Inventory

Weapons

**10mm Pistol** Damage: 1d6

Ammo: 10mm bullets (+6 damage)

Magazine: 12

**Hunting Rifle** Damage: 1d10

Ammo: .22mm bullets (+4 damage)

Magazine: 12

**Knife** Damage: 1d6 + MD

Armour

**Raider Armour** Weight: 10lbs

AC: 8

**Improved Raider Armour** Weight: 15lbs

AC: 12

Chems

**Jet** Effect: +2 AP, +1 Strength, +1 Perception (1d10 hours)

After: -2AP, -3 Strength, -3 Perception (1d10 hours)

Addiction: 80%

**Buffout** Effect: +2 Strength, +3 Endurance, +2 Agility (1d10/2 hours)

After: -3 Strength, -2 Endurance, -3 Agility (1d10 hours)

Addiction: 30%

**Calmex** Effect: +3 Perception, +3 Agility (30 minutes)

After: -3 Perception, -3 Agility (1 hour)

Addiction: 20%

**Med-X** Effect: 25% Damage resistance, +2 Endurance (1 hour)

After: -2 Agility (1 hour)

Addiction: 30%

**Stimpak** Effect: 1d10 + 10 HP

Equipment

**Medical Kit:** Allows characters to make a First Aid/Doctor Roll with -25%

**Lockpicking Set:** Allows characters to make a Lockpick roll with -25%