

1 TABLES

1.1 TRAITS

Name	Description	Upside	Downside
Boogieman	You are respected for your evil deeds, but only by some people	+2 CH, +20 Barter, +20 Speech with criminals	-3 CH, -30 Barter, -30 Speech with non-criminals
Bruiser	You are a very menacing looking person, most people find it very hard to trust or even approach you	+20 to Speech when intimidating someone	Expect negative attitudes when interacting with strangers
Chem Resistant	You have used chems for so long they are practically part of your blood, but all those chems do not make you immune to addiction	Half the chance to get addicted	Chems last half as long
Claustrofobia	When outside, you feel relieved. When indoors, you feel mildly panicked	Get +1 to all S.P.E.C.I.A.L. stats when outdoors	Get -1 to all S.P.E.C.I.A.L. stats on closed spaces
Décadence Avec Éléance ¹²³	Though you look hideous by most human standards, people are still somehow friendly towards you	+2 CH	You don't have immunity to radiation
Fast Shot	Your gun hand is very fast, but your eyes cannot follow your hands	Get two additional action points that can be used exclusively to fire weapons	You can't use Aimed Shot for gun attacks
Feral Kid	You were raised in the wild, outside of civilization	You intimidate irradiated animals, and they don't bother you. Does not affect abominations, like Deathclaws and Nightsalkers	You can't speak properly, and have difficulty understanding long words
Finesse	You are one of the most precise at what you do, your attacks damage do not match their precision	-15 to all your Aimed Shot penalties	-10 overall damage
Folk hero	You are well liked for your good deeds. Not by everyone, though	+2 CH, +20 Barter, +20 Speech with non-criminals	: -3 CH, -30 Barter, -30 Speech with criminals
Gifted	You were born with great genes, but your increased capacity made you complacent	+1 to all S.P.E.C.I.A.L. stats	-2 to all skills, -4 skill points at level up

Name	Description	Upside	Downside
Heavy Handed	You are kind of a brute, and you are not one for precision work	+14 Melee Damage, +8 Unarmed damage	-20 Lockpicking, -20 Repair, -30 Medicine
Kamikaze	You are the first one to jump into combat, but taking care of yourself is not on your priorities	+5 Sequence	-5 DT
One Hander	All your life you have practiced with a single type of guns, but you never took time out of your specialization	+50% chance to hit with one-handed weapons	-50% chance to hit with two-handed weapons
Small Frame	Your small stature allows you to be faster, but you are physically weaker	+1 AG	-2 ST

¹ Ghoul only ² Supermutant/Nightkin ³ Behemoth only

1.2 PERKS

Name	Other reqs	Ranks	Description
Action Boy / Action Girl	AG 6	2	Rank 1: +1 AG Rank 2: +1 AG +1 ST
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, stimpacks 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.

Name	Other reqs	Ranks	Description
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.
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 2d6 damage and have a 20% extra chance to critically hit with any laser weapon.
Lead Belly	EN 5	1	-50% Rads 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 ST increased to 10 whenever health is 20% or lower.

Name	Other reqs	Ranks	Description
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 3d20 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
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% Rads 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 .

Name	Other reqs	Ranks	Description
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 < 10	1	Weapon ST requirements are now 2 points lower than normal for you.

1.3 CONSUMABLES

1.3.1 Food

Name	Weigth	Value	Effect
Ant egg	1	4	+1d6 HP, +3 Rads
Ant meat	1	4	+1d6 HP, +3 Rads
Barrel cactus fruit	0.2	5	+1d6 HP, -1 EN (1 turn)
Banana yucca fruit	0.5	6	+(1d6 +5) HP
Bighorner meat	1	5	+(3d6 +5) HP, +3 Rads
Bighorner steak	0.8	5	+(5d6 +5) HP, +2 Rads, +1 ST (1 turn)
BlamCo Mac & Cheese	1	5	+1d6 HP, +3 Rads
Bloatfly meat	1	4	+1d6 HP, Rads +3
Bloatfly slider	0.5	4	+(3d10 +5) HP, +1 Rads
Brahmin meat	1	5	+(3d6 +5) HP, +3 Rads
Brahmin steak	0.8	5	+3d10 HP, +2 Rads, +1 ST (1 turn)
Brahmin Wellington	0.8	5	+3d20 HP
Broc flower	0.01	3	+1d6 HP
Bubblegum	1	1	+1 HP, +1 Rads
Buffalo gourd seed	0.02	2	+1 HP
Caravan lunch	2.5	5	+(3d10 +5) HP
Cave fungus	1	50	+1d6 HP, -10 Rads
Cazador egg	1	4	+1d6 HP, +3 Rads
Coyote meat	1	4	+(1d6 + 3) HP, +3 Rads
Coyote steak	1	4	+3d10 HP, +3 Rads
Cram	1	5	+1d6 HP, +3 Rads
Crispy squirrel bits	1	5	+1d6 HP, +3 Rads
Crunchy mutfruit	1	5	+1d6 HP, +2 Rads
Dandy Boy Apples	1	5	+1d6 HP, +3 Rads
Desert Salad	0.2	5	+(1d100 + 30) HP
Dog meat	1	1	+(1d6 + 3) HP, +3 Rads
Dog steak	1	4	+(5d6 +5) HP, +3 Rads
Fancy Lads Snack Cakes	1	5	+1d6 HP, +3 Rads

Name	Weight	Value	Effect
Fire ant egg	1	4	+1d6 HP, +3 Rads
Fire ant fricassée	1	30	+(3d20 + 30) HP
Fire ant meat	1	6	+1d6 HP, +3 Rads
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 Rads
Gecko meat	1	4	+1d6 HP, +3 Rads, -1 ST (1 turn)
Gecko steak	1	5	+3d10 HP, +1 Rads
Giant rat meat	1	4	+1d6 HP, +2 Rads, -1 ST (1 turn)
Grilled mantis	1	8	+(2d20 + 10) HP, +1 Rads
Gum drops	1	2	+1 HP, +1 Rads
Honey mesquite pod	0.1	5	+1d6 HP
Human flesh	1	0	+1d6 HP, +10 Rads
Human remains	1	2	+1d10 HP
Iguana bits	1	5	+1d6 HP, +3 Rads
Iguana-on-a-stick	1	5	+(1d10 + 5) HP, +3 Rads
InstaMash	1	5	+1d6 HP, +3 Rads
Irradiated banana yucca	1	3	+(1d6 + 5) HP, +10 Rads
Irradiated barrel cactus	1	2	+1d6 HP, +10 Rads, -1 EN (1 turn)
Irradiated Mac & Cheese	1	2	+1d6 HP, +10 Rads
Irradiated Cram	1	2	+1d6 HP, +10 Rads
Irradiated crunchy mut- fruit	1	2	+1d6 HP, +10 Rads
Irradiated Dandy Boy Apples	1	2	+1d6 HP, +10 Rads
Irradiated Fancy Lads	1	2	+1d6 HP, +10 Rads
Irradiated gecko meat	1	2	+1d6 HP, +10 Rads, -1 ST (1 turn)
Irradiated InstaMash	1	2	+1d6 HP, +10 Rads
Irradiated mutfruit	1	2	+1d6 HP, +10 Rads
Irradiated Pork'n'Beans	1	2	+1d6 HP, +10 Rads
Irradiated potato	1	2	+1d10 HP, +10 Rads
Irradiated Potato Crisps	1	2	+1d6 HP, +10 Rads
Irradiated Salisbury Steak	1	2	+1d6 HP, +10 Rads
Irradiated Sugar Bombs	1	2	+(1d6 + 5) HP, +10 Rads, +5 AP (1 turn)
Irradiated YumYum D. Eggs	1	2	+1d6 HP, +10 Rads

Name	Weight	Value	Effect
Jalapeño pepper	0.02	5	+1d6 HP
Junk food	1	5	+1d6 HP, +3 Rads
Lakelurk egg	1	4	+1d6 HP, +3 Rads
Lakelurk meat	1	12	+(5d6 +5) HP, +1 Rads
Maize	0.25	5	+1d10 HP
Mole rat meat	1	4	+1d6 HP, +3 Rads, -1 ST (1 turn)
Mole rat stew	1	25	+(3d20 + 20) HP, +1 ST (1 turn)
Mole rat wonder meat	1	20	+(5d6 + 5) HP, +3 Rads
Mutant cave fungus	1	50	+1d10 HP, +2 Rads
Mutfruit	1	5	+1d6 HP, +3 Rads
Nevada agave fruit	0.2	3	+(1d6 + 3) HP
Nightstalker tail	1	18	+1d6 HP, +3 Rads
Noodles	1	5	+1d6 HP, +3 Rads
Pinto bean pod	0.05	0	+5 HP
Pinyon nuts	0.03	5	+1d6 HP
Pork'n'Beans	1	5	+1d6 HP, +3 Rads
Potato Crisps	1	5	+1d6 HP, +3 Rads
Preserved meat	1	5	+(3d6 +5) HP
Pre-War steak	1	5	+1d10 HP, EN -1
Prickly pear fruit	0.07	1	+1d10 HP
Radroach meat	1	2	+1d6 HP, +10 Rads, -1 ST (1 turn)
Rat meat	1	2	+1d6 HP, +3 Rads, -1 ST (1 turn)
Ruby's casserole	1	5	+(2d20 + 10) HP, +3 Rads
Sacred datura root	0.02	10	Sacred datura poison (30s), -2 PE (2 turns)
Salient Green	0.25	50	+(1d10 + 7) HP
Salisbury Steak	1	5	+1d6 HP, +3 Rads
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 Rads
Squirrel stew	1	5	+1d6 HP, +3 Rads
Strange meat	1	2	+1d6 HP, +3 Rads, -1 ST (1 turn)
Strange meat pie	1	2	+1d6 HP, +3 Rads
Sugar Bombs	1	5	+(1d6 +5) HP, +3 Rads, +5 AP (30s)
Trail mix	3	5	+(1d100 + 20) HP, +3 Rads, +5 AP (1 turn)
Wasteland omelet	1	100	+(3d100 + 20) HP
White horsetail	0.02	2	+1d6 HP, -1 AG (1 turn), -1 EN (1 turn)
Xander root	0.02	0	+1d6 HP
YumYum Deviled Eggs	1	5	+1d6 HP, +3 Rads

1.3.2 Drinks

Name	Weight	Value	Effect	Addiction
Absinthe	1	20	+1 CH (12 turns), +1 PE (12 turns), -1 Intelligence (12 turns)	Alcohol 10% -1 AG and -1 CH
Atomic cocktail	1	25	+25 (6 turns) Energy Resistance, +25 (6 turns) Fire resistance, +10 Rads	None
Beer	1	2	+1 CH (12 turns), +1 ST (12 turns), -1 Intelligence (12 turns)	Alcohol 5% -1 AG and -1 CH
Bitter drink	0	1	+3d20 HP	-
Black coffee	0.02	5	+5 HP, +2 Intelligence (3 turns), -1 AG (3 turns)	-
Blood pack	1	5	+1 HP	-
Dirty water	1	10	+10 HP, +6 Rads	-
Ice cold Nuka-Cola	1	20	+1d100 HP, +2 Rads, +1 bottle cap	-
Irradiated beer	1	1	+10 Rads, +1 CH (12 turns), +1 ST (12 turns), -1 Intelligence (12 turns)	-
Irradiated scotch	1	5	+10 Rads, +1 CH (12 turns), +1 ST (12 turns), -1 Intelligence (12 turns)	Alcohol 10% -1 AG and -1 CH
Irradiated Sunset Sarsaparilla	1	4	+3d20 HP, +9 Rads, +1 bottle cap/Sunset Sarsaparilla star bottle cap	-
Irradiated water	1	5	+2d10 HP, +16 Rads	-
Irradiated whiskey	1	5	+10 Rads, +1 CH (12 turns), +1 ST (12 turns), -1 Intelligence (12 turns)	Alcohol 10% -1 AG and -1 CH
Large wasteland tequila	1	20	+3 ST (12 turns), +1 CH (12 turns), -3 Intelligence (12 turns), +2 Damage Threshold (6 turns), +10 Poison resistance (6 turns)	Alcohol 15% -1 AG and -1 CH

Name	Weight	Value	Effect	Addiction
Moonshine	1	20	+2 CH (12 turns), +2 ST (12 turns), -2 Intelligence (12 turns)	Alcohol 10% -1 AG and -1 CH
Nightstalker squeezin's	0.5	100	+2d10 HP, +3 Rads	-
Nuka-Cola	1	20	+3d20 HP, +3 Rads, +1 bottle cap	-
Nuka-Cola Quartz	1	40	+3d20 HP, +10 Rads, Low-Light Vision (6 turns), +2 Damage Threshold (6 turns)	-
Nuka-Cola Victory	1	75	+10 Rads, -1 PE (6 turns), +3d20 HP	-
Purified water	1	20	+10 HP	-
Rum & Nuka	1	20	+3 Rads, -1 Intelligence (12 turns), +1 ST (12 turns), +1 bottle cap	-
Scotch	1	10	+1 CH (12 turns), +1 ST (12 turns), -1 Intelligence (12 turns)	Alcohol 10% -1 AG and -1 CH
Sunset Sarsaparilla	1	3	+3d20 HP, +1 bottle cap/Sunset Sarsaparilla star bottle cap	-
Vodka	1	20	+1 CH (12 turns), +1 ST (12 turns), -1 Intelligence (12 turns)	Alcohol 10% -1 AG and -1 CH
Wasteland tequila	1	20	+2 ST (12 turns), +1 CH (12 turns), -2 Intelligence (12 turns), +5 Poison resistance (3 turns)	Alcohol 10% -1 AG and -1 CH
Whiskey	1	10	+1 CH (12 turns), +1 ST (12 turns), -1 Intelligence (12 turns)	Alcohol 10% -1 AG and -1 CH
Wine	1	10	+1 ST (12 turns), +1 CH (12 turns), -1 Intelligence (12 turns)	Alcohol 5% -1 AG and -1 CH

1.3.3 Chems

Name	Weight	Value	Effect	Addiction
Ant queen pheromones	1	75	+3 CH (12 turns), -3 Intelligence (12 turns), -3 PE (12 turns)	-
Antivenom	0	25	Cures animal poison	-
Ant nectar	0.25	20	+4 ST (12 turns), -2 CH (12 turns), -2 Intelligence (12 turns),	Ant nectar 5% -2 ST
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 ST and -1 AG for 6 turns) HP +180	-
Buffout	0	20	+3 EN (5 turns), +60 Hit Points (5 turns), +2 ST (5 turns)	Buffout 10% -1 ST -1 EN
Cateye	0	20	Low-Light Vision (6 turns)	-
Coyote tobacco chew	0.01	1	+1 PE (12 turns), +1 AG (12 turns)	Tobacco 10% -1 CH -1 PE
Doctor's bag	1	55	Heals all Crippled Limbs	-
Fire ant nectar	1	35	+25% Fire resistance (6 turns), +4 AG (6 turns), -3 Intelligence (6 turns)	Ant nectar 5% -2 ST
Fixer	0	20	Temporary addiction removal (6 turns)	-
Healing powder	0.03	5	-2 PE (1 turn), +2 Hit Points (1 turn)	-
Hydra	0	55	Restores one limb condition	Hydra 10% -3 EN
Jet	0	20	Character acts at 2x speed (12 turns)	Jet 20% -1 AG and -1 CH
Med-X	0	20	+25 Damage Resistance (12 turns)	Med-X 10% -1 AG and -1 Intelligence
Medical supplies	10	0	Restores all limbs	-
Mentats	0	20	+2 Intelligence (12 turns), +2 PE (12 turns), +1 CH (12 turns)	Mentats 5%+30 -1 Intelligence and -1 PE

Name	Weight	Value	Effect	Addiction
Party Time Mentats	0	20	+2 Intelligence (3 turns), +2 PE (3 turns), +5 CH (3 turns)	Mentats 15%+30 -1 Intelligence and -1 PE
Psycho	0	20	+25% Damage (12 turns)	Psycho 20% -1 EN and -1 PE
Rad-X	0	20	+25 Rads resistance (12 turns)	-
RadAway	0	20	-50 Rads	-
Rebound	0	20	+5 Action Points regeneration (3 turns)	Jet 20% -1 AG and -1 CH
Rocket	0	20	+30 Action Points (3 turns)	Jet 30% -1 AG and -1 CH
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 EN and -1 PE
Steady	0	20	Weapon spread reduced (3 turns)	Steady 80% -1 ST -1 AG
Stimpak	0	75	+100 HP	-
Super stimpak	0	150	+280 HP, super stimpak sickness (-1 ST -1 AG)	-
Turbo	0	20	Character acts at 4x speed (1 turn)	Turbo 20% -2 AG
Ultrajet	0	50	Character acts at 2x speed (3 turns)	Ultrajet 20% chance -2 AG, -1 PE and -2 ST

1.4 WEAPONS

1.4.1 Pistols (GUNS)

Name	Ammo Type	Ammo / shot	Mag Size	AP	Weigth	Value	Durability (in shots)	Damage dice
.357 Magnum revolver	.357 Magnum	1	6	1	2	110	995	2d20 + 8
Lucky*	.357 Magnum	1	6	1	2	1500	1120	3d20 + 20
.44 Magnum revolver	.44 Magnum	1	6	1	3.5	2500	1245	3d20 + 4
Mysterious Magnum*	.44 Magnum	1	6	1	4	3200	745	1d100
5.56mm pistol	5.56mm	1	5	1	5	1200	870	3d20
That Gun*	5.56mm	1	5	1	5	1750	1120	2d20 + 50
9mm pistol	9mm	1	13	1	1.5	100	745	2d10 + 6
Maria*	9mm	1	13	1	1.5	1000	995	2d12 + 15
10mm pistol	10mm	1	12	1	3	750	395	2d20 + 2
Weathered 10mm pistol*	10mm	1	12	1	3	1200	545	2d20 + 8
12.7mm pistol	12.7mm	1	7	1	3.5	4000	395	2d20 + 20
Hunting revolver	.45-70 Gov't	1	5	1	4	3500	545	3d20 + 25
Ranger Sequoia*	.45-70 Gov't	1	5	1	4	1200	745	3d20 + 60
Silenced .22 pistol	.22LR	1	16	1	3	80	495	2d20 + 20

1.4.2 Rifles (GUNS)

Name	Ammo Type	Ammo / shot	Mag Size	AP	Weigth	Value	Durability (in shots)	Damage dice
Anti-material rifle	.50MG	1	18	2	20	5600	470	2d100 + 10
Assault carbine	5mm	12	24	1	6	3950	3745	2d20 * 8
Battle rifle	.308	2	8	1	9.5	1500	1495	2d20 + 15
This Machine*	.308	2	8	1	9.5	3000	2995	3d20 + 45
BB gun	BB	1	100	1	2	36	245	2d6
Brush gun	.45-70 Gov't	1	6	1	5	4900	745	1d100 + 25
Medicine Stick*	.45-70 Gov't	1	8	1	5	20000	995	1d100 + 50
Cowboy repeater	.357 Magnum	1	7	1	5	800	595	1d10 * 16
Hunting rifle	.308	1	5	1	6	2200	1495	1d100 + 10
Paciencia*	.308	1	3	1	6	12000	1745	1d100 + 40
Light machine gun	5.56mm	12	90	1	15	5200	3995	2d100 + 80
Bozar*	5.56mm	15	30	1	15	20000	3995	2d100 + 150
Marksman carbine	5.56mm	5	20	1	6	5200	1995	3d20 * 6
All-American*	5.56mm	6	24	1	6	5900	1995	3d20 * 10

Name	Ammo Type	Ammo / shot	Mag Size	AP	Weigth	Value	Durability (in shots)	Damage dice
Service rifle	5.56mm	4	20	1	8.5	540	1995	2d20 * 4
Sniper rifle	.308	1	5	1	8	4100	395	1d100 + 50
Trail carbine	.44 Magnum	1	8	1	5.5	3900	2495	2d20 + 50
Varmint rifle	5.56mm	1	5	1	5.5	75	595	2d20

1.4.3 SMGs (GUNS)

Name	Ammo Type	Ammo / shot	Mag Size	AP	Weigth	Value	Durability (in shots)	Damage dice
9mm SMG	9mm	11	30	1	4	850	2745	4d12 * 6
Vance's 9mm SMG*	9mm	12	60	1	4	850	3745	4d12 * 12
10mm SMG	10mm	10	30	1	5	2370	2495	4d12 * 10
Sleepytime	10mm	10	40	1	5	8250	2495	4d12 * 15
12.7mm SMG	12.7mm	9	21	1	5	5100	2495	5d12 * 16
H&H Tools nail gun	Nails	15	90	1	4	5000	2745	3d10 * 8
Silenced .22 SMG	.22LR	11	180	1	8	1850	4995	3d20 * 12

1.4.4 Shotguns (GUNS)

Name	Ammo Type	Ammo / shot	Mag Size	AP	Weigth	Value	Durability (in shots)	Damage dice
Caravan shotgun	20 gauge	2	2	1	3	675	695	3d20 * 4
Sturdy caravan shotgun	20 gauge	2	2	1	3	875	1495	3d20 * 5
Hunting shotgun	12 gauge	1	5	1	7.5	3800	995	3d20 * 3
Dinner Bell*	12 gauge	1	5	1	7.5	4800	745	3d20 * 5
Lever-action shotgun	20 gauge	1	5	1	3	2000	495	2d20 * 5
Riot shotgun	12 gauge	1	12	1	5	5500	870	1d100 * 4
Sawed-off shotgun	12 gauge	2	2	1	4	1950	395	2d10 * 5
Big Boomer*	12 gauge	2	2	1	4	2500	395	2d10 * 50
Single shotgun	20 gauge	1	1	1	7	175	995	1d20 * 6

1.4.5 Heavy Weapons (GUNS)

Name	Ammo Type	Ammo / shot	Mag Size	AP	Weigth	Value	Durability (in shots)	Damage dice
Minigun	5mm	20	240	2	25	5500	5595	2d100 * 3

CZ57 Avenger*	10mm	30	120	2	18	8500	7995	2d100 * 6
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1.4.6 Energy Pistols (ENERGY WEAPONS)

Name	Ammo Type	Ammo / shot	Mag Size	AP	Weigth	Value	Durability (in shots)	Damage dice
Alien blaster	Alien PC	1	10	1	2	4000	2495	2d100 * 20
Euclid's C-Finder	Arch II Charge	1	1/day	1	15	1	3995	10000
Laser pistol	Single Energy Charge	1	30	1	3	175	995	2d20 + 10
Pew Pew*	Single Energy Charge	5	10	1	3	2498	395	3d20 + 50
Plasma Defender	Single Energy Charge	1	32	1	2	3000	495	3d20 + 30
Plasma pistol	Single Energy Charge	1	32	1	3	200	745	2d20 + 20
Recharger pistol	Microfusion Breeder ¹	1	20	1	7	2700	1495	3d12 + 35
MF Hyperbreeder Alpha*	Microfusion Breeder ¹	1	10	1	7	8900	3995	3d10 + 50

¹ Self-replenishes, takes 1 turn to fully reload

1.4.7 Energy Rifles (ENERGY WEAPONS)

Name	Ammo Type	Ammo / shot	Mag Size	AP	Weigth	Value	Durability (in shots)	Damage dice
Gauss rifle	Microfusion Cell	5	5	1	7	3000	395	2d100 + 50
Laser RCW	Electron Charger Pack	10	60	1	4	2150	1995	2d12 * 8
Laser rifle	Microfusion Cell	1	24	1	8	800	620	3d20 + 15
Multiplas rifle	Microfusion Cell	3	30	1	7	2500	245	3d20 + 75
Plasma rifle	Microfusion Cell	2	24	1	8	1300	370	2d20 + 50
Recharger rifle	Microfusion Breeder ¹	1	7	1	15	250	370	3d10 + 50
Tri-beam laser rifle	Microfusion Cell	3	24	1	9	4800	245	2d100 + 60

¹ Self-replenishes, takes 1 turn to fully reload

1.4.8 Energy Heavy Weapons (ENERGY WEAPONS)

Name	Ammo Type	Ammo / shot	Mag Size	AP	Weigth	Value	Durability (in shots)	Damage dice
Flamer	Flamer Fuel	8	60	2	15	2350	995	2d20 plus cumulative 1d4
Cleansing Flame*	Flamer Fuel	7	100	2	22	9500	1495	1d100 plus cumulative 1d6
Gatling laser	Electron Charger Pack	30	240	2	18	6800	7495	3d20 * 3
Sprtel-Wood 9700*	Electron Charger Pack	20	90	2	18	6800	7495	3d20 * 3
Heavy incinerator	Flamer Fuel	4	24	2	15	7200	995	3d20 plus cumulative 1d4
Incinerator	Flamer Fuel	2	30	2	12	1300	995	2d20 plus cumulative 1d6
Plasma caster	Microfusion Cell	3	10	2	20	7000	395	1d100 + 100
The Smitty Special*	Microfusion Cell	7	20	2	20	7000	1095	1d100 + 100
Tesla cannon	Electron Charger Pack	5	20	3	8	8700	395	2d100 + 150

1.4.9 Projectile (EXPLOSIVES)

Name	Ammo Type	Ammo / shot	Mag Size	AP	AOE	Weigth	Value	Durability (in shots)	Damage dice
25mm grenade APW	25mm	1	6	1	550	8	4200	745	1d100 + 50
Fat Man	Mini nuke	1	1	2	1700	30	6000	495	2d100 + 200
Esther*	Mini nuke	1	1	2	1700	30	18000	620	2d100 + 200
Grenade machinegun	25mm	3	30	1	550	15	5200	995	1d100 + 70
Mercy*	25mm	3	18	1	550	15	5200	2495	1d100 + 70
Grenade launcher	40mm	1	4	1	750	12	4200	495	1d100
Grenade rifle	40mm	1	1	1	750	6	300	495	1d100 + 10
Missile launcher	Missile	1	1	2	1000	20	3900	245	1d100 + 20
Annabelle*	Missile	1	1	2	1000	20	5200	495	1d100 + 20

1.4.10 Thrown (EXPLOSIVES)

Name	AP	AOE	Weighth	Value	Damage dice
Dynamite	1	750	0.3	25	1d100
Frag grenade	1	900	0.5	150	1d100 + 1d20
Holy Frag Grenade	1	1500	0.5	500	4d100 + 400
Incendiary grenade	1	450	0.5	200	1d100 + 2d20
Long-fuse dynamite	1	750	0.3	25	1d100
MFC grenade	1	600	0.5	15	1d100
Nuka-grenade	1	450	0.5	50	1d100 + 2d20
Plasma grenade	1	450	0.5	300	1d100 + 3d20
Pulse grenade	1	750	0.5	40	1d100 + 2d20
Tin grenade	1	768	0.5	25	1d100 + 10

1.4.11 Placed (EXPLOSIVES)

Name	AP	AOE	Weighth	Value	Damage dice
Bottlecap mine	1	256	0.5	150	200
C-4 plastic explosive	1	512	0.5	1000	300
Demolition charge	1	192	1.5	75	200
Detonator	1	-	0.5	25	Triggers C4
Fat mine	1	1400	3.25	275	800
Frag mine	1	192	0.5	75	100
Plasma mine	1	192	0.5	300	200
Powder charge	1	192	0.5	25	75
Pulse mine	1	450	0.5	40	200F + 80
Time bomb	1	1024	0.5	750	150
Time bomb, high yield	1	1536	0.5	750	400

1.4.12 Bladed (MELEE WEAPONS)

Name	AP	Weighth	Value	Damage dice
Bumper sword	2	12	2500	2d20 + 10
Chainsaw	2	20	2800	1d100 + 20
Cleaver	1	2	20	1d20 + 4
Combat knife	1	1	500	3d20
Chance's knife	1	1	900	1d100 + 20
Fire axe	1	8	2500	4d20
Hatchet	1	2	75	1d20
Katana	1	3	2500	3d20
Knife	1	1	20	2d12
Machete	1	2	50	2d20 + 10

Name	AP	Weigth	Value	Damage dice
Broad machete	1	1	75	4d20 + 5
Machete gladius	1	2	1000	1d100
Ripper	1	6	1200	1d20 + 50
Shishkebab	1	3	2500	1d100
Straight razor	1	1	35	1d10 + 5
Switchblade	1	1	35	1d10
Thermic lance	1	20	5500	1d100 + 30

1.4.13 Blunt (MELEE WEAPONS)

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

1.5 WEARABLES

1.5.1 Clothes

Name	DT	Weight	Value	Effect
Boomer flightsuit	4	1	6	—
Boomer jumpsuit	4	1	6	—
Bounty hunter duster	6	3	70	CH +1, Guns +5
Brahmin-skin outfit	0	2	6	AG +1, EN +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 businesswear	0	2	8	Speech +5
Dirty pre-War casualwear	0	2	6	AG +1
Dirty pre-War parkstroller outfit	0	10	5	AG +1
Dirty pre-War relaxedwear	0	5	6	AG +1
Dirty pre-War spring outfit	0	2	5	AG +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	CH +2
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	ST +1
Mad scientist scrubs	3	3	850	INT +1, Science +5
Memphis Kid outfit	0	1	6	—
Naughty nightwear	0	1	200	Speech +10, LU +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	AG +1

Name	DT	Weight	Value	Effect
Pre-War parkstroller outfit	0	2	8	AG +1
Pre-War relaxedwear	0	2	8	AG +1
Pre-War spring outfit	0	2	8	AG +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	CH +1
Shabby gambler suit	0	1	6	—
Sheriff's duster	0	3	35	CH +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	CH +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
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	AG +1, EN +1
Wasteland scout uniform	2	2	30	—
Wasteland settler outfit	2	2	6	AG +1, EN +1
Wasteland surgeon outfit	0	2	6	Medicine +5
Wasteland wanderer outfit	2	2	6	AG +1, EN +1
Well-heeled gambler suit	0	1	6	—
White Glove Society attire	0	1	120	—

1.5.2 Light Armor

Name	DT	Weight	Value	Health	Effect
Advanced Rads suit	6	7	100	25	Rad Resistance +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
Courier duster (Blackjack)	13	3	1700	800	LU +1 Poison Resistance +30
Courier duster (Fighting Chance)	13	3	1700	800	ST +1
Courier duster (The Great Bear)	13	3	1700	800	EN +1 Carry Weight +25
Courier duster (Old World Justice)	13	3	1700	800	AG +1 Rad Resistance +30
Explorer's gear	8	3	50	100	Melee Weapons +2, Guns +2
Gecko-backed leather armor	10	15	500	200	Fire Res. +15 Poison Resistance +15 Rad Resistance +15
Gecko-backed leather armor, reinforced	15	18	2000	325	Fire Res. +15 Poison Resistance +15 Rad Resistance +15
Gladiator armor	12	15	160	150	AG +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, AG +1
Merc adventurer outfit	1	8	50	100	Melee Weapons +2, Guns +2
Merc charmer outfit	1	8	50	100	Melee Weapons +2, Guns +2
Merc cruiser outfit	1	8	50	100	Melee Weapons +2, Guns +2
Explorer's gear	8	3	50	100	Melee Weapons +2, Guns +2
Merc grunt outfit	1	8	50	100	Melee Weapons +2, Guns +2
Merc troublemaker outfit	1	8	50	100	Melee Weapons +2, Guns +2
Merc veteran outfit	1	8	50	100	Melee Weapons +2, Guns +2
NCR trooper fatigues	2	26	300	400	—

Name	DT	Weighth	Value	Health	Effect
Papa Khan armor	8	7	100	100	—
Powder Gang guard armor	5	8	100	100	—
Rads suit	4	5	60	15	Rad Resistance +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	CH +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 Resistance + 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

1.5.3 Medium Armor

Name	DT	Weighth	Value	Health	Effect
Advanced riot gear	21	25	8494	600	Explosives +10, EN +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, CH +1
Gannon family Tesla armor	26	35	8200	400	Energy Weapons +10, Rad Resistance +20
Legion centurion armor	18	35	800	450	—
Legion vexillarius armor	14	26	600	350	—
Lightweight metal armor	12	20	460	500	AG -1
Marked patrol armor	12	22	2900	375	Energy Weapons +2, PE +1
Marked trooper armor	8	20	2248	275	Guns +2, EN +1
Marked tribal armor	10	26	2750	325	Melee Weapons +2, ST +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	—

Name	DT	Weigth	Value	Health	Effect
NCR trooper armor	10	26	300	400	—
Recon armor	17	20	7200	400	Sneak +5
Riot gear	20	30	7994	500	Guns +5, AG +1
Stealth suit Mk II	14	25	7500	500	Sneak +25, PE +1, AG +1
US Army combat armor	18	25	8494	575	Guns +3, Survival +2
Van Graff combat armor	16	25	6500	400	—

1.5.4 Heavy Armor

Name	DT	Weigth	Value	Health	Effect
Brotherhood T-45d power armor	22	45	4500	1000	ST +2, AG -2, Rad Resistance +10
Brotherhood T-51b power armor	25	40	5200	2000	ST +1, Rad Resistance +25
Enclave Shocktrooper armor	35	45	899	1500	ST +1, AG -1, Rad Resistance +15
Gecko-backed metal armor	17	33	2000	200	AG -1 Fire Res. +15 Poison Resistance +15 Rad Resistance +15
Gecko-backed metal armor, reinforced	20	35	5750	425	AG -1 Fire Res. +15 Poison Resistance +15 Rad Resistance +15
Legate armor	15	45	250	100	—
Metal armor	12	30	1100	100	AG -1
Metal armor, reinforced	16	30	3500	250	AG -1
NCR salvaged power armor	20	40	3000	1000	AG -2
Remnants power armor	28	45	6500	400	ST +1, Rad Resistance +15
Remnants Tesla armor	25	45	8200	400	Energy Weapons +10, Rad Resistance +20
Scorched Sierra power armor	24	40	6500	1600	HP +2, Fire Resistance +25, ST +1
T-45d power armor	22	45	4500	1000	ST +2, AG -2, Rad Resistance +10
T-51b power armor	25	40	5200	2000	ST +1, Rad Resistance +25

1.5.5 Helmets

Name	DT	Weigth	Value	Health	Effect
Advanced riot gear helmet	5	6	1000	85	Sneak Sight, PE +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	—

Name	DT	Weight	Value	Health	Effect
Desert Ranger combat helmet	5	0	2500	100	—
Elite riot gear helmet	6	6	1500	100	Sneak Sight, Speech +5, PE +2
Enclave Shocktrooper helmet	6	5	150	125	CH -1, Rad Resistance +5
Fiend battle helmet	1	1	6	15	PE +1
Fiend helmet	1	1	6	15	PE +1
Fiend warrior helmet	1	1	6	15	PE +1
Fire helmet	2	1	10	100	—
Gannon family Tesla helmet	6	5	120	100	CH -1, Rad Resistance +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 headwrap	10	3	20000	50	—
Kid's police hat	1	1	40	150	PE +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, Critical Chance +2
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 Weapons +5, PE +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, Explosives +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, PE +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	CH -1, Rad Resistance +5
Remnants Tesla helmet	6	5	2800	100	CH -1, Rad Resistance +5
Salvaged power helmet	4	5	1200	50	—
Slave scarf	0	1	8	15	PE +1

Name	DT	Weight	Value	Health	Effect
Space suit helmet	4	0	200	10	—
T-45d power helmet	5	5	1300	75	Rad Resistance +3
T-51b power helmet	6	4	2000	100	CH +1, Rad Resistance +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	—

1.5.6 Glasses

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

1.5.7 Hats

Name	DT	Weight	Value	Health	Effect
1st Recon beret	0	1	40	50	PE +1, Critical Chance +5
Ballcap with glasses	0	1	30	100	PE +1
Boomers cap	0	1	10	15	PE +1
Boomers helmet	1	1	8	15	PE +1
Boomers hat	0	1	8	15	PE +1
Bandana	0	1	6	10	PE +1
Beret	0	0.1	25	100	—
Cattleman cowboy hat	1	1	8	15	PE +1
Construction hat	2	3	50	50	—
Dapper gambler hat	0	1	8	15	PE +1
Daniel's hat	1	1	350	15	PE +1, Speech +5
Desperado cowboy hat	1	1	8	15	PE +1
Destroyed party hat	0	1	5	10	—
Enclave officer hat	0	1	6	15	Energy Weapons +5
Fancy gambler hat	0	1	8	15	PE +1
Fedora	0	1	30	100	—
Head wrap	0	0	0	10	—

Name	DT	Weighth	Value	Health	Effect
Old cowboy hat	1	1	8	15	PE +1
Park ranger hat	1	1	300	100	PE +1, Survival +5
Party hat	0	1	5	10	—
Police hat	0	1	8	150	PE +1
Pre-War baseball cap	0	1	8	15	PE +1
Pre-War bonnet	0	1	8	15	PE +1
Pre-War hat	0	1	8	15	PE +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	PE +1
Rawhide cowboy hat	1	1	8	15	PE +1
Roving trader hat	0	1	6	10	Barter +5
Sheriff's hat	0	1	35	40	PE +1
Stormchaser hat	0	1	6	10	PE +1
Stylish gambler hat	0	1	8	15	PE +1
Suave gambler hat	0	1	8	15	PE +1
Tuxedo hat	0	1	8	15	PE +1
Well-heeled gambler hat	0	1	8	15	PE +1

1.6 Creatures

Name	HP	DT	PE	Seq	Xp	DMG	Weapons	Abilities	Items	Notes
Bark scorpion	20	2	3	12	25	1d10 + 15	-	Bark scorpion poison (5 / sec, -2 PE for 30 seconds)	Bark scorpion poison gland	-
Bark scorpion hunter	20	2	3	14	35	1d10 + 15	-	Bark scorpion poison (5 / sec, -2 PE for 30 seconds)	Bark scorpion poison gland	-
Bloatfly	15	0	6	15	1	1d6 + 4	-	-	Bloatfly meat	-
Cazador	200	10	9	17	50	2d20 + 40	-	Cazador poison (8 Poison / sec for 30s)	Cazador poison glands Cazador egg	-
Young Cazador	100	5	7	15	25	1d20 + 10	-	Cazador poison (5 Poison / sec for 30s)	Cazador poison glands	-
Giant Cazador	350	15	9	14	75	2d20 + 50	-	Cazador poison (8 Poison / sec for 30s)	Cazador poison glands x2 Cazador egg	-
Fire ant worker	100	5	4	10	35	2d20 + 8	-	Fire breath (8 + 2 burning for 5s) 3 attacks per turn	Fire ant meat Fire ant nectar Fire ant egg	-
Fire ant soldier	200	10	4	9	60	2d20 + 12	-	Fire breath (8 + 2 burning for 5s) 3 attacks per turn	Fire ant meat Fire ant nectar Fire ant egg	-
Fire ant queen	450	20	5	5	300	2d20 + 20	-	Fire breath (8 + 2 burning for 5s) 3 attacks per turn	Ant egg x4 Ant queen pheromones	-
Giant worker ant	30	3	3	9	25	1d10 + 10	-	3 attacks per turn	Giant ant meat Giant ant nectar Giant ant egg	-
Giant soldier ant	75	9	3	8	50	1d10 + 20	-	3 attacks per turn	Giant ant meat Giant ant nectar Giant ant egg	-
Giant ant queen	450	16	5	4	250	2d10 + 35	-	Fire breath (8 + 2 burning for 5s) 3 attacks per turn	-	-
Giant mantis	120	0	6	12	20	1d10 + 20	-	-	Mantis egg Mantis fore-leg	-
Giant mantis female	50	0	6	12	35	2d10 + 30	-	-	Mantis egg Mantis fore-leg	-

Name	HP	DT	PE	Seq	Xp	DMG	Weapons	Abilities	Items	Notes
Giant female nymph	15	0	2	10	50	1d10 + 2	-	-	Mantis foreleg	-
Radscorpion	85	5	4	10	70	1d20 + 30	-	Radscorpion poison (3 poison for 5s)	Radscorpion gland	-
Small radscorpion	20	5	3	12	30	1d20 + 10	-	Radscorpion poison (3 poison for 5s)	Radscorpion gland	-
Giant radscorpion	150	18	6	9	100	1d20 + 40	-	Radscorpion poison (3 poison for 5s)	Radscorpion gland	-
Radscorpion Queen	200	18	6	4	500	2d20 + 60	-	Radscorpion poison (3 poison for 5s)	Radscorpion gland	-
Radroach	12	0	3	10	1	1d6	-	-	Radroach meat	-
Irradiated radroach	36	2	3	13	20	1d10 + 3	-	Rads healing (+20HP per use)	Radroach meat	-
Feral ghoul	40	0	2	12	20	1d10 + 8	-	Heals with Rads Rads resistance 85%	Caps Random clutter Random chem	-
Feral ghoul roamer	80	0	4	12	40	1d10 + 16	-	Heals with Rads Rads resistance 85%	Caps Random clutter Random chem	-
Feral ghoul reaver	200	0	7	13	80	1d20 + 40	-	Heals with Rads Rads resistance 85% +10 Rads per hit	Caps Random clutter Random chem	-
Feral ghoul trooper	100	0	2	12	40	1d20 + 20	-	Heals with Rads Rads resistance 85%	Caps Random clutter Random chem	-
Glowing one	240	0	5	11	70	1d20 + 25	-	Heals with Rads Rads resistance 85% Aura explosion (15 damage and 5 rads / 3 turns)	Caps Random clutter Random chem	-
Glowing trooper ghoul	150	0	1	12	80	1d20 + 40	-	Heals with Rads Rads resistance 85% Aura explosion (15 damage and 5 rads / 3 turns)	Caps Random clutter Random chem	-

Name	HP	DT	PE	Seq	Xp	DMG	Weapons	Abilities	Items	Notes
Super mutant	200	15	3	9	50	1d10 + 8	Hunting rifle (1d100 + 10) Nail board (1d8 * ST) Frag grenades (1d100 + 1d20)	Rads resistance 100%	Hunting rifle Nail board Frag grenades	-
Super mutant brute	250	15	5	7	70	1d10 + 15	Assault carbine (2d20 * 8) Incinerator (2d20 p.c. 1d6) Minigun (2d100 * 3) Missile launcher (1d100 + 20) Sledgehammer (1d10 * ST) Frag grenade (1d100 + 1d20)	Rads resistance 100%	Assault carbine Incinerator Minigun Missile launcher Sledgehammer Frag grenade	-
Super mutant master	360	15	6	9	90	1d10 + 12	Light machine gun (2d100 + 80) Heavy incinerator (3d20 p.c. 1d4) Minigun (2d100 * 3) Missile launcher (1d100 + 20) Super Sledge (1d20 * ST) Frag grenade (1d100 + 1d20)	Rads resistance 100%	Light machine gun Heavy incinerator Minigun Missile launcher Super Sledge Frag grenade	-
Nightkin	250	20	5	10	60	1d12 + 8	Hunting rifle (1d100 + 10) Assault carbine (2d20 * 8) Incinerator (2d20 p.c. 1d6) Rebar club (1d20 * ST) Bumper sword (2d20 + 10) Frag grenade (1d100 + 1d20)	Rads resistance 100%	Hunting rifle Assault carbine Incinerator Rebar club Bumper sword Frag grenade	-

Name	HP	DT	PE	Seq	Xp	DMG	Weapons	Abilities	Items	Notes
Nightkin master	360	20	6	11	100	1d12 + 12	Light machine gun (2d100 + 80) Minigun (2d100 * 3) Incinerator (2d20 p.c. 1d6) Sledgehammer (1d10 * ST) Frag grenades (1d100 + 1d20)	Rads resistance 100%	Light machine gun Minigun Incinerator Sledgehammer Frag grenades	-
Bighorner	100	5	2	4	30	1d20 + 20	-	-	Bighorner meat	-
Bighorner calf	50	2	2	3	10	1d10 + 5	-	-	Bighorner meat	-
Bighorner bull	110	7	3	5	40	1d20 + 30	-	-	Bighorner meat	-
Malnourished bighorner	60	0	2	2	1	1d20 + 10	-	-	-	-
Malnourished bighorner calf	40	0	2	1	1	1d10 + 2	-	-	-	-
Brahmin	40	3	3	3	10	1d6	-	-	Brahmin Meat	-
Mad brahmin	40	4	3	4	25	1d6 + 5	-	-	Brahmin Meat	-
Brahmin calf	30	1	2	2	0	1	-	-	Brahmin Meat	-
Dog	30	0	6	7	10	1d12 + 5	-	-	Dog meat Dog hide	-
Legion Mongrel	80	0	8	9	30	1d12 + 12	-	-	Dog meat Dog hide	-
Guard dog	55	0	7	9	30	1d20 + 15	-	-	Dog meat Dog hide	-
Vicious dog	55	0	7	9	20	1d20 + 20	-	-	Dog meat Dog hide	-
Wild dog	30	0	6	8	20	1d20 + 25	-	-	Dog meat Dog hide	-
Young night stalker	70	3	8	13	45	1d20 + 30	-	Nightstalker poison (5 poison for two turns, -2 EN until end of combat)	Nightstalker blood Nightstalker egg Nightstalker tail	-
Night stalkers	110	6	9	15	60	1d20 + 50	-	Nightstalker poison (5 poison for two turns, -2 EN until end of combat)	Nightstalker blood Nightstalker egg Nightstalker tail	-

Name	HP	DT	PE	Seq	Xp	DMG	Weapons	Abilities	Items	Notes
Den mother	170	10	9	15	80	2d20 + 60	-	Nightstalker poison (5 poison for two turns, -2 EN until end of combat)	Nightstalker blood Nightstalker egg Nightstalker tail	-
Centaur	100	0	6	6	70	1d20 + 15	-	Radioactive spit (30 damage, 5 rads for four turns)	Centaur blood	-
Evolved centaur	150	4	7	7	90	1d20 + 30	-	Radioactive spit (60 damage, 5 rads for four turns)	Centaur blood	-
Giant evolved centaur	220	8	8	5	110	1d20 + 45	-	Radioactive spit (60 damage, 5 rads for four turns)	Centaur blood	-
Coyote	30	0	8	7	20	1d12 + 6	-	-	Coyote meat Coyote hide	-
Coyote den mother	40	0	8	7	25	1d12 + 8	-	-	Coyote meat Coyote hide	-
Coyote pack alpha	60	0	8	9	35	1d12 + 10	-	-	Coyote meat Coyote hide	-
Coyote pup	10	0	6	4	10	1d6	-	-	Coyote meat Coyote hide	-
Cyberdog	50	5	5	10	35	1d20 + 30	-	Sonic bark (1d20 + 20)	Dog hide Dog meat Energy cells Energy cells, over-charged	-
Military cyberdog	75	8	5	11	50	1d20 + 40	-	Sonic bark (1d20 + 20)	Dog hide Dog meat Energy cells Energy cells, over-charged	-
Police cyberdog	75	6	10	11	50	1d20 + 30	-	Sonic bark (1d20 + 20)	Dog hide Dog meat Energy cells Energy cells, over-charged	-
Giant rat	40	0	3	4	10	1d10 + 8	-	-	Giant rat meat	-
Giant rat pup	12	0	2	2	1	1d6 + 2	-	-	Giant rat meat	-

Name	HP	DT	PE	Seq	Xp	DMG	Weapons	Abilities	Items	Notes
Mole rat	35	0	2	2	10	1d10 + 15	-	-	Mole rat meat	-
Mole rat pup	18	0	1	2	0	1d6 + 5	-	-	Mole rat meat	-
Spore carrier	75	0	4	8	30	1d20 + 10	-	Spore carrier burst (100 poison damage)	-	-
Spore carrier beast	300	0	7	8	50	2d20 + 50	-	Spore carrier burst (100 poison damage)	-	Usually found in the wild
Spore carrier brute	125	0	5	9	70	1d20 + 20	-	Spore carrier burst (100 poison damage)	-	-
Spore carrier runt	50	0	3	6	20	1d10 + 5	-	Spore carrier burst (100 poison damage)	-	-
Spore carrier savage	175	0	6	9	70	1d20 + 30	-	Spore carrier burst (100 poison damage)	-	-
Spore plant	50	0	10	4	20	1	-	Spore spit (1d10 + 15) Poison / Rads resistance 100%	-	-
Giant spore plant	180	0	8	4	40	1	-	Spore spit (1d10 + 15) Poison / Rads resistance 100%	-	-
Deathclaw	500	15	7	15	100	1d100 + 100	-	-	Deathclaw hand Deathclaw egg	-
Deathclaw alpha male	750	15	9	17	300	2d100 + 100	-	-	Deathclaw hand Deathclaw egg	-
Deathclaw mother	700	15	8	17	300	2d100 + 50	-	-	Deathclaw hand Deathclaw egg	-
Deathclaw baby	100	5	6	6	20	1d20 + 20	-	-	Deathclaw hand Deathclaw egg	-
Young deathclaw	350	10	6	9	30	2d20 + 20	-	-	Deathclaw hand Deathclaw egg	-
Blind deathclaw	500	15	9	15	150	1d100 + 100	-	-	Deathclaw hand Deathclaw egg	-
Irradiated deathclaw	700	25	8	18	500	2d100 + 200	-	-8 PE for 1 round	Deathclaw hand Deathclaw egg	-
Lakelurk	150	4	7	8	30	1d20 + 30	-	Shriek (110 damage, -10 PE for 1 round)	Lakelurk meat	-
Lakelurk king	300	7	8	9	40	1d20 + 40	-	Shriek (110 damage, -10 PE for 1 round)	Lakelurk meat	-

Name	HP	DT	PE	Seq	Xp	DMG	Weapons	Abilities	Items	Notes
Gecko	65	3	5	11	20	1d20 + 10	-	-	Gecko hide Gecko meat Gecko egg	-
Young gecko	40	2	4	10	10	1d10 + 6	-	-	Gecko hide Gecko meat Gecko egg	-
Gecko hunter	75	5	5	12	25	1d20 + 30	-	-	Gecko hide Gecko meat Gecko egg	-
Golden gecko	125	4	5	10	25	1d20 + 30	-	Rads bite (+40 Rads)	Gecko hide Gecko meat Gecko egg	-
Young golden gecko	75	3	4	12	15	1d10 + 8	-	Rads bite (+20 Rads)	Gecko hide Gecko meat Gecko egg	-
Golden gecko hunter	135	6	5	13	30	1d20 + 30	-	Rads bite (+50 Rads)	Gecko hide Gecko meat Gecko egg	-
Fire gecko	185	4	7	10	30	1d20 + 20	-	Fire breath (1d10 + 15)	Gecko hide Gecko meat Gecko egg	-
Young fire gecko	105	3	6	12	20	1d20 + 10	-	Fire breath (1d10 + 6)	Gecko hide Gecko meat Gecko egg	-
Fire gecko hunter	195	6	7	13	35	1d20 + 25	-	Fire breath (1d20 + 20)	Gecko hide Gecko meat Gecko egg	-
Alien	250	0	8	10	40	0	Tri-beam laser rifle (2d100 + 60)	-	Tri-beam laser rifle	-
Alien captain	400	0	9	10	50	0	Laser pistol (2d20 + 10) Alien blaster (2d100 * 20)	-	Laser pistol Alien blaster	-
Robobrain	125	15	7	7	50	10	Laser (1d20 + 25)	Mesmetron (long range, -5 PE for one turn)	Energy cells Fission batteries	-
US Army Robobrain	150	18	8	8	70	1d10 + 5	Laser (1d10 + 35)	Mesmetron (long range, -5 PE for one turn)	Energy cells Fission batteries	-
Mark III Tur-ret	200	15	10	10	25	1	Turret gun (1d20 * 6 damage)	Rads / Poison resistance 100%	Scrap metal	-

Name	HP	DT	PE	Seq	Xp	DMG	Weapons	Abilities	Items	Notes
Mark VI Tur-ret	500	30	10	10	25	1	Turret gun (1d20 * 7 damage)	Rads / Poison resistance 100%	Scrap metal	-
Mister Gutsy	75	25	6	8	50	1d10 + 15	Plasma pistol (1d20 + 45) Flamer (1d6 + 5)	Rads / Poison resistance 100%	Energy cells Flamer fuel Scrap metal	-
Hardened Mister Gutsy	125	25	5	8	60	1d10 + 15	Plasma pistol (1d20 + 45) Flamer (1d6 + 5)	Rads / Poison resistance 100%	Energy cells Flamer fuel Scrap metal	-
Mister Steel	100	25	5	8	70	1d10 + 15	Plasma pistol (1d20 + 45) Flamer (1d6 + 5)	Rads / Poison resistance 100%	Energy cells Flamer fuel Scrap metal	-
Mister Handy	50	12	5	8	40	1d10 + 5	Buzzsaw (1d10 + 15) Flamer (1d4 + 2)	Rads / Poison resistance 100%	Energy cells Flamer fuel Scrap metal	-
Protectron	45	8	4	5	20	2	Hand laser (1d10 + 20) Hand laser (1d10 + 20)	Rads / Poison resistance 100%	Energy cells Flamer fuel Scrap metal Fission battery	-
Sentry Bot	300	18	7	9	100	1d10 + 15	Gattling laser (1d6 + 5) Missile launcher (1d10 + 15)	Rads / Poison resistance 100%	Missiles Electron charger pack Fission battery Scrap metal	-
Hardened Sentry Bot	500	25	8	8	150	1d20 + 5	Gattling laser (1d6 + 5) Missile launcher (1d10 + 15)	Rads / Poison resistance 100%	Missiles Electron charger pack Fission battery Scrap metal	-
PDQ-88b Securitron Mark I	120	20	6	10	150	1d10 + 15	Grenade launcher (1d6 + 10) Submachine gun (1d10 + 15)	Rads / Poison resistance 100%	9mm rounds Missiles Scrap metal	Cop face
PDQ-88b Securitron Mark II	250	30	6	15	250	1d10 + 20	Laser (1d10 + 10) Shoulder missiles (1d6 + 10)	Rads / Poison resistance 100%	Missiles Microfusion cells	Soldier face

1.7 NPCs

Location	Name	Faction	Role
188 Trading Post	Alexander	Gun Runners	Gun salesman
	Ezekiel	Followers of the Apocalypse	Studies the Khans
	Michelle Kerr	188 Trading Post	Trader, Sam's daughter
	Samuel Kerr	188 Trading Post	Trader, Michelle's father
	Forecaster	188 Trading Post	Psychic when not using his "medicine" helmet
Aerotech Office Park	Bert Gunnarsson	NCR	Former Follower, from New Canaan, doctor
	Cap. Parker	NCR	Head of the refugee camp
	Frank Weathers	NCR	Farmer, from Junktown
Bitter Springs	Cap. Gilles	NCR	Demoted Major, after the Massacre
	Lt. Markland	NCR	Army doctor
Black Mountain	Neil	Jacobstown	Tries to send supermutants to Jacobstown, instead of Black Mountain
	Raul Tejada	Black Mountain	Friend of the Courier, pistolero
Boulder City	Ike	Boulder City	Owner of the Big Horn Saloon
Camp Forlorn Hope	Dr. Alex Richards	NCR	Primary attendant in the camp
	Major Joseph Polatli	NCR	Commanding officer of the camp
	Pvt. James Sexton	NCR	In charge of camp morale
	Carl Mayes	NCR	Quartermaster of the camp
	Sgt. Cooper	NCR	Leader of the attack to taking back Nelson
	Tech Sgt. Reyes	NCR	Responsible for communications
	Chief Hanlon	NCR	Disgraced, lives in a tent near Camp Golf
	Doc Sawbones	NCR	Primary attendant in the camp
	Sgt Mags	NCR	Leader of the Misfits, promoted after the Second Battle of Hoover Dam
	Pvt. O'Hanrahan	NCR	One of the Misfits, a gentle giant
Camp Golf	Pvt. Poindexter	NCR	One of the Misfits, a lazy, smart asshole
	Pvt. Razz	NCR	Misfit, former Fiend
	Cap. McCredie	NCR	Commanding officer of the camp, promoted after the Second Battle of Hoover Dam
	Dr. Angela Williams	NCR	Researcher, worked on optimizing power output from Hoover Dam
	Cel. James Hsu	NCR	Commanding officer of the camp and New Vegas garrison units
	Dr. Kemp	NCR	Primary attendant in the camp
	Dr. Thomas Hildern	NCR	Researcher, worked on improving yields in crops
	Sgt. Daniel Contreras	NCR	Supplies manager for Camp McCarran, and covertly runs a smuggling operation
	Blake	NCR	Merchant
	Don Hostetler	NCR	Company manager, chem pusher for the Great Khans
Freeside	Beatrix Russel	Freeside	Dominatrix prostitute at the Atomic Wrangler
	Fisto	Freeside	Robot prostitute at the Atomic Wrangler

Location	Name	Faction	Role
	Francine Garret	Freeside	Co-owner of the Atomic Wrangler Casino
	James Garret	Freeside	Co-owner of the Atomic Wrangler Casino
	The King	Freeside	Leader of The Kings
	Mick	Freeside	Co-owner of Mick and Ralph's, specializes in guns
	Ralph	Freeside	Co-owner of Mick and Ralph's, specializes in all the rest
	Old Ben	Freeside	Male prostitute in the Atomic Wrangler's Casino
	Rex	Freeside	Dog of the King, protects freesiders
	Rotface	Freeside	Ghoul beggar, eyes and ears of the streets
Goodsprings	Chet	Goodsprings	Owner of the General Store, it's all about the caps with him
	Sunny Smiles	Goodsprings	Town guard and gecko hunter
	Cheyenne	Goodsprings	Sunny's dog
	Doc Mitchell	Goodsprings	Local doctor, stitched together the Courier after they were shot in the head
	Trudy	Goodsprings	Owner of the Prospector Saloon and informal mayor
HELIOS One	Lt. Haggerty	NCR	Officer in command of guarding the station
	Fantastic	NCR	Complete idiot, somehow still chief of operations on the station
Hidden Valley	Elder Nolan Mc-Namara	Brotherhood of Steel	Leader of the Brotherhood
	Head Paladin Hardin	Brotherhood of Steel	Most experienced soldier
	Head Scribe Lars Taggart	Brotherhood of Steel	Leader of all scribes, focused on VR scenarios development
	Paladin Ramos	Brotherhood of Steel	Head of security
	Scribe Ibsen	Brotherhood of Steel	Data analyst, specialist in data retrieval and storage
	Paladin Melissa Watkins	Brotherhood of Steel	Works in technology retrieval
Hoover Dam	Bardon	NCR	Quartermaster of the dam
	Cel. Cassandra Moore	NCR	Commanding officer of the dam
Jacobstown	Calamity	Jacobstown	Researcher into the effects of Stealth Boys on Nightkin psychology
	Keene	Jacobstown	Influential nightkin in the settlement
	Marcus	Jacobstown	A tolerant and mostly pacifist supermutant, very old, and more intelligent than most of his kind
	Tabitha	Jacobstown	Nightkin, former ruler of the State of Utobitha, mostly roams the wasteland accompanied by Rhonda
	Rhonda	Jacobstown	Best friend and conscience of Tabitha. Though her programming is female, the body is a Mr. Handy, with no change in voice
	Neil	Jacobstown	Lives in a shack near Black Mountain, guiding stray supermutants to Jacobstown
Mojave Out-post	Major Knight	NCR	Administrative officer
	Lacey	NCR	Bar owner in the outpost

Location	Name	Faction	Role
	Ranger Ghost	NCR	Sniper, most are scared of her
	Ranger Jackson	NCR	Commanding officer of the outpost
Nellis Air Force Base	Argyll	Boomer	Doctor for the Boomers
	Loyal	Boomer	Chief mechanic for the Boomers
	Pearl	Boomer	Leader of the Boomers
	Pete	Boomer	Keeper of the Story, is very young
New Vegas Strip	Ambassador Dennis Crocker	NCR	Representative of the NCR in the Strip
	Billy Knight	The Tops	Comedian
	Hadrian, the Ghoul	The Tops	Comedian
	Dean Domino	The Tops	Acquaintance of the Courier, sings in the Tops Casino
	The Lonesome Drifter	The Tops	Singer, songwriter
	New Mr. New Vegas	New Begas	Radio DJ, successor of the original Mr. New Vegas
	Big Sal	Omertas	Owner of the Gomorrah and leader of the Omertas
	Swank	The Chairmen	Leader of the Chairmen and heir to Benny
	Yes Man	Lucky 38	Lieutenant of the Courier and manager of the Lucky 38
	Marjorie	White Glove Society	Owner of the Ultra-Luxe and leader of the White Glove Society, not a cannibal
	Victor	The Lucky 38	Responsible for the security in the Lucky 38, has direct access to the Courier, somehow
	Yes Man	The Lucky 38	Manager of the casino, holds control over all Securatron. Only properly obeys the Courier
Novac	No-bark Noonan	Novac	Crazy old man, paranoid and prone to conspiracy theories
	Ranger Andy	Novac	Community leader of Novac
	Manny Vargas	Novac	Former Khan, security sniper
	Dr. Ada Straus	Novac	Local doctor
Old Mormon Fort	Arcade Gannon	Followers of the Apocalypse	Friend of the Courier, doctor and tech specialist in the Mormon Fort
	Julie Farkas	Followers of the Apocalypse	Regional administrator of the Followers of the Apocalypse
	Ezekiel	Followers of the Apocalypse	Anthropologist, specialist in Great Khans history
	Jerry, the Punk	Followers of the Apocalypse	Former Great Khan, currently assistant anthropologist
	April Martimer	Followers of the Apocalypse	Scientist, technology specialist
	Jack	Followers of the Apocalypse	Former Great Khan, produces recreational and medical chems, married to Diane
	Diane	Followers of the Apocalypse	Former Great Khan, negotiates supplies for the Followers and runs a small chems operation on the side, married to Jack
Primm	Ruby Nash	Primm	Married to Johnson, makes a great Radscorpion venom casserole
	Johnson Nash	Primm	Married to Ruby, runs the Mojave Express

Location	Name	Faction	Role
	Primm Slim	Primm	Robot sheriff, a bit buggy, but efficient
	Beagle	Primm	Former deputy, a bit useless and cowardly
Westside	Hector	Westside	Errand boy, unassuming but resourceful
	Klamath Bob	Westside	Shopkeeper and patrol man
	Marco	Westside	Landlord of the Casa Madrid Apartments
	Mean Sonofabitch	Westside	Supermutant sentry, not very articulate
	Miguel	Westside	Owner of the pawn shop
	Pretty Sarah	Westside	Pimp of the Casa Madrid Apartments
	Red Lucy	Westside	Caretaker of The Thorn
	Tom Anderson	Followers of the Apocalypse	Co-owner of the Westside Cooperative, the science side
	Clayton Ettienne	Westside	Co-owner of the Westside Cooperative, the salesman