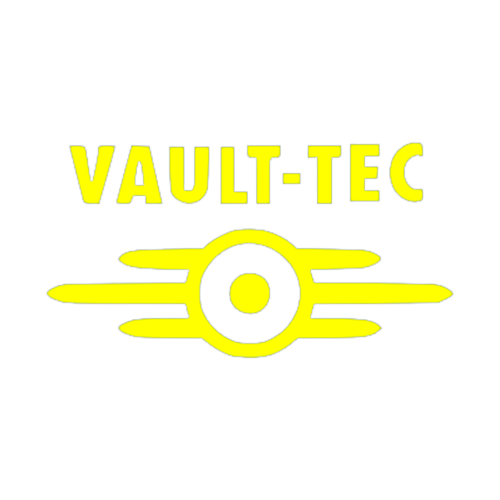
FALLOUT

MIAMI

THE FALLOUT TABLETOP ROLE PLAYING GAME

V 1.2.0

DEVELOPMENT IN PROGRESS



VAULT-TEC

SURVIVAL GUIDE

MIAMI EDITION

2231’S ALMANAC TO SURVIVING THE APOCALYPSE

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# V.A.T.S.

VAULT TEC ASSISTED TARGETING SYSTEM

VATS is a mechanic in every mainline Fallout game. It is used to assist with accuracy of attacks using the Pip-Boy or Power Armor Interface.

In Fallout: Miami, VATS is used to increase the dice roll on any attack using a melee or ranged weapon. In order to determine if VATS activates properly, the player must roll a d20 and get a roll of at least 10 for VATS to activate. Then the player will roll 2 d10 to determine the accuracy percentage, the fist roll being the 10 value and the second roll being the 1 value. The percent rolled in VATS is used by increasing the dice roll by that percentage.

(eg. player rolls attack of 5, and rolls a 2 and a 0 in VATS, the player would increase the 5 by 20%, giving them an attack of 6+the respective SPECIAL stat for that attack)

* Using VATS requires 2 AP.
* VATS can only target 1 enemy per use
* VATS will remove the effects of a stealth-boy
* You must be inside of power Armor or have a Pip-Boy equipped to use VATS

# PLAYER TURNS

At the start of a game, players roll 1 d12 to determine the order of turns; the player with the highest roll goes first. If 2 players roll the same number, they re-roll against each other to see who takes priority. Every player has 3 AP (action points) which they can use to play their turn. Most actions use 1 AP however some may require 2 or 3. Actions that require 2 AP can not be used on the 3rd action point. A player turn ends after the GM has played out the actions of the 3rd AP of the current player or when the current player forfeits their turn. Actions that use AP and the amount of AP used is determined by them

# Karma

## Karma System

Karma is a roleplay system which works on a point scale of -100 to 100. A negative karma means that your character is a “bad” person, and positive is “good”. A rating of 0 is perfectly neutral, and between -25 and 25 is as much as the average person. The table seen below will display the titles of the respective karma rankings.

Karma is used by the GM to enhance the roleplay experience. Certain factions or groups will have a karma barrier, which means that these factions will not allow you within their ranks if you are outside of this barrier. If your karma is twice as much as this value, the faction will refuse to interact with the player. If your karma is three times as much as the faction’s karma barrier, the faction will be aggressive to the player and are likely to attack. This should all be done to the GM’s taste, and the karma rules in general are a suggestion to enhance roleplay.

## Karma Titles

|  |  |
| --- | --- |
| Karma Table | |
| Karma | Title |
| -100 | Demon of the Wastes |
| -90 | Devil’s Servant |
| -80 | Supervillain |
| -70 | Miami’s Most Wanted |
| -60 | Ruthless killer |
| -50 | Villain of the Wastes |
| -40 | Puppy Kicker |
| -30 | Bad Guy |
| -25 | Shady Bastard |
| -10 | Rude Neighbor |
| 0 | Perfect Zen |
| 10 | Friendly Neighbor |
| 25 | Friend of the People |
| 30 | Good Guy |
| 40 | Selfless |
| 50 | Hero of the Wastes |
| 60 | Saint |
| 70 | Savior of Miami |
| 80 | Superhero |
| 90 | Symbol of Peace |
| 100 | Angel of the Wastes |

## Faction Karma Barriers

### Brotherhood Factions

Brotherhood of Steel: > 25

Brotherhood of Gold: < 10, > -30

Brotherhood of Silver: > 30

Brotherhood of Crystal: < 10, > -30

Brotherhood of Amethyst: > 30

Brotherhood of Titanium: > 10

Brotherhood of Copper: > 25

Brotherhood of Ununpentium: > 0

**Super Mutant Factions**

Mutant Clan: > -10

Miami Institute Mutants: > 10

**Raider Factions**

Pillagers: < -25

Brutalists: < -50

Bandits: < -10

Nomads: 0

**Miami Institute**

Miami Institute Surface Troops: > -10

Miami Institute Headquarters: > 10

**Mercenary Factions**

Gunners: < 90

Venetian Boys: < 60

Montana Cartel: < 25

#### Militia Factions

Miami Militia:

Conquistadors:

Everglade Militia:

West Palms Army:

Fort Myers Militia:

# FACTIONS

## Brotherhood Of Steel Factions

### Brotherhood of Steel

THE ONLY B.O.S. FACTION IN MIAMI WHO STILL FOLLOWS THE MORals and code OF THE ACTUAL B.O.S. IT IS ALSO THE LARGEST FACTION IN THE AREA.

### Brotherhood of Gold

THE LEADING MEMBERS OF THE B.O.S. BROKE OFF AND FORMED THE BROTHERHOOD OF GOLD, WHO ACT LIKE WELL EQUIPPED RAIDERS AND PILLAGE LOCAL VILLAGES

### Brotherhood of Silver

THE BROTHERHOOD OF SILVER IS VERY SIMILAR TO THE B.O.S. AND SOMETIMES COLLABORATES WITH THEM. THEY FOLLOW A NEAR IDENTICAL IDEOLOGY TO THE BROTHERHOOD OF STEEL HOWEVER THEY ALSO ALLOW GHOULS TO BECOME MEMBERS AND OCCASIONALLY USE SYNTH TECHNOLOGY.

### Brotherhood of Crystal

THE BROTHERHOOD OF CRYSTAL IS AN OFFSHOOT OF THE BROTHERHOOD OF GOLD WHICH HAS TAKEN OVER MULTIPLE SUBWAY STATIONS ACROSS MIAMI AND MANUFACTURES ILLICIT DRUGS WHICH IT SELLS TO RESIDENTS OF MIAMI.

### Brotherhood of Amethyst

THIS ORGANIZATION WAS FOUNDED SHORTLY AFTER THE BROTHERHOOD OF GOLD WHEN THE MAJOR PROCTORS AND SCRIBES IN MIAMI DECIDED THAT THE MIAMI B.O.S. WAS FAILING. THEY BROKE AWAY AND NOW PERFORM SCIENTIFIC EXPERIMENTS AT MULTIPLE LOCATIONS AND WOULD PROTECT THEIR RESEARCH WITH THEIR LIVES.

### Brotherhood of Titanium

THE BROTHERHOOD OF TITANIUM (SOMETIMES CALLED THE BLUE TITANS) INCLUDES MANY FORMER VAULT-TEC EMPLOYEES AND HAS ATTACKED AND CAPTURED VAULTS AND REVITALIZES THEM. THEY LATER LIVE IN AND REPOPULATE THEM. IT IS UNKNOWN WHAT THEY DO INSIDE THE VAULTS.

### Brotherhood of Copper

THE BROTHERHOOD OF COPPER TOOK OVER A MASSIVE SUPERMINE OFF THE COAST OF FORT LAUDERDALE AND SELL THEIR RESOURCES TO OTHER GROUPS IN MIAMI.

### Brotherhood of Ununpentium

THIS ORGANIZATION RUNS MIAMI FROM THE SHADOWS. NOBODY KNOWS WHO RUNS IT OR WHERE IT IS BUT THEY HAVE LINKS IN EVERY ORGANIZATION ACROSS MIAMI AND SHOULD NOT BE CROSSED

## Super Mutants

### THE MUTANT CLAN

IN 2077, A 39 MEGATON NUCLEAR BOMB WAS DROPPED OF THE COAST OF FORT LAUDERDALE. THIS INSTANTLY VAPORIZED ABOUT 25 MILLION PEOPLE. THE EFFECTS OF THE BLAST WERE SEEN AS FAR NORTH AS ORLANDO AN MANY PEOPLE IN THAT AREA BECAME SUPER MUTANTS, DUE TO THE BIO-NUCLEAR TECHNOLOGY WHICH WAS TESTED WITH THIS BOMB. THIS GROUP RUNS OFF OF A MONARCHAL SYSTEM WITH KING 18 CURRENTLY RULING

### MIAMI INSTITUTE MUTANTS

IN 2198, AFTER YEARS OF THE INSTITUTE RELEASING TOXIC CHEMICALS INTO THE LOCAL ENVIRONMENTS, A FEW HUNDRED PEOPLE WERE MUTATED AND BECAME WHAT TODAY ARE CALL INSTITUTE SUPER MUTANTS. THESE MUTANTS HAVE NO HIERARCHY AND TRAVEL IN SMALL PACKS OF AROUND 20 AND KILL FOR SPORT, AS THEY DO NOT NEED FOOD OR WATER. MANY MAY HAVE BEEN REPLACED WITH SYNTHS IN RECENT YEARS, BECAUSE THE MIAMI INSTITUTE RECENTLY MADE A BREAKTHROUGH IN BIO-SYNTH TECHNOLOGY. THIS GROUP IS VERY DANGEROUS AND SHOULD PROBABLY BE AVOIDED.

## The Miami Institute

IN 2156, THE MASSACHUSETTS INSTITUTE SENT LAND SURVEYORS TO MIAMI TO SEE IF MIAMI COULD BE REVITALIZED AND TURNED INTO A MASSIVE SETTLEMENT FOR THE INSTITUTE ONLY. 3 YEARS LATER, THE MIAMI INSTITUTE BRANCH CUTS OFF COMMUNICATIONS WITH THE COMMONWEALTH COMPLETELY, AND THE NEW INSTITUTE RELEASED MODIFIED SYNTHS TO PATROL MIAMI. THIS ORGANIZATION OPERATES OFF OF A MASSIVE NUCLEAR-POWERED JET WHICH ROAMS THE SKIES OF THE MIAMI AREA AND DEPLOYS SYNTHS WHEN NEEDED. IT IS THOUGHT BY MANY THAT THE MIAMI INSTITUTE IS RESPONSIBLE FOR THE CREATION OF LOCAL SUPER MUTANTS AND THE LASTING EFFECTS OF THE NUCLEAR BOMBS ARE CAUSED BY THE INSTITUTE’S RUTHLESS EXPERIMENTATION. THEY ARE SWORN ENEMIES OF THE BROTHERHOODS OF STEEL AND AMETHYST, AND WILL SOMETIMES WORK WITH THE BROTHERHOOD OF TITANIUM.

## Raiders In Miami

### The Pillagers

THE PILLAGERS DEFAULTED TO A TRIBALIST, SHAMANIST CULTURE AFTER THE WAVE. THE PILLAGER CLANS BELIEVE THAT IN ORDER TO PLEASE THEIR GODS, THEY MUST KILL ALL OTHERS. MURDER IS THEIR CULTURE AND THEY ARE EXTREMELY UNORGANIZED, HAVING NO ACTUAL LINKS BETWEEN TRIBES; EXACT BELIFS OF EACH INDIVIDUAL TRIBE MAY DIFFER. THOUGH NOT ENCOUNTERED OFTEN, THEY SHOULD BE CONSIDERED VERY DANGEROUS AND SHOULD BE AVOIDED AT AL

### The Brutalists

OF THE 4 RAIDER CLANS, THIS IS THE ONE YOU WANT TO ENCOUNTER LEAST. THE ONLY THING THAT SATISFIES THESE RAIDERS IS BRUTALLY MURDERING AND TORTURING OTHERS. THEY ARE VERY UNORGANIZED, EXISTING IN SMALL CELLS OF 20-50 MEMBERS SCATTERED ACROSS MIAMI. THEY ARE VERY DANGEROUS AND SHOULD BE AVOIDED AT ALL COSTS.

### The Bandits

THE BANDITS ARE DIFFERENT FROM OTHER CLANS OF RAIDERS, EVEN FROM ACROSS WHAT WAS THE UNITED STATES. THIS CLAN RAIDERS IS IN THE GAME SOLELY FOR PROFIT AND HAS A STRUCTURE LIKE A PYRAMID. EACH LEVEL OF THE CLAN TAKES A CUT FROM THE LEVEL BELOW IT, AND EVERYBODY FIGHTS EACH OTHER FOR A WAY TO INCREASE THEIR OWN RANK. THESE ARE NOT NECESSARILY AS DANGEROUS AS OTHER CLANS, GENERALLY JUST BEATING THEIR ENEMIES UP AND TAKING THEIR MONEY. THIS CLAN IS EXTREMELY STRUCTURED AND WHILE NOT AS DANGEROUS AS OTHERS, IS STILL A THREAT.

### The Nomads

THE NOMADS ARE KNOWN ACROSS MIAMI FOR MANY ATROCITIES which tHEYVE COMMITTED WITHIN JUST THE LAST 20 YEARS SINCE THEIR INCEPTION. THE NOMADS TRAVEL THE LANDS IN AND AROUND MIAMI LOOKING FOR FOOD, SHELTER, AND WATER. WHEN THEY REACH A DESTINATION, THEY EVISCERATE ALL LIFE IN THE AREA AND CLAIM IT AS THEIR OWN. THEY THEN ACT EXTREMELY DEFENSIVE OF THE AREA, KILLING EVERYTHING IN SIGHT AROUND THE AREA THEY'VE CLAIMED. THEY HAVE A LOOSE STRUCTURE OF COMMAND, WITH FAMILIES OF 300-400 PEOPLE WHICH REPORT TO OFFICERS, WHO IN TURN REPORT TO A COUNCIL OF THE ELDEST AMONG THE OFFICERS. THEY ARE THE LEAST DANGEROUS OF THE FOUR CLANS, BUT BE WARNED, IF APPROACHED, THEY MAY BE THE MOST DANGEROUS.

# Weapons and Attacking

## Combat

A weapons combat capability is determined by rolling dice. Depending on the weapon, your SPECIAL stats may affect its strength. The number you get from your dice roll (+SPECIAL if needed) is the amount of damage the attack deals. This may be changed by modifiers like if the player has used a chem or been inspired by another player. Most attacks will use 1AP however some specialized attacks may use 2.

# Weapon List

## Ballistic

### Rifles

Assault Rifle <3 d6 dmg>

Hunting Rifle <1 d12 dmg>

Combat Rifle < 2 d8 dmg>

Gauss Rifle <2 d12 dmg>

Railway Rifle <1 d12 dmg + 1 d4 chance of pinning limb to surface)

Service Rifle <6d4 dmg>

Submachine Gun <4 d4 dmg>

Syringer <1 d6 healing>

Sniper Rifle <1 d20 dmg>

### Handguns

10mm Pistol <1 d6 dmg>

Deliverer Pistol <3 d6 dmg>

.44 Revolver <1 d10 dmg>

### Shotguns

Combat Shotgun <3 d8 dmg>

Sawed-Off Shotgun <1 d10 dmg>

Double Barrel Shotgun <2 d12 dmg>

### Heavy

Minigun <8 d4 dmg>

Fat Man <5 d20 dmg>

Flamer <1 d8 dmg +2 dmg every turn from burn>

Junk Jet <1 d10 dmg>

Missile Launcher <2 d20 dmg>

### Pipe

Pipe Gun <1 d6 dmg>

Pipe Gun (Revolver) <1 d8 dmg>

Pipe Gun (Bolt Action) <2 d6 dmg>

## Energy

### Rifles

Laser Rifle <2 d6 dmg>

Laser Musket <1 d20 dmg>

Institute Rifle <2 d8 dmg>

Plasma Rifle <2 d12 dmg>

Cryolator <2 d6 dmg, 1d4 freezing dmg>

### Handguns

Laser Pistol <1 d6 dmg>

Institute Pistol <1 d8 dmg>

Plasma Pistol <2 d10 dmg>

Alien Blaster <2d12 dmg>

### Heavy

Gatling Laser <8 d6 dmg>

Cryolator <1 d6 dmg + 1d4 chance of freezing target>

## Melee

[Melee weapons do damage to the GM’s discretion]

Switchblade

Spork

Combat Knife

Machete

Axe

Mr. Handy Blade

Ripper (Chainsaw)

Shishkebab

Baseball Bat

Board

Lead Pipe

Pool Cue

Sledgehammer

Supersledge

Tire Iron

Power Fist

## Explosives

[Explosives do damage to the GM’s discretion]

C4

Fragmentation Grenade

Molotov Cocktail

# Weapon Modifiers

Some weapons, when picked up, may have modifiers (at the GM’s discretion) which will have an effect on the weapons use. These may include:

* Rust—It has a 50% chance of failing the attack, however successful attacks have a 50% chance of doing double damage.
* Damaged—When picked up, if the player is from the B.O.S. the player must roll a dl15 intelligence check to see if their combat training allows them to use the weapon normally; if not (or if the player is non-BOS) the weapon gets 1 less dice roll on an attack.
* Old—After rolling for your attacks, the player must roll a d20. If the d20 rolls a 1 the weapon explodes and is unusable and does 2d8 damage to the player.
* Maintained—The player can roll an extra attack dice.
* Brand New—The player can roll 2 extra attack dice.
* Brutal/Borg—The player can roll 2 extra attack dice and attacks cost 0.5AP

## Weapon Customization

Weapons are able to be customized at any weapon workshop at a HQ, settlement or Large Camp. To add an attachment to a weapon, you must craft the attachment using junk which can be obtained in many ways. You must also have the required crafting perks (or alternatively give it to someone in your party who does) to craft certain attachments.

These attachments may include:

* Flashlight (UB) <Allows player to see in dark> [1x aluminum, 2x glass, 1x circuitry, 2x adhesive]
* Suppressor (B) <+ 1 d4 dmg, allows shooting in stealth> [4x aluminum, 1x cloth, 1x steel, 2x adhesive]
* Extended Clip (UB) <Doubles size of clip> [4x aluminum, 2x steel, 1x spring, 2x adhesive]
* Muzzle Brake (B) <adds 2 d4 dmg> [3x steel, 1x aluminum, 2x adhesive]
* Accelerator (R) <adds 2 dice rolls> [2x spring, 2x steel, 4x aluminum, 1x oil, 2x adhesive]
* Napalm Sprayer (R) <1 dmg every AP after attack> [1x spring, 1x aluminum, 3x petroleum, 3x oil]
* Bayonet (UB) <allows a 1 d8 melee attack> [1x steel, 1x wire, 2x adhesive]

# Armor

When in use, Armor takes up an item slot. Armor can be used for many purposes when equipped: increasing (or sometimes decreasing) S.P.E.C.I.A.L. stats, absorbing damage, adding AP, and other functions. Armor comes in multiple types, Clothing, Gear, and Power Armor which all do different things. In this section we will cover all the types of Armor and crafting/modifying Armor.

## Power Armor Types

T-51 <+1 SP> [5% Damage Absorption]

T-51b <+1 SP> [12% Damage Absorption]

T-51d <+2 SP> [15% Damage Absorption]

T-60 <+1 SPEC> [10% Damage Absorption]

T-60b <+2 SPEC> [12% Damage Absorption]

T-60c <+2 SPEC> [15% Damage Absorption]

T-60d <+3 SPEC> [20% Damage Absorption]

T-60e <+3 SPEC> [25% Damage Absorption]

T-60f <+4 PEC> [25% Damage Absorption]

BOS T-60 <+1 PEC, +2 S> [10% Damage Absorption]

BOS T-60b <+2 PEC, +3 S> [15% Damage Absorption]

BOS T-60c <+3 PEC, +4 S> [20% Damage Absorption]

BOS T-60d <+3 PEC, +5 S> [25% Damage Absorption]

BOS T-60g <+3 PEC, +5 S, +5 L> [25% Damage Absorption]

X-01 <+2 SPECL> [15% Damage Absorption]

X-01 Mk2 <+2 SPECL> [20% Damage Absorption]

X-01 Mk4 <+3 SPECL> [25% Damage Absorption]

X-01 Mk6 <+4 SPECL> [33% Damage Absorption]

X-02 <+2 SPECIL, +3 Agility> [Automatic Sneak Perk]

X-03 <+3 SPECIAL> [25% Damage Absorption]

X-03 Mk4 <+3 SPECIAL> [35% Damage Absorption]

X-03 Mk6 <+5 SPECIAL> [50% Damage Absorption]

## Clothing

### Strength:

Dusty Military Fatigues <+1 S>

Military Fatigues <+3 S>

Officers Fatigues <+5 S>

Generals Fatigues <+7 S>

### Perception:

Rusted Radiation Suit<+1 P>

Radiation Suit <+3 P>

Reinforced Radiation Suit <+5 P>

Enhanced Radiation Suit <+7 P>

Vault Suit <+1 PCL>

### Endurance:

Rusted Wasteland Gear <+1 E>

Wasteland Gear <+3 E>

Heavy Wasteland Gear <+5 E>

Enhanced Wasteland Equipment <+7 E>

Militia Jacket <+2 EI, +1 L>

### Charisma:

Smelly Nightwear <+1 C>

Nightwear <+3 C>

Naughty Nightwear <+5 C>

Enhanced Nightwear <+7 C>

### Intelligence:

Stained Lab Coat<+1 I>

Lab Coat<+3 I>

Padded Lab Coat <+5 I>

Enhanced Combat Armor <+7 I>

### Agility:

Greasy Handyman’s Jumpsuit <+1 A>

Handyman’s Jumpsuit <+3 A>

Engineer’s Jumpsuit <+5 A>

Enhanced Handyman’s Jumpsuit <+7 A>

### Luck:

Torn Formal Wear <+1 L>

Formal Wear <+3 L>

Tidy Formal Wear <+5 L>

Enhanced Formal Wear <+7 L>

## Armor

### 10% Damage Absorption

Raider Armor

Combat Leathers

Rusted Combat Armor

### 20% Damage Absorption

Combat Armor

Merc Gear

### 30% Damage Absorption

Super Mutants Plating

Gunner Outfit

### 40% Damage Absorption

Minutemen’s Outfit

### 50% Damage Absorption

Super Mutant Crusader’s Plating

Bounty Hunters Gear

Pressed Raider Gear

# Character Creation

## S.P.E.C.I.A.L.

The first step in creating a character is determining the S.P.E.C.I.A.L. stats. These are Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck. Each stat is given by rolling a d8 for that stat. When you level up, you can increase a S.P.E.C.I.A.L. stat by 1 or increase a perk’s level by 1. The highest level you can reach is 10 for any specific S.P.E.C.I.A.L. stat.

### Perk Rules

When creating a character, you can choose 5 perks from the perk list to add to your character. Every perk has 4 levels in Fallout: Miami and the level is determined by rolling a d4. The level can also be increased by 1 when you level up. Upon a level up, you may re-roll a perk level, however this decision is FINAL and irreversible; and may only be done one time for any one perk.

You can change out a perk at any time however if you want to re-equip a perk you had before you have to re-roll its level and levels gained from leveling up are reset. The level of a perk increases its effectiveness.

When you join a faction you may choose a faction trait, which will be nullified when you leave the faction. These do not increase with levels, and so by default are quite powerful. You may also take a minor faction trait (along with a major faction trait) which will only apply while in the faction. These may not be changed, so choose your traits wisely.

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## S.P.E.C.I.A.L. PERKS

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### Strength

Armorer - You can now craft and apply armor mods without a workstation, and while not in combat.

Basher - Gun melee attacks do 20% more damage, per perk level

Big Leagues - Melee weapon attacks do 10% more damage, per perk level

Blacksmith - You can now craft and apply melee weapon mods without a workstation, and while not in combat.

Heave, Ho! - Thrown weapons do 20% more damage, per perk level.

Heavy Gunner - Heavy weapon attacks do 10% more damage, per perk level

Iron Fist - Punching attacks do 20% more damage, per perk level

Pain Train - Attacks while in power armor do 10% more damage, per perk level

Rooted - While standing still gain 5% damage resistance, per perk level. Melee attacks do 5 more damage.

Steady aim - Gain the ability to fire a holstered weapon.

Stonewall - Increase you’re BC against melee attacks by 1, per perk level.

Super Slam! - You have a 15% chance, per level, to knock an enemy prone with a melee attack.

Unstoppable Force - Decrease an enemy’s BC (block chance) by 1, per perk level

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### Perception

Awareness - When V.A.T.S. is activated, the GM must tell you the targeted enemy’s weaknesses. Increase V.A.T.S. hit chance by 5%.

Concentrated Fire - Every V.A.T.S. attack on the same body part gains a 5% hit chance.

Demolition Expert - Double explosive damage, for every level of this perk

Friend of the Night - At night (20:00-6:00), gain one dice of advantage (per level) on Stealth and Strength checks.

Infiltrator - Gain one retry, per perk level, on a failed lockpicking check.

Light Step - Gain one dice of advantage per perk level on saving throws for traps.

Locksmith - You can now pick locks and safes equal to your perk level, Novice - 1, Advanced -2, Expert - 3, Master - 4.

Pickpocket - You gain a 10% pickpocket chance per perk level.

Refractor - You gain 10% energy resistance per perk level.

Rifleman - Non-automatic rifles do 20% more damage, per perk level

Sniper - Attacks with bolt action or scoped rifles do 10% more damage, per perk level.

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### Endurance

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Adamantium Skeleton - Limbs take 20% less damage, per perk level.

Aquaboy - You no longer take Rads while in water, and are undetectable in the water. You can breathe in water.

Cannibal - You can eat bodies to regain HP.

Chem resistant - You cannot become addicted to chems.

Ghoul-ish - You gain 1 HP for every Rad you take.

Lead Belly - You don’t take Rads from eating or drinking.

Life giver - You gain 5 HP every level, per perk level.

Night Person - The dark slowly depletes your Rads. You take 10% less damage in the night time (20:00-6:00).

Purifier: You do 20% extra damage, per perk level, with melee and Unarmed weapons against centaurs, night stalkers, spore plants, spore carriers, deathclaws and super mutants.

Rad Resistance - You gain 10% radiation resistance per perk level.

Rad Absorber - Lose 25% of your Rads, per perk level, at a short rest.

Size Matters - Attacks with a Fat Man or Flamer do 10% more damage, per perk level.

Solar Powered - Sunlight slowly depletes your Rads. You take 10% less damage in the day time (7:00-19:00).

Toughness - You gain 10% damage resistance per perk level. This only applies to damage with an unspecified type.

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### Charisma

Animal Friend - You can now recruit an animal to be your companion for the battle.

Attack Dog - Your animal companion gains 10% damage, per perk level.

Black Widow - You do 10% more damage to females, per perk level

Cap Collector - Advantage on persuasion rolls related to haggling.

Child At Heart - You do 10% more damage to kids, per perk level.

Ferocious Loyalty - Party members gain 10% health, per perk level, when your HP is below 20%.

Impartial Meditation - You gain one dice of advantage on all speech related rolls, per perk level, when you have neutral karma.

Inspirational - Your companion takes 10% less damage, per perk level.

Institute Boy/Girl - +2 INT and +2 PER, per perk level.

Intimidation - You gain one dice of advantage on Intimidation rolls, per perk level.

Lady Killer - You do 10% more damage to males, per perk level.

Master Trader - Items cost 10% less CAPS, per perk level.

Party Girl! - You are immune to alcohol addiction, and the effects of alcohol are doubled.

Wasteland Whisperer - You can pacify and command a wasteland creature for the duration of the combat.

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### Intelligence

Chemist - The effects of chems are increased by 50% per perk level.

Entomologist - 10% more damage to insects, per perk level.

Gun Nut - You can now craft and apply weapon mods without a workstation, and while not in combat.

Hacker - Gain the ability to hack terminals, with one dice of advantage per perk level.

Medic - Stimpaks restore 20% more health per perk level.

Nerd Rage! - <Prerequisite - INT 10> When health is below 25%, you do 15% more damage and 15% damage resistance per perk level.

Nuclear Physicist - Energy weapons do 10% more damage per perk level, and fusion cores last twice as long. You have disadvantage on Strength checks.

Robotics Expert - 10% more damage to robots, per perk level.

Scrapper - One advantage dice per perk level, on luck checks and checking containers.

Swift Learner - One dice of advantage, per perk level, when rolling for a perk level, only AFTER character creation.

V.A.N.S. - One advantage dice per perk level, on investigation checks. +2 Perception at perk level 2.

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### Agility

Action Boy - One extra AP at perk level 2 and 4.

Blitz - Increase V.A.T.S. melee range by 10 feet per perk level.

Commando - Automatic weapons do 10% more damage, per perk level.

Gun Fu - Gain the ability to attack one more target in V.A.T.S. per perk level.

Gunslinger - Non-automatic pistols do 10% more damage, per perk level.

Mister Sandman - Attacks against sleeping enemies do 20% more damage, per perk level.

Moving Target - While moving, you cannot be hit by a reaction. At level 4, you can sprint half of your movement without using an action.

Quick Hands - Guns no longer need to be reloaded. Every level, loadable guns gain 5% damage per perk level.

Sneak - Gain one dice of advantage on stealth checks per perk level.

### Luck

Better Criticals - Add 50% damage to critical hits, per perk level.

Bloody Mess - Upon a critical hit, one nearby enemy will be killed, per perk level.

Fortune Finder - Find 50% more CAPS, per perk level.

Four Leaf Clover - Each hit in V.A.T.S. has a 5% chance to land a critical hit. Increase by a further 5% per perk level.

Grim Reaper’s Sprint - A kill in V.A.T.S. has a 20% chance to give you a bonus AP next round. Increase the chance by 20% every perk level.

Idiot Savant - <Prerequisite - INT must be lower than 3> Gain a 10% chance, per perk level, to crit an ability check.

Miss Fortune - <Prerequisite - LUCK 10> Have a chance, that when V.A.T.S. is activated, the Mysterious Stranger will appear. He will be summoned and the GM will have to kill the strongest enemy in the combat. Chances are:

Level 1 - 1%

Level 2 - 5%

Level 3 - 10%

Level 4 - 15%

Mysterious Stranger - <Prerequisite - LUCK 5> Have a chance, that when V.A.T.S. is activated, the Mysterious Stranger will appear. He will be summoned and the GM will have to halve the health of the strongest enemy in the combat. Chances are:

Level 1 - 1%

Level 2 - 5%

Level 3 - 10%

Level 4 - 15%

Scrounger - Find 50% more ammunition, per perk level.

Wild Wasteland - When a player has this perk, at any point the GM may roll a d100 and pick from a table of random events on page 61. The DM may re-roll once per perk levels after first.

### Major Faction Traits

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#### BROTHERHOOD FACTIONS

BROTHERHOOD OF STEEL: Ad Victoriam

Deal 10% more damage to Synths, Super Mutants, and Ghouls.

BROTHERHOOD OF STEEL: Technological Dictat

Deal 10% more damage with Energy Weapons, Miniguns, and Power Armour Melee Attacks.

BROTHERHOOD OF STEEL: Pure Power

All stats of T-60 Power Armor increased by +1 or 10%.

BROTHERHOOD OF GOLD: Decree of Pillaging

Gain 10% more CAPS

BROTHERHOOD OF GOLD: RIGHTEOUS MURDER

Harming innocents increases Karma, as opposed to decreasing it.

BROTHERHOOD OF GOLD: CULT OF GOLD

When in combat with Brotherhood of Gold NPCs, you deal 25% more damage.

BROTHERHOOD OF SILVER: The Real Ad Victoriam

Deal 10% more damage to people who started combat with you.

BROTHERHOOD OF SILVER: A Crest of Silver

Deal 10% more damage to anyone from other Brotherhood factions.

BROTHERHOOD OF CRYSTAL: Chem Lord

Chems now last twice as long and have 25% more effect.

BROTHERHOOD OF CRYSTAL: Natural Habitat

When underground, deal 10% more damage.

BROTHERHOOD OF CRYSTAL: Breaking Clad

The effects of armor when attacking an enemy are bypassed.

BROTHERHOOD OF AMETHYST: Ad Scientia

Explosives deal double damage, energy weapons double crit chance.

BROTHERHOOD OF AMETHYST: The Lost Scribe

You have advantage on all ability checks on scribes from other Brotherhood organizations.

BROTHERHOOD OF AMETHYST: Unhappy With Management

Deal 25% more damage to enemies which are higher level than yours.

BROTHERHOOD OF TITANIUM: Better Living, Underground

Your character cannot die while inside vaults. You will remain at 1HP.

BROTHERHOOD OF TITANIUM: Vault Boy/Vault Girl

Vault-Tec bobbleheads have double effect

BROTHERHOOD OF TITANIUM: Blast Shielded

Take 10% less radiation damage.

BROTHERHOOD OF COPPER: Takeover

Gain advantage on all speech related rolls on your first time at a settlement.

BROTHERHOOD OF COPPER: Mine Diamonds

Gain twice as much steel, copper, silver, lead, aluminum, concrete, copper, and gold.

BROTHERHOOD OF COPPER: Offshore

Deal 25% more damage when not on the mainland.

### BROTHERHOOD OF UNUNPENTIUM: Secretive

Gain double advantage on stealth and deception checks.

### BROTHERHOOD OF UNUNPENTIUM: Agent of Chaos

Planting an explosive in stealth will not use any ammo.

### BROTHERHOOD OF UNUNPENTIUM: Location Unknown

### Entering stealth will make enemies automatically exit combat with you. This will not apply to teammates who do not have this perk.

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#### SUPER MUTANT FACTIONS

MUTANT CLAN: Family Affair

In the event of a surprise attack, you can hail 3 super mutants to aid you. This uses 1 AP.

### MUTANT CLAN: Hail Be To The King

When in the presence of mutant royal guards or mutant royals, you gain +3 to all stats and advantage on all rolls.

MUTANT CLAN: Hail Be To The Clan

When in the presence of other clan super mutants, gain +1 to all stats.

MIAMI INSTITUTE MUTANTS: Leader Of The Pack

Allies gain advantage on all rolls when in your presence.

MIAMI INSTITUTE MUTANTS: Strength Of The Pack

You gain advantage on all rolls when in the presence of 4 or more allies.

MIAMI INSTITUTE MUTANTS: Bio-Engineered

Unleash the FEV! Once per (in-game) day, let out your rage and hit a critical on all attacks or rolls during that combat session.

#### MIAMI INSTITUTE

MIAMI INSTITUTE: Purifier

Deal 10% more damage to any creature who currently has Rads.

MIAMI INSTITUTE: Master of Technology

Gain advantage on rolls for INT, Hacking, and Tech.

MIAMI INSTITUTE: SYNTH RECALL

Once per in-game day, you may shout a synth’s recall code, instantly killing all synths involved in the fight, by recalling them to the MIB.

MIAMI INSTITUTE: TELEPORTATION RELAY

You can move to any space on the battlefield, this requires all of the AP for 2 turns: one turn to teleport, one turn to appear.

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#### RAIDER FACTIONS

THE PILLAGERS: Pleasure Of The Gods

Murder gives positive karma instead of negative.

THE PILLAGERS: Kill Kill

Gain double XP from killing enemies.

THE BRUTALISTS: Gore

Hits have a 1% chance to explode an enemy, on impact.

THE BRUTALISTS: Enhanced Torture

Double advantage on intimidation rolls.

THE BANDITS: Loot Hoarder

Gain double loot from dead bodies.

THE BANDITS: Murder Inc.

Gain a d10 CAPS for every single kill.

THE NOMADS: It’s A Family Thing

When with members of your family, gain advantage on attack rolls.

THE NOMADS: Moving Target

When you are moving, enemies have disadvantage on attack rolls.

### Non-Aligned Traits

NON ALIGNED: The Vault Dweller

Water doubles its effects and adds +1 SPECIAL.

NON ALIGNED: The Chosen One

Gain advantage on Endurance, Charisma, and Luck rolls.

NON ALIGNED: The Warrior

Gain advantage on Strength and combat rolls.

NON ALIGNED: The Initiate

Gain advantage on Perception, Intelligence, and Agility rolls.

NON ALIGNED: The Lone Wanderer

Gain advantage on attack rolls when fighting members of a faction.

NON ALIGNED: The Courier

Headshots restore health instead of dealing damage.

NON ALIGNED: The Sole Survivor

+5 IL, and advantage on Intelligence and Luck rolls.

### 

### Minor Faction Traits

#### MERCENARY FACTIONS

GUNNERS: Soldier

50% extra damage with automatic weapons.

GUNNERS: No Job Too Brutal

20% extra payment for jobs.

VENITIEN BOYS: Triggerman

50% extra damage with submachine guns.

VENITIEN BOYS: Omerta

Double advantage on Deception checks.

MONTANA CARTEL: Say Hello To My Little Friend

Explosive weapon attachments deal twice as much damage.

MONTANA CARTEL: Look At You Now

100% chance to dismember a limb or explode a head with a pistol at point blank ( 1m)

#### MILITIA FACTIONS

MIAMI MILITIA: FOR THE PEOPLE

When doing a quest from a character with lawful or good alignment, gain 2x CAPS and Karma.

MIAMI MILITIA: Heavy Artillery

Throw a gas canister at the ground. All enemies in a 15ft radius of the canister are hit by an artillery strike dealing 2d20 damage.

CONQUISTADORS: Fuente De La Juventud

Drinking purified water fully restores health.

CONQUISTADORS: Ponce De Leon

Discovering a new location rewards you with three dice of advantage on any roll. You can disperse these dice how you please; all on one roll, three separate rolls with advantage, etc.

EVERGLADE MILITIA: That's Not A Knife!

Deal double damage to swamp creatures when using a melee weapon.

EVERGLADE MILITIA: Guerilla

When concealed or in cover by natural vegetation, gain advantage on stealth and attack rolls.

WEST PALMS ARMY: Highway Bound

Vehicles move twice as fast and traveling in a vehicle counts as a short rest

WEST PALMS ARMY: Lagoon Warrior

Deal 50% more damage in Miami’s lagoon environments.

FORT MYERS MILITIA: Captiva

Your hostages/prisoners feel calm around you. Gain advantage on all speech related checks when someone has been pacified.

FORT MYERS MILITIA: Fort-ified

You can use an AP at the end of a turn to fortify, taking 50% less damage until you move.

## Wild Wasteland Table

|  |  |  |
| --- | --- | --- |
| d100 ROLL | TITLE | EFFECT |
| 0-5 | The Second One | Players find an undetonated nuclear warhead. Failing a DC 14 Intelligence check will have the bomb detonate, giving the players 30 seconds to escape or take 10d20 Radiation Damage. |
| 6-10 | Doctor Shroeder | A mysterious doctor wearing a Commonwealth Institute uniform will approach the party asking for medicine. If they reply to the doctor they will take 1d6 Psychic damage. |
| 11-15 | Missing Shipment | The party will find a crate labeled “Schroeder MD” which contains 20 Stimpaks, RadAways and Jets. |
| 16-20 | A Better Mirage, Underground | A vault will appear in the distance. When approached it will disappear. A group of 1d10 Feral Ghouls will ambush them. |
| 21-25 | My Little Friend | Players come across a huge mansion. Inside the mansion players will find many ghouls under the influence of Jet. There will be a single glowing one wielding a Service Rifle. |
| 26-30 | Fort Lauderdale Blues | Players will come across a drug deal gone wrong with some dead raiders and also two dead men dressed up nice. They will find a crate of chems containing: 60 buffout, jet, psycho and mentats. It also contains 900 CAPS. |
| 31-35 | Look At You Now, Eh? | Players will see a car zoom by and hear a loud bang. The window will fill with blood as the car passes by. If the car is followed and investigated, they will find a dead raider with a bullet wound to the head, holding C4. |
| 36-40 | Dogmeat?! | Players find a mysterious wasteland mutt who will accompany them until the next full rest. |
| 41-45 | That Fridge Was A Death Trap! | Players find an abandoned fridge with 3d20 CAPS. |
| 46-50 | Seafood | Players are ambushed by 12 softshell mirelurks. |
| 51-55 | Schroeder MD | Players will find a building labeled Schroeder MD. If entered will take 1d6 Psychic damage. Players will be knocked out and wake up in the headquarters of their faction. |
| 56-60 | Four Horsemen  Of The  Apocalypse | The players will come across 4 pentagrams, each holding a dead horse, one of these colors each: A golden-brown horse- Death. A dark red horse- War. A white horse- Pestilence. And a gray horse- Famine. |
| 61-65 | Cyber  Psychosis | Players find a person acting zombie like. Upon further inspection they are heavily modified. If approached, it will attack the players. Its stat block is found in the Enemy Almanac under Cyber-Psycho. |
| 66-70 | Dream On | Players come across a mystery cliff. At the edge of the cliff are two axes and a note saying: “I AM THE GOD OF WAR”. |
| 71-75 | Do I Amuse You? | A peculiar bag falls from the sky, landing in front of the party. At the moment the players attempt to investigate it, a group of 5 Venitien Boys come demanding the bag. If the players refuse, combat ensues. The bag will disappear upon being opened. |
| 76-80 | Zeta | An alien spaceship flies overhead. Players can find an alien blaster and 100 alien rounds if they search the area below it. |
| 81-85 | Kill The Messenger | Players find a dead gunner soldier on a dead radstag. Searching the body will give 1d100 CAPS and a note saying “I AM THE NEW LADY GODIVA. DO NOT KILL THE MESSENGERS. BLESSED ARE THE PEACEMAKERS, FOR THEY WILL BE THE CHILDREN OF GOD.” |
| 86-90 | Miss Fortunate | Players enter combat with Miss Fortune. Her stats sheet can be found in the Enemy Almanac. Upon her defeat, the Miss Fortune Perk will be unavailable. She will drop the Fortune Pistol, which is a 10mm Pistol that adds +10 Luck. |
| 91-95 | Silverhand | Players come across the body of a man with black hair in and a beard. His left arm is made of a chromeish silver. He is holding a mini nuke and a +5 Strength .44 Pistol. |
| 96-100 | It's Raining CAPS!! | 3d100 CAPS will fall from the sky, players can collect them from the ground. Players must succeed a DC 13 Agility check or will take 1d4 damage from being hit by falling CAPS. |

# Classes

# 

During the creation of a character, along with perks and a faction you may choose a Class. Classes work alongside other functions to allow players to specialize in a particular character type. Classes will grant modifiers to your S.P.E.C.I.A.L. stats or may increase certain perk’s level’s. Certain classes may grant you additional starting items. Classesmay give you proficiencies in certain skills; Think about how lifepath classes may influence your character’s speech: A character with the *Fixer* class may talk in a more sophisticated and secretive form than a *Farmer* would. A character with the *Soldier* class will certainly have more connections in the militaristic factions then someone with the *Nomad* class. Remember, for ideal role-playing, let the character’s mind be separate from your own, this means their knowledge and experience are their own, not shared with the player.

## Class List

Brigadier - Page

Farmer - Page

Fixer - Page

Nomad - Page

Scoundrel - Page

Sniper - Page

Soldier - Page

Tech - Page

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## Brigadier

LEVELING TABLE

|  |  |
| --- | --- |
| Level 1 | Weapon Proficiency, Starting Items |
| Level 2 | Subclass, Skill Proficiency |
| Level 3 | S.P.E.C.I.A.L. Score Upgrade |
| Level 4 | Melee Boost |
| Level 5 | Weapon Proficiency |
| Level 6 | S.P.E.C.I.A.L. Score Upgrade |
| Level 7 | Subclass Feature |
| Level 8 | Psycho Killer |
| Level 9 | S.P.E.C.I.A.L. Score Upgrade |
| Level 10 | Weapon Proficiency |
| Level 11 | Chem Man |
| Level 12 | Subclass Feature |
| Level 13 | S.P.E.C.I.A.L. Score Upgrade |
| Level 14 | Skill Proficiency |
| Level 15 | Melee Boost |
| Level 16 | Weapon Proficiency |
| Level 17 | S.P.E.C.I.A.L. Score Upgrade |
| Level 18 | Subclass Feature |

### Weapon Proficiency

At level 1, 5, 10, and 16, take proficiency in one of the following:

* Axes
* Swords
* Sledgehammers
* Blunt Weapons

## 

### Starting Items

In addition to the standard items, Brigadiers receive:

* Sawed-Off Shotgun
* 12 Gauge Shells (12)
* Sledgehammer

### Subclass

At 2nd Level, choose a subclass and reap its benefits. This cannot be changed.

#### Breacher

+2 to checks related to entering a room.

#### Heavy

+10% to Armour Resistance.

### Skill Proficiency

At levels 2 and 14 take proficiency in one of the following:

* Explosives
* Pacification
* Athletics

### S.P.E.C.I.A.L. Score Upgrade

At levels 3, 6, 9, 13, and 17, Add 1 point to any of your S.P.E.C.I.A.L. scores, to a maximum of 10.

### Melee Boost

At levels 4 and 15, Deal 30% more damage with melee weapons

### Subclass Feature (Level 7)

Based on which subclass you chose at level 2, pick your new ability from the following:

#### 

#### Breacher

For 10 seconds after entering a room, increase your damage resistance by 80%.

#### Heavy

Gain resistance to melee damage.

### Psycho Killer

Killing people with a blunt melee weapon increases your Karma by 2, and decreases your Sanity twice as fast.

### Chem Man

Chems have doubled effects, but decrease your sanity by 1 every other use.

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### Subclass Feature (Level 12)

Based on which subclass you chose at level 2, pick your new ability from the following:

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#### Breacher

Sledgehammers can instantly break walls/doors. Sledgehammers also deal twice as much damage.

#### Heavy

The damage from every 2nd bullet is negated.

### Subclass Feature (Level 18)

Based on which subclass you chose at level 2, pick your new ability from the following:

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#### Breacher

Shotguns (excluding the sawed off) have the ability to destroy doors. Shotgun shots can pierce through an enemy, hitting anything behind them.

## Farmer

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LEVELING TABLE

|  |  |
| --- | --- |
| Level 1 | Weapon Proficiency; Starting Items |
| Level 2 | Subclass |
| Level 3 | Skill Proficiency |
| Level 4 | S.P.E.C.I.A.L. Score Upgrade |
| Level 5 | High Yields |
| Level 6 | Subclass Feature |
| Level 7 | Weapon Proficiency |
| Level 8 | S.P.E.C.I.A.L. Score Upgrade |
| Level 9 | Crop Boost |
| Level 10 | Skill Proficiency |
| Level 11 | Subclass Feature |
| Level 12 | Health Boost |
| Level 13 | S.P.E.C.I.A.L. Score Upgrade |
| Level 14 | Fertile Land |
| Level 15 | Weapon Proficiency |
| Level 16 | Skill Proficiency |
| Level 17 | Subclass Feature |
| Level 18 | S.P.E.C.I.A.L. Score Upgrade |

### Weapon Proficiency

At level 1, 7, and 15, take proficiency in one of the following:

* Axes
* Spears
* Sythces
* Unarmed Combat
* Tools
* Hunting Rifles

### Starting Items

In addition to the standard items, Farmers receive:

* Pitchfork
* Tato (5)
* Mutfruit (5)
* Hunting Rifle
* .308 Ammo (15)

### Subclass

At 2nd Level, choose a subclass and reap its benefits. This cannot be changed.

#### Mass Production

Produce twice as much produce when farming.

#### Health Farmer

Your grown produce provides twice as much healing

#### Ta No Kami

You can for melee weapons out of farming equipment. These deal an additional d6 damage.

### Skill Proficiency

At levels 3, 10 and 16,, take proficiency in one of the following:

* Nature
* Animal Handling
* Barter
* Medicine
* Repair

### S.P.E.C.I.A.L. Score Upgrade

At levels 4 ,8, 13, and 18, Add 1 point to any of your S.P.E.C.I.A.L. scores, to a maximum of 10.

### High Yields

You can use fertilizer to double produce yields.

### Subclass Feature (Level 6)

Based on which subclass you chose at level 2, pick your new ability from the following:

#### Mass Production

Crops take up 50% less space, and grow twice as fast when inside a room with a glass ceiling or walls.

#### Health Farmer

Your grown produce will remove 1 Rad when eaten.

#### Ta No Kami

While attacking on land owned by you or your faction, you deal three times as much damage.

### Crop Boost

At level 7, crops grow 50% faster; and restore 50% more health.

### Subclass Feature (Level 11)

Based on which subclass you chose at level 2, pick your new ability from the following:

#### Mass Production

Your produce is worth 50% more CAPS when sold.

#### Health Farmer

You can use one chem on your produce when growing. The produce will then provide that bonus when consumed, however you still must beware of addiction.

#### Ta No Kami

You may remain in stealth while running/standing/making noise when you have a farm equipment weapon equipped.

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### Health Boost

Increase your health by 2d10.

### Fertile Land

At level 14, you are able to make any land fertile with your green thumb; and therefore can farm in any terrain (excluding water).

### Subclass Feature (Level 17)

Based on which subclass you chose at level 2, pick your new ability from the following:

#### Mass Production

Your mastery in farming allows you to instantly grow crops, even during the midst of battle (using 2 AP).

#### Health Farmer

Eating one of your own produced foods will grant those effects to your entire party.

#### Ta No Kami

You can conceal any bladed weapon, perfectly.

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## Scoundrel

LEVELING TABLE

|  |  |
| --- | --- |
| Level 1 | Weapon Proficiency; Starting Items |
| Level 2 | Subclass |
| Level 3 | S.P.E.C.I.A.L. Score Upgrade |
| Level 4 | Skill Proficiency |
| Level 5 | S.N.E.A.K. |
| Level 6 | Subclass Feature |
| Level 7 | Weapon Proficiency |
| Level 8 | Double Hit Points |
| Level 9 | S.P.E.C.I.A.L. Score Upgrade |
| Level 10 | Subclass Feature |
| Level 11 | Skill Proficiency |
| Level 12 | Cantina Man |
| Level 13 | S.P.E.C.I.A.L. Score Upgrade |
| Level 14 | Lucky Bastard |
| Level 15 | False Life |
| Level 16 | Subclass Feature |
| Level 17 | S.P.E.C.I.A.L. Score Upgrade |
| Level 18 | Supreme Stealth |

### Weapon Proficiency

At level 1 and 7, Take proficiency in one of the following:

* Knives
* Suppressed Weapons
* Throwing Knives
* Daggers
* Pistols (Level 7 Only)

### Starting Items

In addition to the standard items, Scoundrels receive:

* Suppressor
* Deliverer Pistol
* .45 Ammo (50)
* Lead Pipe

### Subclass

At 2nd Level, choose a subclass and reap its benefits. This cannot be changed.

#### Barman

Gain advantage on strength checks when under the influence of alcohol. +2 to attacks and damage with improvised weapons.

#### Solo

Gain advantage on attacks with guns when the weapon is unseen or below a surface. Gain advantage on vehicle checks. Gain advantage when accompanied by a canine.

#### Thief

Gain proficiency in Sleight Of Hand. You can pick locks and open safes as if they are one level lower. Novice locks and safes can be opened without a skill check. You remain in stealth while picking locks and safes.

### S.P.E.C.I.A.L. Score Upgrade

At levels 3, 9, 13, and 17, Add 1 point to any of your S.P.E.C.I.A.L. scores, to a maximum of 10.

### Skill Proficiency

At levels 4 and 11, take proficiency in one of the following:

* Speech
* Sleight Of Hand
* Explosives

### S.N.E.A.K.

At level 5, gain the ability to use the Stealth at Night Extra Assistance Key, granting you double advantage on stealth check between the hours of 20:00-6:00.

### Subclass Feature (Level 6)

Based on which subclass you chose at level 2, pick your new ability from the following:

#### Barman

Your alcohol induced rage gives you advantage on all ability checks not related to charisma, At the cost of a hangover after the next long rest, during which you will have disadvantage on Strength checks.

#### Solo

+2 to Luck checks when gambling.

#### Thief

+20% chance when pickpocketing.

### Double Hit Points

Double your max hit points permanently.

### 

### Subclass Feature (Level 10)

Based on which subclass you chose at level 2, pick your new ability from the following:

#### Barman

Gain advantage on Charisma checks when in a building that sells alcohol.

#### Solo

Gain a +2 on attacks with a handgun.

#### Thief

Gain advantage on attacks with daggers.

### Cantina Man

Items sold in Cantinas cost 50% less CAPS. +2 to speech and attack rolls in Cantinas. Advantage on Performance rolls in Cantinas.

### Lucky Bastard

When you fail a Stealth, Speech, Pacification or Barter check, with a natural 1, you may re-roll your dice.

### False Life

After listening to 1 minute of someone's speech, you can imitate their voice.

After seeing someone in person for 5 minutes, or studying a photo of them for one hour, you can disguise yourself as them.

If somebody can succeed a DC 17 insight check, they can see through your disguise.

### Subclass Feature (Level 16)

Based on which subclass you chose at level 2, pick your new ability from the following:

#### Barman

When under the influence of alcohol, on the first turn of combat you can knock an enemy unconscious, instantly.

#### Solo

When you attack an enemy before they attack you, you are guaranteed to score a critical hit, you shot first.

#### Thief

When in a shadow, you are undetectable.

### Supreme Stealth

You can move to any shadowed area on the map, even if it is farther than your movement allows. This uses all of your movement for that turn. This does not provoke opportunity attacks, and you will not be seen or detected during this movement.

# ITEMS

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## Item Rules

An “Item” is any object that the GM gives to the player to store. To keep it in their inventory it must weigh no more than 100lbs and be no bigger than a cubic foot.

Carry Weight and Item Size become negligible when the item is entered into the Inventory. The inventory is made up of 24 item ‘slots’ which can be filled by one item each, items do not stack. These are found on the character sheets.

The exception to this rule is Junk items. Junk is stored in a separate inventory array and is infinitely stackable in one slot. You can carry up to 1000 of each type of junk. Junk can be obtained from scrapping items if you have the required perks/traits; or can be found in the world, such as on bodies or in containers. Junk is given at the DM’s discretion or can be decided on the Junk Loot Table.

Weapons and **un**equipped armor are considered items. Equipped armor is not considered an item as it is worn, and will not take up inventory space.

CAPS are a unique item in that they are used as Miami’s currency. You can carry an infinite number of them and most bodies or containers will contain a d10 or d8 CAPS on them, respectively.

## Item List

This section will deliver a catalog of all of the items in the game.

The GM can freely remove or add items from the list as they see fit, this is even encouraged.

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### Weapon Items

10mm Pistol

<1 d6 dmg>

10mm Ammo

.44 Revolver

<1 d10 dmg>

.44 Ammo

Alien Blaster

<2d12 dmg>

Alien Cartridges

Assault Rifle

<3 d6 dmg>

5.56 Ammo

Axe

Baseball Bat

Board

C4

Combat Knife

Combat Rifle

< 2 d8 dmg>

.308 Ammo

Combat Shotgun

<3 d8 dmg>

12 Gauge Shells

Cryolator

<2 d6 dmg, 1d4 freezing dmg>

Cryofuel

Deliverer Pistol

<3 d6 dmg>

.45 Ammo

Double Barrel Shotgun

<2 d12 dmg>

12 Gauge Shells

Fat Man

<5 d20 dmg>

Mini Nuke

Flamer

<1 d8 dmg +2 dmg every turn from burn>

Flamer Fuel

Fragmentation Grenade

Gatling Laser

<8 d6 dmg>

Fusion Cells

Gauss Rifle

<2 d12 dmg>

2mm EC Ammo

Hunting Rifle

<1 d12 dmg>

.308 Amma

Institute Pistol

<1 d8 dmg>

Hypercharged Fusion Cell

Institute Rifle

<2 d8 dmg>

Hypercharged Fusion Cell

Junk Jet

<1 d10 dmg>

Any Junk items in inventory

Laser Musket

<1 d20 dmg>

Fusion Cell

Laser Pistol

<1 d6 dmg>

Fusion Cell

Laser Rifle

<2 d6 dmg>

Fusion Cell

Lead Pipe

Machete

Minigun

<8 d4 dmg>

5mm Ammo

Missile Launcher

<2 d20 dmg>

Missile

Molotov Cocktail

Mr. Handy Blade

Pipe Gun

<1 d6 dmg>

.45 Ammo

Pipe Gun (Bolt Action)

<2 d6 dmg>

.45 Ammo

Pipe Gun (Revolver)

<1 d8 dmg>

.45 Ammo

Plasma Pistol

<2 d10 dmg>

8mm Plasma Cartridge

Plasma Rifle

<2 d12 dmg>

8mm Plasma Cartridge

Pool Cue

Power Fist

Railway Rifle

<1 d12 dmg + 1 d4 chance of pinning limb to surface)

Railway Spike

Ripper (Chainsaw)

Sawed-Off Shotgun

<1 d10 dmg>

12 Gauge Shells

Service Rifle

<6d4 dmg>

5.56 Ammo

Shishkebab

Sledgehammer

Sniper Rifle

<1 d20 dmg>

.308 Ammo

Spork

Submachine Gun

<4 d4 dmg>

10mm Ammo

Supersledge

Switchblade

Syringer

<1 d6 healing>

MSAP (Medical Syringe Projectile Ammunition)

Tire Iron

### Ammunition Items

### 

.308 Ammo

.44 Ammo

.45 Ammo

.50 Ammo

10mm Ammo

12 Gauge Shell

2mm EC Ammo

5.56 Ammo

5mm Ammo

8mm Plasma Cartridge

Cryofuel

Flamer Fuel

Fusion Cell

Fusion Core

Hypercharged Fusion Cell

Mini Nuke

Missile

MSAP

Railway Spike

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### Apparel Items

BOS T-60

<+1 PEC, +2 S>

[10% Damage Absorption]

BOS T-60b

<+2 PEC, +3 S>

[15% Damage Absorption]

BOS T-60c

<+3 PEC, +4 S>

[20% Damage Absorption]

BOS T-60d

<+3 PEC, +5 S>

[25% Damage Absorption]

BOS T-60g

<+3 PEC, +5 S, +5 L>

[25% Damage Absorption]

Bounty Hunters Gear

<50% DMG Resist>

Combat Armor

<20% DMG Resist>

Combat Leathers

<10% DMG Resist>

Dusty Military Fatigues

<+1 S>

Engineer’s Jumpsuit

<+5 A>

Enhanced Formal Wear

<+7 L>

Enhanced Handyman’s Jumpsuit

<+7 A>

Enhanced Nightwear

<+7 C>

Enhanced Radiation Suit

<+7 P>

Enhanced Wasteland Equipment

<+7 E>

Formal Wear

<+3 L>

Generals Fatigues

<+7 S>

Greasy Handyman’s Jumpsuit

<+1 A>

Handyman’s Jumpsuit

<+3 A>

Heavy Wasteland Gear

<+5 E>

Lab Coat

<+3 I>

Merc Gear

<20% DMG Resist>

Military Fatigues

<+3 S>

Minutemen’s Outfit

<40% DMG Resist>

Naughty Nightwear

<+5 C>

Nightwear

<+3 C>

Officers Fatigues

<+5 S>

Padded Lab Coat

<+5 I>

Pressed Raider Gear

<50% DMG Resist>

Radiation Suit

<+3 P>

Raider Armor

<10% DMG Resist>

Reinforced Radiation Suit

<+5 P>

Rusted Combat Armor

<10% DMG Resist>

Rusted Radiation Suit

<+1 P>

Rusted Wasteland Gear

<+1 E>

Smelly Nightwear

<+1 C>

Stained Lab Coat

<+1 I>

Super Mutant’s Plating

<30% DMG Resist>

Super Mutant Crusader’s Plating

<50% DMG Resist>

T-51

<+1 SP>

[5% Damage Absorption]

T-51b

<+1 SP>

[12% Damage Absorption]

T-51d

<+2 SP>

[15% Damage Absorption]

T-60

<+1 SPEC>

[10% Damage Absorption]

T-60b

<+2 SPEC>

[12% Damage Absorption]

T-60c

<+2 SPEC>

[15% Damage Absorption]

T-60d

<+3 SPEC>

[20% Damage Absorption]

T-60e

<+3 SPEC>

[25% Damage Absorption]

T-60f

<+4 PEC>

[25% Damage Absorption]

Tidy Formal Wear

<+5 L>

Torn Formal Wear

<+1 L>

Vault Suit

<+1 PCL>

Wasteland Gear

<+3 E>

X-01

<+2 SPECL>

[15% Damage Absorption]

X-01 Mk2

<+2 SPECL>

[20% Damage Absorption]

X-01 Mk4

<+3 SPECL>

[25% Damage Absorption]

X-01 Mk6

<+4 SPECL>

[33% Damage Absorption]

X-02

<+2 SPECIL, +3 Agility>

[Automatic Sneak Perk]

X-03

<+3 SPECIAL>

[25% Damage Absorption]

X-03 Mk4

<+3 SPECIAL>

[35% Damage Absorption]

X-03 Mk6

<+5 SPECIAL>

[50% Damage Absorption]

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### Aid Items

Aid items are ingestible items that can be used to affect the players S.P.E.C.I.A.L. stats or other things. They are one use items. After three uses of an alcohol, a Nuka-Cola, or a chem, make a roll in the Addiction table to see if you become addicted. When addicted, you suffer from the opposite of that item’s effects when not under its influence, or until the addiction is cured by using an Addictol.

### 

Addictol

<Removes Addictions>

Antibiotics

<Cure all of your sicknesses>

Beer

<+1 SC, -1 I, 120 seconds>

Blamco Brand Mac and Cheese

<1d4 Health, 1 Rad>

Bloodbug Meat

<1d4 Health, 2 Rads>

Bloodbug Meat (COOKED)

<1d4 Health>

Bloatfly Meat

<1d4 Health, 2 Rads>

Bloatfly Meat (COOKED)

<1d4 Health>

Blood Pack

<1d20 Health>

Bourbon

<+2 SE, -1 I, 100 seconds>

Brahmin Meat

<4 health, 2 Rads>

Brahmin Meat (COOKED)

<4 health>

Brain Fungus

<1d4 health, 1d6 Rads, +1 I for 10 seconds>

Bubblegum

<1 health>

Buffjet

<+3 SE, +1d20 Max HP for 100 seconds>

<Slows time for 20 secs. You have advantage on all attack rolls>

Buffout

<+3 SE, +1d20 Max HP for 100 seconds>

Bufftats

<+3 SE, +1d20 Max HP for 100 seconds>

<+3 PI for 300 seconds>

Calmex

<+3 PA, advantage on stealth rolls and attacks for 300 seconds>

Canned Dog Food

<1d4 health, 2 Rads>

Carrot

<3 health, 1 Rad>

Carrot (COOKED)

<3 health>

Corn

<3 health, 1 Rad>

Corn (COOKED)

<3 health>

Cram

<1d4 health, 1 Rad>

Deathclaw Egg

<2d10 health, 5 Rads>

Deathclaw Egg (COOKED)

<2d10 health>

Deathclaw Meat

<1d12 health, 6 Rads>

Deathclaw Meat (COOKED)

<2d12 health>

Dirty Wastelander

<+3 S, +1 C, -2 I, 60 seconds>

Dirty Water

<1d4 health, 4 Rads>

Fancy Lads Snack Cakes

<1d6 health>

Fury

<-5 P, +50% melee damage, =50% damage resist for 30 seconds>

Gourd

<1d6 health, 1 Rad>

Gum Drops

<2 health, 1 Rad>

Hyper

<+2 A and double movement speed for 10 seconds>

Iguana Bits

<1d6 health, 1 Rad>

Iguana Bits (COOKED)

<1d6 health>

InstaMash

<1d6 health, 3 Rads>

Irradiated Blood

<1d20 health, 1d20 Rads>

Jet

<Slows time for 20 secs. You have advantage on all attack rolls>

Jet Fuel

<Double AP for 10 seconds>

Med-X

<25% damage resistance for 60 seconds>

Melon

<1d8 health, 3 Rads>

Mentats

<+3 PI for 300 seconds>

Mirelurk Egg

<2d6 health, 2 Rads, 20 seconds water breathing>

Mirelurk Egg (COOKED)

<2d6 health, 15 seconds water breathing>

Mirelurk Meat

<1d10 health, 2 Rads>

Mirelurk Meat (COOKED)

<1d10 health>

Mole Rat Meat

<2d6 health, 4 Rads>

Mole Rat Meat (COOKED)

<2d6 health>

Mongrel Dog Meat

<1d6 health, 3 Rads>

Mongrel Dog Meat (COOKED)

<1d6 health>

Mutant Hound Meat

<1d6 health, 2 Rads, +1 S>

Mutant Hound Meat (COOKED)

<1d6 health, +1 S>

Mutfruit

<1d4+1 health>

Nuka-Cherry

<1d10 health, 1 Rads>

Nuka-Cola

<1d6 health, 1 Rads>

Nuka-Cola Dark

<1d10 health, 1 Rads, +1 SC, -1 I>

Nuka-Cola Orange

<1d8 health, 25% Rad resist>

Nuka-Cola Quantum

<2d20 health, 3 Rads>

Nuka-Cola Quartz

<1d6 health, 1 Rads, +3 AP for 15 seconds>

Nuka-Cola Victory

<1d20 health, 1 Rads>

Nuka-Cola Wild

<1d10 health, 1 Rads, +1 SPCL for 20 seconds>

Nuka-Grape

<1d12 health, 1 Rads>

Nuka-Cherry (ICE COLD)

<1d10 health, 1 Rads>

<1d4 health>

Nuka-Cola (ICE COLD)

<1d6 health, 1 Rads>

<1d4 health>

Nuka-Cola Dark (ICE COLD)

<1d10 health, 1 Rads, +1 SC, -1 I>

<1d4 health>

Nuka-Cola Orange (ICE COLD)

<1d8 health, 25% Rad resist>

<1d4 health>

Nuka-Cola Quantum (ICE COLD)

<2d20 health, 3 Rads>

<1d4 health>

Nuka-Cola Quartz (ICE COLD)

<1d6 health, 1 Rads, +3 AP for 15 seconds>

<1d4 health>

Nuka-Cola Victory (ICE COLD)

<1d20 health, 1 Rads>

<1d4 health>

Nuka-Cola Wild (ICE COLD)

<1d10 health, 1 Rads, +1 SPCL for 20 seconds>

<1d4 health>

Nuka-Grape (ICE COLD)

<1d12 health, 1 Rads>

<1d4 health>

Palm Ale

<+1 SC, -1 IL, 120 seconds>

Palm Brew

<+1 SC, -1 IL, 120 seconds>

Palm Lager

<+1 SC, -1 IL, 120 seconds>

Palm Pale

<+1 SC, -1 IL, 120 seconds>

Palm Pilsner

<+1 SC, -1 IL, 120 seconds>

Palm Stout

<+1 SC, -1 IL, 120 seconds>

Palm Ale (ICE COLD)

<+1 SC, -1 IL, 120 seconds>

<1d4 health>

Palm Brew (ICE COLD)

<+1 SC, -1 IL, 120 seconds>

<1d4 health>

Palm Lager (ICE COLD)

<+1 SC, -1 IL, 120 seconds>

<1d4 health>

Palm Pale (ICE COLD)

<+1 SC, -1 IL, 120 seconds>

<1d4 health>

Palm Pilsner (ICE COLD)

<+1 SC, -1 IL, 120 seconds>

<1d4 health>

Palm Stout (ICE COLD)

<+1 SC, -1 IL, 120 seconds>

<1d4 health>

Pork N’ Beans

<2d4 health, 1d4 Rads>

Potato Crisps

<3 health, 1 Rad>

Psycho

<+25% damage and damage resist for 30 seconds>

Psycho Jet

<+25% damage and damage resist for 30 seconds>

<Slows time for 20 secs. You have advantage on all attack rolls>

Psychobuff

<+25% damage and damage resist for 30 seconds>

<+3 SE, +1d20 Max HP for 100 seconds>

Psychotats

<+25% damage and damage resist for 30 seconds>

<+3 PI for 300 seconds>

Purified Water

<3d6 health>

Queen Mirelurk Meat

<2d12 health, 8 Rads, 25% damage resist>

Queen Mirelurk Meat (COOKED)

<2d12 health, 25% damage resist>

Rad-X

<Take half as many Rads>

RadAway

<Remove All Rads>

Radroach Meat

<1d6 health, 2 Rads>

Radroach Meat (COOKED)

<1d6 health>

Radscorpion Egg

<3d6 health, 3 Rads, 1d4 damage>

Radscorpion Egg (COOKED)

<3d6 health, 1d4 damage>

Radscorpion Meat

<2d8 health, 3 Rads, 1d4 damage>

Radscorpion Meat (COOKED)

<2d8 health, 1d4 damage>

Radstag Meat

<1d12 health, 6 Rads>

Radstag Meat (COOKED)

<1d12 health>

Robot Repair Kit

<Fully heal robots and synths>

Rum

<+1 SA, -1 I, 180 seconds>

Salisbury Steak

<1d6 health, 1d6 Rads>

Softshell Mirelurk Meat

<1d8 health, 3 Rads>

Softshell Mirelurk Meat (COOKED)

<1d8 health>

Squirrel Bits

<4 health, 2 Rads>

Squirrel Bits (COOKED)

<4 health>

Stealth-Boy

<Invisible for 30 seconds>

Stimpak

<75% Health Regen>

Stingwing Meat

<2d4 health, 2 Rads>

Stingwing Meat (COOKED)

<2d4 health>

Sugar Bombs

<1d4 health, 3 Rads, +2 A for 30 seconds>

Super Stimpak

<Full Health Regen>

Sweet Roll

<1d4 health>

Tarberry

<1d4 health, 1d20 Rads>

Tato

<1d6 health, +1 E for 45 seconds>

Vodka

<+1 S, -1 I, +25 max health, 60 seconds>

Whiskey

<+2 S, -2 I, 60 seconds>

Wine

<+1 S, -1 I, +3 C, 120 seconds>

X-Cell

<+2 SPECIAL, 60 seconds>

Yao Guai Meat

<3d10 health, 1d8 Rads>

Yao Guai Meat (COOKED)

<3d10 health>

Yum Yum Deviled Eggs

<3d4 health, 1 Rad>

### Junk Items

Junk is your average everyday items used in crafting. Can be obtained from looting or scrapping other items.

Acid

Adhesive

Aluminum

Antiseptic

Asbestos

Ballistic fiber

Bone

Ceramic

Circuitry

Cloth

Concrete

Copper

Cork

Crystal

Fertilizer

Fiber optics

Fiberglass

Gears

Glass

Gunpowder

Gold

Lead

Leather

Nuclear material

Oil

Plastic

Rubber

Screw

Silver

Spring

Steel

Wood

# 

# 

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### Mod Items

### 

Accelerator (R)

<adds 2 dice rolls>

[2x spring, 2x steel, 4x aluminum, 1x oil, 2x adhesive]

Bayonet (UB)

<allows a 1 d8 melee attack>

[1x steel, 1x wire, 2x adhesive]

Extended Clip (UB)

<Doubles size of clip>

[4x aluminum, 2x steel, 1x spring, 2x adhesive]

Flashlight (UB)

<Allows player to see in dark>

[1x aluminum, 2x glass, 1x circuitry, 2x adhesive]

Muzzle Brake (B)

<adds 2 d4 dmg>

[3x steel, 1x aluminum, 2x adhesive]

Napalm Sprayer (R)

<1 dmg every AP after attack>

[1x spring, 1x aluminum, 3x petroleum, 3x oil]

Suppressor (B)

<+ 1 d4 dmg, allows shooting in stealth>

[4x aluminum, 1x cloth, 1x steel, 2x adhesive]

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### Misc. Items

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Breaching Crowbar

Lockpick

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### Faction Items

#### Brotherhood Factions

Brotherhood Of Steel

5mm Ammo (250)

BOS Dog Tags

BOS II T-60b Power Armor

Breaching Crowbar

CAPS (125)

Fusion Cell (100)

Grenade (10)

Laser Rifle

Minigun

RadAway (5)

Rope (20m)

Stimpak (5)

Brotherhood Of Gold

BOS Dog Tags

BOS II T-60 Power Armor

Breaching Crowbar

CAPS (225)

Fusion Cell (100)

Grenade (10)

Laser Rifle

RadAway (5)

Stimpak (5)

Brotherhood Of Silver

Accelerator (R)

BOS Dog Tags

BOS II T-60b Power Armor

Breaching Crowbar

CAPS (125)

Fusion Cell (125)

Grenade (10)

Laser Rifle

Lockpick

RadAway (5)

Rope (20m)

Stimpak (5)

Brotherhood Of Crystal

BOS Dog Tags

BOS II T-60 Power Armor

Breaching Crowbar

CAPS (125)

Fusion Cell (100)

Jet (5)

Laser Rifle

Psycho (2)

RadAway (5)

Rope (20m)

Stimpak (5)

Brotherhood Of Amethyst

BOS Dog Tags

BOS II T-60d Power Armor

Breaching Crowbar

CAPS (175)

Fusion Cell (100)

Grenade (10)

Laser Rifle

Napalm Sprayer (R)

RadAway (5)

Rope (20m)

Stimpak (5)

Brotherhood Of Titanium

BOS Dog Tags

BOS II T-60b Power Armor

Breaching Crowbar

CAPS (125)

Fusion Cell (100)

Grenade (10)

Hammer

Laser Rifle

Lockpick

RadAway (5)

Ratchet

Rope (20m)

Stimpak (5)

Wrench

Brotherhood Of Copper

BOS Dog Tags

BOS II T-60b Power Armor

Breaching Crowbar

CAPS (100)

Flamer

Flamer Fuel (250)

Fusion Cell (100)

Laser Rifle

RadAway (5)

Rope (20m)

Shiskebab

Stimpak (5)

Brotherhood Of Ununpentium

BOS Dog Tags

BOS II T-60b Power Armor

Breaching Crowbar

C4 (10)

CAPS (125)

Fusion Cell (100)

Grenade (10)

Laser Rifle

RadAway (5)

Rope (20m)

Stealth-Boy (20)

Stimpak (5)

Suppressor (B)

#### Super Mutant Factions

Mutant Clan

.308 Ammo (100)

12 Gauge Shells (60)

Board (2)

CAPS (220)

Mutant Clan Broach

Pipe Rifle

Sawed-Off Shotgun

Scope (8x)

Super Mutant’s Armor

Miami Institute Mutants

.308 Ammo (100)

Board (2)

CAPS (220)

Jet (5)

Pipe Rifle

Psycho (1)

Scope (8x)

Super Mutant’s Armor

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#### Institute Factions

Miami Institute

Addictol

Buffout (5)

CAPS (100)

Hypercharged Fusion Cell (100)

Institute Pistol

Jet (5)

Mentats (5)

Miami Institute Jacket

Psycho (5)

Synth Relay Grenade (10)

The Institute (Boston)

Addictol

Buffout (5)

CAPS (200)

Courser Uniform

Hypercharged Fusion Cell (150)

Institute Rifle

Jet (5)

Mentats (5)

Psycho (5)

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#### Raider Factions

The Pillagers

.308 Ammo (100)

.45 Ammo (100)

C4 (5)

CAPS (80)

Combat Rifle

Grenade (10)

Machete

Molotov Cocktail (5)

Pipe Gun

Raider Armor

The Brutalists

.308 Ammo (100)

Axe

CAPS (80)

Grenade (10)

Lead Pipe

Machete

Mr. Handy Blade

Pipe Gun

Raider Armor

Tire Iron

The Nomads

.308 Ammo (100)

.45 Ammo (100)

CAPS (80)

Combat Rifle

Grenade (10)

Hyper (8)

Pipe Gun

Raider Armor

The Bandits

.308 Ammo (100)

CAPS (250)

Grenade (8)

Machete

Pipe Gun

Raider Armor

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#### Non Aligned

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Vault Dweller

10mm Ammo (100)

10mm Pistol

CAPS (90)

RadAway (10)

Stimpak (10)

Vault Suit

Wastelander

.44 Ammo (50)

.44 Revolver

CAPS (100)

RadAway (10)

Stimpak (10)

Wasteland Gear

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#### Other Factions

Miami Militia

.308 Ammo (120)

CAPS (130)

Hunting Rifle

Jet (2)

Miami MIlitia Badge

Militia Jacket

RadAway (3)

Stimpak (10)

Gunners

.45 Ammo (40)

12 Gauge Shells (18)

CAPS (60)

Combat Rifle

Combat Shotgun

Fusion Cell (30)

Gunner Outfit

Laser Pistol

Stimpak (6)

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# LORE

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## MAP OF MIAMI - 2077

AS SHOWN IN THE ROBCO PIP-BOY PERSONAL COMPUTING DEVICE

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## A TIMELINE OF EVENTS

### 2077 - THE GREAT WAR

The bombs drop and the world is destroyed. Every city in America is wiped away. Some people survive the bombs in “Vaults,” created by the company Vault-Tec. Some who were further from the blasts survive and continue to live in a ruined America.

Miami is one of the worst hit places in America (being home to one of the USA’s biggest naval bases, it was almost eradicated) and became inhospitable. A massive 85 megaton hydrogen bomb was dropped right in the port of Miami, the shockwave of which decimates most of central Miami. Due to the bomb detonating in the water, a massive waves is born in the harbour, flying north and flooding most of the Miami Beach area. About 180 other bombs were dropped in the following hours, destroying most of the city and its surroundings.

Miami was reduced to almost nothing, and its people were entirely eradicated. Nobody inhabited Miami until 2140, when radiation levels began to decrease and the first settlers arrived, forming the New Everglade Commonwealth.

### 2140 - A NEW EVERGLADE COMMONWEALTH

People around the area of which was once southern Florida, began to realize that local radiation levels began to decrease. Settlers from the surrounding areas began to move into what was formerly the Everglades region of Florida, and then by 2140, what used to be Miami. Settlers who had been alive from before the war, now in their eighties or nineties, were in shock of what the once great city had become.

Within a span of 15 years, around 12,000 people lived in Miami. Multiple settlements the size of Boston’s Diamond City were now within the city's reaches.

The city began to expand more and more, with news of the nuclear dissipation spreading up the east coast. Settlers and scavengers alike flocked south in hopes of finding the vast wealths of Miami. Because of its pre-war nature, the city was filled with valuable pre-war items; military equipment, fusion cores, high grade weapons, etc. Miami was home to multiple plants which manufactured military level power armor, and many suits of all of the varieties remain in the city. It became a prime target for the technology fiends of the wasteland.

### 2156 - ARRIVAL OF THE INSTITUTE

By the year 2156, New Miami’s population had reached ~40,000. This attracted the attention of The Institute, a scientific organization hailing from the Boston Commonwealth. The institute wished to get their hands on military equipment and research, attempting to find a way to power their ever-growing operation.

In 2156 a squad of institute members (made up of Generation1 synths and humans alike) arrived in Miami. They set up a facility underneath the Gulfstream Park, in Miami. Excavating into the ground (using Excavator power armor, procured from Appalachia), the first months of 2157 saw the Miami branch of the institute completely underground.

The M.I.B. (Miami Institute Branch) continued to survey the astonishingly resilient locals, and apprehend equipment from the area; reverse engineering it, and sending the plans back to the main Institute in Boston. The operation expanded further and further, eventually drawing gigawatts of power to the complex; which attracted the attention of unwanted guests.

### 2157 - ARRIVAL OF THE BROTHERHOOD OF STEEL

With news of the state of Miami spreading, it eventually reached the NCR where BOS Elder Maxon became aware of the situation in Miami. Vast amounts of power armor and weaponry were now available to the Brotherhood, and so it was decided that a task force of 1,000 men would embark on a quest to explore and secure New Miami. Headed by Proctor Cameron Ejile, The task force set out using all resources necessary. At their arrival in the city, massive power draws and strange signals were detected, without a reasonable explanation. The Brotherhood set up a headquarters in what once was the North Bay Village– an island in the bay connected to the mainland by a bridge on either side. It served as a tactical point to control the metropolis from. Within a month, Soldiers began to go missing, or turn up dead with marks from a high power laser weapon. The Brotherhood declared a state of emergency, locking down the denser areas of Miami.

Brotherhood martial law was imposed to the best of their abilities, and people began to resent the rule of the, now self proclaimed, Elder Ejile. By 2158, revolts began to happen when Miami’s much loved Mayor Chril was killed in an accident, where BOS knights were attempting to perform a “routine” inspection of a caravan. Said caravan was the entourage of the Mayor, who’s guards opened fire on the knights to protect the mayor. This led to the knights killing everyone on the site, including the mayor. So began an upset of the people, resulting in riots and attacks on Brotherhood convoys. These ended by late 2158 when storms began to set in, forcing people inside.

### 2159 - MIAMI INSTITUTE BREAKS AWAY

By this point in time, the Institute had gathered thousands of documents and schematics, and hundreds of testing samples. The main Institute realized that by this point, Miami’s progress was slowing down, and the resources needed to keep the location stable were not worth the rewards which they were sending back. This led to what is now called “The Cutoff”, where a group of elite synths arrived in Miami, destroying crucial communications technology and attacking Institute members, causing all contact with Boston to cease. This caused the formation of the fully self-sufficient Miami Institute. Now working for themselves, they made great advancements, such as the Gen B synths, specially made for operations in Miami. They featured waterproof internals, and a distinct green and black color scheme to blend in with the surroundings. The Miami Institute remained in place until an event in 2188, where brand new 2nd Generation Synths from Boston came and attacked the Miami Institute, revealing its location to Miami’s people, and the Brotherhood Of Steel. This led to an emergency evacuation, and over the span of 3 months, institute engineers were able to repair a massive cargo jet in Miami’s OPF airport. This led to the institute becoming an in-flight organization. Using the teleporter relay (reverse engineered from data found on the 2nd Gen synths that attacked them) the Institute was able to have a constant supply of fuel, keeping them in the air. Citizens of Miami would see the behemoth gliding above, and cower in fear at the thought that that organization was experimenting on them. In 2190, it was revealed through leaked terminal entries spread by radio that the Miami Institute was keeping radiation levels high in order to keep Miami’s progress low. This led to an even greater resentment of the Institute, but alas, no action could be taken.

The Brotherhood Of Steel, now under the command of Grand Elder Raine– and his appointed council of elders, swore to protect the people of Miami and declared their permanent state of war with the Institute. This created internal division within the Brotherhood when some members believed that it was an empty promise and that the organization was losing its valiant edge. This would sew the seeds for the Brotherhood’s collapse.

### 2168 - BOS CLAMATION OF VAULT 216

A unit of Brotherhood field scribes discovered the entrance to Vault-Tec’s Vault 216 in a dense area of the Everglades region.

Exploration of the Vault led to the discovery of horrific truths, like that of the fact that it was a Control Vault (A vault told to remain completely shut, and then open its door on a set date and re-populate the United States), which had opened before Miami’s radiation had cleared, causing intense mutations to the dwellers before they had died. Some dwellers who had not yet been exposed to radiation had quarantined themselves in the depths of the vault, and when discovered by BOS units, “voluntarily” joined the Brotherhood.

The BOS cleared out the massive vault, and annexed it as a Primary Outpost for their usage.

### 2198 - SUPER MUTANTS APPEAR IN MIAMI

After the Institutes' attack on its Miami branch, it encrypted as many of its files on that site as possible. Decades of knowledge were locked in minutes. Years later, scientist Aleen McRunn developed her “Terminal Decryption Algorithm”, which allowed the Miami Institute to decrypt any file on any computer. Over a span of a few weeks, the Miami Institute successfully salvaged all the files in their possession. They discovered formulas for a serum called the Forced Evolutionary Virus, better known as FEV. The MI took a pre-war warehouse and turned it into a lab for FEV development. They brewed liters of serum containing the virus, until it was raided by an elite squad of BOS soldiers, who were infected, and the virus was released into the wastes of the Everglades. As their numbers increased, and time passed; they started to become a threat. The Miami Institute, BOS, and Miami Protectorate declared war on super mutants in a historic joint operation between the groups.

### 2200 - FRACTURING OF THE BROTHERHOOD OF STEEL

As the war with the super mutants and Institute dragged on, changes in leadership led to a split in the ideals of many Brotherhood members.

In March of the year, A number of high ranking proctors and the scribes under them decided that the BOS was not exploiting their research as much as they could, and hence led an exodus where about 400 of the Brotherhood’s technical staff fled and set up multiple labs across the city. This only led to further incitement as the other members of the BOS began to see the issues in their organization.

A few weeks later, Knight Krell assembled many moderate members of the BOS and led a march. 27 squads of Brotherhood soldiers deserted their missions and organized near the Rising Tides waterpark, in Aventura; claiming the area as their own. They split and formed the Brotherhood of SIlver (BOSl), a sect which held very similar beliefs to the Brotherhood of Steel, except with more liberal views on recruitment of Ghouls and treatment of Super Mutants. They also started attempting to reverse-engineer synth technology, however these attempts have slowed in recent times due to the Miami Institute’s exceptional security.

Differences and disorganization in the new Brotherhood of Silver had a group of more… rash, individuals leave the organization and form what they proclaimed as the Brotherhood of Gold. Unfortunately, it was only related to the original BOS in name, with the Brotherhood of Gold (Sometimes the BOG or Golden Boys) became what many would say is essentially a group of advanced raiders. It became as such that the members of the BOG realized they enjoyed terrorizing locals and found it easier to make money by robbery. The organization’s controlling group became power and money obsessed, going so far as to order their top scribes to design a set of what they dubbed BOS T-60g Power armor, plated with solid gold.

Before the war, the was a massive supermine built over the water in Barnes Sound, near Key Largo. After the bombs fell, the station was immobilized, and a red alert was issued. This initiated the supermines defense systems, which would remain active even into the years after Miami had been settled and repopulated. In 2201, a BOS detachment was sent using Stealth-Boys with a goal of returning the platform to operational status. The unit was deployed and after infiltrating and capturing the superman, realized that it made no sense to hand it up the chain, but to claim it for themselves would be the better idea. Henceforth, the Brotherhood of Copper (BOC) would command the platform, and sell whatever ores it could still produce.

It wasn't until the latter half of 2201 that the central Brotherhood of Steel command in the NCR and Mojave Wastes got wind of the turmoil occurring in Miami. They then decided it fit to deploy a battalion of around 1,500 BOS units to combat the ever-growing problems. These troops would arrived by late 2202.

### 2201 - RISE OF THE BROTHERHOOD OF AMETHYST

In the ripe summer of 2201, shortly after the separation some members of the BOS, the proctors and scribes who had originally fled had now banded together at a truckstop off of the Alligator Alley. They began their research on the local flora and fauna and started researching a way to create a new, actually functional FEV. Among their various experiments, some had “succeeded,” if you can call it that. Various mutations of local wildlife had spread across the wasteland, including FEV mutated versions of the already radiation inflicted American Alligator and American Crocodile, various snake species like the Boa Constrictor and the South Florida Swamp Snake, more peaceful species like the Florida SNapping Turtle and the Gopher Tortoise, as well as invasive species like the Common Iguana and the Burmese Python. This made traveling the Everglades very dangerous, and as the wildlife spread, the west area of the city started to become very dangerous as well.

### 2203 - FORMATION OF THE BROTHERHOOD OF TITANIUM

With the arrival of excess BOS forces from outside Miami, tensions only grew as infighting between the groups spiraled out of control. Inhabitants of the Brotherhood controlled Vault 216 took this opportunity to override BOS command and seal the doors of the vault, and declare their independence as the Brotherhood of Titanium. Together, BOS members who were originally Vault Dwellers, BOS members who had been posted there, and BOS members who had been sent from out west and defected, joined together and prospered. Through ruthless experiments, they made their income by selling data to organizations like the Miami Institute or the BOS.

### 2206 - FORMING OF THE BROTHERHOOD OF UNUNPENTIUM

In the winter of 2206, a series of fires occurred at massive installations from every faction in Miami. Found at the site of each fire was a holotape player looping a recording, with a mysterious organization calling themselves the Brotherhood of Ununpentium claiming responsibility. They said they got the name because like ununpentium, they are in the shadows–unknown–and are ruled by a council of 5. Over the next months, more attacks would be carried out, with the perpetrators never caught. These would be blamed on the BOU.

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### 2209 - BROTHERHOOD OF CRYSTAL APPEARS

An internal dispute in the Brotherhood of Gold about the validity of chem trading led to Elder Turbish and men loyal to him leaving the group, and fleeing into the city’s depths. It was there that they met Big Malone of the Miami Triggermen, uncle to the notorious Skinny Malone in the Boston Commonwealth. Together, they formed the Brotherhood of Crystal (BOCR), and fled into the Miami subway system. Then with some help from connections in the BOT, they were able to set up many chem labs across the city. With the strength and resources of the Brotherhood, and the knowledge and reputation of the Triggermen, they became notorious criminals.

This would be the last of the Brotherhood factions to be formed.

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### 2217 - THE COLLAPSE

At this point in time, the area of Southern Florida had delved into all out warfare. Tens of thousands would die, and Miami would fall into an era of darkness. Continued attacks by Miami Institute synths would lead to turmoil within local governments, not knowing when attacks may occur. A line of Mayors of Miami who were particularly indecisive would lead to an all out collapse of Miami’s government in February of 2216. Brotherhood of Steel soldiers would take this as an opportunity to secure key points across the city, and create settlements across parts of Miami and the Everglade region. On March 24th, 2217, at the MIA Airport, a battle ensued between the Brotherhood of Steel, Brotherhood of Gold, Miami Institute, The Mutant Clan, and the remnants of Miami’s militia. It was the bloodiest battle in Miami’s history, with an estimated 9,000 deaths. The greater impact of the battle, however, was that it sparked the Miami War; an era of all out combat between essentially every faction in Miami. Thousands of innocents would die in the crossfire. The effects of the war would shape Miami forever. In April that year, BOS agents maintained the newly discovered and captured General Atomics Intercontinental Arms Facility were besieged by Miami Institute Mutants, who overran the small detachment of BOS forces there, and after some searching of the grounds, accidentally launched pre-war experimental missiles into the sky. Nine high yield missiles detonated in the Troposphere, releasing an Electromagnetic Pulse over Miami. Shockwave from the blast destroyed the land connecting south Florida to the mainland, making it an island. This was called the collapse. Miami and the surrounding area was completely cut off again from the rest of the world. The Miami War would continue to rage on even after this, and radiation levels began to increase in some areas. All technological progress would halt, with everything put towards procuring arms and manpower.

Miami would enter a state of decline and despair for the next 13 years.

### 2230 - THE MIAMI WAR ENDS

On Thursday May 13th, 2230, representatives from every Brotherhood organization, both Super Mutant clans, all four of the raider clans, and the Miami Institute gathered together to sign an armistice, ending the war. Land was divided up into certain territories which would belong to certain organizations, and it was agreed upon that a new Miami Government would be established, with its laws and protection enforced by the New Miami Militia. The effects of The Collapse would still be in place, with the area still cutoff from the rest of America.

### 2231 - THE GAME BEGINS

On January 1st, a group of people seeking something, would find themselves somewhere in Miami. These people are the members of the adventuring party which you’ve formed. Have fun!

### dfss