

Fallout New Vegas Tabletop RPG Rules

Dante Moreira Zaupa

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Contents

1	TODO	4
2	INTRODUCTION	5
3	CREATING YOURSELF	6
3.1	You are S.P.E.C.I.A.L.	6
3.2	Skills	7
3.3	Races	8
3.3.1	Average humans	8
3.3.2	Ghouls	10
3.3.3	Supermutants	10
3.4	Races summary	11
3.5	Putting Everything Together	12
3.6	Level Up	13
3.6.1	An Example Character - Fink	14
3.7	External Influences	15
3.7.1	Radiation	15
3.7.2	Exposure to the F.E.V. TODO	16
3.7.3	Power Armor	17
3.7.4	Chems	17
4	THE WORLD	18
4.1	Factions	18
4.2	Main Cities and Settlements TODO	22
5	A Little Bit of History TODO	24
6	Interactions HEAVY TODO	25
6.1	Combat	25
6.2	Gambling	25
6.3	Disguises	25
6.4	Reputations	26
6.5	Sneak	27
A	TABLES	28
A.1	TRAITS	28
A.2	PERKS	28
A.3	CONSUMABLES	31
A.3.1	Food	31
A.3.2	Drinks	34
A.3.3	Chems	36
A.3.4	Venom	39
A.4	WEAPONS	40

A.4.1	Pistols (GUNS)	40
A.4.2	Rifles (GUNS)	40
A.4.3	SMGs (GUNS)	40
A.4.4	Shotguns (GUNS)	41
A.4.5	Heavy Weapons (GUNS)	41
A.4.6	Energy Pistols (ENERGY WEAPONS)	41
A.4.7	Energy Rifles (ENERGY WEAPONS)	42
A.4.8	Energy Heavy Weapons (ENERGY WEAPONS)	42
A.4.9	Projectile (EXPLOSIVES)	42
A.4.10	Thrown (EXPLOSIVES)	42
A.4.11	Placed (EXPLOSIVES)	43
A.4.12	Bladed (MELEE WEAPONS)	43
A.4.13	Blunt (MELEE WEAPONS)	44
A.5	WEARABLES	45
A.5.1	Clothes	45
A.5.2	Light Armor	47
A.5.3	Medium Armor	49
A.5.4	Heavy Armor	50
A.5.5	Helmets	51
A.5.6	Glasses	52
A.5.7	Hats	53
A.6	CREATURES	55

1 TODO

- DAMAGES SUFFER DISREPAIR WHEN SKILL TEST FAIL, AND NEED TO BE REPAIRED
- specify Ranger
- adicionar vaults
- adicionar mapas
- Add traits? – GHOULIFIED TRAIT
- complete types of FEV strainss
- review glowing one formula
- remove casino descriptions from factions/strip subfactions
- add base equipment for each class/race
- add DT to CSHEET
- review chars with 0 DT
- global replace SPECIAL with S.P.E.C.I.A.L.

2 INTRODUCTION

*I planned each charted course
Each careful step along the byway
And more, much, much more
I did it, I did it my way*

“My Way”, Frank Sinatra

War. War never changes. The year is 2270. In the Mojave desert, the New California Republic spreads its influence. After a deal with Robert House, famed millionaire and owner of the most mysterious casino in New Vegas, the Lucky 38, the NCR starts settlements, fights off raiders, and seems to do a good job in bringing civilization to the desert for several years, even restarting Hoover Dam and increasing electricity supply to New Vegas. Then, the Legion arrived.

The year is 2277. Coming from Arizona, Caesar’s Legion starts to move into the Mojave, starting by Fortification Hill, where they set their camp. Soon, under command of Legate Joshua Graham, the Legion moves to take over Hoover Dam. After an initial victory, the NCR lures the Graham to a trap, causing them to retreat. Humiliated, Caesar orders that Graham be coated in pitch, lit on fire and thrown into the Grand Canyon, to serve as an example.

The year is 2281. The Mojave is largely under the influence of the NCR, but the Legion has started expanding. The town of Nipton, a hub of thievery and prostitution, is destroyed as a both a demonstration of power and as a way to send a moralizing message to New Vegas. The NCR begins to feel the weight of the conflict, and people slowly begin to notice this. A new battle for Hoover Dam seems inevitable.

From all over New Vegas, stories begin to crop up about a person who came back from the dead for revenge, in the small town of Goodspring. Very little is known about this person, except that they are called Courier Six. Along the way, this person helped a lot of people, restoring order and eliminating various threats to the citizens of the Mojave, accruing a reputation of being something of a Messiah. His actions tip the balance in favor of the NCR, and in the coming battle, his help is decisive in assuring the victory of the NCR.

The year is 2286, 5 years after final battle between NCR and Caesar’s Legions. The Mojave is a changed place. The Great Khans stopped supplying chems to other factions, reconnecting to the Followers of the Apocalypse. The Brotherhood of Steel patrolled part of the desert, NCR handled the other. New Vegas poorest neighborhoods, Westside and Freeside, began to flourish. Although troubled by the taxes, NCR citizens experienced prosperity like never before. Caesar’s Legion was no more.

That’s where we begin.

3 CREATING YOURSELF

*Good authors, too, who once knew
better words
Now only use four-letter words
writing prose.
Anything goes*

Anything Goes - Cole Porter

The Mojave is not a safe place, that much must be clear to you. And how are you going to survive your voyages? Are you a brawler? A brainiac? A bamboozler?

3.1 You are S.P.E.C.I.A.L.

You are S.P.E.C.I.A.L., as in, you are what your stats say you are. These 7 characteristics are the base of what you are, so the least you could do is know what they mean, right? And don't forget, these are scales of 1 to 10. You start with 1 in each one, and get 35 points to spread among them as makes sense to the *you* you are trying to create. You may have more due to bonus, but not by assigning them from your initial point pool.

- **Strength:** do you want to carry a lot of weapons? Lift heavy rocks? Maybe your dream is to double-wield miniguns (you will likely not be able to do this, actually). All these, and more, are possibilities granted to you by investing in Strength. On the other hand, if you neglect it, you might not even be strong enough to properly wield your weapon
- **Perception:** either by seeing what's beyond sight, identifying who's around by their footsteps, smelling like an old hound dog (and I mean detecting scent, please take a shower once in a while), don't forget to invest in Perception. After all, while surprise mauling by deathclaw may not be one of the leading causes of death on the Mojave, there is no reason to risk it, either
- **Endurance:** so you want to be tougher than the toughies? Strength is good, but endurance is better. You may hit like a brick, but it's worthless if you can't take a punch, or even fight properly. You are not a supermutant (or are you?), and even if you were, you should know what you're doing
- **Charisma:** I was going to make a joke at your expense, but nah, you convinced me not to, you sweet talker you. Hey, maybe you deserve a discount on these stimpaks, eh? Just because you're so nice. You're lucky to be such a character, otherwise I might not even be talking to you
- **Intelligence:** so now you want to be smarter than the smarties? A regular wise guy, mister know-it-all, understand electronics, big words and figures out computers like they ain't no thing? Keep it up. You don't want to be a schmuck that can't figure his way out of his pants, dig?

- **Agility:** you want to be fast, kid, if you want to escape deathclaws. Also, being able to climb the flimsiest ruins in the Mojave also helps a lot. As they say, if you can't be strong, at least be fast
- **Luck:** keep in mind, you're in Vegas, so it won't hurt you to have a little luck. It may just save you in everything you do, except if what you're doing is winning too much on the cassinos. *That* tends to not be very healthy

3.2 Skills

You are your stats, but you are also your skills. Do you barter? Blow stuff up? Beat people up? There are a lot of things you can do, to different levels of proficiency. Keep in mind, skills go from 1 to 100. And, like S.P.E.C.I.A.L. stats, it can be increased by bonuses, over the 100 limit.

- **Barter (C):** be it caps, NCR money or other, less tangible currency, that's your game. Having a high barter will help you negotiate the best price for a mini-nuke, or explain to someone why leaving you alone is the most profitable solution. Provided that that someone is not a deathclaw
- **Energy Weapons (P):** guns that go "pew pew" or that turn people into goo are your jam. Unlike their "bang bang" counterparts, they are more than point and fire, one needs to know how to regulate them properly, and keep all parts working properly
- **Explosives (P):** you like it when things go boom, and you can make them go *really* boom, while being safe from all the ill effects of all those booms
- **Guns (A):** some people like lasers, some people like explosions, but you are the one who knows that a piece of metal through the head is enough to stop the toughest of foes. Provided, that is, that you are using the proper gun and ammo. And you are always using proper gun and ammo
- **Lockpick (P):** you view keys are more of a philosophical choice, instead of a practical need. As long as you have a bobby pin, no lock will ever deter you. Of course, you could use a gun, or explosives, but why would you let people know you're coming?
- **Medicine (I):** maybe you like helping people, or maybe you just needed to patch yourself after the latest kerfuffle, but you know bones and cuts, and how to mend them, even and especially using chems
- **Melee Weapons (S):** guns are for weaklings. Your pipe, knife, sword, spear, or even a rock will take you to victory, and you will never run out of ammo for them. Just don't get cocky, kid

- **Repair (I):** you can fix your guns, you can fix your armor, you can fix your friend's machine. The only thing you can fix is the world around you. Or maybe you can?
- **Science (I):** where other people see mysteries, you see mechanisms that you can manipulate. You know how to create, change and destroy chems, robots, computers
- **Sneak (A):** wait, am I here alone explaining stuff to the air like a looney? Where are you? Hope you're not thinking of backstabbing...
- **Speech (C):** unlike me, you can talk anyone into almost anything. Wait, what did you say? Oh sorry, I agree, you can talk *anyone* into *anything*
- **Survival (E):** you are the person who makes medicine from plants, fire from two rocks and some twigs, and you are one of the few people who can actually turn radscorpion poison glands and a deathclaw egg in a meal fit for a king. All that in a cave that you made by yourself
- **Unarmed (E):** you don't need any weapons, since you *are* the weapon. You can say that with confidence, since no one that laughs at your corniness will regret it instantly

3.3 Races

Humans are the most common kind of people you will meet on your voyages, but not the only ones. Some people were mutated by radiation, better known as "ghouls". Also, some might be supermutants, in which case you should probably run away. Unless you yourself are a supermutant too.

3.3.1 Average humans

You are the default race in New Vegas, found everywhere in most major cities and settlements. There is not anything notable about you, except your belief that Humans are better than ghouls, though you might tolerate them if you stand to gain something by their presence. Supermutants, on the other hand, are instinctively scary to you. Humans usually call ghouls "zombies", and there is no slur for supermutant. By default, humans don't get any alterations, but your specific background might change you. There are several variations of humans, according to how and where they were raised:

- **Vault Dwellers:** as the name implies, you are a human raised in a Vault, descendant of people who went into Vaults when the bombs fell. Compared to the rest of the Mojave, you tend to have odd customs. A dead giveaway of your origins is the Pip Boy in your arm, though some wastelanders may have acquired Pip Boys from dead Vault Dwellers. Due to their more sheltered lives, Vault Dwellers in general get -1 Endurance, -1 Agility, +1 Perception and +2 Intelligence, though their specific vault background can change these or other stats, depending on the type of environment in which they grew up

- **Raider:** as a raider, you come from a culture that overvalues physical strength over intellectual prowess, a hedonistic life that does not accept feelings or dialogue. “Might before right” could be your motto. You get +1 Strength and +2 Endurance, +20 Survival, +20 Guns, but their way of life costs them -1 Intelligence, -3 Charisma, -30 Barter, -20 Energy Weapons
- **Strip Citizen:** your life on the Strip could not be considered easy, but it’s easier than on other places. The casinos are your second home, and prostitutes are basically the only interesting girls you meet. This environment has taught you to solve your problems using either your gun, your mouth, or your dice. You get +2 Charisma, +1 Luck, +20 Speech, +10 Guns, but the cozy life leaves you with -1 Endurance and -1 Agility, and -20 Survival
- **Freesider/Westsider:** unlike your counterparts from the Strip, you have had to learn how to handle themselves with little resources, getting +1 Strength, +3 Endurance, +20 Survival, +20 Melee, +30 Unarmed, +15 Repair. On the other hand, a hard knock life left you with -1 Strength, -1 Charisma, -3 Luck, and -20 Energy Weapons
- **NCR Soldier:** life in the army has been good to you, yes siree. Discipline and training, and since your deployment on New Vegas, quite some hours piloting the slot machines and blackjack tables. You get +2 Endurance, +10 Explosives, +20 Guns, +5 Medicine, but it costs you in -1 Charisma, -10 in Energy Weapons. Also, serving in New Vegas means a lot of time spent in the casinos, which gives you +1 Luck
- **Follower of the Apocalypse:** from birth, you have lived around a camp and helped take care of people in need. You have used chems as medicine, sutured open wounds, and did a lot of negotiation to get the resources you need. You get +2 Intelligence, +3 Charisma, +40 Medicine, +20 Science. However, a life dedicated to peace means you get -1 Strength, -10 Guns, -10 Explosives, -20 Energy Weapons, -30 Melee and -10 Unarmed
- **Brotherhood of Steel:** as a Brother (or Sister), you were born with electricity coursing through your veins, being trained since a youngling into cutting-edge technology. Thus, you get +35 Energy Weapons, +20 Science, +10 Repairs and +2 to Intelligence. However, the isolationist and supremacist culture that surrounded you from birth took its toll, and you get -2 Charisma, -20 Speech, and since you were always taught to ignore them, -10 to Guns, -30 to Sneak and -20 to Survival. As a bonus, you are able to wear a Power Armor without training, provided your Intelligence is 4 or more
- **Boomer:** forget about the Brotherhood of Steel, Boomers are the Mojave’s premiere isolationist, chauvinist group. Descendants of the inhabitants of Vault 34, where all problems were solved at gunpoint, Boomers despise all people who they call “savages”, with some of them dreaming of cleansing the Mojave with a bomber

plane called “Lady in the Lake”. Thus, you get +40 Explosives, +20 Guns, +20 Repair and +20 Science, but your antisocial tendencies will be obvious, with -4 Charisma, -30 Speech, and -20 Barter

3.3.2 Ghouls

You look like you were hit with a flamethrower, ghouls are best described by the words of the best DJ in post-apocalyptia, ThreeDog: “Sure, they may look like hideous zombies from an old monster flick, but their hearts, their souls, their tears are all very much human. You see, children, Ghouls are simply humans who’ve been exposed to an ungodly amount of radiation and haven’t had the good fortune to die.”

Though a lot of you remain essentially human, some ghouls become feral, losing all capacity to communicate or develop rational thinking, becoming little more than zombies from old movies. After some time being mistreated by them, you are likely to develop some amount of prejudice against the “smoothskins”. Most of your ghoul friends have, at least.

On the physical side, part of the damage affected your vocal cords, meaning that you developed a raspy voice. But now you don’t need to eat or drink, though you can do it if you can. You regenerate health in radioactive environments, although too much, too fast, may turn you into a Glowing One, and/or even turn you feral. You get +30 Survival, -1 to Endurance, -2 to Charisma, -1 to Agility, -20 to Barter, -20 to Speech

- **Feral Ghoul:** As a feral ghoul, you will lose all your social skills: Intelligence, Charisma, Barter and Speech become 1. You don’t think, you don’t have goals, and you live for the next meal, forever or until someone puts you out of your misery. You’re done, kid. Hope it was nice while it lasted.
- **Glowing One:** it’s hard to reach this level of ghoulfication without becoming feral, but it can happen. As a Glowing One, you can store radiation and release it as an energy burst (this action costs 2 Action Points) that restores your health, as well as the health of other ghouls in your vicinity. Sometimes, you might even resurrect a fallen ghoul this way. But you can kiss goodbye your chances of walking peacefully among humans, even though some might deal with you. The radiation makes you stronger than normal, and you get +2 Strength

3.3.3 Supermutants

Large, green, strong, ugly and not very smart, let’s hope you are not sensitive about this and, if you are, that nobody says that to your face.

Supermutants are humans that were exposed to the Forced Evolution Virus (F.E.V.), and used to serve the Master, a megalomaniacal, superintelligent mutant (a different sort of mutant), and after his demise, became mostly directionless. Because supermutants are sterile, the usual way to increase their numbers is by capturing humans and exposing them to the F.E.V. (only humans, as ghouls are not affected).

You get +3 Strength, +4 Endurance, +1 Perception, +2 Intelligence, +2 Agility and -5 to Charisma. Additionally, you get +5 to total strength, being able to reach 15, but you start with 25 S.P.E.C.I.A.L. points for your character, and +10 points to Damage Threshold, reflecting your superior durability. Due to their large hands, you will not be able to use most smaller weaponry, in either it's laser or gunpowder varieties, and forget about power armor, too, as they don't come in extra larger sizes. Supermutants normally ignore ghouls, though sometimes they might use them as slave labor. There are two possible variations to supermutants:

- **Nightkins:** you are the supermutant other supermutants aspire to be. As a nightkin, you are smarter, stronger and more resilient, but that makes them more arrogant. Thus, you get +5 to total strength, being able to reach 15, +4 Strength, +4 Endurance, +1 Perception, +2 Intelligence, +3 Agility and -6 to Charisma. Additionally, you get +6 to total strength, being able to reach 16, but you start with 25 S.P.E.C.I.A.L. points for your character, and +15 points to Damage Threshold, reflecting your superior durability.. In terms of appearance, your overindulgence of Stealth Boys caused your skin to become more of a purple-ish skin tone, and you tend to be severely paranoid, going into full on schizophrenia in your worst moments
- **Behemoths:** you much larger, stronger, dumber and more savage than regular supermutants. Though not completely feral, behemoths are not well fitted to do much besides smashing, though they can also be very caring with someone or something for which they have affection. You get +10 to total strength, being able to reach 20, +6 Strength, +6 Endurance, +3 Perception, +2 Agility, -6 Intelligence, -6 Charisma, +25 DT and your hands are too large to use most weapons, except for large blunt equipment and debris.

3.4 Races summary

It is important to note that there are more possibilities regarding backgrounds. What if, for instance, your character works with the Followers of the Apocalypse, but as a guard? This would likely negate the downsides regarding combat skills, but also the bonuses regarding Science, Charisma and Medicine. An exhaustive list would be impossible, but hopefully these backgrounds will inspire and guide you in crafting your character.

Race / Class	Upside	Downside
Human	None	None
Vault Dweller	+1 PE, +2 IN	-1 EN, -1 AG
Raider	+1 ST, +2 EN, +20 Survival, +20 Guns	-1 IN, -3 CH, -30 Barter, -20 Energy Weapons
Strip Citizen	+2 CH, +1 LU, +20 Speech, +10 Guns	-1 EN, -1 AG, -20 Survival
Freesider / Westsider	+1 ST, +2 EN, +20 Survival	-1 CH, -2 LU

Race / Class	Upside	Downside
NCR Soldier	+2 EN, +1 LU, +10 Explosives, +20 Guns, +5 Medicine	-1 CH, -10 Energy Weapons
Follower of the Apocalypse	+2 IN, +3 CH, +40 Medicine, +20 Science	-1 ST, -10 Guns, -10 Explosives, -20 Energy Weapons, -30 Melee Weapons, -10 Unarmed
Brotherhood of Steel	+2 IN, +35 Energy Weapons, +20 Science, +10 Repairs	-2 CH, -20 Speech, -10 Guns, -30 Sneak, -20 Survival
Boomer	+40 Explosives, +20 Guns, +20 Repair, +20 Science	-4 CH, -30 Speech, -20 Barter
Ghoul	+30 Survival, Health Regeneration under Radiation	-1 EN, -2 CH, -1 AG, -20 Barter, -20 Speech
Glowing One	+2 ST, +2 EN, +30 Survival, Health Regeneration under Radiation, Radiation Burst	-1 EN, -2 CH, -1 AG, -20 Barter, -20 Speech
Supermutant	+3 ST, +3 EN, +1 PE, +2 IN, +2 AG, Radiation Immunity, +5 Total Strength, +10 DT	-5 CH, 25 starting S.P.E.C.I.A.L. points at the start, Can only use large weapons and can't use power armor
Nightkin	+4 ST, +1 PE, +4 EN, +2 IN, +3 AG, Radiation Immunity, +6 Total Strength, +15 DT	-6 CH, 25 starting S.P.E.C.I.A.L. points at the start, Can only use large weapons and can't use power armor
Behemoth	+6 ST, +6 EN, Radiation Immunity, +10 Total Strength	-6 IN, -7 CH, 25 starting S.P.E.C.I.A.L. points at the start, Can only use special blunt weapons

Imagine all the possibilities. Then, imagine all the possibilities that are not here.

3.5 Putting Everything Together

So, that's half the battle, kid, because now you know. But let's put it together in an easy to-do list, to make things easy.

1. The easiest way to start a character is to start with a concept. Are you human? Ghoul? Supermutant? Think about those things, they will guide you in your next steps
2. Choose a race and apply buffs and debuffs

3. Set all your S.P.E.C.I.A.L. stats to 1, then allocate 35 points among them to start, unless you are a supermutant, who gets only 25 points
4. Select one trait from the list in Appendix A.1, then apply buffs and debuffs as appropriate.
5. Calculate stats derived from the following formulas:

$$\begin{aligned}\text{Carry Weight (CW)} &= 150 + (\text{Strength} * 10) \\ \text{Health Points (HP)} &= 100 + (\text{Endurance} * 20) + ((\text{Level} - 1) * 5) \\ \text{Sequence} &= 1d10 + \text{Agility} \\ \text{Actions per turn} &= \lceil \text{Agility} / 2 \rceil\end{aligned}$$

6. Tag 3 skills, and no more than 3. 4 will not be chosen, neither will 2, except in the case that it's leading to 3. Forget about 5! Once 3 skills are tagged, the third being the last
7. For each Skill, use the formula below, then add 15 if it is a tagged skill

$$\text{Skill} = 2 + (2 * \text{S.P.E.C.I.A.L.}) + \lceil \text{Luck} / 2 \rceil$$

3.6 Level Up

Unlike war, you change. Your adventures around the Mojave will mold you, you'll become more adept at fighting, persuading, fixing things and people in more than one way. The simplest way is to use the following formula to calculate the amount of experience needed for the next level:

$$\text{Next Level}(n) = 25 * (3 * n + 2) * (n - 1), \text{ where } n \text{ is the current level}$$

For instance, the experience needed to reach level 10 is:

$$\text{Next Level}(10) = 25 * (3 * 10 + 2) * (10 - 1) = 25 * 32 * 9 = 7200$$

When leveling up, the player gains an amount of skill points to distribute equal to the following formula:

$$\text{Skill points} = 10 + \lceil \text{Intelligence} / 2 \rceil$$

Finally, every three levels, you can choose a perk from Appendix A.2. Some perks can have more than one rank, that is, be chosen more than once.

However, this method is not exactly straightforward. Maybe it bothers you to get good at energy weapons when all you use is a minigun. A different approach is for the narrator to instead attribute points for successful use of skills, be it a constant value or dice based, and level up players as a result of one or more quests that the player undertake.

Difficulty	Constant	Dice
Very Hard	13	1d20
Hard	9	1d12
Average	6	1d10
Easy	3	1d6
Very Easy	2	1d4

Maybe you don't love dice, maybe you do.
We have options for all.

3.6.1 An Example Character - Fink

So, let's create a sample character. Say, this cat will be a Nightkin that is pacifist whenever able, although that's not very often in the wasteland. Being a former soldier for the Master, this kid has walked a long way to reach the Mojave, so he'll start at level 8. But first things first.

Let's start with a name. Let's go with "Fink", because someone called him that and he didn't know what the word meant, but liked the sound. Next, let's make like a waiter and focus on the S.P.E.C.I.A.L.S.. We start with 1 for each stat. Then let's check our bonuses, which are quite nice if I do say so myself: +4 ST, +1 PE, +4 EN, +2 IN, +3 AG, -6 CH. And since we already have the information handy, we can take note of our +15 DT. Then, we decide how to apply 25 SPECIAL points.

Fink will be tough, silent type (very original, ain't I?). So, let's put +4 ST, +5 PE, +3 EN, leaving us with 12 points left. Let's put enough CH to leave us with something, so another 6 points there. Communication isn't his forte, but he can do the very basic, and we have 6 more points to apply. Seems fair to apply +4 IN, +3 AG. We'll neglect Luck, but if Fink was the lucky type, he probably would die without being exposed to the FEV, dig?

Next, we'll choose a trait. For simplicity, let's choose Gifted, adding +1 to every SPECIAL stat, but getting -2 to every skill. Easy-peasy, lemon squeezy, so on to sort out our calculated stats: max CW is $150 + 10 * 10$, which equals 250. Max HP is $100 + 9 * 20 + 7 * 5$, adding to 295. Sequence is a 1d10 roll + Agility, giving us a nice 13. Finally, actions per turn is half agility, rounded up, which is 4.

Fink is coming out nicely, isn't he? So now let's move on to skills, and tag three of them. Fink is a former soldier that has had to survive without many friends for a long, long time, so it makes sense for him to have Guns, Survival and Unarmed.

The last two steps will not be detailed for brevity, after all, they involve all 13 skill. But don't worry, I won't leave you hanging. Let's focus on two skills that would make sense for Fink: Speech and Unarmed. After all, not even Fink could avoid people forever. Speech is dependent upon Charisma, and Unarmed upon Endurance, so we'll do 3 + twice for each of those stats, for starters, which is 7 for Speech and 21 for Unarmed. Then, we need to apply our trait of Gifted, leaving the values as 5 for Speech and 19 for Unarmed. But these values are for level 1, and since then we've gained 7 more levels, accruing a total of 14 skill points per level times 7 levels, which is 98 skill points. Of

course we would not apply all those points in just these two skills, so let's say we add 20 points for speech, so Fink can actually try to get things when force is not an option, and another 20 for Unarmed, for a total of 27 and 41.

Lastly, every three levels we gain a perk, meaning we have two perks at level 8. Since he is a survivor, we'll give him Purifier and Hunter, so he can more adequately face strong creatures, dealing more damage. So, finally, we have Fink, ready for adventure. ONWARDS!

3.7 External Influences

Of course, you won't be altered only by your choices as a character. All along the Mojave, you'll find armor (see Appendix A.5), weapons (see Appendix A.4), chems (see Appendix A.3.3) and even the environment itself.

3.7.1 Radiation

Being close to radiation is enough to perceive that it's dangerous, but until the war, few humans imagined how dangerous it could be. The normal effect is **radiation sickness**, which causes progressively worse symptoms.

Rads	Level	Effect
0-199	No Effect	-
200-399	Minor Radiation Poisoning	-1 END
400-599	Advanced Radiation Poisoning	-2 END, -1 AGL
600-799	Critical Radiation Poisoning	-3 END, -2 AGL, -1 STR
800-999	Deadly Radiation Poisoning	-3 END, -2 AGL, -2 STR
1000+	Fatal Radiation Poisoning	DEATH (HP: -10,000)

Watch out for those rads. They hurt. A LOT.

Some lucky ones, or maybe unlucky ones, through their exposition, suffer physical mutations, a process that is called **ghoulification**. They begin lose all hair, and suffer terrible burns on all skin, which becomes rough, at least what little skin remains attached to the body. Those afflicted with this condition resemble zombies from bad old horror flicks. The factors that cause ghoulification are not known, and to the unknowing eye, appear to be random.

Every time a player advances a level of radiation sickness, they get another level of ghoulification. Roll 1d10, and if the value is lower or equal to the current level of ghoulification, they suffer the symptoms all the symptoms up to their level, according

to the table below. For instance, if a player fails a ghoulfication check at level 3, their character starts to experience partial hair loss, minor burns *and* occasional voice raspyness.

Ghoulfication Stage	Effect
1	Voice occasionally becomes more raspy, like a sore throat
2	Minor burnt-like lesions on the skin
3	Voice becomes permanently raspy
4	Loss of chunks of hair
5	Skin loss with no skin regeneration
6	Flesh assume the burned appearance
7	The player is now fully feral

You always knew ghoulfication was unpleasant, but did you expect something like this?

If the player either a) is a ghoul already and takes radiation enough to move over three levels at once (that is, over 600 rads in a short period of time¹) or b) takes over 800 and the player already has at least one level of ghoulfication, they risk becoming a Glowing One. To determine if the player became a Glowing One, roll 1d10: the transformation occurs if the result is greater than the current ghoulfication stage plus 2.

So, essentially, there are two steps to moving a player's ghoulfication level up:

1. Check the next stage in the player's ghoulfication meter
2. Ghoulfication = True if 1d10 > player ghoulfication stage + 2, otherwise False

3.7.2 Exposure to the F.E.V. TODO

This is not your everyday occurrence, but it may happen. Supermutants will throw their prisoners, or perhaps it would be more precise to call them "future siblings", on large tanks filled with a strange liquid infused with the Forced Evolution Virus (F.E.V.). After some time, the former human emerges as an enormous green brute, stronger, more agile, more perceptive, and more.

However, things are not that simple.

For starters, F.E.V. subjects should have little radiation damage (i.e. low ghoulfication level) to avoid complications in the mutations that the virus causes, otherwise the radiation will cause damage to the mutation process, and these changes are always negative. Another important detail is that there are multiple strains of the F.E.V., though only some of them affect humans.

The **F.E.V.-II** is the strain that is used to create supermutants. It is derived from the F.E.V.-I, a pre-war strain that was intended to be used as a military weapon. This virus is immune to radiation, which is part of the process to create

¹One turn, or to the Narrator's discretion

chance to cause increase of increase intellect (1d10/ 2 for increase, 3 for reducing, 5 for staying the same)

EEP Strain, from FO3

3.7.3 Power Armor

Power armor is, as you might have deduced from it's name, *powerful*. Some could say that it will make you feel like some sort of invincible robotic man made of iron. Wearing it, you no longer need to worry about small guns, minor explosions (provided you can get up fast), but sorry, Deathclaws will only see you as really tough canned food. But rejoice, as falling long falls no longer harms you, though it does cause a small tremor near your landing spot that will hurt and stun people around you, which is a good advantage in combat, so keep this in mind. Also, hurting people makes them like you less, so keep this in mind as well.

3.7.4 Chems

Heeyy, maan, chems are fuuun, riiight? Yes, they are, and they will make you better than you are, for a time... and for a price. The price you pay for chem usage is addiction. Addiction is cumulative. Every time you use a chem, it adds 10% to the cumulative percentage to get addicted to that substance. Then, to find out if you're addicted, roll 1d100 against the probability to get addicted to the used substance. If the value is lower than current addiction probability, congratulations, now you feel like shit every time you're not under the influence, isn't that nice? Addiction probabilities reduce 10% for each night of good rest, and addiction itself can be cured by going cold turkey for one in game week, or by going to your local phisician. For a detailed list of effects, once again, check Appendix [A.3.3](#).

4 THE WORLD

Well, now you know a bit more about individuals of this world, or at least how to be one. Next step is to learn about the places in this world, and its tribes. We'll start with the latter.

4.1 Factions

Few things survived the bombs.

- **New California Republic (NCR):** The NCR is an ever-expanding that started in the town of Shady Sands, in New California. Their political structure is very similar to the old USA, with a president, congress, corruption and inefficiency. Although very successful in their expansionist campaign, the Mojave seems to be where they are spread thinnest, and people are starting to notice. After the signing the The Ranger Unification Treaty, which unified their military with the Desert Rangers, a paramilitary group from Nevada that also fought against Caesar's Legion
- **The Strip:** The Strip is the most luxurious area in New Vegas. The only entrance is through Freeside, by having 2000 caps (no need to pay, just need to have the money to spend), a passport, or by being a member in good standing of the NCR, as NCR personnel frequent the Strip during downtime. The Strip has four casinos, each with their own group:
 - **The Tops (Chairmen):** Home of the best showhouse in New Vegas, the Aces Theater, The Tops is a luxurious hotel-casino. It is commanded by the Chairmen. The Chairmen are a faction self-styled after the old Vegas, and the hippest cats around, dig? As in "no finks allowed". Civilized by Mr. House, they used to be a tribe known as the Mojave Boot-Riders, but now are the former most important faction in New Vegas, position they lost when their former leader, Benny, got what was coming to him for shooting Courier Six in the head. Currently, their main goal is to get back to the top, without crossing the Securitrons
 - **Gomorra (Omertas):** Home of the Brimstone, the best strip club in New Vegas. Managed by the Omertas, a faction that follows the best traditions of the *cosa nostra*. Though they lack the accent and the lingo, they very much love power and control. Five years ago, their leaders were killed by the current leader, Cachino, and the Courier Six. This happened after Courier Six uncovered a plot for a hostile takeover of the Strip by the former leadership, aided by Caesar's Legion. Since then, the Omertas have been very quiet. Maybe too quiet...
 - **Ultra-Luxe (White Glove Society):** Home to the Gourmand, the best and most exclusive restaurant in New Vegas, and the only place where one

can find the Strange Meat Pie. Previously ran by a mysterious group that who wore gloves, fancy porcelain masks and haute couture clothing, the truth was that most of their members were cannibals. Courier Six and Yes Man cleaned the house up, and now there is zero human meat consumption on the premises, or so it seems. Very little is known about its current staff

- **Lucky 38 (Securitrons):** For many years, nobody entered the Lucky 38. That is, until 2281, when Courier Six was invited by the very owner, Mr. House. However, the hospitality was paid with a bullet from Maria, Benny’s 9mm. Soon after, Yes Man replaced House in controlling all Securitrons, who became the staff for the Lucky 38, the most luxurious hotel-casino in the strip. Nowadays, the panoramic cocktail lounge has the best drinks, and a full reservations lists for weeks, and all is managed by Yes Man (who acts more like a “Maybe Man”, after being reprogrammed with more autonomy), and is owned by Courier Six. Securitrons also serve as the main security force in the Strip, Freeside and Westside
- **Freeside:** right next to the Strip is Freeside, New Vegas’ premiere slum. One of the best places to get robbed by random thugs armed with metal pipes and planks. If getting mugged is not your thing, you can find some of everything (or so they say) at Mick and Ralph’s, blow your money on the Atomic Wrangler Casino, or get in contact with the Followers of the Apocalypse at the Old Mormon Fort
 - **The Kings:** the only gang that remain in Freeside, since Courier Six nixed the Van Graffs, the Kings are a group of gangbangers inspired in an old religious figure, known only as The King, which is also how their leader is called. A Kings member is easily identified by his black cowlick, peculiar speech, leather jacket, white t-shirt and jeans. Along with the Securitrons, they keep Freeside safe, holding considerable influence on local events
- **Raiders:** Raiders are gangs of marauders that roam the Mojave wasteland, attacking those that seem more vulnerable. They tend to use melee weapons or low-grade guns
 - **Fiends:** maybe some of the worst the Mojave has to offer, the Fiends are junkies that think about little more than raiding and using chems, and who respect only brute force. They used to buy mostly from the Khans, but are currently becoming more and more desperate looking for a steady flow, since the Khans have mostly turned inwards. They use regular clothes, raider armors and helmets made from the skulls of animals
 - **Jackals:** strong competitors for the title of worst the Mojave has to offer, the Jackals are not addicted to chems, but they are almost entirely cannibalistic. They are originated from Vault 15, in New California, though rarely they have the characteristic Pip Boy. Their group leaders tend to wear Metal Armor, distinguishing themselves in a crowd

- **Scorpions:** a minor gang, they are a leaderless band of raiders that mostly live from attacks attacking caravans, and usually getting their asses handed to them by Fiends. They almost always wear mercenary cruises
- **Vipers:** a rarer sight than the other gangs mentioned, the Vipers used to be more shamanistic. Also originated from Vault 15, the Vipers were nearly exterminated by the Khans, and today exist only in minor pockets through the Mojave, dealing drugs and dreaming of better days
- **Followers of the Apocalypse:** unlike most other factions, the Followers of the Apocalypse do not impose themselves by strength, but instead they are a force for helping all those in need, although they usually make a healthy exception for raiders. Composed mostly by intellectuals, the Followers have, among their ranks, physicians, chemists, and engineers. Every once in a while, some more combat-capable people end up attached to them, and are begrudgingly accepted as a necessary part of life in the Mojave
- **Great Khans:** although they are a raider tribe, it would be foolish to mix them with the likes of the Fiends or the Jackals. The Great Khans base their entire culture on what literature they could find about the Mongolian empire, with a great emphasis on warrior's honor. The Khans make a living mostly by supplying drugs for most of the Mojave. Currently, the tribe is focused inwards, working alongside the Followers of the Apocalypse to restore themselves to their former glory. However, the Massacre of Bitter Springs is not forgiven, nor forgotten
- **Brotherhood of Steel:** the Brotherhood of Steel is a military-religious organization that see themselves as annointed with the task of gathering technology, regulating its use and keeping it from the rest of the world. Once isolationists, the New Vegas chapter of the organization opened its doors to work with the NCR on the Battle of Hoover Dam, though they still refuse to share their tech, and since then they help patrol the Mojave, staying mostly near their secret base around Sloan, Novac, Primm and Goodspings
- **Caesar's Legion Remnants:** previously a large and arrogant army, the Battle of Hoover Dam left Caesar's Legion a shadow of their former selves. Most of the survivors from the Battle of Hoover Dam were imprisoned by the NCR on NCR Correctional Facility. Many deserters have retreated to Cottonwood Cove, where they live in total isolation
- **Boomers:** Boomers are the former occupants of Vault 34, a Vault where divergences were solved with weapons. After a riot where most of the vault was destroyed, Boomers moved to Nellis Air Base, where they lived in isolation from those they called "savages" until Courier Six showed up at their doorstep and began a reintegration process. Currently, Boomers still view most of the "savages" with disdain, they have a good relationship with the NCR military, with some

Boomers taking positions in the army, and a training program where select officers spend some time living among Boomers

- **Black Mountain Clan:** once known as “State of Utobitha”, after its ruler, Tabitha, the Black Mountain is a heavily irradiated area the once housed a satellite array. After Tabitha resumed her voyages, a supermutant named Marcus took over leadership over his peers that didn’t want to go to Jacobstown. Marcus strives to establish diplomatic relations with humans, although that is not always possible
- **Jacobstown:** a little town established on what once was a luxury mountainside hotel, Jacobstown is where supermutants go to live in peace, and especially where nightkins go to receive help from the problems that the abuse of Stealth Boys cause. They are self-sufficient and segregationists, although that is not violently enforced, but both humans and supermutants seem happy to remain that way
- **Powder Gangers:** a group of prisoners that took over NCR Correctional Facility, the Powder Gangers are easily identified by their clothes, typical dressing for the prison staff, and their predilection for explosive weapons, especially dynamite sticks and grenade launchers, and also low-grade guns like 9mm pistols and varmint rifles. Most of them were dizimated by the coordinated action of the NCR with Courier Six (mostly it was Courier Six)
- **Westside:** in the old days, Westside was a slum that made Freeside look and feel like The Tops. However, its residents were resourceful and self-sufficient, vastly improving conditions on the neighborhood, especially since Courier Six solved the Fiends problems that plagued them
 - **Westide Militia:** citizens dedicated to protecting Westside, who have courage and stubbornness that compensate for their lack of training. Nowadays, they are financed by The Thorn, who supply them with Sniper Rifles and 10mm pistols
 - **The Thorn:** once an underground arena, where wastelanders put their mettle to the test by engaging in 1 on 1 combat against the wastelands many beasts, they have expanded their business to include an underground casino, which quickly is allowing Westside to become a veritable power on the Mojave
- **Searchlight Ghouls:** once members of the Bright Brotherhood, a cult of ghouls that dreamed of flying rockets to undertake “The Great Journey”. After surviving the crash landing, they walked the Mojave for a long time, until they reached the town of Searchlight. The radiation from the Searchlight Disaster made the town a comfortable environment for them, also being intolerable for non-ghouls, which allowed them to live in relative peace. Perhaps, a little too much peace, even...
- **Cities:** for the purposes of reputation, each city counts as its own individual faction.

4.2 Main Cities and Settlements TODO

- **The Strip:** The Strip is the heart of New Vegas, though to access this heart, one needs caps. A lot of caps. To be left through by the three Securitrons that guide its only access, a person must have over 2000 caps in their possession (it's not an entry fee, just a verification of wealth) or a passport. Having gone through the door, one is greeted by a long street where only the more affluent, and NCR soldiers, circulate, under the watchful eyes of Protectrons. Besides all the best casinos in Vegas, it's where are located the NCR embassy, Vault 21, and the train that runs between The Strip and Fort McCarran.
 - **The Casinos:** All four casinos share much in common: blackjack tables, slots, luxury rooms, and a prohibition of carrying arms inside (although sneaky patrons tend to overlook this rule). The main differences are *décor* and main attraction.
 - * **Lucky 38:** it is the most luxurious casino, with a famous panoramic cocktail lounge that allows its patrons to see the most of the Mojave. It's whole staff is composed by reprogrammed Securitrons, which makes it the safest casino of all. It's managed by the Yes Man, on behalf of its owner, The Courier.
 - * **Gomorraah:** managed by the Omertas, Gomorraah puts the "sin" back in "casinos". It's main attraction is the strip club, the Brimstone. After the failed alliance with Caesar's Legion, they saw a notable decrease in attendance, since practically all NCR soldiers started boycotting the establishment.
 - * **The Ultra-Luxe:** though they claim to be the most luxurious experience available in the region, nowadays they are a distant second. Even with all the efforts of the new White Glove Society, their services can't match the speed and quality of the Securitrons from Lucky 38, though the restaurant The Gourmand is still the most notable on the region, especially since all rumours about it serving human meat have been quelled.
 - * **The Tops:** former best casino of Vegas, it is managed by the Chairmen, a former tribe styled after the cool casino mafia from the past, with nice suits but also a good right hook. The Tops has the best showhouse around, with such cool acts as the musician Lonesome Drifter and the ghoul comedian Hadrian.
- **Westside:**
- **Freeside:** the poor neighborhood that surrounds the Strip, Freeside has a lot of rundown buildings used as shelter by it's inhabitants. A single pipe supplies water for everyone, and a member of the Kings is tasked with keeping distribution reasonable. Home to Mick and Ralph's, a shop where you can find almost anything, for the right price. Finally, it was also where the energy gun store Van Graff was located, before the Courier killed all of them for crimes that were never fully judged.

- **Atomic Wrangler:** the best casino outside the strip, the Atomic Wrangler is a rundown joint that has musicians, blackjack, hookers. They sell high quality drugs, though, due to their impressive labs, created and supplied by the Followers of the Apocalypse.
- **The King's:** an old religious temple, The King's School of Impersonation still holds relics from the deity of its time, a man known only as the King. This ancient religion inspires the gang that currently occupies the building, the Kings, who follow in the King's image and mannerisms.
- **Old Mormon Fort:** an old fortress in the middle of Freeside occupied by the Followers of the Apocalypse, the Old Mormon Fort has two towers that serve as quarters for the Followers. Inside its yard are laid several tents, as well as the foundations of a new hospital being built from the money the Followers made by keeping the distillery in the Atomic Wrangler in working condition.
- **Goodsprings:** a western small town, it has a few still inhabitable houses, a general store, a Doctor's house and a saloon. It is also famous as the place where the Courier was brought back from the dead. This has caused the town to receive many visitors, among them sickly people looking to be saved just like the Courier was.
- **Primm:**
- **Novac:**
- **Hidden Valley:**
- **Nipton:**
- **Cottonwood Cove:**
- **NCR Correctional Facility:**
- **Fort McCarran:**
- **Nellis Air Base:**
- **Jacobstown:**
- **New Vegas Sewers:**
- **The One:** Rumor has it that somewhere out in the Mojave lies one of the atomic bombs from the great war, undetonated. Those who have seen it, or who know about it, call it "The One".
- **Bitter Springs:**
- **Red Rock Canyon:**

- **NCR Bases:**
- **Searchlight:**

5 A Little Bit of History TODO

- **First Battle of the Hoover Dam**
- **Second Battle of Hoover Dam**
- **Pacification of the Three Tribes:** What each tribe was and what they became
- **Massacre of Bitter Spring**
- **Operation: Sunburst**
- **Massacre of Nipton**
- **Searchlight Disaster**
- **The Double Bombing:** When the Courier bombed NCR and Legion – no one knows who it was. Legend says it was the Courier, but they denied, and there were no witnesses

6 Interactions HEAVY TODO

*When an irresistible force such as you
Meets an old immovable object like me
You can bet just as sure as you live
Somethin's gotta give*

*Something's Gotta Give - Bing
Crosby*

6.1 Combat

Combat Basics Combat happens in a turn structure, where each character has a number of actions expressed by $\ast \text{Actions} = \lceil \text{Agility}/2 \rceil$

Each action can be one of the following: \ast Use an item \ast Perform an attack \ast Change or reload weapons \ast Prepare to block an attack \ast Run, hide or similar action A player can spend an additional action to perform an Aimed Shot.

$\text{Hit} = 1d100 < \text{Skill for the weapon type}$

$\text{Damage for a weapon} = \text{Weapon's dicedamage} \ast (50 + \text{Skill})/100 - \text{Target's DT}$ ¹ For ease, round it up

$\text{Melee Damage} = \text{Weapon's dicedamage} + \lceil \text{Strength}/2 \rceil - \text{Target's DT}$

$\text{Unarmed Damage} = \lceil \text{Unarmed skill}/20 + 0.5 \rceil - \text{Target's DT}$

Knockdown - If a melee attack causes damage over 30% of the targets health, defending player must run a saving throw of 1d10 against their endurance

Crippling damage - [HOW CRIPPLE WORKS]

Sneaking damage - If the player is sneaking and undetected, multiply the final damage of the attack by $1d6 + 1$

Aimed Shot - For the cost of an extra action, the player can aim a shot to a specific part of the target's body. Precision calculation table?

Spread - Multiplication of dice values is done to simulate the spread of automatic weapons like machine guns and miniguns

6.2 Gambling

6.3 Disguises

Some wearables are characteristic of a certain faction. By putting them on, people might not know that you're the person that they hate (or love). Just remember to avoid characters that would recognize you, and steer clear of factions that hold animosity towards the one you're impersonating. Remember: people rarely believe sentences like "I swear I'm not a raider, I'm just wearing raider armor".

6.4 Reputations

The reputation is the summary of the relationship between a player and a faction. Do things that please a faction, and you'll be accepted, maybe even idolized. More realistically, sometimes you'll have to choose between two factions, and the one you don't choose will certainly not be happy with you. The people will remember you, so make those memories a good one.

±	Level 1	Level 2	Level 3	Level 4
Level 1	Neutral	Accepted	Liked	Idolized
Level 2	Shunned	Mixed	Smiling Troublemaker	Good-Natured Rascal
Level 3	Hated	Sneering Punk	Unpredictable	Dark Hero
Level 4	Vilified	Merciful Thug	Soft-Hearted Devil	Wild Child

These are the ways you may be known through the Mojave...

Reputation	Meaning
Neutral	People don't know enough about you to form an opinion.
Accepted	Folks have come to accept you for your helpful nature.
Liked	Enough news of your good works has been passed around that people like you.
Idolized	Renowned for your extensive support and goodwill, you are idolized by the community.
Shunned	You've left a poor impression on the community and may be shunned as a result.
Mixed	A little bit good mixed with a little bit bad, people haven't figured you out yet.
Smiling Troublemaker	People know you're good at heart even though you're occasionally a troublemaker.
Good-Natured Rascal	Your reputation as a good-natured friend of the community manages to outshine your dark side.
Hated	Now that folks know you're bad, most people outright hate you.
Sneering Punk	Even though you've done some good for the community, people still think you're a punk.
Unpredictable	No one's sure what to make of your unpredictable nature, but you've left a strong impression.
Dark Hero	Folks still think you're some kind of hero, but you sure can be nasty sometimes.

Vilified	For your overwhelmingly monstrous behavior, you have become vilified by the community.
Merciful Thug	Despite your reputation as a thug, you are known to occasionally show a charitable side.
Soft-Hearted Devil	Most people say you ' re the devil himself, but most admit you ' ve also done a world of good.
Wild Child	Your wild, seemingly capricious behavior leaves people scratching their heads in confusion and avoiding close contact.

... and this is what they mean, in practice

6.5 Sneak

If no one is looking for the player character, they run a test against sneak. If you're in an (N)PC line of sight, you need a critical success to be able to remain hidden. Stealth Boys guarantee success in this, except in the case of critical failure

A TABLES

A.1 TRAITS

Name	Upside	Downside
Bruiser	+2 Strength	-2 Agility
Chem Reliant	Addiction recovery is now 30% per night of good rest	Twice the chance to get addicted
Chem Resistant	Half the chance to get addicted	Chems last half as long
Claustrofobia	When outside you gain +1 to all SPECIAL stats	When indoors, you suffer -1 to all SPECIAL stats
Fast Shot	Get two additional action points that can be used exclusively to shoot	Cannot use Aimed Shot for any attack.
Feral Kid	+2 Strength, +2 Endurance, +20 Unarmed, + 20 Melee Weapons, +20 Survival	-2 Charisma, -2 Intelligence, -20 Guns, - 40 Energy Weapons, - 30 Repair
Finesse	For every roll that is not a positive critical , you can repeat the roll twice and select the better result	- 10 overall damage
Gifted	+1 to all SPECIAL stats	- 2 to all skills, 3 less skill points at level up
Good Natured	+15% to First Aid, Doctor, Speech, and Barter	-10% to Small Guns, Big Guns, Energy Weapons, Throwing, Melee Weapons, and Unarmed
Heavy Handed	+ 6 Melee Damage, +4 Unarmed damage	- 20 Repair, -30 Medicine
Jinxed	All criticals are negative for people around you	All your criticals are negative too
Kamikaze	+5 Sequence	Armor Class starts at 0%
NCR Background	Find NCR caches and get extra background info	Bad reputation with other factions (WHICH?)
One Hander	+20% chance to hit with one-handed weapons	-40% chance to hit with two-handed weapons
Skilled	+ 5 to all skills	Get a perk every four levels
Small Frame	+1 Agility	Carry Weight = 25 + (15 x your Strength)
Walking Ghoul	Higher chance to become ghoulished and Glowing	

A.2 PERKS

Name	Other reqs	Ranks	Description
Action Boy / Action Girl	AG 6	2	Rank 1: +1 Agility Rank 2: +1 Agility +1 Strength
Adamantium Skeleton		1	Only cripple limbs on critical
Animal Friend	CH 6, Survival 45	2	Rank 1: hostile animals become friendly Rank 2: they come to your aid against enemies except against other animals.
Better Criticals	PE 6, LK 6	1	+ 3d6 damage with critical hits.
Black Widow / Lady Killer		1	+ 2d6 damage to the opposite sex and positive reaction on all except negative critical
Cannibal		1	You can eat a human corpse to regain hit points, but lose reputation if witnessed
Center of Mass	Guns 70	1	In Aimed Shots , you do an additional +1d 20 damage when targeting the torso.
Chem Resistant	Medicine 60	1	Half as likely to get addicted.
Chemist	Medicine 60	1	Chems last twice as long, stimpaks heal an additional 100 HP.
Cherchez La Femme / Confirmed Bachelor		1	+ 2d6 damage to the same sex and positive reaction on all except negative critical
Commando		1	+25% accuracy in Aimed Shots with two-handed weapons.
Comprehension	IN 4	1	You gain one additional skill point for reading books and double the skill points for reading magazines.
Computer Whiz	IN 7, Science 70	1	Can make one extra attempt to hack a locked-down terminal.
Cowboy	Guns 45, Melee 45	1	+ 2d6 damage done by dynamite, hatchets, knives, revolvers, and lever-action guns.
Demolition Expert	Explosives 50	3	+ 2d6 damage with explosives.
Educated	IN 4	1	You gain two more skill points every time you advance in level.
Entomologist	IN 4, Survival 45	1	You do an additional 3d6 damage every time you attack a mutated insect.
Fast Metabolism		1	+ 4d6 Hit Points restored with stimpaks.
Ghastly Scavenger	Cannibal perk	1	You can eat a super mutant or ghoul corpse to regain hit points, but lose reputation if witnessed
Gunslinger		1	+25% accuracy in Aimed Shots with one-handed weapons.
Hit the Deck	Explosives 70	1	+25 DT against explosives.
Hunter	Survival 30	1	In combat, you do 4d6 more critical damage against animals and mutated animals.

Name	Other reqs	Ranks	Description
Intense Training		10	You can put a single point into any of your SPECIAL attributes.
Laser Commander	Energy Weapons 90	1	You do an extra 2 d6 damage and have a 20% extra chance to critically hit with any laser weapon.
Lead Belly	EN 5	1	-50% radiation taken from food and water sources.
Life Giver	EN 6	1	+60 hit points.
Light Step	PE 6, AG 6	1	Floor traps or mines will not be set off.
Meltdown	Energy Weapons 90	1	Foes killed by your Energy Weapons emit a corona of harmful energy, causing 1d6 of damage to characters nearby
Miss Fortune	LK 6	1	Whenever engaging a new target in combat, roll a Luck check. On success, Miss Fortune will appear and kill the target, then disappear. There is no way to interact with Miss Fortune.
Mister Sandman	Sneak 60	1	Can instantly kill a sleeping non-player character and earn bonus XP when doing so.
Mysterious Stranger	LK 6	1	Whenever engaging a new target in combat, roll a Luck check. On success, the Stranger will appear and kill the target, then disappear. There is no way to interact with the Stranger.
Nerd Rage!	IN 5, Science 50	1	+15 DT and Strength increased to 10 whenever health is 20% or lower.
Ninja	Melee Weapons 80, Sneak 80	1	+30% critical damage chance with unarmed attacks, melee or silenced weapons, +25% damage, rounded up, with melee/unarmed sneak attack criticals.
Pack Rat	IN 5, Barter 70	1	Items with a weight of two pounds or less now weigh nothing.
Paralyzing Palm	Unarmed 70	1	Can paralyze an enemy for 2 turns with an Unarmed Aimed Shot
Piercing Strike	Unarmed 70	1	All your unarmed and melee attacks negate 15 points of DT.
Plasma Spaz	Energy Weapons 70	1	You get two Action Points exclusively for use with plasma weapons each turn
Purifier		1	You do 3 d20 extra damage with melee and unarmed weapons against centaurs, night stalkers, spore plants, spore carriers, deathclaws and super mutants.
Pyromaniac	Explosives 60	1	+4d6 damage with fire-based weapons.
Quick Draw	AG 5	1	+2 to Sequence

Name	Other reqs	Ranks	Description
Rad Child	Survival 70	1	Instead of dying, go into a regenerative coma for the 5 turns that regenerates the 1/5th of rads in health
Rad Resistance	EN 5, Survival 40	1	+25% radiation resistance permanently.
Rapid Reload	AG 5, Guns 30	1	Don't need to take an action to reload
Robotics Expert	Science 50	1	+3d6 damage to robots; can shut down robots by sneaking up on them and deactivating
Shotgun Surgeon	Guns 45	1	When using shotguns, regardless of ammunition used, you ignore an additional 10 points of a target 's Damage Threshold
Silent Running	AG 6, Sneak 50	1	Running no longer factors into a successful sneak attempt
Slayer	ST 7, AG 7, Unarmed 90	1	Get one extra action when using melee or unarmed attacks
Sniper	PE 6, AG 6	1	25% more likely to hit the target 's head with Aimed Shots
Stonewall	ST 6, EN 6	1	+5 DT against melee and unarmed attacks and cannot be knocked down during combat.
Strong Back	ST 5, EN 5	1	+50 Carry Weight.
Tag!		1	Fourth " tag " skill: +15 points to that skill.
Terrifying Presence	Speech 70	1	+2d6 when trying to intimidate a character through dialogue .
The Professional	Sneak 70	1	Your sneak attack criticals with revolvers, pistols, and submachine guns (guns and energy weapons) all inflict an additional 20% damage.
Toughness	EN 5	2	+3 DT permanently.
Unstoppable Force	ST 7, Melee Weapons 90	1	x4 normal damage through enemy blocks with melee and unarmed attacks.
Weapon Handling	ST i 10	1	Weapon Strength requirements are now 2 points lower than normal for you.

A.3 CONSUMABLES

A.3.1 Food

Name	Weigth	Value	Effect
Ant egg	1	4	+1d6 HP, +3 Radiation
Ant meat	1	4	+1d6 HP, +3 Radiation
Barrel cactus fruit	0.2	5	+1d6 HP, -1 Endurance (1 turn)
Banana yucca fruit	0.5	6	+(1d6 +5) HP
Bighorner meat	1	5	+(3d6 +5) HP, +3 Radiation
Bighorner steak	0.8	5	+(5d6 +5) HP, +2 Radiation, +1 Strength (1 turn)
Black blood sausage	0.5	350	+(2d100 +80) HP, +25 max HP (2 turns)

Name	Weigth	Value	Effect
BlamCo Mac & Cheese	1	5	+1d6 HP, +3 Radiation
Bloatfly meat	1	4	+1d6 HP, Radiation +3
Bloatfly slider	0.5	4	+(3d10 +5) HP, +1 Radiation
Blood sausage	0.25	175	+(1d100 +40) HP, +10 Max HP (2 turns)
Brahmin meat	1	5	+(3d6 +5) HP, +3 Radiation
Brahmin steak	0.8	5	+3d10 HP, +2 Radiation, +1 Strength (1 turn)
Brahmin Wellington	0.8	5	+3d20 HP
Broc flower	0.01	3	+1d6 HP
Bubblegum	1	1	+1 HP, +1 Radiation
Buffalo gourd seed	0.02	2	+1 HP
Caravan lunch	2.5	5	+(3d10 +5) HP
Cave fungus	1	50	+1d6 HP, -10 Radiation
Cazador egg	1	4	+1d6 HP, +3 Rads
Cook-Cook's Fiend stew	1	25	+1d6 HP, +1 Strength (1 turn)
Coyote meat	1	4	+(1d6 + 3) HP, +3 Radiation
Coyote steak	1	4	+3d10 HP, +3 Radiation
Cram	1	5	+1d6 HP, +3 Radiation
Crispy squirrel bits	1	5	+1d6 HP, +3 Radiation
Crunchy mutfruit	1	5	+1d6 HP, +2 Radiation
Dandy Boy Apples	1	5	+1d6 HP, +3 Radiation
Daturana	0.02	30	Restore all limbs condition, +1 Unarmed damage (1 combat), +15 HP, -2 Agility (2 turns)
Desert Salad	0.2	5	+(1d100 + 30) HP
Dog meat	1	1	+(1d6 + 3) HP, +3 Radiation
Dog steak	1	4	+(5d6 +5) HP, +3 Radiation
Fancy Lads Snack Cakes	1	5	+1d6 HP, +3 Radiation
Fire ant egg	1	4	+1d6 HP, +3 Radiation
Fire ant fricassée	1	30	+(3d20 + 30) HP
Fire ant meat	1	6	+1d6 HP, +3 Radiation
Fresh apple	1	5	+(1d6 +5) HP
Fresh carrot	1	5	+(1d6 +5) HP
Fresh pear	1	5	+(1d6 +5) HP
Fresh potato	1	5	+(1d6 +5) HP
Gecko kebab	0.25	4	+(2d20 + 20) HP, +1 Radiation
Gecko meat	1	4	+1d6 HP, +3 Radiation, -1 Strength (1 turn)
Gecko steak	1	5	+3d10 HP, +1 Radiation
Giant rat meat	1	4	+1d6 HP, +2 Radiation, -1 Strength (1 turn)
Grilled mantis	1	8	+(2d20 + 10) HP, +1 Radiation
Gum drops	1	2	+1 HP, +1 Radiation
Honey mesquite pod	0.1	5	+1d6 HP

Name	Weigth	Value	Effect
Human flesh	1	0	+1d6 HP, +10 Radiation
Human remains	1	2	+1d10 HP
Iguana bits	1	5	+1d6 HP, +3 Radiation
Iguana-on-a-stick	1	5	+(1d10 + 5) HP, +3 Radiation
Imitation strange meat pie	1	2	+1d6 HP, +3 Radiation
InstaMash	1	5	+1d6 HP, +3 Radiation
Irr. banana yucca	1	3	+(1d6 +5) HP, +10 Radiation
Irr. barrel cactus	1	2	+1d6 HP, +10 Radiation, -1 Endurance (1 turn)
Irr. Mac & Cheese	1	2	+1d6 HP, +10 Radiation
Irradiated Cram	1	2	+1d6 HP, +10 Radiation
Irr. crunchy mutfruit	1	2	+1d6 HP, +10 Radiation
Irr. Dandy Boy Apples	1	2	+1d6 HP, +10 Radiation
Irr. Fancy Lads	1	2	+1d6 HP, +10 Radiation
Irr. gecko meat	1	2	+1d6 HP, +10 Radiation, -1 Strength (1 turn)
Irradiated InstaMash	1	2	+1d6 HP, +10 Radiation
Irradiated mutfruit	1	2	+1d6 HP, +10 Radiation
Irr. Pork'n'Beans	1	2	+1d6 HP, +10 Radiation
Irradiated potato	1	2	+1d10 HP, +10 Radiation
Irr. Potato Crisps	1	2	+1d6 HP, +10 Radiation
Irr. Salisbury Steak	1	2	+1d6 HP, +10 Radiation
Irr. Sugar Bombs	1	2	+(1d6 +5) HP, +10 Radiation, +5 AP (1 turn)
Irr. YumYum D. Eggs	1	2	+1d6 HP, +10 Radiation
Jalapeno pepper	0.02	5	+1d6 HP
Junk food	1	5	+1d6 HP, +3 Radiation
Lakelurk egg	1	4	+1d6 HP, +3 Radiation
Lakelurk meat	1	12	+(5d6 +5) HP, +1 Radiation
Maize	0.25	5	+1d10 HP
Mole rat meat	1	4	+1d6 HP, +3 Radiation, -1 Strength (1 turn)
Mole rat stew	1	25	+(3d20 + 20) HP, +1 Strength (1 turn)
Mole rat wonder meat	1	20	+(5d6 +5) HP, +3 Radiation
MRE	0.2	50	+3d10 HP (Non-HC only)
Mushroom Cloud	1	50	+(3d20 + 20) HP, +3 AP (1 turn)
Mutant cave fungus	1	50	+1d10 HP, +2 Radiation
Mutfruit	1	5	+1d6 HP, +3 Radiation
Nevada agave fruit	0.2	3	+(1d6 + 3) HP
Nightstalker tail	1	18	+1d6 HP, +3 Radiation
Noodles	1	5	+1d6 HP, +3 Radiation
Pinto bean pod	0.05	0	+5 HP
Pinyon nuts	0.03	5	+1d6 HP
Pork'n'Beans	1	5	+1d6 HP, +3 Radiation
Potato Crisps	1	5	+1d6 HP, +3 Radiation

Name	Weigth	Value	Effect
Preserved meat	1	5	+(3d6 +5) HP
Pre-War steak	1	5	+1d10 HP, END -1
Prickly pear fruit	0.07	1	+1d10 HP
Radroach meat	1	2	+1d6 HP, +10 Radiation, -1 Strength (1 turn)
Rat meat	1	2	+1d6 HP, +3 Radiation, -1 Strength (1 turn)
Ruby's casserole	1	5	+(2d20 + 10) HP, +3 Radiation
Sacred datura root	0.02	10	Sacred datura poison (30s), -2 Perception (2 turns)
Salient Green	0.25	50	+(1d10 + 7) HP
Salisbury Steak	1	5	+1d6 HP, +3 Radiation
Spore carrier sap	0.02	0	+1d6 HP
Spore plant pods	1	0	+(2d10 + 8) HP
Squirrel on a stick	1	5	+1d6 HP, +3 Radiation
Squirrel stew	1	5	+1d6 HP, +3 Radiation
Strange meat	1	2	+1d6 HP, +3 Radiation, -1 Strength (1 turn)
Strange meat pie	1	2	+1d6 HP, +3 Radiation
Sugar Bombs	1	5	+(1d6 +5) HP, +3 Radiation, +5 AP (30s)
Thick red paste	0.6	250	+2d100 HP, +15 to maximum HP (3 turns)
Thin red paste	0.1	125	+(3d20 + 20) HP, +5 max HP (3 turns)
Trail mix	3	5	+(1d100 + 20) HP, +3 Radiation, +5 AP (1 turn)
Wasteland omelet	1	100	+(3d100 + 20) HP
White horsetnettle	0.02	2	+1d6 HP, -1 Agility (1 turn), -1 Endurance (1 turn)
Xander root	0.02	0	+1d6 HP
Yao guai meat	1	30	+1d10 HP, +10 Radiation, +10% Damage (1 turn)
YumYum Deviled Eggs	1	5	+1d6 HP, +3 Radiation

A.3.2 Drinks

Name	Weigth	Value	Effect	Addiction
Absinthe	1	20	+1 Charisma (12 turns), +1 Perception (12 turns), -1 Intelligence (12 turns)	Alcohol 10% -1 Agility and -1 Charisma
Atomic cocktail	1	25	+25 (6 turns) Energy Resistance, +25 (6 turns) Fire resistance, +10 Rads	None
Beer	1	2	+1 Charisma (12 turns), +1 Strength (12 turns), -1 Intelligence (12 turns)	Alcohol 5% -1 Agility and -1 Charisma
Bitter drink	0	1	+3d20 HP	-

Name	Weigth	Value	Effect	Addiction
Black coffee	0.02	5	+5 HP, +2 Intelligence (3 turns), -1 Agility (3 turns)	-
Blood pack	1	5	+1 HP	-
Dirty water	1	10	+10 HP, +6 Radiation	-
Ice cold Nuka-Cola	1	20	+1d100 HP, +2 Radiation, +1 bottle cap	-
Irradiated beer	1	1	+10 Radiation, +1 Charisma (12 turns), +1 Strength (12 turns), -1 Intelligence (12 turns)	-
Irradiated scotch	1	5	+10 Radiation, +1 Charisma (12 turns), +1 Strength (12 turns), -1 Intelligence (12 turns)	Alcohol 10% -1 Agility and -1 Charisma
Irradiated Sunset Sarsaparilla	1	4	+3d20 HP, +9 Radiation, +1 bottle cap/Sunset Sarsaparilla star bottle cap	-
Irradiated water	1	5	+2d10 HP, +16 Radiation	-
Irradiated whiskey	1	5	+10 Radiation, +1 Charisma (12 turns), +1 Strength (12 turns), -1 Intelligence (12 turns)	Alcohol 10% -1 Agility and -1 Charisma
Large wasteland tequila	1	20	+3 Strength (12 turns), +1 Charisma (12 turns), -3 Intelligence (12 turns), +2 Damage Threshold (6 turns), +10 Poison resistance (6 turns)	Alcohol 15% -1 Agility and -1 Charisma
Moonshine	1	20	+2 Charisma (12 turns), +2 Strength (12 turns), -2 Intelligence (12 turns)	Alcohol 10% -1 Agility and -1 Charisma
Nightstalker squeezin's	0.5	100	+2d10 HP, +3 Radiation	-

Name	Weigth	Value	Effect	Addiction
Nuka-Cola	1	20	+3d20 HP, +3 Radiation, +1 bottle cap	-
Nuka-Cola Quartz	1	40	+3d20 HP, +10 Radiation, Low-Light Vision (6 turns), +2 Damage Threshold (6 turns)	-
Nuka-Cola Victory	1	75	+10 Radiation, -1 Perception (6 turns), +3d20 HP	-
Purified water	1	20	+10 HP	-
Rum & Nuka	1	20	+3 Radiation, -1 Intelligence (12 turns), +1 Strength (12 turns), +1 bottle cap	-
Scotch	1	10	+1 Charisma (12 turns), +1 Strength (12 turns), -1 Intelligence (12 turns)	Alcohol 10% -1 Agility and -1 Charisma
Sunset Sarsaparilla	1	3	+3d20 HP, +1 bottle cap/Sunset Sarsaparilla star bottle cap	-
Vodka	1	20	+1 Charisma (12 turns), +1 Strength (12 turns), -1 Intelligence (12 turns)	Alcohol 10% -1 Agility and -1 Charisma
Wasteland tequila	1	20	+2 Strength (12 turns), +1 Charisma (12 turns), -2 Intelligence (12 turns), +5 Poison resistance (3 turns)	Alcohol 10% -1 Agility and -1 Charisma
Whiskey	1	10	+1 Charisma (12 turns), +1 Strength (12 turns), -1 Intelligence (12 turns)	Alcohol 10% -1 Agility and -1 Charisma
Wine	1	10	+1 Strength (12 turns), +1 Charisma (12 turns), -1 Intelligence (12 turns)	Alcohol 5% -1 Agility and -1 Charisma

A.3.3 Chems

Name	Weight	Value	Effect	Addiction
Ant queen pheromones	1	75	+3 Charisma (12 turns), -3 Intelligence (12 turns), -3 Perception (12 turns)	-
Antivenom	0	25	Cures animal poison	-
Ant nectar	0.25	20	+4 Strength (12 turns), -2 Charisma (12 turns), -2 Intelligence (12 turns),	Ant nectar 5% -2 Strength
Auto-inject stimpak	0.2	75	Automatic use at 50% health HP +90	-
Auto-inject super stimpak	0.2	150	Automatic use at 25% health Super stimpak sickness- (-1 Strength and -1 Agility for 6 turns) HP +180	-
Blood Shield	0.5	50	+24 HP, +50 Poison resistance	-
Buffout	0	20	+3 Endurance (5 turns), +60 Hit Points (5 turns), +2 Strength (5 turns)	Buffout 10%
Cateye	0	20	Low-Light Vision (6 turns)	-
Coyote tobacco chew	0.01	1	+1 Perception (12 turns), +1 Agility (12 turns)	Tobacco 10%
Datura antivenom	0.5	50	Cures Poison	-
Datura hide	0.5	20	+1 DT (3 turns)	-
Dixon's Jet	0	5	+10 Action Points (12 turns)	Jet 50% -1 Agility and -1 Charisma
Doctor's bag	1	55	Heals all Crippled Limbs	-
Fiery purgative	0.2	5	Cures animal poison END -1, Radiation -50	-
Fire ant nectar	1	35	+25% Fire resistance (6 turns), +4 Agility (6 turns), -3 Intelligence (6 turns)	Ant nectar 5% -2 Strength
Fixer	0	20	Temporary addiction removal (6 turns)	-

Name	Weighth	Value	Effect	Addiction
Ghost Sight	0	20	Ghost Sight vision (12 turnos)	-
Healing poultice	0.03	20	+250 restore limb condition, +1d100 HP, -1 Agility (1 turn)	-
Healing powder	0.03	5	-2 Perception (1 turn), +2 Hit Points (1 turn)	-
Hydra	0	55	Restores one limb condition	Hydra 10% -3 Endurance
Jet	0	20	Character acts at 2x speed (12 turns)	Jet 20% -1 Agility and -1 Charisma
Med-X	0	20	+25 Damage Resistance (12 turns)	Med-X 10% -1 Agility and -1 Intelligence
Medical supplies	10	0	Restores all limbs	-
Mentats	0	20	+2 Intelligence (12 turns), +2 Perception (12 turns), +1 Charisma (12 turns)	Mentats 5%+30 -1 Intelligence and -1 Perception
Party Time Mentats	0	20	+2 Intelligence (3 turns), +2 Perception (3 turns), +5 Charisma (3 turns)	Mentats 15%+30 -1 Intelligence and -1 Perception
Psycho	0	20	+25% Damage (12 turns)	Psycho 20% -1 Endurance and -1 Perception
Rad-X	0	20	+25 Radiation resistance (12 turns)	-
RadAway	0	20	-50 Radiation	-
Rebound	0	20	+5 Action Points regeneration (3 turns)	Jet 20% -1 Agility and -1 Charisma
Rocket	0	20	+30 Action Points (3 turns)	Jet 30% -1 Agility and -1 Charisma
Rushing water	1	20	+50% Attack Speed (30s) +10 HP	-
Slasher	0	20	+25 Damage Resistance (3 turns), +25% Damage (3 turns)	Psycho 20% -1 Endurance and -1 Perception
Steady	0	20	Weapon spread reduced (3 turns)	Steady 80% -1 Strength and -1 Agility
Stimpak	0	75	+100 HP	-

Name	Weigth	Value	Effect	Addiction
Super stimpak	0	150	+280 HP, super stimpak sickness (-1 Strength and -1 Agility)	-
Turbo	0	20	Character acts at 4x speed (1 turn)	Turbo 20% -2 Agility
Ultrajet	0	50	Character acts at 2x speed (3 turns)	Ultrajet 20% chance -2 Agility, -1 Perception and -2 Strength

A.3.4 Venom

Name	Weigth	Value	Effect	Addiction
Bleak venom	0.5	0	-150 HP	
Cloud Kiss (weak)	0.5	0	-50 HP	
Cloud Kiss (potent)	0.5	0	-120 HP	
Cloud Kiss (lethal)	0.5	0	-169 HP	
Dark datura	0.5	50	-60 HP, -2 Intelligence (5 turns)	
Mother Darkness	0.5	0	Agility -3 (3 turns), Perception -3 (3 turns), -80 HP	
Silver Sting	0.5	2	Strength -2 (3 turns), -80 HP	
Tremble	0.5	0	Guns -50 (1 turn), Explosives -50 (1 turn), Melee Weapons -50 (1 turn), Energy Weapons -50 (1 turn), -40 HP	

A.4 WEAPONS

A.4.1 Pistols (GUNS)

Name	Weigth	Value	Damage dice
.357 Magnum revolver	2	110	2 d20 + 8
.44 Magnum revolver	3.5	2500	3 d20 + 4
Mysterious Magnum*	4	3200	1d100
.45 Auto pistol	1.5	1750	2d20 + 8
5.56mm pistol	5	1200	3d20
9mm pistol	1.5	100	2d10 + 6
10mm pistol	3	750	2d20 + 2
Weathered 10mm pistol	3	1200	2d20 + 8
12.7mm pistol	3.5	4000	2d20 + 20
Hunting revolver	4	3500	3d20 + 25
Police pistol	3	1000	2d20 + 10
Silenced .22 pistol	3	80	2 d20 + 20

A.4.2 Rifles (GUNS)

Name	Weigth	Value	Damage dice
Anti-materiel rifle	20	5600	2d100 + 10
Assault carbine	6	3950	2 d 20 * 8
Automatic rifle	16	4500	2d 12 * 15
Battle rifle	9.5	1500	3d20 + 15
BB gun	2	36	2d4
Brush gun	5	4900	1d100 + 25
Cowboy repeater	5	800	1d 10 * 16
Hunting rifle	6	2200	1d100 + 10
Light machine gun	15	5200	3d100 + 80
Marksman carbine	6	5200	3d20 * 6
Service rifle	8.5	540	2d20 * 4
Sniper rifle	8	4100	1d100 + 50
Trail carbine	5.5	3900	2d20 + 50
Varmint rifle	5.5	75	2d20

A.4.3 SMGs (GUNS)

Name	Weigth	Value	Damage dice
.45 Auto SMG	11	3750	4d12 * 10
9mm SMG	4	850	4d12 * 6
10mm SMG	5	2370	4d12 * 10
12.7mm SMG	5	5100	5d12 * 16

Name	Weigth	Value	Damage dice
H & H Tools nail gun	4	5000	3d10 * 8
Silenced .22 SMG	8	1850	3d20 * 12

A.4.4 Shotguns (GUNS)

Name	Weigth	Value	Damage dice
Anti-materiel rifle	20	5600	2d100 + 10
Assault carbine	6	3950	2 d 20 * 8
Automatic rifle	16	4500	2d 12 * 15
Battle rifle	9.5	1500	3d20 + 15
BB gun	2	36	2d4
Brush gun	5	4900	1d100 + 25
Cowboy repeater	5	800	1d 10 * 16
Hunting rifle	6	2200	1d100 + 10
Light machine gun	15	5200	3d100 + 80
Marksman carbine	6	5200	3d20 * 6
Service rifle	8.5	540	2d20 * 4
Sniper rifle	8	4100	1d100 + 50
Trail carbine	5.5	3900	2d20 + 50
Varmint rifle	5.5	75	2d20

A.4.5 Heavy Weapons (GUNS)

Name	Weigth	Value	Damage dice
Minigun	25	5500	2d100 * 3
CZ57 Avenger*	18	8500	2d100 * 6

A.4.6 Energy Pistols (ENERGY WEAPONS)

Name	Weigth	V alue	Damage dice
Alien blaster	2	4000	2d100 * 20
Euclid's C-Finder	15	1	10000
Laser pistol	3	175	2d20 + 10
Pew Pew*	3	2498	1d100 + 200
Plasma Defender	2	3000	3d20 + 30
Plasma pistol	3	200	2d20 + 20
Recharger pistol	7	2700	3d12 + 35
MF Hyperbreeder Alpha*	7	8900	1d100 + 150

A.4.7 Energy Rifles (ENERGY WEAPONS)

Name	Weigth	Value	Damage dice
Gauss rifle	7	3000	2d100 + 50
Laser RCW	4	2150	2d12 * 8
Laser rifle	8	800	3d20 + 15
Multiplas rifle	7	2500	3d20 + 75
Plasma rifle	8	1300	2d20 + 50
Recharger rifle	15	250	3d10 + 50
Tri-beam laser rifle	9	4800	2d100 + 60

A.4.8 Energy Heavy Weapons (ENERGY WEAPONS)

Name	Weigth	V alue	Damage dice
Flamer	15	2350	1d100 plus cumulative 1 d20
Cleansing Flame*	22	9500	2 d100 plus cumulative 1 d100
Gatling laser	18	6800	2d100 * 3
Heavy incinerator	15	7200	1d100 plus cumulative 2 d20
Incinerator	12	1300	1d100
Plasma caster	20	7000	2d100 + 100
Tesla cannon	8	8700	1d100 + 60

A.4.9 Projectile (EXPLOSIVES)

Name	AOE	Weigth	Value	Damage dice
25mm grenade APW	550	8	4200	1d100 + 50
Fat Man	1700	30	6000	2d100 + 200
Grenade machinegun	550	15	5200	1d100 + 70
Grenade launcher	750	12	4200	1d100
Grenade rifle	750	6	300	1d100 + 10
Missile launcher	1000	20	3900	1d100 + 20

A.4.10 Thrown (EXPLOSIVES)

Name	AOE	Weigth	Value	Damage dice
Dynamite	750	0.3	25	1d100
Frag grenade	900	0.5	150	1d100 + 1d20
Holy Frag Grenade	1500	0.5	500	4d100 + 400
Incendiary grenade	450	0.5	200	1d100 + 2d20
Long-fuse dynamite	750	0.3	25	1d100
MFC grenade	600	0.5	15	1d100
Nuka-grenade	450	0.5	50	1d100 + 2d20

Name	AOE	Weighth	Value	Damage dice
Plasma grenade	450	0.5	300	1d100 + 3d20
Pulse grenade	750	0.5	40	1d100 + 2d20
Tin grenade	768	0.5	25	1d100 + 10

A.4.11 Placed (EXPLOSIVES)

Name	AOE	Weighth	Value	Damage dice
Bottlecap mine	256	0.5	150	200
C-4 plastic explosive	512	0.5	1000	300
Demolition charge	192	1.5	75	200
Detonator	-	0.5	25	Triggers C4
Fat mine	1400	3.25	275	800
Frag mine	192	0.5	75	100
Plasma mine	192	0.5	300	200
Powder charge	192	0.5	25	75
Pulse mine	450	0.5	40	200F + 80
Time bomb	1024	0.5	750	150
Time bomb, high yield	1536	0.5	750	400

A.4.12 Bladed (MELEE WEAPONS)

Name	Weighth	Value	Damage dice
Bumper sword	12	2500	2d20 + 10
Chainsaw	20	2800	1d100 + 20
Cleaver	2	20	1d20 + 4
Combat knife	1	500	3d20
Chance's knife	1	900	1d100 + 20
Fire axe	8	2500	4d20
Hatchet	2	75	1d20
Katana	3	2500	3d20
Knife	1	20	2d12
Machete	2	50	2d20 + 10
Broad machete	1	75	4d20 + 5
Machete gladius	2	1000	1d100
Ripper	6	1200	1d20 + 50
Shishkebab	3	2500	1d100
Straight razor	1	35	1d10 + 5
Switchblade	1	35	1d10
Thermic lance	20	5500	1d100 + 30

A.4.13 Blunt (MELEE WEAPONS)

Name	Weight	Value	Damage dice
9 iron	3	55	1d8 * Str
Baseball bat	3	250	1d10 * Str
Cattle prod	3	450	1d12 + 8
Dress cane	3	40	1d6 * Str
Fire hydrant (Behe- moths only)	300	500	2d20 * Str
Lead pipe	3	75	1d12 * Str
The Humble Cudgel	3	350	1d12 * Str
Nail board	4	250	1d8 * Str
Pool cue	1	15	1d6 * Str
Police baton	2	70	1d10 * Str
Rebar club	9	500	1d20 * Str
Rolling pin	1	10	1d4 * Str
Shovel	3	55	1d6 * Str
Sledgehammer	12	130	1d10 * Str
Super sledge	20	5800	1d20 * Str
Tire iron	3	40	1d8 * Str
Hitting with the body of any kind of gun	N/A	N/A	1d100 + Gun weight

A.5 WEARABLES

A.5.1 Clothes

Name	DT	Weighth	Value	Effect
Arcade's lab coat	0	2	8	Science +5
Boomer flightsuit	4	1	6	—
Boomer jumpsuit	4	1	6	—
Bounty hunter duster	6	3	70	CHR +1, Guns +5
Brahmin-skin outfit	0	2	6	AGL +1, END +1
Bright Brotherhood robe	2	2	6	—
Brotherhood elder's robe	1	2	8	—
Brotherhood scribe robe	2	2	6	—
Caravaneer outfit	2	1.5	180	—
Chained prostitute outfit	0	2	390	—
Civilian engineer jumpsuit	0	1	6	Repair +5
Dapper gambler suit	0	1	6	—
Dirty pre-War business-wear	0	2	8	Speech +5
Dirty pre-War casual-wear	0	2	6	AGL +1
Dirty pre-War park-stroller outfit	0	10	5	AGL +1
Dirty pre-War relaxed-wear	0	5	6	AGL +1
Dirty pre-War spring outfit	0	2	5	AGL +1
Enclave officer uniform	1	3	8	Energy Weapons+5
Exposed prostitute outfit	0	2	390	—
Fancy gambler suit	0	1	6	—
Field hand outfit	2	1.5	180	—
Followers doctor coat	0	2	8	Science +5
Followers lab coat	0	2	16	Medicine +10, Science +10
Formal wear	0	1	120	—
General Oliver 's uniform	0	1	0	CHR +2

Name	DT	Weight	Value	Effect
Grimy pre-War businesswear	0	2	6	Speech +5
Handyman jumpsuit	0	1	6	Repair +5
Jailhouse Rocker	2	1	50	—
Kings outfit	1	1	6	—
Lab technician outfit	0	2	8	Science +5
Lobotomite jumpsuit	4	10	125	STR +1
Mad scientist scrubs	3	3	850	INT +1, Science +5
Memphis Kid outfit	0	1	6	—
Naughty nightwear	0	1	200	Speech +10, LCK +1
NCR engineer jumpsuit	0	1	6	Repair +5
Patient gown	1	1	200	—
Powder Gang plain outfit	0	3	15	—
Powder Gang simple outfit	0	3	15	—
Powder Gang soldier outfit	0	3	15	—
Pre-War casualwear	0	2	8	AGL +1
Pre-War parkstroller outfit	0	2	8	AGL +1
Pre-War relaxedwear	0	2	8	AGL +1
Pre-War spring outfit	0	2	8	AGL +1
Prospector outfit	2	1.5	180	—
Prostitute outfit	0	2	390	—
Ranger casual outfit	0	1	6	—
Ranger red scarf outfit	0	1	6	—
Ranger vest outfit	0	1	6	—
REPCONN jumpsuit	0	1	6	Repair +5
RobCo jumpsuit	0	1	6	Repair +5
Roving trader outfit	0	2	6	Barter +5
Settler outfit	2	1.5	180	—
Sexy sleepwear	0	1	6	CHR +1
Shabby gambler suit	0	1	6	—
Sheriff's duster	0	3	35	CHR +1, Guns +5
Scientist outfit	0	2	8	Science +5
Scientist scrubs	2	2	600	INT +1, Science +5
Slave rags	0	1	6	—
Sleepwear	0	1	10	CHR +1
Trenchcoat	0	3	40	DR +5
US Army General outfit	1	1	150	Speech +10, Guns +5
Vault lab uniform	0	1	6	Science +5

Name	DT	Weighth	Value	Effect
Vault 11 jumpsuit	0	1	6	Melee Weapons +2, Speech +2
Vault 19 jumpsuit	0	1	6	Melee Weapons +2, Speech +2
Vault 21 jumpsuit	0	1	6	Melee Weapons +2, Speech +2
Vault 22 jumpsuit	0	1	6	Melee Weapons +2, Speech +2
Vault 24 jumpsuit	0	1	6	Melee Weapons +2, Speech +2
Vault 3 jumpsuit	0	1	6	Melee Weapons +2, Speech +2
Vault 3 utility jumpsuit	0	1	10	Repair +5, Lockpick +5
Vault 34 jumpsuit	0	1	6	Melee Weapons +2, Speech +2
Wasteland doctor fatigues	0	2	6	Medicine +5
Wasteland legend outfit	2	2	6	AGL +1, END +1
Wasteland scout uniform	2	2	30	—
Wasteland settler outfit	2	2	6	AGL +1, END +1
Wasteland surgeon outfit	0	2	6	Medicine +5
Wasteland wanderer outfit	2	2	6	AGL +1, END +1
Well-heeled gambler suit	0	1	6	—
White Glove Society attire	0	1	120	—

A.5.2 Light Armor

Name	DT	Weighth	Value	Health	Effect
Advanced radiation suit	6	7	100	25	Rad. Res. +40
All-purpose science suit	13	2	1400	200	Science +5
Armored Vault 13 jumpsuit	8	15	70	100	—
Armored Vault 21 jumpsuit	8	15	180	100	Energy Weapons +5 Guns+5
Assassin suit	14	20	7500	500	Sneak +10
Caesar's armor	5	3	1500	450	Survival +5, Speech +5
Chinese stealth armor	12	20	500	100	Sneak +5

Name	DT	Weighth	Value	Health	Effect
Courier duster (Black-jack)	13	3	1700	800	LCK +1 Psn. Res. +30
Courier duster (Fighting Chance)	13	3	1700	800	STR +1
Courier duster (The Great Bear)	13	3	1700	800	END +1 Carry Weight +25
Courier duster (Old World Justice)	13	3	1700	800	AGL +1 Rad. Res +30
Explorer's gear	8	3	50	100	Melee Weap. +2, Guns +2
Gecko-backed leather armor	10	15	500	200	Fire Res. +15 Psn. Res. +15 Rad. Res. +15
Gecko-backed leather armor, reinforced	15	18	2000	325	Fire Res. +15 Psn. Res. +15 Rad. Res. +15
Gladiator armor	12	15	160	150	AGL +1
Great Khan armored leather	8	7	100	100	—
Great Khan simple armor	5	7	100	100	—
Great Khan soldier armor	5	7	100	100	—
Great Khan suit armor	5	7	100	100	—
Hazmat suit	11	18	1200	250	Poison resistance +85
Legion explorer armor	4	10	120	150	—
Legion praetorian armor	12	12	300	150	—
Legion prime armor	8	15	220	200	—
Legion recruit armor	6	12	200	180	—
Legion veteran armor	10	16	300	250	—
Leather armor	6	15	160	150	—
Leather armor, reinforced	10	15	1200	250	—
Lightweight leather armor	8	10	160	150	—
Marked scout armor	6	15	2500	150	Sneak +2, Agility +1
Merc adventurer outfit	1	8	50	100	Melee Weap. +2, Guns +2
Merc charmer outfit	1	8	50	100	Melee Weap. +2, Guns +2

Name	DT	Weighth	Value	Health	Effect
Merc cruiser outfit	1	8	50	100	Melee Weap. +2, Guns +2
Explorer's gear	8	3	50	100	Melee Weap. +2, Guns +2
Merc grunt outfit	1	8	50	100	Melee Weap. +2, Guns +2
Merc troublemaker outfit	1	8	50	100	Melee Weap. +2, Guns +2
Merc veteran outfit	1	8	50	100	Melee Weap. +2, Guns +2
NCR trooper fatigues	2	26	300	400	—
Papa Khan armor	8	7	100	100	—
Powder Gang guard armor	5	8	100	100	—
Radiation suit	4	5	60	15	Rad. Res. +30
Raider badlands armor	4	15	180	100	—
Raider blastmaster armor	4	15	180	100	—
Raider painspike armor	4	15	180	100	—
Raider sadist armor	4	15	180	100	—
Regulator duster	0	3	70	150	CHR +1, Guns +5
Sorrows adorned outfit	2	2	75	50	Survival +5
Sorrows outfit	2	2	75	50	Survival +5
Space suit	10	7	800	100	Rad. Res. + 40
Tribal raiding armor	4	15	180	100	—
Vault 34 security armor	16	15	70	100	—
White Legs hide armor	7	5	175	80	Fire resistance +15
White Legs outfit	5	5	150	80	Fire resistance +15

A.5.3 Medium Armor

Name	DT	Weighth	Value	Health	Effect
Advanced riot gear	21	25	8494	600	Explosives +10, Endurance +1
Christine's CoS recon armor	19	20	9500	500	Sneak +5
Combat armor	15	25	6500	400	—
Combat armor, reinforced	17	25	8000	650	—
Combat armor, reinforced mark 2	20	25	8000	650	—
Desert Ranger combat armor	22	30	8000	600	—
Elite riot gear	22	23	12500	750	Critical Chance +5%, Guns +10, Charisma +1

Name	DT	Weighth	Value	Health	Effect
Gannon family Tesla armor	26	35	8200	400	Ener. Weap. +10, Rad. Res. +20
Legion centurion armor	18	35	800	450	—
Legion vexillarius armor	14	26	600	350	—
Lightweight metal armor	12	20	460	500	Agility -1
Marked patrol armor	12	22	2900	375	Energy Weapons +2, Perception +1
Marked trooper armor	8	20	2248	275	Guns +2, Endurance +1
Marked tribal armor	10	26	2750	325	Melee Weapons +2, Strength +1
NCR bandoleer armor	10	26	300	400	—
NCR face wrap armor	10	26	300	400	—
NCR mantle armor	10	26	300	400	—
NCR Military Police armor	10	26	300	400	—
NCR Ranger combat armor	20	30	7500	600	—
NCR Ranger patrol armor	15	25	390	500	—
NCR trooper armor	10	26	300	400	—
Recon armor	17	20	7200	400	Sneak +5
Riot gear	20	30	7994	500	Guns +5, AGL +1
Stealth suit Mk II	14	25	7500	500	Sneak +25, PER +1, AGL +1
US Army combat armor	18	25	8494	575	Guns +3, Survival +2
Van Graff combat armor	16	25	6500	400	—

A.5.4 Heavy Armor

Name	DT	Weighth	Value	Health	Effect
Brotherhood T-45d power armor	22	45	4500	1000	STR +2, AGL -2, Rad. Res. +10
Brotherhood T-51b power armor	25	40	5200	2000	STR +1, Rad. Res. +25
Enclave Shocktrooper armor	35	45	899	1500	Strength +1, Agility -1, Rad Resistance +15
Gecko-backed metal armor	17	33	2000	200	AGL -1 Fire Res. +15 Psn. Res. +15 Rad. Res. +15
Gecko-backed metal armor, reinforced	20	35	5750	425	AGL -1 Fire Res. +15 Psn. Res. +15 Rad. Res. +15
Legate armor	15	45	250	100	—
Metal armor	12	30	1100	100	AGL -1
Metal armor, reinforced	16	30	3500	250	AGL -1
NCR salvaged power armor	20	40	3000	1000	AGL -2
Remnants power armor	28	45	6500	400	STR +1, Rad. Res. +15

Name	DT	Weighth	Value	Health	Effect
Remnants Tesla armor	25	45	8200	400	Ener. Weap. +10, Rad. Res. +20
Scorched Sierra power armor	24	40	6500	1600	HP +2, Fire Resistance +25, STR +1
T-45d power armor	22	45	4500	1000	STR +2, AGL -2, Rad. Res. +10
T-51b power armor	25	40	5200	2000	STR +1, Rad. Res. +25

A.5.5 Helmets

Name	DT	Weighth	Value	Health	Effect
Advanced riot gear helmet	5	6	1000	85	Sneak Sight, PER +2
Centurion helmet	5	3	70	50	—
Combat helmet	3	3	800	50	—
Combat helmet, reinforced	4	3	1000	50	—
Combat helmet, reinforced mark 2	5	2.5	1500	100	—
Desert Ranger combat helmet	5	0	2500	100	—
Elite riot gear helmet	6	6	1500	100	Sneak Sight, Speech +5, PER +2
Enclave Shocktrooper helmet	6	5	150	125	CHR -1, Rad Res. +5
Fiend battle helmet	1	1	6	15	PER +1
Fiend helmet	1	1	6	15	PER +1
Fiend warrior helmet	1	1	6	15	PER +1
Fire helmet	2	1	10	100	—
Gannon family Tesla helmet	6	5	120	100	CHR -1, Rad. Res. +5
Goggles helmet	2	3	50	50	—
Great Khan spike helmet	2	1	8	15	—
Hazmat darklight cowl	2	2	500	100	Night vision
Joshua Graham's head-wrap	10	3	20000	50	—
Kid's police hat	1	1	40	150	PER +1
Legate helmet	4	2	250	100	—
MP trooper helmet	2	3	50	50	—
Marked beast eyes helmet	3	3	800	50	Melee Weapons +3, Hit Points +10
Marked beast face helmet	3	3	800	50	Melee Weapons +3, Crit. Chan. +2

Name	DT	Weighth	Value	Health	Effect
Marked beast helmet	3	3	800	50	Energy Weapons +2, Energy Resistance +10
Marked beast tribal helmet	4	2	250	100	Melee Weapons +3, Unarmed +3
Metal helmet	3	3	200	50	—
Metal helmet, reinforced	4	3	280	150	—
Motor-Runner's helmet	2	1	8	15	Melee Weap. +5, PER +1
Motorcycle helmet	2	1	6	10	—
Papa Khan helmet	0	7	100	100	—
Prime decanus helmet	2	3	110	50	—
Prime helmet	2	3	80	50	—
Raider arclight helmet	1	3	20	15	—
Raider blastmaster helmet	1	3	20	15	Guns +5, Explos. +5
Raider psycho-tic helmet	1	3	20	15	—
Raider wastehound helmet	1	3	20	15	—
Riot gear helmet	4	6	800	75	Sneak Sight, PER +1
Ranger helmet	4	3	1000	100	—
Recon armor helmet	2	3	40	40	—
Recruit decanus helmet	2	3	90	50	—
Recruit helmet	2	3	70	50	—
Remnants power helmet	8	5	2800	75	CHR -1, Rad Res. +5
Remnants Tesla helmet	6	5	2800	100	CHR -1, Rad Res. +5
Salvaged power helmet	4	5	1200	50	—
Slave scarf	0	1	8	15	PER +1
Space suit helmet	4	0	200	10	—
T-45d power helmet	5	5	1300	75	Rad Res. +3
T-51b power helmet	6	4	2000	100	CHR +1, Rad Res. +8
Trooper helmet	2	3	50	50	—
Vault 34 security helmet	3	3	30	25	—
Veteran decanus helmet	3	3	150	50	—
Veteran helmet	3	3	100	50	—
Vexillarius helmet	1	3	250	30	—
Welding helmet	2	3	20	15	—

A.5.6 Glasses

Name	Weighth	Value	Health	Effect
Authority glasses	0	0	6	PER +2 (with Four Eyes)
Eyeglasses	0	0	8	PER +2 (with Four Eyes)
Lucky shades	0	1	40	LCK +1 PER +3 (with Four Eyes)
Reading glasses	0	0	12	PER +2 (with Four Eyes)
Sunglasses	0	0	8	PER +2 (with Four Eyes)
Sunglasses	0	0	12	PER +2 (with Four Eyes)
Tinted reading glasses	0	0	12	PER +2 (with Four Eyes)
Tortiseshell glasses	0	0	8	PER +2 (with Four Eyes)

A.5.7 Hats

Name	DT	Weighth	Value	Health	Effect
1st Recon beret	0	1	40	50	PER +1, Crit. Chan. +5
Ballcap with glasses	0	1	30	100	PER +1
Boomers cap	0	1	10	15	PER +1
Boomers helmet	1	1	8	15	PER +1
Boomers hat	0	1	8	15	PER +1
Bandana	0	1	6	10	PER +1
Beret	0	0.1	25	100	—
Cattleman cowboy hat	1	1	8	15	PER +1
Construction hat	2	3	50	50	—
Dapper gambler hat	0	1	8	15	PER +1
Daniel's hat	1	1	350	15	PER +1, Speech +5
Desperado cowboy hat	1	1	8	15	PER +1
Destroyed party hat	0	1	5	10	—
Enclave officer hat	0	1	6	15	Ener. Weap. +5
Fancy gambler hat	0	1	8	15	PER +1
Fedora	0	1	30	100	—
Head wrap	0	0	0	10	—
Old cowboy hat	1	1	8	15	PER +1
Park ranger hat	1	1	300	100	PER +1, Survival +5
Party hat	0	1	5	10	—
Police hat	0	1	8	150	PER +1
Pre-War baseball cap	0	1	8	15	PER +1
Pre-War bonnet	0	1	8	15	PER +1
Pre-War hat	0	1	8	15	PER +1
Ranger brown hat	0	1	30	100	—
Ranger grey hat	0	1	30	100	—
Ranger hat	0	0	0	100	—
Ranger tan hat	0	1	30	100	—
Rattan cowboy hat	1	1	8	15	PER +1
Rawhide cowboy hat	1	1	8	15	PER +1

Name	DT	Weigth	Value	Health	Effect
Roving trader hat	0	1	6	10	Barter +5
Sheriff's hat	0	1	35	40	PER +1
Stormchaser hat	0	1	6	10	PER +1
Stylish gambler hat	0	1	8	15	PER +1
Suave gambler hat	0	1	8	15	PER +1
Tuxedo hat	0	1	8	15	PER +1
Well-heeled gambler hat	0	1	8	15	PER +1

A.6 CREATURES

Name	HP	DT	PER	DMG	Weapons	Abilities	Items	Notes
Bark scorpion	20	2	3	25	-	Bark scorpion poison (5 / sec, -2 PER for 30 seconds)	Bark scorpion poison gland	-
Bark scorpion hunter	20	2	3	25	-	Bark scorpion poison (5 / sec, -2 PER for 30 seconds)	Bark scorpion poison gland	-
Bloatfly	15	0	6	7	-	Bloatfly meat	-	-
Cazador	200	0	9	70	-	Cazador poison (8 Poison / sec for 30s)	Cazador poison glands Cazador egg	-
Young Cazador	100	0	7	30	-	Cazador poison (5 Poison / sec for 30s)	Cazador poison glands	-
Giant Cazador	350	0	9	80	-	Cazador poison (8 Poison / sec for 30s)	Cazador poison glands x2 Cazador egg	-
Fire ant soldier	100	0	4	40	-	Fire breath (8 + 2 burning for 5s) 3 attacks per turn	Fire ant meat Fire ant nectar Fire ant egg	-
Fire ant queen	450	0	5	55	-	Fire breath (8 + 2 burning for 5s) 3 attacks per turn	Ant egg x4 Ant queen pheromones	-
Fire ant worker	100	0	4	40	-	Fire breath (8 + 2 burning for 5s) 3 attacks per turn	Fire ant meat Fire ant nectar Fire ant egg	-
Giant worker ant	30	0	3	15	-	3 attacks per turn	Giant ant meat Giant ant nectar Giant ant egg	-
Giant soldier ant	75	0	3	30	-	3 attacks per turn	Giant ant meat Giant ant nectar Giant ant egg	-

Name	HP	DT	PER	DMG	Weapons	Abilities	Items	Notes
Giant ant queen	450	0	5	55	-	Fire breath (8 + 2 burning for 5s) 3 attacks per turn	-	-
Giant mantis	120	0	6	30	-	-	Mantis egg Mantis foreleg	-
Giant mantis female	50	0	6	50	-	-	Mantis egg Mantis foreleg	-
Giant female nymph	15	0	2	10	-	-	Mantis foreleg	-
Radscorpion	85	5	4	40	-	Radscorpion poison (3 poison for 5s)	Radscorpion gland	-
Small rad-scorpion	20	5	3	20	-	Radscorpion poison (3 poison for 5s)	Radscorpion gland	-
Giant rad-scorpion	150	18	6	60	-	Radscorpion poison (3 poison for 5s)	Radscorpion gland	-
Radscorpion Queen	200	18	6	90	-	Radscorpion poison (3 poison for 5s)	Radscorpion gland	-
Radroach	12	0	3	5	-	-	Radroach meat	-
Irradiated radroach	36	0	3	15	-	Radiation healing (+20HP per use)	Radroach meat	-
Feral ghoul	40	0	2	10	-	Heals with radiation Radiation resistance 85%	Caps Random clutter Random chem	-
Feral ghoul roamer	80	0	4	20	-	Heals with radiation Radiation resistance 85%	Caps Random clutter Random chem	-
Feral ghoul reaver	200	0	7	50	-	Heals with radiation Radiation resistance 85% +10 radiation per hit	Caps Random clutter Random chem	-

Name	HP	DT	PER	DMG	Weapons	Abilities	Items	Notes
Feral ghoultrooper	100	0	2	30	-	Heals with radiation Radiation resistance 85%	Caps Random clutter Random chem	-
Glowing one	240	0	5	35	-	Heals with radiation Radiation resistance 85% Aura explosion (15 damage and 5 rads / 3 turns)	Caps Random clutter Random chem	-
Glowing trooper ghoultrooper	150	0	1	30	-	Heals with radiation Radiation resistance 85% Aura explosion (15 damage and 5 rads / 3 turns)	Caps Random clutter Random chem	-
Super mutant	200	15	3	4	Hunting rifle Nail board Frag grenades	Radiation resistance 100%	Hunting rifle Nail board Frag grenades	-
Super mutant brute	250	15	5	5	Assault carbine Incinerator Minigun Missile launcher Sledgehammer Frag grenade	Radiation resistance 100%	Assault carbine Incinerator Minigun Missile launcher Sledgehammer Frag grenade	-
Super mutant master	360	15	6	6	Light machine gun Heavy incinerator Minigun Missile launcher Super Sledge Frag grenade	Radiation resistance 100%	Light machine gun Heavy incinerator Minigun Missile launcher Super Sledge Frag grenade	-
Nightkin	250	0	5	4	Hunting rifle Assault carbine Incinerator Rebar club Bumper sword Frag grenade	Radiation resistance 100%	Hunting rifle Assault carbine Incinerator Rebar club Bumper sword Frag grenade	-

Name	HP	DT	PER	DMG	Weapons	Abilities	Items	Notes
Nightkin master	360	0	6	6	Light machine gun Minigun Incinerator Sledgehammer Frag grenades	Radiation resistance 100%	Light machine gun Minigun Incinerator Sledgehammer Frag grenades	-
Bighorner	100	0	2	40	-	-	Bighorner meat	-
Bighorner calf	50	0	2	15	-	-	Bighorner meat	-
Bighorner bull	110	0	3	45	-	-	Bighorner meat	-
Malnourished bighorner	60	0	2	35	-	-	-	-
Malnourished bighorner calf	40	0	2	10	-	-	-	-
Brahmin	40	0	3	2	-	-	Brahmin Meat	-
Mad brahmin	40	0	3	5	-	-	Brahmin Meat	-
Brahmin calf	30	0	2	1	-	-	Brahmin Meat	-
Dog	30	0	6	12	-	-	Dog meat Dog hide	-
Legion Mongrel	80	0	8	13	-	-	Dog meat Dog hide	-
Guard dog	55	0	7	25	-	-	Dog meat Dog hide	-
Vicious dog	55	0	7	25	-	-	Dog meat Dog hide	-
Wild dog	30	0	6	32	-	-	Dog meat Dog hide	-
Night stalkers	110	0	9	70	-	Nightstalker poison (5 poison for two turns, -2 END until end of combat)	Nightstalker blood Nightstalker blood Nightstalker egg Nightstalker tail	-
Den mother	170	0	9	100	-	Nightstalker poison (5 poison for two turns, -2 END until end of combat)	Nightstalker blood Nightstalker blood Nightstalker egg Nightstalker tail	-

Name	HP	DT	PER	DMG	Weapons	Abilities	Items	Notes
Young night stalker	70	0	8	45	-	Nightstalker poison (5 poison for two turns, -2 END until end of combat)	Nightstalker blood Nightstalker blood Nightstalker egg Nightstalker tail	-
Centaur	100	0	6	30	-	Radioactive spit (30 damage, 5 rads for four turns)	Centaur blood	-
Evolved centaur	150	0	7	50	-	Radioactive spit (60 damage, 5 rads for four turns)	Centaur blood	-
Giant evolved centaur	220	0	8	70	-	Radioactive spit (60 damage, 5 rads for four turns)	Centaur blood	-
Coyote	30	0	8	15	-	-	Coyote meat Coyote hide	-
Coyote den mother	40	0	8	20	-	-	Coyote meat Coyote hide	-
Coyote pack alpha	60	0	8	35	-	-	Coyote meat Coyote hide	-
Coyote pup	10	0	6	5	-	-	Coyote meat Coyote hide	-
Cyberdog	50	2	5	40	-	Sonic bark (35 damage)	Dog hide Dog meat Energy cells, over-charged	-
Military cyberdog	75	2	5	60	-	Sonic bark (35 damage)	Dog hide Dog meat Energy cells, over-charged	-
Police cyberdog	75	2	10	50	-	Sonic bark (35 damage)	Dog hide Dog meat Energy cells, over-charged	-

Name	HP	DT	PER	DMG	Weapons	Abilities	Items	Notes
Giant rat	40	0	3	15	-	-	Giant rat meat	-
Giant rat pup	12	0	2	7	-	-	Giant rat meat	-
Mole rat	35	0	2	20	-	-	Mole rat meat	-
Mole rat pup	18	0	1	10	-	-	Mole rat meat	-
Yao guai	300	0	6	85	-	-	Yao guai meat	-
Giant yao guai	500	0	8	120	-	-	Yao guai meat	-
Yao guai cub	65	0	4	50	-	-	Yao guai meat	-
Spore carrier	75	0	4	25	-	Spore carrier burst (100 poison damage)	-	-
Spore carrier beast	300	0	7	100	-	Spore carrier burst (100 poison damage)	-	Usually found in the wild
Spore carrier brute	125	0	5	35	-	Spore carrier burst (100 poison damage)	-	-
Spore carrier runt	50	0	3	10	-	Spore carrier burst (100 poison damage)	-	-
Spore carrier savage	175	0	6	60	-	Spore carrier burst (100 poison damage)	-	-
Spore plant	50	0	10	1	-	Spore spit (25 damage) Poison / Radiation resistance 100%	-	-
Giant spore plant	180	0	8	1	-	Spore spit (25 damage) Poison / Radiation resistance 100%	-	-
Deathclaw	500	15	7	150	-	-	Deathclaw hand Deathclaw egg	-
Deathclaw alpha male	750	15	9	300	-	-	Deathclaw hand Deathclaw egg	-

Name	HP	DT	PER	DMG	Weapons	Abilities	Items	Notes
Deathclaw mother	700	15	8	300	-	-	Deathclaw hand Deathclaw egg	-
Deathclaw baby	100	5	6	30	-	-	Deathclaw hand Deathclaw egg	-
Young deathclaw	350	10	6	60	-	-	Deathclaw hand Deathclaw egg	-
Blind deathclaw	500	15	9	150	-	-	Deathclaw hand Deathclaw egg	-
Irradiated deathclaw	700	0	8	350	-	-8 PER for 1 round	Deathclaw hand Deathclaw egg	-
Lakelurk	150	0	7	40	-	Shriek (110 damage, -10 PER for 1 round)	Lakelurk meat	-
Lakelurk king	300	0	8	70	-	Shriek (110 damage, -10 PER for 1 round)	Lakelurk meat	-
Gecko	65	0	5	30	-	-	Gecko hide Gecko meat Gecko egg	-
Young gecko	40	0	4	15	-	-	Gecko hide Gecko meat Gecko egg	-
Gecko hunter	75	0	5	50	-	-	Gecko hide Gecko meat Gecko egg	-
Golden gecko	125	0	5	50	-	Radiation bite (+40 radiation)	Gecko hide Gecko meat Gecko egg	-
Young golden gecko	75	0	4	25	-	Radiation bite (+20 radiation)	Gecko hide Gecko meat Gecko egg	-
Golden gecko hunter	135	0	5	70	-	Radiation bite (+50 radiation)	Gecko hide Gecko meat Gecko egg	-

Name	HP	DT	PER	DMG	Weapons	Abilities	Items	Notes
Fire gecko	185	0	7	65	-	Fire breath (23 damage)	Gecko hide Gecko meat Gecko egg	-
Young fire gecko	105	0	6	35	-	Fire breath (12 damage)	Gecko hide Gecko meat Gecko egg	-
Fire gecko hunter	195	0	7	75	-	Fire breath (35 damage)	Gecko hide Gecko meat Gecko egg	-
Alien	250	0	8	0	Tri-beam laser rifle	-	Tri-beam laser rifle	-
Alien captain	400	0	9	0	Laser pistol Alien blaster	-	Laser pistol Alien blaster	-
Robobrain	125	15	7	5	Laser (38 damage)	Mesmetron (long range, -5 PER for one turn)	Energy cells Fission batteries	-
US Army Robobrain	150	18	8	10	Laser (45 damage)	Mesmetron (long range, -5 PER for one turn)	Energy cells Fission batteries	-
Mark III Turret	200	4	10	1	Turret gun (1d20 * 6 damage)	Radiation / Poison resistance 100%	Scrap metal	-
Mark VI Turret	500	10	10	1	Turret gun (1d20 * 7 damage)	Radiation / Poison resistance 100%	Scrap metal	-
Mister Gutsy	75	25	6	23	Plasma pistol (60 damage) Flamer (6 fire damage)	Radiation / Poison resistance 100%	Energy cells Flamer fuel Scrap metal	-
Hardened Mister Gutsy	125	25	5	23	Plasma pistol (60 damage) Flamer (6 fire damage)	Radiation / Poison resistance 100%	Energy cells Flamer fuel Scrap metal	-
Mister Steel	100	25	5	23	Plasma pistol (60 damage) Flamer (6 fire damage)	Radiation / Poison resistance 100%	Energy cells Flamer fuel Scrap metal	-

Name	HP	DT	PER	DMG	Weapons	Abilities	Items	Notes
Mister Handy	50	12	5	9	Buzzsaw (20 damage) Flamer (2 fire damage)	Radiation / Poison resistance 100%	Energy cells Flamer fuel Scrap metal	-
Protectron	45	8	4	2	Hand laser (30 damage) Hand laser (30 damage)	Radiation / Poison resistance 100%	Energy cells Flamer fuel Scrap metal Fission battery	-
Sentry Bot	300	18	7	22	Gattling laser (6 damage) Missile launcher (20 damage)	Radiation / Poison resistance 100%	Missiles Electron charger pack Fission battery Scrap metal	-
Hardened Sentry Bot	500	20	8	22	Gattling laser (6 damage) Missile launcher (20 damage)	Radiation / Poison resistance 100%	Missiles Electron charger pack Fission battery Scrap metal	-
PDQ-88b Securitron Mark I	120	20	6	20	Grenade launcher (10 damage) Sub-machine gun (19 damage)	Radiation / Poison resistance 100%	9mm rounds Missiles Scrap metal	Cop face
PDQ-88b Securitron Mark II	250	30	6	25	Laser (15 damage) Shoulder missiles (10 damage)	Radiation / Poison resistance 100%	Missiles Micro-fusion cells	Soldier face