ride are moved to the professional Transportation-skill. Muscle-powered rafts and canoes are just that; they run on Brawn and Endurance to propel, and Athletics to avoid making getting wet. As for Drive Cart and Ride, all the horses are dead and there aren't many other beasts of burden around apart for brahmin. Unarmed Combat is included in the Combat Style-skill.

Professional Skills

Acrobatics, Acting, Art, Bureaucracy, Commerce, Computers, Craft, Culture, Demolitions, Disguise, Engineering*, Forgery, Gambling, Language, Lockpicking, Mechanisms*, Medicine, Musicianship, Navigation, Oratory, Psionics*, Science*, Seduction, Sleight, Streetwise, Survival, Teach, Track, Transportation**

* Craft (Speciality) covers the know-how necessary to produce or manufacture a commodity, and the ability to function in a related professional setting. Specialities include Animal Husbandry, Basket Weaving, Construction, Farming, Gunsmithing, Metalworking, Mining, Trapping, Woodworking etc.

* Engineering (Speciality) is the in-depth understanding of a technical craft and allows for the operation, maintenance, repair and manufacture of complex systems and contraptions. Specialities include Construction, Electrical, Mechanical, Nuclear, Robotics etc.

* Mechanisms concerns gadgets, doodads and jury rigging. It gives you a basic understanding of tech and the value of duct tape, and allows you to figure out why an engine won't run or to spot the busted capacitor, to patch something up well enough so as to make it work just a bit longer, to sabotage something so it won't be immediately useful, to fashion roach motels from everyday items, and to cannibalize both toasters and rocket engines.

* Psionics (Speciality) See LA.

* Science (Speciality) covers in-depth understanding of heavily academical subjects – from the book-heavy fields of history and socio-economics to the potentially practically applicable disciplines like chemistry and geology.

* Transportation (Speciality) covers the use of powered transport vehicles; cars, motorcycles, boats, dirigibles, vertibirds, planes, train engines, ships etc. Normally you will get to pick one, but certain backgrounds and professions may cover more and skill may overlap. Riding is technically also a specialization, but there aren't any horses left to ride. Some vehicles are arguably easier to handle than others – depending on background, everyday routine use of certain types of vehicles without possessing this skill would be permissible.

Extending the concept of combat style traits – aka Perks – to other skills beyond combat styles would make sense: A character may pick one cultural and one professional skill (or combat style) to perk up. A Perk will typically give you a situational advantage or specific benefit not normally permissible under a skill's description. Acquiring new Perks can be achieved during play with the expenditure of 1XP/month over a period of 3 months of dedicated training with a teacher.

Combat Styles

Weapon proficiency is categorized into the following broad categories and specific weapon types:

- Close Combat: unarmed combat, various melee weapons, specialized unarmed weapons
- Primitive Missiles: bows, slings, crossbows, spears, hatchets etc
- Small Guns: pistols, longarms (firearms/laser/plasma)
- Big Guns: machineguns, gatling lasers, missile launchers, flamers etc

Characters will start out with one singular Combat Style reflective of their background.

A Combat Style will typically include full proficiency with one or two specific types of weapon and familiarity with their associated broad categorie(s) – for example, *Combat Style: Wasteland Hunter* might include Knives and Rifles, and would additionally include basic familiarity with unarmed combat, various other melee weapons, pistols and light energy weapons.

Certain backgrounds will allow characters to expand upon their combat style and include proficiency with additional weapons, as will professions that would normally give access to an additional Combat Style.

Familiar weapons from a broader category are used at a one-step penalty. Unfamiliar weapons are used at a two-step penalty. These penalties will not reduce skill below base chance.

Familiar weapons can be developed to full proficiency, or an unfamiliar weapon type shifted to familiar, at the cost of 1XP and two weeks of tutelage, or 2XP and two months on your own.

Any Perks can be linked to either the Combat Style as a whole, a specific type of weapon or to specific scenarios.

Psychics

Fallout's psychics use the rules found in the Luther Arkwright-supplement, producing relatively uncomplicated and low-powered psionic effects. While LA-psionics by themselves are fully capable of impressive feats under the right circumstances, full-on Mysticism would probably be a tad too powerful and genre-breaking to include, although some Mysticism-talents emulating weird mutant powers might be permissible.

While psychics are rare, they are not rare enough to not be addressed.

Psychics, and not all psychics are aware that they're actually psychics, tend to keep a low profile, Society is armed and volatile, and standing out too much can quickly prove detrimental. In the tribal communities however, psychics are often elevated and celebrated.

PC's can gain psychic powers from the mutation-table, and may develop these as normal skills. NPC's get to draw on a gamemaster's imagination. Nothing is stopping anyone from allowing established psychics the possibility to develop more powers, nor introducing a proper Psyche-occupation into the game.

If allowing characters to pick up psychic powers outside of the Mutations-table, use the LA-rules.

Beasts and Hazards of the Wasteland

The common factor of significant parts of the flora and fauna surviving the nuclear winter and thriving today is FEV – the Forced Evolution Virus. FEV was a scientific breakthrough, a controllable and programmable mutagen able to interact with any piece of DNA presented to it.

The leaders of the Old World didn't get to utilize their ambitious FEV-program before their world ended, but the chaos breached many of the secret labs and spread the virus into the surrounding landscape and the atmosphere. The latter fact is the reason the world is less dead than expected.

The trace amounts of FEV in the atmosphere was enough to force the necessary changes in many animals and plants to survive the aftermath of a nuclear war that almost ripped the planet asunder, but not high enough to force drastic change. The areas exposed to higher concentration of the virus suffered much more dramatic changes.

The following list of critters is rudimentary in quantity and detail, but should serve as a starting point. Evocative descriptions, hit location-charts and details on ecological niches and social structures are left to the reader.

Some of these critters are poisonous, with poison listed as effect/effect. The first listed effect is if a poison is injected and you manage to resist. The second listed effect is if you don't. Getting stung by a cazador is going to be bad news, no matter how tough you may be.

The Nukapedia of Beasts

Bloatfly

The common blowfly now sports a wingspan a foot wide. Bred in a laboratory by crazy scientists, they escaped during the chaos of the great war, survived the nuclear winter and evolved. While primarily still a nuisance, their increased size and food-hunting aggression makes them a notable one as they have the ability to explosively excrete a toxic larval-infested goo that is capable of bringing down small prey and to weaken larger ones. The one good thing about them is that they are no longer elegant flyers and can be easily picked off by a good marksman or a quick swatter.

Generally encountered alone or in pairs, or in larger swarms if they're feeding or breeding. They are attracted to carrion and wetlands

Bloatflies are treated as rabble.

Move: 6 flying

Armour: none

Initiative: 14

Hit Points: 2

Action Points: 2

Damage Bonus: none

Attack: Buzzing Excretions 40% - POT40 Poison (1 dmg/hr over 1d3 hrs, parasitic infection)

Special Traits:

Skills: Evade40, Notice Carrion 80

Brahmin

The combination of feedlot hormone-levels and nuclear fallout did some strange things to the nation's cattle stock. The cattle grew an extra head and developed an iron constitution. Unlike most of the new world's fauna, it remained relatively docile and is kept as a beast of burden and utility. Brahmin are still a source of milk and meat, although the fallout has not done the taste many favours. Their skin is however good for durable leather and they make good draft- and pack animals.

Move: 6

Armour: 2 point tough hide

Initiative: 10

Hit Points: 40/8

Action Points: 2

Damage Bonus: +d6

Attack: Double-gore and Trample 45% - 2d4+db/L, 2d6/L

Special Traits: Extra Head,

Skills: Endurance60

Cazador

Giant tarantula hawks created in some god-forsaken laboratory and set loose on the world, cazadores have spread throughout much of the western and central wasteland, only stopped by areas whose mean temperatures are too low for them to thrive in. They are aggressive hunters and fierce defenders of their nests, and should be treated with extreme caution and flamethrowers.

Adult cazadores can grow up to a 4-5 feet body length, with a wingspan almost twice of that. While they lack the endurance to fly for anything but short distances, they move quickly on the ground. When attacking, they'll alternate between running and flying in an erratic manner that easily confuses prey.

Cazadores possess tough carapaces. Their weak spots are the wings which lack the chitinous protection covering the rest of their bodies. A hit to a cazador's wings will ground it until it heals naturally to full HP.

Cazador-nests can hold up to 3-5 young (with half the attributes and poison-POT). Adults are mostly encountered roaming alone or in pairs defending a nest.

Move: 6/8 flying

Armour: 2-point chitin (body only)

Initiative: 15

Hit Points: 15/4

Action Points: 2

Damage Bonus: nil

Attack: Poison stinger 60% - 1d4/S+ POT70 poison (Agony/Spreading Limb Paralysis, Death)

Special Traits: Flyer, Graceful dodger (if wings are functional, can freely evade without consequence)

Skills: Endurance60, Evade60, Perception70

Centaur

The first centaurs were considered failed experiments, but Supermutants have perfected the art of dumping various random organic materials into FEV-vats and betting on the results.

Centaur are uniformly nightmarish chimeric creatures, ranging from twitching sacks of flesh to lovecraftian horrors. They share the Supermutants' physical resilience and radresistance, but are little more than animals mentally.

The shorthand below is a base starting point for a slow, medium-sized, nothing-special centaur. Traits like Multi-limbed, Regeneration and Venomous are common.

Move: 4

Armour: 2-point mutated skin

Initiative: 10

Hit Points: 30/6

Action Points: 2

Damage Bonus: +1d4

Attack: Claw-tentacle - 1d6+db/L

Special Traits: see Supermutant

Skills: Athletics45, Brawn60, Endurance45, Evade45, Perception30, Stealth30

Deathclaw

Deathclaws are what happens when you give a team of stark raving mad scientists gene-splicing tools, a chameleon, and a selection of powerful mutagens. Originally bred to be military shock troops and intelligent enough to understand spoken commands and execute military tactics, the current generation has mostly reverted to animal instincts. Oh, and the supposed sterility the science team promised was a joke.

Deathclaws live in packs 5-15 strong, led an alpha female. They are highly territorial and will react swiftly and lethally towards anyone perceived as trespassers or food.

Move: 8

Armour: 8-point skin

Initiative: 15

Hit Points: 45/9

Action Points: 3

Damage Bonus: +1d8

Attack: Effortless Killing75% - Claws 2d6/H, Bite 1d8/L

Special Traits: Nerveless

Skills: Athletics75, Brawn90, Endurance90, Evade60, Perception75, Stealth60

Gecko

The humble gecko has evolved into an entirely new species. They are very likely an engineered one, but there are no records of such extensive experiments.

They have adopted bipedal locomotion and can grow to a height of up to 3 feet. Geckos are still adept climbers, but their newfound size limits their vertical escapades.

They show levels of intelligence akin to that of monkeys and are common in warmer climates where they feed on fruit, carrion, radroaches, rodents and anything else they manage to get fit their jaws around. They live in roaming family groups ranging from 4-12 individuals, and are often hunted for meat and leather.

Move: 6
Initiative: 12
Action Points: 2
Damage Bonus: -1d2
Attack: Bite 45% - 1d4/S
Special Traits:
Skills:

Armour: 1-point skin
Hit Points: 15/4

Fire Gecko

The fire gecko is a larger and more belligerent offshoot. They are much larger, easily standing to the height of a man, with powerful physiques and a nasty poisonous bite.

Move: 6
Initiative: 11
Action Points: 2
Damage Bonus: +d4
Attack: Scratch and bite 60% - Bite 1d6+db/M, Claw 1d4+db/M
Special Traits: Poisonous saliva – POT60/2 hp/hour for 1d6 hours
Skills:

Armour: 4-point skin
Hit Points: 30/6

Giant Ant

Not all of the new world's ants are huge, but some are. It is unknown what made ants grow to such an enormous size – the main theory is that they're simply the result of the perfect combination of bad things. The smaller workers have a bodylength of 3-4 feet, while soldiers can reach a body length up to 6 feet. Wastelanders have learned to exploit the fact that crippling their antennas has a good chance of sending them into a frenzy where they can't tell friend from foe.

The shorthand below is a warrior. Workers are less capable combatants, halving the attributes.

Move: 6
Initiative: 10
Action Points: 2
Damage Bonus: +1d4
Attack: Giant mandibles 60% - 1d8+db/L
Special Traits: Frenzy.
Skills: Endurance60

Armour: 4-point chitin
Hit Points: 30/6

Giant Mantis

Originally created by VaultTec-scientists as a means of pest control, they quickly escaped controlled laboratory confinement and spread across the wasteland. Giant mantises are primarily a threat to other pests, but they won't shy away from attacking bigger animals or even humans if provoked.

Interestingly, they show some intelligence as they often hunt in small groups of 2-4.

While they still possess wings, only the young nymphs are able to fly as adults grow too heavy for flight and are limited to no less impressive leaps.

Adult mantises grow up to 4 feet in body length.

Move: 6

Armour: 2-point chitin, 3 points on forelimbs, thorax and head

Initiative: 14

Hit Points: 16/4

Action Points: 2

Damage Bonus: nil

Attack: Sharp snapping forelegs 60% - 1d6/M. Aims to Grip and follow up with automatic Bite for 1d4

Special Traits: Leaping attack, Silent Killing

Skills: Athletics60, Brawn45, Endurance45, Evade45, Perception45, Stealth75

Ghoul, Feral (Zombie)

Feral ghouls are the unfortunate ones who have reverted to beasts. Most seek out the comforts of radiation if they can, and a gaggle of ferals in an irradiated area can be a nightmarish encounter as the radioactivity can drive their fervor far beyond normal capability.

Their demeanor might be aggressive, timid or apathetic. If prodded, they will turn violent or run away. They might utter recognizable words, but it will be nonsensical as they've lost the use of language. Often they'll latch on to a faint memory; staying in a familiar area or repeating a specific task to the point where their behavior might seem cognisant at first glance. Eventually they'll fall prey to beasts or wastelanders, waste away due to not being able to catch or scavenge food, or go further down the path and become Reavers.

As normal Ghoul, but convert INT to INS, attack 45%

Reaver

Reavers are ferals which have completely lost any semblance of humanity. They are mindlessly aggressive, eat what they can get their claws on, and that's about it. They are smart enough to recognize other ghouls as kin and to occasionally pick up simple killing tools, but that is the limit of their cognitive abilities.

This is sadly the end stage for many ghouls.

Move: 6

Armour: none natural

Initiative: 10

Hit Points: 23/5

Action Points: 2

Damage Bonus: -

Attack: Frenzied feeding 60% - 1d4+db/M or weapon

Special Traits: Frenzy, Ghoul-traits

Skills: Endurance45, Perception60, Stealth45

Remnant

Some ghouls, as they feel themselves slipping, construct their own acceptable reality – such as it may be – as a last ditch mental defence, and by clinging on to that they retain slivers of humanity and intellect. Their sanity is however highly questionable.

It is important to note that these are not simply ghouls with a vivid imagination and a personality disorder – remnants are completely lost in their delusions and mental prisons, and are best avoided or put out of their misery as they tend to react poorly to intrusions. Still, they're not mindless ferals and occasionally a remnant ghoul will be approachable provided one is cautious and prepared for weirdness.

Most of the time a remnant is found reenacting its life before it became a ghoul, although some have dreamt up fantastic realms and others horrifying.

As normal ghoul

Mirelurk

Crustaceans already bloated from foraging on waste products from NukaCola-production and then hit by FEV and radiation, mirelurks quickly spread along coast. One of the few species capable of surviving in the heavily contaminated waterways of the once big cities, they often supplement their diets with non-aquatic fare. They are capable of moving about on land for up to an hour before needing to submerge again, and are commonly encountered along the coastlines and waters in small groups of 2-5.

Move: 4/6swim

Armour: 7-point chitinous shell, 3 points on belly chest and abdomen

Initiative: 11

Hit Points: 28/6

Action Points: 2

Damage Bonus: +1d2

Attack: Big Pincers 60% - 1d6+db – seeks to Grip and automatically grind for 1d6+db

Shell-charge 60% - 1d6+db – charges target, aiming to knock down

Special Traits: Aquatic, Formidable natural weapons

Skills: Brawn60, Endurance60, Evade45, Perception45 (75 in water)

Molerat

Surprisingly, an actual recognizable molerat. Apart from being a lot bigger and a lot madder than its origin, its primary claim to fame is its prolific breeding ability and hardy constitution. While generally inoffensive unless bothered, spelunkers should be aware that their bite is like a steel vice and has claimed more than one limb. Molerats are generally encountered in family-packs of 4-10, including young. Their primary defense against predators is to escape into their underground tunnels, but mothers will fight to the death for their young and the constantly randy bulls aren't necessarily the most timid.

Move: 4

Armour: 2-point sloughing skin

Initiative: 10

Hit Points: 15/3

Action Points: 2

Damage Bonus: -1d4 (nil)

Attack: Bite 45% - 1d4/S. Aims to Grip and worry and will even hang on for 1d4-1 turns after death

Special Traits: Burrowing

Skills: Burrow stealthily60, Endurance45, Evade45, Perception60

Nightstalker

A mad scientist's work is never done, so splicing together coyote- and rattlesnake-DNA sounds like a good way to spend an afternoon. If you're a complete nutter.

Nightstalkers run in packs ranging from 3-12 individuals, and are canny ambushers.

Their bite is not as as vicious as the original coyote, and their poison not as potent as the original rattler, but that is easily made up for by an entire pack biting you. Like rattlers, they are content to poison prey and simply wait until it succumbs.

Move: 8

Armour: 2-point furry scale

Initiative: 12

Hit Points: 18/4

Action Points: 2

Damage Bonus: -1d2

Attack: Poisonous Bite 60% - 1d4+db/S+POT60 poison (Exhaustion1/Limb Paralysis, Exhaustion4)

Special Traits:

Skills: Endurance45, Evade45, Perception60, Stealth60

Radroach

Unsettlingly large cockroaches that strangely appeared in every single VaultTec-installation and have since spread to the entire wasteland. Like the common cockroach, they're mostly a nuisance, but their size, appetite, prolific breeding and plain unwillingness to die can make them a dangerous nuisance when the foot-long roaches get into sensitive places like foodstores, power systems or nurseries.

Roasted radroach is somewhat of a staple of wasteland cuisine.

Radroaches should be treated as annoying scenery and rabble as they pose little direct physical threat.

Move: 4

Armour: 3 points of highly disturbing resiliency

Initiative: 9

Hit Points: 2

Action Points: 2

Damage Bonus: nil

Attack: Surprise leap to face 45% - no damage but can cause effects.

Persistent nibbling 100% - dmg 1 to defenceless targets

Special Traits: Radresistance

Skills: Endurance90, Scatter evasively60

Radscorpion

There are several different kinds of radscorpions, all of whom share the same immunity to radiation and incredible physical resilience. All are significantly bigger than what you'd expect a scorpion to be, ranging from the foot-long bark scorpions infesting the Nevada desert to the giant radscorpions which can measure over 20 feet mandible to tail. Below is the shorthand for a medium-sized one

Move: 6

Armour: 6-point segmented chitin

Initiative: 10

Hit Points: 30/6

Action Points: 3

Damage Bonus: +d2

Attack: Pincers and Poison 65% - Pincers 1d6+db/M, Stinger 1d4+db/M+POT50 poison

(Exhaustion2/Exhaustion5)

Special Traits:

Skills:

Supermutant

Originally a secret military project headed by the shadow-government, supermutants were FEV-modified supersoldiers. The project died with the bombs.

It was not until an unfortunate scavenger that eventually became known as The Master stumbled into a FEV-lab and accidentally revived the project that the supermutant was reborn. The Master made himself into a mutated God and built an army of FEV-mutants from followers, slaves and captives. The Master is now dead, and his creations either died with him or escaped into the wasteland.

While victims subjected to the virus gain significantly in aggressiveness, size and physical ability, they also exhibit noticeable mental retardation – in the case of the younger generations created under less than optimal conditions often to the point where their only use is limited to shock troops or brute labour.

Small bands of supermutants roam the Wasteland, led by individuals lucky enough to retain most of their mental faculties and strong enough to keep the rest in line. They generally stay away from human settlements unless they're raiding, rampaging or feeling extra peckish.

A side effect of the FEV-infusion is that supermutants are left sterile and asexual. Some mutants have realized that the diminishing supply of FEV is their only chance to propagate and have taken to tracking down the remaining FEV-labs and raiding settlements for humans to "dip" to make more of themselves.

Supermutants are highly resistant to physical damage, benefiting from 2-point natural armour and a one step easier difficulty to Endurance-tests when resisting any physical damage. They heal damage just as easily, adding a bonus of +3 to Healing Rate. To top that off, they also come with a Radresistance equal to CONx5, and bleed off radsickness with ease.

Supermutants are seemingly very long-lived. As they age their bodies seem no worse for wear, but their wits seem to go at an accelerated pace.

Move: 8

Armour: natural 2-point skin, plus any worn

Initiative: 10

Hit Points: 38/8

Action Points: 2

Damage Bonus: +d6

Attack: Big guns and nailboards 60%

Special Traits: see above

Skills: Athletics60, Brawn75, Endurance60, Evade45, Perception30, Stealth30

STR: 3d6+6/17

DEX: 2d6+3/10

CHA: 2d6/7

CON: 3d6+6/17

INT: 3d6/11*

Move 8

SIZ: 2d4+16/21

POW: 2d6/7

* INT below 8 converts to INS.

Background skills: Supermutants have only a faint recollection of their earlier life. They gain a bonus of +20 to Athletics, Brawn, Endurance and Combat Style, are generally trained as soldiers and raiders, and receive only 50 free skill points.

Nightkin

A special breed of supermutant, Nightkin were supposed to be The Master's best – tough, stealthy and clever. They were created with more skill and care out of specially select individuals, and retained, initially, more of their intellect while still being as strong and tough as the other mutants.

Unfortunately they also showed a strong tendency towards developing debilitating personality disorders and mental degeneration. Very few survive today.

Their distinguishing feature is a darker skin tone, and they tend to be more technically adept than their brethren.

In addition to the standard Supermutant skills and traits, Nightkin were specifically created to interface with the Stealthboy-technology and gain an additional +20 to Conceal and Stealth.

Yao Guai

A strain of black bears took a turn for the worse during the fallout of the war and took on many of the traits of ghouls. They quickly became the reigning alpha predator of the areas haunted by them.

Move: 8 **Armour:** 4-point mutated hide
Initiative: 13 **Hit Points:** 36/8
Action Points: 2
Damage Bonus: +1d6
Attack: Frenzied mauling 75% - Claws 1d8+db/L, Bite 1d6+db/L
Special Traits: Frenzy, Ghoul-traits
Skills: Endurance75, Evade60, Perception60, Stealth75

Carnivorous Plants

Many plants have taken to supplementing their diets with protein. Most of these plants feed on insects and rodents. Some have mutated and grown big enough to pose a threat to larger prey, and a few have developed insidious methods to gain access to carrion to feed on.

If you want big scary plant-monsters, there is always the Monster Island-supplement.

Robots

Assaultron

The Assaultron is the pinnacle of military robotics. They are medium-sized humanoid robots with an advanced programming that enables them to operate independently, assess threats and terminate them in the most efficient way. Unlike most robots, Assaultrons are quick and agile, and are capable of highly tactical manoeuvres. They come with lethal melee capability and an integral shoulder mounted gatling laser. To top it off, their programming and design allows them to utilize most normal weapons, and they are designed to interface with Stealthboy-technology. Their one drawback is that they have a limited power source, making them dependant on recharging stations.

Move: 6 **Armour:** 8-point composite shell, 5 on limbs
Initiative: 15 **Hit Points:** 40/8
Action Points: 3
Damage Bonus: +1d6
Attack: Heavy Metal Fist 75% - 1d8+1+db/L
 Gatling Laser 75% - 1d10
 Weapon 75%
Special Traits: Construct, Skirmisher,
Skills: Athletics90, Brawn90, Evade60, Perception75, Stealth75

Eyebot

The Eyebot is a small spherical construct using an advanced fission--powered antigrav propulsion. They were originally conceived as mobile entertainment units, but quickly entered government service as monitors and mobile broadcasters. The civilian Eyebots came with a tricolor screen and stereo speakers taking up most of the payload whereas the government models (modelled below) came with speakers, enhanced sensors, strengthened casing and a low-powered laser for crowd control.

Move: 8 **Armour:** 5-point alloyed casing
Initiative: 11 **Hit Points:** 20/4
Action Points: 2
Damage Bonus: nil
Attack: Zapper 45% - 1d6
Special Traits: Construct, Hovering, Skirmisher, cannot sprint
Skills: Evade45, Perception90

Mr. Handy

The floating Mr. Handy was *the* robot for the well-to-do household, programmed to clean, cook, get the mail, play chess, trim the hedge, walk the dog and scorch the lawn, all while being simultaneously painfully polite and subtly condescending. The surviving Mr. Handy's are treasured by their owners, and there are few of them left as they run on an internal fission source and have a very robust self-repair program.

The typical 3-eyed and 3-armed Mr. Handy-household model below comes with antigrav propulsion, two finely manipulative pincers, a small flamer for that perfect sugary crust and, because why the hell not, an industrial standard buzzsaw. The Mr. Handy-line also included medical models, maintenance models, agricultural models, monitoring models and the Sgt. Gutsy military model.

Move: 6 **Armour:** 3-point alloyed casing, 2 points on limbs
Initiative: 10 **Hit Points:** 30/6
Action Points: 3
Damage Bonus: nil
Attack: Flailing 45% - 1d4/S
 Buzzsaw 45% - 1d10/M
Special Traits: Construct, Hovering, cannot sprint
Skills: Brawn45, Evade30, Perception75

Sgt. Gutsy

A military version of the ubiquitous Mr. Handy, the Gutsy-model sports top-shelf EMP-shielded composite armour and up to date weaponry. It is also larger and heavier than its predecessor and less mobile and nimble. Its three arms consists of two manipulative pincers, one of which with an integral heavy-duty flamer nozzle, and a plasmacaster. Its EMP-shielding allows it to use its full armour value to fend off EMP-attacks and reduce stun by 1.

Move: 5 **Armour:** 8-point composite body shell, 4 points on limbs
Initiative: 12 **Hit Points:** 35/7
Action Points: 3
Damage Bonus: nil
Attack: Eat Plasma, commie bastard! 60% - 2d8
 Burn, traitorous scum! 60% - 2d6 incendiary
 Pincers 60% - 1d4/M. Seeks to grip and restrain or jam flamer somewhere sensitive
Special Traits: Construct, Hovering, cannot sprint
Skills: Brawn75, Evade60, Perception75

Protectron

A medium-sized humanoid robot, the Protectron was a common unit designed to function as labourers, porters, security, traffic controllers, valets and similar functions. They may not look very impressive, and they're not meant to. They're meant to do the crap jobs so that you don't have to.

Protectrons have a simple modular construction, allowing administrators to easily change out appendages, tools and programming to fit with current task at hand. While Protectrons were, at best, mediocre tools for the jobs they were put in, they were cheap, plentiful and didn't take breaks apart from the occasional recharging. The security model below comes with weapons, something most models lack in their basic configurations.

Move: 4 **Armour:** 4-point alloyed casing
Initiative: 8 **Hit Points:** 25/5
Action Points: 2
Damage Bonus: 0
Attack: Electrified Claw 45% - 1d6/M. Seeks to Grip and stun with POT60 taser
 Laser 45% - 1d6+2
Special Traits: Construct, cannot sprint (and barely run)
Skills: Brawn60, Evade15, Perception60

Robobrain

The Robobrain-models are very unsettling constructs. Essentially a large armored barrel on a set of caterpillar tracks, with two spindly arms and a visible brain for a head, the robobrain was a military concept where they used a living brain to act as the robot's CPU. The brains in question are animal brains, although there were a few experimental models using human brains that did not turn out well.

Robobrain is tough, but they are hampered by the vulnerable braincase and their limited locomotive system. Each arm ends in a powerful set of pincers combined with a laser. For some bizarre reason, all Robobrain were hardcoded with an advanced etiquette-module.

Move: 4 **Armour:** 8-point body, 5-point arms, 3-point brain case
Initiative: 10 **Hit Points:** 35/7
Action Points: 2
Damage Bonus: +1d4
Attack: Pincers 60% - 1d6+db/M. Seeks to Grip and fire laser for automatic damage.
Akimbo Pew-Pews 60% - 1d6+2
Special Traits: Construct, Tracked vehicle
Skills: Evade15, Perception60

Robodog

After the middling success of the Robobrain, the military tried making cyborg dogs. The Robodogs are biological dogs, but their skeletal structure and tendons are improved, many internal organs are replaced with cybernetics, and armour plating and titanium jaws are added. Their still mostly dog-brains afford them a high level of independence and not-entirely-artificial intelligence.

The Robodog-program was not successful, as their admittedly increased potency didn't offset their cost and upkeep.

Move: 8 **Armour:** 6-point casing
Initiative: 14 **Hit Points:** 25/5
Action Points: 2
Damage Bonus: +1d4
Attack: Bonecrushing Bite 60% - 1d8+db./M Seeks to Grip and worry.
Special Traits: Construct, Leaping attack
Skills: Evade60, Perception75, Track90

Sentrybot

The Sentrybot is a fission-powered powerhouse, bristling with weapons, targeting systems, thick armour and EMP-shielding. The Sentrybot runs on wheels, but its sophisticated suspension allows it to turn on a cap and traverse rough terrain with ease. Still, it is mostly assigned to areas with developed infrastructure.

The Sentrybot typically comes equipped with a tactical missile launcher and a heavy gatling laser, as well as an electrified casing for close defense. Its EMP-shielding allows it to use its full armour value to fend off EMP-attacks and reduce stun by 1.

Move: 6 **Armour:** 12 points of frontal armour, 8 on back
Initiative: 12 **Hit Points:** 45/9
Action Points: 2
Damage Bonus: nil
Attack: Weapon 75%
Electroshock - 1d6 ignoring armour, knockout
Special Traits: Construct, EMP-shielded, Skirmisher, Wheeled vehicle
Skills: Evade45, Perception75

The Environment

The primary dangers of the environment itself is radiation and toxic contamination.

The dangers of radioactivity not only comes from the inheritance of the great war and the countless nuclear warheads unleashed, but also from the various fission-powered technology and waste containers that has rusted away over the years and poisoned the surroundings. Even after two centuries, there are still patches of land and bodies of water contaminated to the point where they're literally dead apart from the most hardy inhabitants.

As civilization re-establishes itself, most heavily contaminated areas get marked and avoided. But no one bothers to put up signs in the middle of nowhere, and both wilderness rangers and urban explorers risk running into hot zones when straying from the beaten path.

Radiation

Radioactive areas tend to be lower intensity with pockets of short-ranged higher radiation – mostly concentrated in soil and artifacts. The suggestions below concerns the effects of environmental radioactivity, with little or no ingesting or inhaling contaminants.

Radiation Intensity	Length of Exposure	Onset Time	Radiation Sickness	Humanity Loss (Ghouls)	Fatigue/Healing (Ghouls)
Negligible (<20)	12-24 hrs	18-24 hrs	None	None	None
Low (20-40)	2-8 hrs	4-12 hrs	Mild	None	+1/None
Moderate (40-75)	0.5-2 hrs	1-3 hrs	Mild	1d3/week	+2/+1
High (75-120)	< 15 min	< 30 min	Moderate	1d6/day	+3/+2
Very High (120-200)	< 5 min	< 10 min	Serious	1d6/hour	+2/+1
Extreme (200+)	Instant	<1 min	Serious	1/round	+1/None

Note that the Very High-rad level in this table is pretty much a benchmark for ground zero Chernobyl.

- **Radiation Intensity** is a contaminated area's level of harmful radiation. Protective gear, chems or other bonuses work directly against it, lowering *Intensity* by a given amount and reducing the effective radiation level accordingly.
- **Length of Exposure** is the time needed to get a "full" dose in an area of a given Radiation Intensity
- **Onset Time** is the time of exposure to a given Radiation Intensity before the symptoms of radsickness setting in.
- **Radiation Sickness** determines how sick you get at a given level of Radiation Intensity.
If you linger for extended periods, you will start to move down the levels of *Radiation Sickness* accordingly, while shorter exposures do the opposite.
- **Humanity Loss** is the amount of Humanity drained from a ghoul while under the effect of a given Radiation Intensity.
- **Fatigue/Healing** is the immediate modification to a ghoul's Fatigue and Healing Rate Intensity (as per Mysticism) while under the effect of a given Radiation Intensity.

Radiation sickness is based on exposure and eyeballing. Symptoms are progressive and will escalate over the course of tens of minutes to days, depending on exposure intensity and type.
Light exposure does not incur any penalties. You might feel a bit off, but your body will recover in full after a few days.

Mild radsickness is unpleasant, but will not kill you – at least, not very quickly. Chems will allow a full recovery in a day or two. If chems are not available, symptoms will linger for 4-6 weeks:

(Mild Fever, Mild Nausea)

Exhaustion (1 lvl), Reduced Healing Rate (-1)

Moderate radsickness must be treated or it might prove fatal. Chems will allow a full recovery over the course of a week. If left untreated the condition will either worsen and kill you, or simmer down to mild symptoms after a couple of weeks:

(Fever, Nausea, Diarrhea, Mild disorientation, Hair loss, Skin discolouration)

Exhaustion (2 lvls), Reduced Healing Rate (-2)

After 2d6+6 days a successful Endurance-test reduces symptoms to Mild, otherwise advance to Serious condition.

Serious radsickness requires specialized medical attention or it will be terminal. A lengthy recovery is to be expected:

(Fever, Nausea, Diarrhea, Disorientation, Haemorrhaging, Impaired motor control, Significant hair loss)

Exhaustion (4 lvls), Agony-condition, Nausea, no Healing Rate

Death in 1d10+CON/2 days unless treated

Severe radsickness (from intense or prolonged exposure) requires immediate and specialized medical attention, and even then it's gonna be dicey:

(Disorientation, Gastrointestinal shutdown, Haemorrhaging, Loss of motor control, Loss of consciousness)

Exhaustion (5 lvls), Agony-condition, no Healing Rate

Death in 1d10+CON hours unless treated

Radiation burns can be an issue if directly handling radioactive material or if exposed to high intensity radiation, ranging from light skin irritation to full-on 3rd degree burns.

The long-term unpleasantness of radiation is not covered here. Assume that people who get themselves irradiated on a regular basis will not be able to look forward to a care-free health situation. The possibility of ghoulfication from the right combination of heavy radiation and FEV-contamination should be mentioned.

Toxicity

Chemical toxicity is often a less insidious threat than radiation. Most of the time it is easy to spot an area dead from toxic contamination, as critters shy away and plant life, if any, will tend to have that look about it.

Toxicity follows the same ground rules as with radiation when it comes to things like Toxicity Level, Intensity and protective gear, but exposure and such vary too much to be handily summed up here. Effects are already covered by Mythras' core rules and the rest can be extrapolated as needed.

Disease

Most of the old world's citizens were all properly vaccinated and had access to advanced health care. Many of the epidemic killers of old were all but exterminated, although there were outbreaks of fatal virulent disease before the fall. Whether these epidemics were natural occurrences or bio-weapons is uncertain.

The situation in the wasteland today is different. While many of the killers of old have stayed retired, unpleasantnesses are common when settlements swell without too many hygienic structures in place. When an actual plague of some sort does break out it can be a death sentence for a community. The people with an understanding of medicine live an angst-filled existence in the cities, and the few with the knowledge of epidemiology are sweating bullets.

Outside of the urban centres the common worries shift to environmental toxicity and simple infections. Even if many healers may possess impressive proficiency in first aid and practical medicine, the limited access to antibiotics and specialized treatments along with the lack of much traditional knowledge makes life hazardous.

Settlements and Social Structures

Industry and Manufacturing

Re-established industries are able to manufacture food, goods and tech, but are often hampered by limited resources and lack of skilled labour. The available market and distribution networks aren't great either.

While there are areas that have managed to rebuild a civilization, for much of the wasteland the norm is still scavenging, sustenance farming and hand-to-mouth.

The caps-economy

Trade and Caravaneers

Travelling and Vehicles

Tech

Possibly the biggest convergence between our parallel and the world of Fallout, after the fact that it is a post-nuclear ruin, is that the transistor was never invented. As a result electronics tend to be bulky and relatively unsophisticated, with miniaturization being prohibitively expensive. A positive effect of this is that, combined with elevated competency in other fields of engineering, much of the various gadgetry is fairly robust and easily repaired, leading to centuries-old technology still working provided you have the knowledge of how to change out vacuum tubes, capacitors and contact points,

Computers

The common suburbanite generally didn't own a personal computer. Computers were the domain of the state, the military, the boffins and the corporations, and typically ran proprietary programs. The average tabletop computer has limited processing capability, and are (were) typically connected to a room- or floor-sized mainframe for extended archiving and demanding computations.

Nowadays you'll find them both here and there, used by officials, techies and by whoever has the skill and inclination to repurpose one for their own use. Computers can handle basic office-functions; mail, text processing and spreadsheets, along with simple programs for administration, automation, robotics interfacing etc.

A networked mainframe is capable of more impressive feats in the right hands.

While computers tend to be hooked up a functioning power grid, most can run perfectly fine on an energy cell.

The Pip-Boy

The Pip-Boy was nothing short of a technological marvel when first introduced. It was also thoroughly patented, copyrighted, trademarked and tamper-proofed (explosively so) by its inventor Vault-Tec.

The Pip-Boy is a miniaturized personal data assistant designed to clasp on to your wrist and lower arm. While small by Fallout-standards, it is still a fairly bulky wristwatch.

Once you get used to it the Pip-Boy is much more than just a fancy notepad. A basic Pip-Boy comes with a geigercounter, chronograph, flashlight, multi-band radio receiver, and mapping and navigation functionality. More advanced models may monitor and advice on user's health, offer the ability to directly interface with computers to access files and programs, or have other specialized functions,

Pip-Boys have a tough plastisteel casing and are powered by an external energy cell. They were worn by officials and technicians, and were standard issue in many vaults. Today they are rare outside of vault societies.

Robotics

Robots were made possible by the advent of muscle-like myomers, allowing for the creation of compact and effective actuator mechanisms, which could again be controlled by relatively simple computer algorithms.

Fallout's robots are highly mechanical in nature. Most robots' working parts consist of a finely calibrated system of actuators, gyros and feedback-loops, connected to a computer core supported by basic sensors.

Robots are powered either by a bank of energy cells or a fission source. The former require regular recharging, the latter doesn't, but is also significantly more expensive.

The aforementioned simple computer algorithms tend to make robots rather stupid. Marginally functional AI required a lot more computing power than what could be fitted into a robot chassis, so robots operate on strict and limited parameters. In order to make them a tad more relatable voice recognition and emulation, along with more or less well-made socializing modules, were often integrated.

Surviving robots are typically units in or recovered from storage, or units scavenged and repaired. While their construction is generally very resilient and many come with self-correcting mechanisms, they are still dependant on at least semi-regular service to avoid issues adding up.

Of note are androids which are not robots, but artificial humans. As such, they are indistinguishable from normal humans unless you cut them open and know what to look for. The vast majority of people don't know what to look for. Another project of the shadow government from before the war, androids were meant to be inserted into the populace as spies, provocateurs and security measures. They were created as full adults, and indoctrinated and trained for their specialized function.

The Great War ended most organized government projects, shadowy or not, but the rumours of androids persist.

Medical Science

AutoDocs

Armaments

Primitive weapons – bows, slings, crossbows and javelins, along with melee weapons, are not uncommon in the wasteland, as they are easily manufactured and can do the job when hunting geckos or beating down uppety neighbours. Most people, however, prefer guns.

Firearms come in three versions; pre-war artifacts, juryrigged pre-war artifacts and wasteland specials.

Weapons from before the war are generally of much higher quality than anything humanity is able to manufacture today. They are also very old and broken springs, rust and rot are real things. Sometimes you'll get lucky and find perfectly preserved guns in military stockpiles and unlooted shelters, but most of the time old guns will need some TLC. The majority of wasteland firearms are pre-war guns that have been painstakingly kept operational through jury rigging and replacement parts.

The third category, which is becoming more common due to improved industries are new guns – homemade or manufactured. These range from slamfire pipeguns that are as likely to take a few of your fingers off as to kill an adversary, to high-end automatics able to compete with pre-war tech in performance.

Guns fire cartridges – for the most part anyway, there are percussion designs, airguns and gauss rifles floating around on the periphery, but most guns use gunpowder-based cartridges. Military surplus ammo is still common, but has reached such an age that it has a significant chance of having gone bad, even if it has been stored in perfect conditions,.

A prospective munitions procurer will have three options: scrap rounds (cheap homemade ammo that is generally bad, but if it's all you got..), decent ammo (generally good, but..) and high quality ammo.

- Scrap Rounds: misfire 85+, decreased dmg, price 50%
- Decent Rounds: misfire 95+, price 100%
- Quality Rounds: no misfire, price 125%

A gun with bad ammo will increase the automatic failure-range according to the ammo's misfire-chance. Scrap rounds will also decrease base damage by one step. An attack roll that falls within a misfire-range and that isn't otherwise acted upon with with a fumble effect will result in a dud – something potentially problematic with some automatics as you might need to spend actions to clear it.

Even if you load up with the good stuff, it won't help you if the gun is junk. A junk gun will incur effects as if ammo of one step lower quality is used and, in the case of junk rounds, increase misfires to 75+.

The most commonly available cartridges are shotgun shells and the old military calibers. Specialized ammunition like magnum- and AP rounds, as well as the various pre-war sporting calibers are uncommon to the point where getting hold of them can be troublesome.

Common Firearms

<i>Type</i>	<i>Dmg</i>	<i>Ammo</i>	<i>Notes</i>
.22 Pistol	1d5	10	
.32 Pocket	1d5	6	
7.63mm Chinese Pistol	1d6	20	War booty
9mm Pistol	1d6+1	10-15	
10mm Autopistol	1d8	14	Standard issue military sidearm of the great war
12.7mm Pistol	1d12	7	For when you need to make 'em big holes
.38 Revolver	1d6	6	Common civilian revolver
.357 Magnum Revolver	1d8+1	6	High-end piece. Can fire normal .38 cal/1d6 dmg
.44 Magnum Revolver	1d10+1	6	High-end piece. Can fire normal .44 cal/1d8 dmg
.223 Revolver	1d8+1	5	Premier sidearm for wasteland bountyhunters
.177 Red Ryder Airgun	1d4-1	20	Silent, pumping the gun for a damaging shot takes two turns
.22 Sporting Rifle	1d6	5-10	Common pre-war sporter
.38 Carbine	1d6+1	6	Repurposed revolver frame
.223 Varmint Rifle	2d6	3-7	
.308 Hunting Rifle	2d8+2	3-5	
.475 Safari Rifle	2d10+2	2	Double-barreled
.308 Pipe Rifle	2d8	1	
.44 Magnum Brush Gun	2d6+1	8	
10mm Air Rifle	1d10	1	Less loud
Sawn-off 12g.	2d8	2	Buckshot and slugs. Sawn-offs uses pistol-ranges and halves effective range.
12g. Combat Shotgun	3d6	10	
20g. Pump Shotgun	2d6+1	5	
10mm SMG	1d8	30	Can use Burst and Full Auto.
5.56mm Assault Carbine	2d6+1	30	Can use Burst and Full Auto-modes
7.62mm Battlerifle	2d8+1	20	Can use Burst-mode
Chinese Assault Rifle	2d8-1	30	Can use Burst and Full Auto-modes
.50 Anti-Material Rifle	2d10+4	4-10	
Light Machinegun	2d6+1	30	Big Gun. Can only use Burst and Full Auto-modes
Heavy Machinegun*	2d8+1	Belt	Big Gun. Can only use Burst and Full Auto-modes
Mounted .50 cal MG	2d10+4	Belt	Big Gun. Can only use Burst and Full Auto-modes

Before the old world ended, the military industry had made breakthroughs in personal energy weapons. Energy weapons are rarer and much more expensive than firearms, and most are pre-war artefacts as only a few select groups are able to manufacture and afford new ones. Ammunition is however common, as most energy weapons can utilize the ubiquitous rechargeable energy cells that powered various gadgets before the war. A single Energy cell can hold up to 10 charges, and the more powerful the weapon, the more charges a shot will drain. Pistols typically holds one or two single energy cells (EC – 10 charges), while heavier armaments have larger magazine packs holding several cells (ECP – 30-60 charges) or battery backpacks (Bat – 100+ charges).

Laser weapons fire a pulse of high-intensity focused light, able to cleanly burn through both body armour and flesh. Lasers are however susceptible to being deflected and refracted; heavy smoke or dust will diminish their effectiveness – reducing damage by one step. Highly reflective surfaces can completely nullify lasers. Laser weapons are relatively small, lightweight, energy-conservative and generally very accurate, reducing range-penalties by one step. Laser weapons have the *Cauterizing*, *Incendiary* and *Weakness* properties.

Plasma weapons fire bolts of highly energetic and unstable plasma. They are capable of inflicting heavy damage, but the plasma projectiles can only maintain cohesion over a short distance. They are generally ineffective at ranges surpassing 50 meters as the projectiles quickly lose stability and accuracy – making attacks one additional step harder and halving damage – and fizzle out at 100-120 meters. Plasma weapons have the *Cauterizing* property, and are capable of *Sundering* armour. They have a *Scatter*-like quality where they, in addition to inflicting normal damage to the struck location, will inflict half damage to 1d3-1 adjacent locations. Unlike normal scatterguns, neither damage nor armour values are further modified.

A third category is Gauss-weapons. Using electromagnetism to accelerate small projectiles to extremely high velocities, gauss weapons are powerful and accurate at the cost of being heavy and energy-hungry. Gauss weapons have the *Armour-piercing* property.

Typical Energy Weapons

Type	Dmg	Charge/ Ammo	Notes
Laser Pistol	1d6+1	1/EC	
Laser Rifle	1d10+2	2/ECP	
Light Gatling Laser	1d8+1	2/ECP	Only Burst and Full Auto-modes.
Assault Gatling Laser	1d10+2	2 /Bat	Big Gun. Only Burst and Full Auto-modes.
Plasma Pistol	2d6+1	3/EC	
Plasma Carbine	2d8+2	4/ECP	
Plasma Caster	2d8+1	4 /Bat	Big Gun. Only Burst and Full Auto-modes.
Incinerator	IN4	20	Big gun. Incinerating, fires in narrow cone. Uses flamer-fuel.
5mm Gauss Rifle	2d12+2	10 /varies	
EMP-gun	2d10	5/EC	Knocks out electronics, stuns robots for 1d3 turns and inflicts damage to all locations, ignoring armour

Other Weapons

Type	Dmg	Notes
Ripper	1d4+2	Does 2d4+2 if striking an unarmoured location
Machete	1d6+1	
Cosmic Knife	1d4+2	Frail but super-sharp ceramic knife.
Multi-purpose Wrench	1d6+1	
Nailboard	1d10	Big stick with tactical nails
Makeshift Spear	1d8+1	Can be thrown for 1d8 dmg.
Chinese Officer's Sword	1d8	
Shishkebab	1d10+1	Heavy chopping-blade with gas ports. Incinerating
Ballistic Fist	3d6+3	Heavy gauntlet with 12g. knuckles. Point-blank blast has no scatter.
PowerFist	2d6	Heavy pneumatic battlefist. Hits inflict bonus Bash-SE
Supersledge	3d6	Huge warhammer w/gyroscopes and servos and shit (Siz E, Reach L)
Missile Launcher	varies	
Hand Grenade/Pipebomb	2d8	Fragmenting. Damage decreases by 1d8 for every meter beyond the first
Cap Mine	3d6	Fragmenting. Damage decreases by 1d6 for every meter beyond the first
EMP-Grenade	1d10+10	Fries electronics, stuns robots for 1d3 turns and inflicts damage to all locations, ignoring armour. Damage decreases by 10 for every meter beyond the first.

Typical Armours

Type	AV	Enc	Notes
Wasteland Chic	1		Cloth, leather, occasionally codpieces
Armoured Vaultsuit	4		Stylish, formfitting bodysuit w/ceramic reinforcements
Hazard Suit	1		Sealed suit offering +100 Radiation- and Toxin Resistance
Raider Armour	3		More focused on intimidation-factor than protection
Heavy Raider Armour	5		Intimidation factor <i>and</i> protection
Splinted Leather	4		Cured leather, reinforced with splints and plates
Combat Armour	5		Std military gear
Hvy. Combat Armour	8*		Full suit gives +30 Rad/Toxin Resistance
Power Armour	10**		Full suit gives +60 Rad/Toxin Resistance
Hvy. Power Armour	12***		Sealed suit gives +150 Rad/Toxin Resistance

* Hard armour unaffected by Impales and Hollow-Point-traits.

** Hard armour unaffected by Impales, Hollow-Point and Armour Piercing-traits, also reduces lasers' damage-step by one. Suits will modify wearer's STR, SIZ, DEX, and Move. Power Armour is vulnerable to EMP, but only suffering the Stun-effect.

***Hard armour unaffected by Impales, Hollow-Point and Armour Piercing-traits, also reduces lasers' damage-step by one and is mostly proofed from plasma-disintegration. Suits have their own line of physical attributes. Power Armour is vulnerable to EMP, but only suffering the Stun-effect.