

OVERSEER'S EYES ONLY



VAULT-TEC OVERSEER'S MANUAL

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VAULT-TEC NATIONAL HQ

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Races:

Human:

Humans are the average stock in the wasteland and while not as strong or long lived as super mutants or ghouls they are the majority. They control almost all societies in the wastes and tend to stick around no matter what.

- **Adaptable:** Humans begin with a Free Edge.

Ghoul:

They may seem like your typical zombie but most say they don't like the taste of brains. No one knows how ghouls came to be but many speculate radiation and a lot of "luck" had a hand in it.

- **Abomination:** Ghouls are generally thought to be all feral and are rarely if ever treated with respect. Ghouls gain the Outsider (Major) Hindrance.
- **Rotted:** Ghouls tend to have necrotic flesh which gives off a rancid stench and this is never pleasant to be around. Ghouls gain the Ugly (Minor) Hindrance.
- **Atomic!:** Ghouls can survive in radioactive areas for long amounts of time and even get healed by it. Their rad resistance is 6 and radiation levels act as positives to Natural Healing rolls. In radioactive areas ghouls receive +1 to toughness. However, when exposed to level 4 radiation for a long period, they randomly gain the Glowing One Hindrance or go Feral. Whilst Feral Ghouls are not dead, they no longer have a mind of their own and are subject to control by the GM.

- **Mutated Metabolism:** Ghouls make natural healing checks every two days instead of five, and do not require food or water. In addition, Ghouls must make Vigour rolls for a Chem to have any effect.

Super Mutants:

First Gen:

The GEN 1 super mutants were those created by the Master. While these variants retained most of their intelligence or even gained higher intelligence they were rare due to radiation free humans being required to make them. While they were less powerful than other variants they excelled at controlling other super mutants.

- **Stronk!:** Super Mutants start with d6 Strength and may increase it to d12+1 by normal advancement.
- **Cellular Reconstruction:** Radiation Immunity, cannot die of old age.
- **G.O.A.T Professional:** GEN 1 super mutants managed to keep their intelligence but they lost their old lives. Start with d6 smarts and may increase it to d12+1 with normal advancement.
- **Size +2:** armour doesn't fit unless custom tailored and toughness +1.
- **Meaty Figure:** All Thumbs (small items) and Ugly
- **Outsider (Major):** Super mutants are typically shot on sight without a *very* compelling reason not to fire.

Second Gen:

GEN 2 super mutants were those created without the aid of the Master and tended to be stupid. While they may have been stupid they possessed incredible strength.

- **Cellular Reconstruction:** Radiation Immunity, cannot die of old age, and they start with d6 Vigour.
- **Stronk!:** GEN 2 super mutants start with d8 strength and may increase it to d12+2 by normal advancement.
- **Simple Minded:** The mind of a super mutant is all but destroyed by the process that transforms them. They have a -2 penalty on all Smarts rolls they make, and cannot increase their Smarts above a d8. Most super mutants have only fragments of memory from before they were changed.
- **Size +2:** armour doesn't fit unless custom tailored and toughness +1.
- **Slave-Minded:** Super Mutants are bred to take orders; if trying to act on its own free will (or otherwise oppose orders), they suffer a -4 to all Trait rolls.
- **Meaty Figure:** All Thumbs (small items) and Ugly
- **Outsider (Major):** Super mutants are typically shot on sight without a *very* compelling reason not to fire.

Skills

- Fighting (Ag)
- Shooting (Ag)
- Throwing (Ag)
- Medicine (Sm)
- Lock picking (Ag)
- Hacking (Sm) *
- Repair (Sm)
- Stealth (Ag)
- Swimming (Ag)
- Climbing (St)
- Speech (Sp)
- Taunt (Sp)
- Intimidation (Sp)
- Gambling (Sm)
- Streetwise (Sm)
- Investigation (Sm)
- Notice (Sm)
- Survival (Sm)
- Tracking (Sm)
- Knowledge (Sm)
- Boating (Ag)
- Driving (Ag)
- Piloting (Ag)
- Riding (Ag)

Hacking: Hacking determines the player's skills with Robotics, Computers and Electronics in general.

Speech: Speech is the Persuasion and Barter skills merged together. This makes interactions with other wasters easier.

Hindrances:

Regular:

- **Anti-Survivalist (Major):** You've grown up under a rock for your entire life and your knowledge of the outside world is minimal at best -2 to survival, tracking and streetwise.
- **Raider (Major):** You made a name for yourself and are disliked by a lot of groups of the wasteland. Gain the Bloodthirsty hindrance and normal people start at uncooperative towards you.
- **Combat Shock (Minor):** Some people freeze up when things get dangerous, and you are one of them. It could be due to fear, flashbacks, or something else; whatever the reason, when action cards are dealt in the first round of any combat, you must make a Spirit roll or start the combat Shaken.
- **RADICAL! (Minor):** "I take radiation by its metaphorical horns ", is what you use to explain your strange obsession. Anytime you come across something radioactive you must attempt to pour it on yourself to test the effects. Start with a damaged radiation suit (+1 rad resist instead of +3). Your PC also believes the effects of radiation poisoning are caused by food poisoning.
- **Addict (Minor):** Drugs are what you live for you're not sure when you started but whenever drugs are around you must make a spirit roll at -2 to resist taking them immediately.
- **Chem Resistant (Minor):** Due to a crazy mutation, your body resists all forms of drugs and medical stimulants make a vigour roll at -2 to achieve an effect.
- **Schizophrenia (Major):** The character has a serious and negative mental illness. Players may choose or roll an alternate identity and a trigger from the provided tables. This illness also gives a -2 to charisma from anyone who notices.
- **Glowing One (Major Ghoul Only):** Exposure to massive amounts of radiation have made you glow! While this may seem awesome it has caused your brain to fry a bit. -1 die type smarts, PC does not gain lighting penalties in melee combat, -4 stealth penalty, PC's nearby take low level radiation exposure per day, gain the Rad Resistance edge, and the PC can make a spirit roll once per day at -4 to call feral ghouls to his/her aid (not the parties aid).

- **Falling Feral (Major Ghoul Only):** It's not clearly understood why most ghouls eventually degrade into feral ghouls. But you know it's starting to happen to you, and soon. You cannot raise your Smarts die through advancement. Each month of game time, draw a card. If you draw a club, your Smarts decreases by one die type permanently. When (not if) your Smarts decreases to below 1d4, you permanently become a feral ghoul and completely lose yourself. There is no known way to reverse this process once it's begun.
- **Grunt (Major Super Mutant):** The player is extremely suited for following orders and seems to possess only rudimentary intelligence. The player may not increase smarts past d4 and must follow all orders given to them from their master. If they lose their master, they must seek out a suitable replacement. The character must also make a Smarts check to avoid being fooled into doing actions possibly detrimental to them unless the action will obviously kill them.

Edges:

Background Edges:

- **Wastelander (Background):**

Requirements: Novice

You've grown up in the wastes for your entire life and have learned the skills you need to survive gain +1 to Fighting, Streetwise, and Notice.

Cannot take Mercenary or Vault Dweller.

- **Mercenary (Background):**

Requirements: Novice

You're a grizzled and tough mercenary you receive +1 to Shooting, Intimidation, and Survival. Cannot take Wastelander or Vault Dweller.

- **Vault Dweller (Background)**

Requirements: Novice

You've grown up underground for most your life and have received an education and the skills to get around in a vault. You gain +1 to Hacking, Lock picking and Repair rolls. Cannot take Wastelander or Mercenary.

- **Rad Resistance (Weird, Background):**

Requirements: Novice, Vigour d8

Be it a mutation or a healthy dose of lead in your veins you manage to take less radiation than other people +2 rad resistance.

- **Rad Sponge (Weird, Background):**

Requirements: Novice, Rad Resistance, Vigour d10

Your body is twisted on the inside and it likes to pull in ambient radiation for fun! Party members travelling beside you take ½ rad damage and you gain another +1 to rad resistance.

- **Lead Belly (Weird, Background):**

Requirements: Novice, Rad Resistance, Vigour d8

Eating bad quality radioactive food has no effect on your lead lined stomach, gain +1 rad resistance and the ability to eat and drink radioactive foodstuffs without penalty.

- **Cannibal (Weird):**

Requirements: Novice, Lead Belly

You have become unaccountably peckish when it comes to human flesh. Gain the ability to eat dead human enemies. People who see you doing this will not trust you ever again so -4 charisma to people who saw you eat someone.

- **Psyker (Background):**

Requirements: Novice, Human, Ghoul, or Super Mutant

You are a Psyker, a rare wastelander that has unlocked psychic potential at great cost. This functions as Arcane Background (Psionics) from SWD, with the following changes.

You must choose known powers from the following list; the powers must be of your rank or below: armour, barrier, beast friend, blind, bolt, boost/lower trait, confusion, deflection, disguise, empathy [TBL], far sight, fear, havoc, invisibility, mind reading, pummel, psychometry [TBL], puppet, quickness, slow, slumber, soothe [TBL], speak language, speed, stun, succour, telekinesis, and warrior's gift. Heavy Burden: Psykers are rare, and the process that unlocks their potential tends to cause severe damage to them. You must choose an additional Major hindrance, subject to Overseer approval, to reflect this trauma. You do not gain hindrance points for it. This is to reflect the rarity of the gift, as well as its power compared to other edges.

Professional Edges:

- **Medic:**

Requirements: Novice, Knowledge

(Medicine) d8, Medicine d6, Smarts d8

You've received some formal medical training in your wasteland life and this knowledge is rare. While you are not a professional by any means you are still able to patch people up without issue. Able to heal people without the no supplies penalty. You can make stimpacks without the chemist perk and you instead use Knowledge (Medicine) for making stimpacks.

- **Doctor:**

Requirements: Veteran, Medic,

Knowledge (Medicine) d12, Medicine

d12, Smarts d10

You've received a lot of formal medical training in your wasteland life and this knowledge is rare. You are a professional in your trade and can heal the most grievous of wounds. You can heal people with no penalties. You can also make stimpacks, super-stimpacks, and med-x without the chemist perk and you instead use Knowledge (Medicine) for making these drugs.

- **Chemist (Seasoned)**

Requirements: Novice, Knowledge (Chemistry) d6+

You know how to make chems, and maintain a stock of ingredients that allow you to produce 5 Complexity worth of known chems a day. Creating chems takes about an hour. When you select this edge, you start with several Complexity worth of known chems equal to 1/2 your Knowledge (Chemistry) skill. You can learn more by increasing your Knowledge (Chemistry), locating them in the wasteland, or learning them from other chemists. If you make these chems without a laboratory they go bad in 1d4 days.

- **Smooth Criminal:**

Requirements: Novice, Speech d6, Streetwise d6
Speech +1/Charisma +1 increase allows you to get better prices and better reactions from slavers/raiders/triggersmen.

- **Smooth Operator:**

Requirements: Novice, Speech d6, Intimidation d6
Speech +1/Charisma +1 increase allows you to get better prices and better reactions from guards/mercenaries/military.

- **Noir Detective:**

Requirements: Novice, Speech d6, Investigation d6
Speech +1/Charisma +1 increase allows you to get better prices and better reactions from civilians/Vault-Tec/traders.

- **Rapid Reload:**

Requirements: Seasoned, Shooting d10, Agility d10
Need to reload those hard to reload weapons? Fully reloading even $\frac{1}{2}$ action weapons is now a free action and may be accomplished while running without an Agility roll.

- **Run 'n Gun:**

Requirements: Seasoned, Shooting d10, Agility d10
You've learned the art of keeping your aim steady while running full pace. May run and shoot without penalty.

- **Robco Certified Tinkerer:**

Requirements: Novice, Hacking d6, Smarts d8, Repair d6
You are trained in the maintenance and design of robots. You gain a +2 bonus on Hacking rolls related to robots. In addition, you may build a basic robot worth up to 10,000c (see the rules in the robotics section). You can spend additional starting money to upgrade this robot. If your robot is destroyed, you can rebuild it at half cost and a week's worth of work in a workshop with a suitable supply of spare parts.

- **Robco Certified Professional:**

Requirements: Seasoned, Robco Certified Tinkerer, Hacking d8, Smarts d8, Repair d8
You are a skilled roboticist, and have upgraded your own personal robot significantly. You gain another +1 bonus on Hacking rolls related to robots. You can add 5,000c worth of modifications to your robot, and your robot. If your robot is destroyed, you can rebuild it at half cost and 3 days' worth of work in a workshop with a suitable supply of spare parts.

- **ZAX Professional:**

Requirements: Veteran, Robco Certified Professional, Hacking d12, Smarts d10, Repair d10
Nobody knows more about robots than you. You gain another +1 bonus on Hacking rolls related to robots and your robot (only 1 if you have more) is a full wild card. You may also spend a significant amount of time building a ZAX computer at your DM's discretion.

- **Recycler:**

Requirements: Veteran, Repair d12
You may use the recover arrows rule for every 5 units of energy weapon ammo.

- **Terrifying Presence:**

Requirements: Seasoned, Intimidation d8+

You've gained the skill of instilling fear within the hearts of your enemies. Gain +1 to Intimidation and an ability where on two raises the enemy flees in terror.

- **Silent Running:**

Requirements: Veteran, Stealth d10+ Years of learning to run silently on all terrain has made you an incredibly sneaky person. While running, you do not take -2 to your stealth rolls.

- **Action Boy / Action Girl**

Requirements: Wild Card, Seasoned, Agility d10+, Elan

You're unusually quick and skilled at doing multiple things at once. Each additional action beyond the first imposes only a -1 penalty for you, rather than the normal -2 per additional action.

Chems + Addiction:

Chems have powerful effects but like all drugs have dangerous comedowns. All chems have a cost, complexity, duration, addiction modifier, effect and comedown. Complexity is used in the chemist edge. Chems also have a duration and the user generally feels the comedown approaching. Certain comedown effects can be avoided with a Vigour roll but the majority must be suffered through.

- **Buffout:**

Cost: 200c

Complexity: 2

Duration: 1d4 hours

Addiction Mod: -2

Effect: Brawny Edge, Combat Reflexes Edge

Comedown: Vigour -1 Die Type, Fatigue +1 If a character is Incapacitated by this Fatigue they take 2d8 damage, ignoring armour, as their body tears itself apart.

- **Hydra:**

Cost: 400c

Complexity: 3

Duration: Instant

Addiction Mod: -6

Effect: Heals all crippled injuries even repairing permanent non-background injuries (excluding lost limbs)

Comedown: Fatigue +2, Strength -1 Die Type, Vigour -2 Die Type for 1d6 hours

- **Jet:**

Cost: 25c

Complexity: 1

Duration: 1d6 minutes

Addiction Mod: -3

Effect: Action Boy/Girl Edge, +1 Die Type Strength

Comedown: Strength -1 Die Type, Smarts -1 Die Type for 1d4 hours

- **Ultrajet:**

Cost: 50c
Complexity: 3
Duration: 2d6 minutes
Addiction Mod: 2 (Permanent)
Effect: Action Boy/Girl Edge, First Strike Edge
Comedown: Strength -1 Die Type, Agility -1 Die Type, Smarts -1 Die Type for 1d6 hours

- **Med-X:**

Cost: 180c
Complexity: 2
Duration: 1d8 hours
Addiction Mod: -2
Effect: Toughness +1, Ignore two wound penalties
Comedown: Agility-based rolls and Smarts-based rolls -1 for 1d4+1 hours.

- **Mentats:**

Cost: 230c
Complexity: 2
Duration: 1d4 hours
Addiction Mod: 0
Effect: Alertness Edge, Charismatic Edge
Comedown: Fatigue +1

- **Psycho:**

Cost: 400c
Complexity: 2
Duration: 1d4 hours
Addiction Mod: -2
Effect: Berserk Edge
Comedown: Strength -1 Die Type, Vigour -1 Die Type for 1d4 hours

- **RadAway:**

Cost: 500c
Complexity: 1
Duration: Instant
Addiction Mod: -1
Effect: Removes 2 levels of rad sickness
Comedown: Fatigue +1, Hair loss, Stomach pains, Headaches and must eat something

- **Rebound:**

Cost: 170c
Complexity: 4
Duration: 3d8 minutes
Addiction Mod: -6
Effect: Action Boy/Girl Edge, First Strike Edge
Comedown: Fatigue +2, Strength -1 Die Type, Agility -1 Die Type, Smarts -1 Die Type for 1d8 hours

- **Smooch:**

Cost: 50c
Complexity: N/A
Duration: 3d8 hours
Addiction Mod: -3
Effect: Any character under its effects are extremely mellow and susceptible to commands. Any PC or NPC under its effects gets d4 smarts and must listen to any commands given to them without question (Suicidal commands included). Characters must also make a vigour roll immediately to resist a fatigue level.
Comedown: Fatigue +2, Needs to eat good food within 1d4 hours or rendered unconscious for 3d8 hours

- **Steady:**

Cost: 280c
Complexity: 2
Duration: 3d8 minutes
Addiction Mod: -3
Effect: Shooting +2 and Steady Hands Edge
Comedown: Shooting -1, Notice -1 for 1d4 hours

- **Turbo:**

Cost: 120c
Complexity: 1
Duration: 4d8 seconds
Addiction Mod: Instant
Effect: No Multi-Action Penalties, Fleet Footed Edge, Level Headed Edge
Comedown: Massive Headache, cough up blood, Take a wound, Pace -2, and Fatigue +1 for 1d6 hours

- **X-Cell:**

Cost: 1200c
Complexity: N/A
Duration: 1d4 hours
Addiction Mod: -6
Effect: All Traits +2 Die Type, Charisma +2
Comedown: Major Muscle Cramps, All Traits -1 Die Type, Charisma -2 for 1d6 hours

- **Cateye:**

Cost: 60c
Complexity: 1
Duration: 1d4 hours
Addiction Mod: 2
Effect: Low Light Vision
Comedown: Headache, Notice -1, Aversion to light for 1d6 hours

- **Addictol:**

Cost: 800c
Complexity: 5
Duration: Instant
Addiction Mod: N/A
Effect: Removes all addictions
Comedown: Fatigue +2

- **Antivenom:**

Cost: 40c
Complexity: 1
Duration: Instant
Addiction Mod: N/A
Effect: Cures all poison
Comedown: Fatigue +1

- **Healing Powder:**

Cost: 25c
Complexity: 2
Duration: 3d8 minutes
Addiction Mod: 2
Effect: Soak Rolls +2
Comedown: Fatigue +1

- **Rad-X:**

Cost: 340c
Complexity: 2
Duration: 1d4 hours
Addiction Mod: N/A
Effect: Rad Resist +3
Comedown: N/A

- **Stimpack:**

Cost: 175c
Complexity: 2
Duration: Instant
Addiction Mod: N/A
Effect: Heals a wound and removes incapacitation
Comedown: Fatigue +1

- **Super Stimpack:**

Cost: 225c
Complexity: 3
Duration: Instant
Addiction Mod: N/A
Effect: Heals 2 wounds and removes incapacitation
Comedown: Fatigue +2

- **Ultra Stimpack:**

Cost: 700c
Complexity: 4
Duration: Instant
Addiction Mod: N/A
Effect: Heals 3 wounds and removes incapacitation
Comedown: Rendered Unconscious

- **Battle Brew (Alcohol):**

Cost: 60c
Complexity: 5
Duration: 4d8 minutes
Addiction Mod: 0 *
Effect: Action Boy/Girl Edge for 30s, Berserk Edge, heals a wound
Comedown: Need Water, +1 Fatigue

- **Vodka (Alcohol):**

Cost: 20c
Complexity: 2
Duration: 1d4 hours
Addiction Mod: 0 *
Effect: Charismatic Edge, Smarts -1 Die Type, Rad Level -1
Comedown: Need Water

* Alcohol Addiction gives hindrance Habit(minor) Alcohol, the hindrance can be kicked in 1d4 days, every day needs a spirit roll to resist drink or gain a fatigue level.

Chem Costs:

CHEM	COST
Buffout	200c
Hydra	400c
Jet	25c
Ultrajet	50c
Med-x	180c
Mentats	230c
Psycho	400c
RadAway	500c
Rebound	170c
Smooch	50c
Steady	280c
Turbo	120c
X-Cell	1200c
Cateye	60c
Addictol	800c
Antivenom	40c
Healing Powder	25c
Rad-X	340c
Stimpack	175c
Super Stimpack	225c
Ultra Stimpack	700c
Battle Brew	60c
Vodka	20c

Radiation:

Radiation is a hazard that is prevalent around the globe. Radiation receives a new stat **Rad Resistance** which functions as toughness against radiation sources.

Rad Resistance is equal to half a character's Vigour. Taking radiation damage is handled the same way wounds are tracked. Rad Damage is secretly rolled every 1 minute a character is in an irradiated area.

Characters may find out the background radiation by using Geiger counters, Glowing Ones are also able to "feel" the level of radiation in the area.

RAD LEVEL	DAMAGE
Low	d4
Medium	d6
High	d8
Lethal	d12

Rad Poisoning functions like wounds for a character but with special effects on the Rad Poisoning chart. Upon incapacitation, a Vigour roll is required to live. Upon death by radiation roll a d20. If the player receives a 15-20 their character is ghoulished and loses 1 die type strength, vigour, and agility.

To reduce a characters Rad Poisoning level, they must take RadAway, Vodka, or receive treatment from a doctor.

RAD POISONING LEVEL	EFFECTS
1	Nausea, fatigued. Strength drops one die.
2	Vomiting, hair loss. Agility and Vigour drop one die.
3	Skin loss; All Traits drop one die, -2 Charisma.
4	Agonizing pain; Incapacitation.

Equipment:

Your character starts out with 500 caps and the clothes on their back. Use the tables below to buy some starting gear.

Melee Weapons:

The iconic weapons of psychotic bandits tend to be the cheapest and easiest to obtain.

Projectile Weapons:

Ballistic Firearms are the most prevalent form of long range death-dealing in the wastes. While higher calibre ammunition may be rare, weapons can be retooled to accept other calibres.

Retooling: Retooling a weapon for different ammunition types cost $\frac{1}{2}$ the listed weapon price, $\frac{1}{2}$ their weight in scrap, and 2d6 hours with a sufficient workshop.

Magazines: Guns require magazines and must be purchased* to use the gun w/o having to chamber every shot. Magazines cost $\frac{1}{10}$ the guns listed price and come empty. You may reload magazines for your weapons while not in combat or in 1d4 minutes. Empty Magazines weigh 1 lb.

Mounted: Mounted weapons require the user to take 1d4 turns setting up their mounting hardware to be fired. They cannot be hip fired unless you are wearing power armour.

Grenade Launchers: Grenade launchers while deadly have a safety feature. 40mm grenades must fly at least 20ft to prime to explode. If an enemy is hit within 20ft they take 2d4 bludgeoning damage.

* Weapons with no mag ENC have internal magazines or projectile ammunition

Energy Weapons:

Energy Weapons are the bright flash death machines of the wastes. They turn your foes to ash and green goo with cheap plentiful ammunition. Energy weapons are very advanced however and net a user with -4 to their combat repair rolls. Energy Weapons deal normal damage to power armour.

Explosives:

Need to turn a room of enemies into fine mist? Invest in explosives! However, stock up in the repair skill as to setup landmines you must roll.

Landmines: To setup a landmine make a repair roll, a Success the landmine is armed and you have 10 seconds to move away, on a Failure you think its armed but it is not, on a Critical Failure the landmine explodes immediately.

C4: C4 is a special explosive that a character may spend 30 seconds shaping onto a surface. This allows locks to be precision detonated and doors to be bypassed. If you plan on doing this make your plans clear to the DM. The shaped charge consumes the C4 and projects the explosion with the Cone template in the direction the player specified on setup.

Heavy Weapons:

Heavy weapons are the bane of all men. Meeting an enemy with a Fat Man means certain doom for anyone. Heavy weapons $\frac{1}{2}$ the effective armour of anything without Heavy Armour.

Ammunition:

Ammunition listed can be modified on purchase as follows:

- **Surplus:** Surplus ammunition is 50% the price of regular ammo but makes guns fail on shooting rolls 3 and under.
- **Armour Piercing:** Give your weapon the ability to punch through steel. 25% mark-up on price and AP +1.
- **Incendiary:** Want to give your bullets a burning sensation. 50% mark-up on price and Burning Weapon modifier for bullets.
- **Explosive:** Give your bullets a bang for your buck. 200% mark-up on price and deals half-bullet damage in Small Burst template.

Armour:

If you want to specifically armour your character split the price of the armour as follows, $\frac{1}{6}$ for each arm and leg and the chest is $\frac{2}{6}$ the price. Armour values follow the traditional melee/firearm.

Power Armour:

Power Armour makes you a walking tank for a high price. Weapons that are not Heavy Weapons must make it through double your armour. Heavy Weapons half your armour value and energy weapons encounter the listed value. Carry weight is doubled as well, and when wearing the power armour, it weighs nothing.

Kevlar Vests:

The most versatile torso armour in the wastes. While generally rare from military sources, pre-war police had a decent amount stocked. This armour can have a set of plates placed inside of it, effectively increasing the armour value.

Gear Condition:

All weapons have a rating; a high-condition weapon will function more like a weapon in its prime, but will also be much more valuable and much more difficult to find.

When a critical failure is rolled on the Shooting or Fighting roll, or if the weapon is exposed to particularly bad conditions (submerged in mud, for example), the quality of the weapon is reduced. Weapon condition can be restored with a successful Repair roll, proper parts and tools, and enough time. The ratings consist of **Poor**, **Worn**, **Mediocre**, and **High**. High-quality weapons use the statistics listed in the Gear section. For every step below that, roll on the weapon condition table below. If a weapons quality drops below Poor, it is no longer usable.

WEAPON CONDITION TABLE	D4
Damage -1	1
Inaccurate/Unbalanced (Shooting/Fighting -1)	2
Jam chance increased +1 (Shooting/Fighting [mechanical only])	3
Reroll	4

Armor functions a bit differently. When a user takes a wound on his armour, roll a d10. On a 1, the armour degrades. Roll a d4 to determine the effects.

ARMOR CONDITION TABLE	D4
A armor is reduced by 1 with a Raise on an attack roll	1
Poor Straps (weight increased by 33%)	2
Fragile (Roll a d6 to break instead of a d10)	3
Reroll	4

The price is also modified by the quality: High-quality items cost double the listed price; Worn costs 75% while Poor quality costs 50% (rounded up). Weapons below Poor typically cost 25% of the listed price.

Parts from gear can be utilized in repairing a similar item, but the quality can impose penalties on the Repair roll: Mediocre parts impose a -1, while Poor parts impose a -2 (these do not stack; use the lowest penalty for the roll). Parts from unusable weapons apply a -4 penalty to Repair rolls.

Cybernetics:

Cybernetics allow even the weakest person to become a powerful athlete. When installing these bionic suites, a skilled doctor is required.

Cybernetic components are rarely invisible from observers. To make a cybernetic part invisible to all but direct searches it costs an additional 50%. Cybernetics have the following statistics.

Strain: The stress the cybernetics place on the character's body. Characters suffer fatigue if they exceed their maximum strain.

Cost: The price of the cybernetic and it's cost of installation.

Be warned, when using cybernetics, they can be disabled for 1d4 hours with pulse weapons on a raise.

Installation/Removal:

The cost per bionic part includes installation. Visiting an unskilled doctor reduces the cost 25% but the character must make a Vigour roll at -4. If succeeded, the implant is fine, if failed the implant is rejected with or without a refund.

Removal costs 25% of the implant's cost but may be free from unskilled doctors if they get to keep the implant. Removal from unskilled doctors makes the character roll Vigour at -2 or be Exhausted from the botched surgery for two weeks.

Limbs: If a cybernetic part was meant to replace a limb and didn't take, the character is without the limb. Prosthetics cost 1200c and characters suffer a -1 to all rolls with the prosthetic.

Strain:

Cybernetics are invasive and replace bone, tissue and place electrical and biological strain on the character.

Every cybernetic enhancement has a Strain rating. The amount of cybernetics a character can place in their body is equal to half their Vigour or Spirit die, whichever is lower. This is called **Maximum Strain**.

Once a user reaches their Maximum Strain they cannot handle any more stress to their body.

If additional strain is incurred the user suffers a level of constant Fatigue equal to the amount exceeded. No character can exceed their Max Strain by more than two points.

Robotics:

Robot companions can be a big help in the wasteland and can be used as mobile gun platforms, mules, and mobile shields. Robots like all machines require maintenance to function at peak performance.

Power: Robots run off Microfusion Cells and run for a week. After a week, the cells must be replaced or the robot becomes inactive. The number of cells needed is equal to the amount of mods / 2 (rounded up).

Maintenance: Each month of use, the owner must pay 1% of the robots base cost in maintenance. If the maintenance isn't paid, the player must roll on the **Glitch Table**.

GLITCH TABLE	2D6
Breakdown: Something in the robot shorts out. It is Incapacitated (with three wounds if a Wild Card).	2
Fatigue: The robot suffers a form of Fatigue. Each level can be Repaired at half the cost and time of regular repairs. If the Fatigue leads to Incapacitation, the robot suffers a Breakdown instead (see above).	3-4
Glitch: One of the robot's Traits is lowered by a die type until Repaired at half the usual cost and time. Roll a d6: 1=Agility, 2=Smarts, 3=Spirit, 4=Strength, 5=Vigour, 6= a randomly determined skill.	5-6
No Effect	7
Systems: One of the robot's Mods, determined randomly, no longer functions.	8-9
Power Leak: The robot's batteries begin to drain. Each time this result occurs, battery life is halved until they are Repaired.	10
Personality: The robot's AI develops a new personality trait. Use the Allied Personality Table from Savage Worlds. The extent of the trait depends on the robot's level of "intelligence," but even a relatively basic AI can be affected.	11
Prime Directive: The robot no longer obeys (or perhaps reinterprets) its primary function. The results should be dangerous and potentially deadly. The exact effect may not be apparent until a situation presents itself.	12

To create a robot, use the template below and the Robotic Modifications table.

Basic Robot:

The basic robot is sentient and interprets orders on its Smarts. The robot costs 10,000c and can hold up to 5 points of robotic modifications. It has 5 attribute points and 15 skill points. Each attribute point and skill points can be dropped for a 1000c discount and an additional mod slot.

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d4, Vigour d4

Skills: -

Special Abilities:

- **Construct:** +2 to recover from being Shaken; does not breath; immune to poison and disease; ignores one level of wound penalties.

- **Environmental Weakness (Electricity):** Robots suffer +4 damage from electrical attacks.

Transportation:

Transportation is up to the DM for Fallout. In adventures that I've created there are mutated animals, vehicles galore, vertibirds, jets, tanks and MLRS missile platforms.