

WILD WASTES



SAN FRANCISCO

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 Despite this, the Shi's influence does not reach farther than San Francisco itself, as the group stays very withdrawn and remains inaccessible to outsiders.

Chinatown (Shi-Town)

A suburb of the once great city adopted by the descendants of the Shi-huang-ti submarine crew. The red brick houses have been their home ever since the bombs fell. This area of the city is relatively safe with the xenophobic citizens mostly ignoring any players. This area contains the shops Flying Dragon 8 and Red 888 Guns.

Notable NPC's:

- Dragon
 - o Zurak
 - o Jimmy
 - o Herb
 - o Jobe
 - o Master Rube
 - o Master Ziggy
- Lo Pan
 - o Imbot
 - o Wejungh
 - o Loopal
 - o Smitty
 - o Master Krall
 - o Master Khung

- Dr. Fung
- Lao Chou
- Mai Da Chiang

Steel Palace (Shi)

The Steel Palace is the main base of the Shi, Chinese inhabitants of San Francisco. It is a small, reinforced structure allegedly constructed out of metal salvaged from the Shi-huang-ti submarine they arrived in during the nuclear firestorm of 2077. Inside, protected by heavily armed guards (H&K G11s and Gauss rifles are common), lies the Shi Emperor mainframe (also a relic from the submarine) that records and analyzes the faction's history, advising Ken Lee. In addition, biological, chemical and physical research labs are present in the complex, giving the Shi a substantial edge in the technological race in the wasteland.

Notable NPC's:

- Ken Lee
- Wong Yi Tze
- Jing Tie Gahng
- The Emperor

Shi-Town Docks

These docks were used by ship workers to do common things associated with ship work. There are also stairs that people used to access the beach. They were the only way to access ships docked here. By 2241 the docks are relatively intact and are still standing. People use it to access the ship docked here. Pre war machinery and waste, mainly radioactive waste barrels litter the walkways.

PMV Valdez

Anchored in San Francisco, Poseidon Marine Vessel (PMV) Valdez is an old, decaying oil tanker, that plays a pivotal role in Fallout 2, where it enabled the Chosen One to travel to the Enclave Oil Rig and save the world from destruction.

Despite the energy crisis, the oil tanker ran on diesel fuel which is derived from oil, rather than fusion. It is probable that converting such a vessel was deemed too expensive (since as long as there was some oil, the payload would be valuable enough to justify the fuel cost) or simply that it was impossible due to the limitations of the fledgling fusion technology. However, while utilizing outdated technology as propulsion, the tanker was fully automated and equipped with a navigational computer secured by a door operated with a magnetic tanker FOB. Additionally, the ship was equipped with an IFF (Identification Friend or Foe) transponder, preventing Poseidon Oil

defenses from sinking it. There is a Bar, Gun Merchant, and General Store on the tanker.

Notable NPC's:

- A. Ron Meyers
- Chip
- Badger
- Suze
- Marc
- Slim (Bar Tender)
- Jenna (General Store)
- Cal (Gun Merchant)

Golden Gate Bridge (Hubologists)

The Golden Gate is a location in San Francisco. A pre-War sect, the Hubologists, built their headquarters into the foundation of the southern end of the Gate. They were unsuccessful in maintaining the bridge, due to their technological ineptitude.

Notable NPC's:

- Dave Handy
- Harry

Hubologist Compound

Built into the concrete foundation is the Hubologist compound. The original purpose of the facility is not known, but judging by the arrangement of the corridors and substantial protection (entrance is prevented by forcefields) it was likely some kind of reinforced shelter. In 2241, it's the headquarters of the Hubologists.

It has all the necessary facilities for a cult - quarters for the guards, large dormitory and meditation room for rank-and-file members, the AHS-9's office and quarters, mess hall and lavatories, workshops and a mainframe.

Notable NPC's:

- AHS-9
- AHS-7
- Crocket
- Juan Cruz
- Vikki Goldman

San Francisco Brotherhood Outpost

A brotherhood forward outpost located in Chinatown. There is a single sentry standing guard who might have work for those who ask.

Notable NPC's:

- Matthew

Slums

The slums of San Francisco are where the vagrants go to die and waste away in dilapidated radioactive housing. The slums are said to hold great old world treasures underneath them and many might pay to get a peek. This is where mercenaries go to die, the lame wither away, and the run-down drug themselves into oblivion. The area is littered with a gang known as the Slum Rats.

Notable NPC's:

- Carl
- Porter

The Bazaar (Open Market)

A place of curios and oddities as well as the only area in San Francisco being under NCR protection. They own two locations one in the middle of the territories and Treasure Island where a trading post functions between the Oakland Bridge.

Notable NPC's:

- Oslo
- Livid (Medical)
- Brimstone (Fire Weapons)
- Cetan (Rare Dealings)

NCR Outpost:

The NCR have an outpost on Treasure Island to assist in the protection of The Bazaar. The outpost was recently built to halt a minor offensive from the rising Caesar's Legion.

Notable NPC's:

- Captain Rudolph
- Lieutenant Golph
- Quartermaster Reme
- Corporal Lucky
- Corporal June

Red Glow (Red Light District)

The home base of the San Francisco mob. They generally keep to themselves but occasionally strike out against dealers in their territory. They have a knack at hiring people for dangerous missions.

The people that survived those missions however were paid immense amounts and gained favour with Pietro.

Notable NPC's:

- Pietro Gravano
- Jimmy "The Snitch"
- Nicky "Bluepants" Altosaxophony
- Nelson "Babyface" Martino
- Jacky "The Lackey"
- Vinny
- Victor

The Drip (Sewers)

The Drip is a dangerous place prowled by centaurs and wanamingos. It's never recommended to go down there but access to secrets of the old world are usually more tempting. The underground is also a lucrative place for crime and "safe" routes may be learned by experts of the trade. A good way to get around if you don't want to be seen and for digging up secrets best left forgotten.

Shops

Shi:

- Red 888 Guns (High End Guns + Armour)
- Flying Dragon 8 (General Store + Information)
- Dr. Fung (Doctor)

Slums:

- Porter (Old World Tech)

Bazaar:

- Livid (Rare Drugs)
- Brimstone (Flame Weaponry)
- Cetan (Rare Trinkets)

NCR Outpost:

- Quartermaster Reme (Surplus Military)

Red Glow:

- Victor Stokov (Rare International Guns)
- Jimmy "The Snitch" (Info + Drugs)

PMV Valdez:

- Slim (Alcohol + Food)
- Jenna (General Supplies)

- Cal (Cheap Guns)

Golden Gate Bridge:

- Dave Handy (Hacking Supplies)

Creeps/Enemies

- Palace Guard
- Shi Townspersons
- Shi Lab Tech
- Shi Squatters (Docks)
- Shi Squatter Child
- Shi Dockworker
- Hubologist
- Hubologist Guard
- Centaurs
- Wanamingos
- Triggerman
- NCR soldier
- Slum Rat
- Vagrant