

# Fallout New Vegas Tabletop RPG Rules, v0.1 beta

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## 1 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, five 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.

## 2 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?

### 2.1 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 5 in each one, and get 10 points to spread among them as makes sense to the *you* you are trying to create, in addition to moving points from one stat to another (remember, the minimum value is one, and the maximum value is 10).

- **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 comput-

ers 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

## 2.2 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

## 2.3 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.

### 2.3.1 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 have worse physical attributes, with intellectual advantages that come with living a life with better access to technology and education, 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, after the years of scraps and gunfight, not to mention survival on the desert. On the other hand, the average raider tend to have precious less in terms of social and intellectual skills
- **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, though not so much with your muscle
- **Freesider/Westsider:** unlike your counterparts from the Strip, you have had to learn how to survive with little resources, which made you scrappier, a real fighter, but also made you harder, less trusting and less inclined to socialize with people who had better luck in life
- **NCR Soldier:** life in the army has been good to you, yes siree. Discipline and training have made you quite the combatant, armed and unarmed. Since your deployment on New Vegas, quite some hours piloting the slot machines and blackjack tables, and your time in the casinos has somewhat increased your luck. The criminal element is not exactly friendly to your presence, and unfortunately, “criminal element” is an apt description for a lot of people in the wastes
- **NCR Ranger:** the best of the best of the best, *sir!* Your elite training makes you a living weapon, capable of dealing with large amounts of people, Nightstalkers, and some say a Veteran Ranger could even kill a Deathclaw in single-handed combat... think you could do that? However, between the your fearful reputation and your hard training, your social skills are not as developed, and the “criminal element” is even less amenable to your presence
- **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. Living mostly a pacifist’s life has made you less apt in using violence, though
- **Brotherhood of Steel:** as a Brother (or Sister), you were born with electricity coursing through your veins, being trained since a youngling into combat and cutting-edge technology. However, the isolationist and supremacist culture that surrounded you from birth took its toll, and your chauvinistic tendencies towards outsiders tend to make you *persona non grata* more often than not. 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 greatest isolationist, chauvinist group. They are descendant of the former inhabitants

of Vault 34, where all problems were solved at gunpoint. Boomers despise essentially everyone who was not from their vault, calling them “savages”. Most of them dreamt of cleansing the Mojave from the savages, but after the Courier established first contact and friendship with them, they became a bit more open, mostly developing trade relations, though once in a blue moon they would welcome a savage to live among them

### 2.3.2 Ghouls

You look like you were hit with a flamethrower, ghouls are best described by the words of the best DJ in post-apocalyptic, 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.

- **Feral Ghoul:** As a feral ghoul, you will lose all your social skills, becoming little more than an animal, or perhaps little less. 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
- **Glowing One:** it’s hard to reach this level of ghoulication without becoming feral, but it can happen. As a Glowing One, exposure to radiation makes you stronger, and you can store radiation and release it as an energy explosion (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, provided you are especially charming

### 2.3.3 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 (that suffered a different sort of mutation), 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).

Your mutation makes you stronger, faster, and immune to radiation and diseases, but also very much less intelligent and sociable. Your S.P.E.C.I.A.L. totals also change, you get +5 to total Strength, being able to reach 15, and +10 points to Damage Threshold, but you start with 5 S.P.E.C.I.A.L. points for your character. 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 you more arrogant. You get +6 to total strength, being able to reach 16, but you start with 7 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. Your hands are too large to use most weapons, except for large blunt equipment and debris.

## 2.4 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
<b>Human</b>	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
NCR Soldier	+2 EN, +1 LU, +10 Explosives, +20 Guns, +5 Medicine	-1 CH, -10 Energy Weapons

Race / Class	Upside	Downside
NCR Ranger	+2 ST, +1 PE, +2 EN, +1 AG, +10 Energy Weapons, +15 Explosives, +20 Guns, +10 Melee Weapons, +20 Sneak, +20 Survival, +15 Unarmed	-3 CH, -20 Barter, -30 Speech
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, +30 Guns, +20 Energy Weapons, +20 Repair, +20 Science	-4 CH, -30 Speech, -20 Barter
<b>Ghoul</b>	+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
<b>Supermutant</b>	+3 ST, +3 EN, +2 AG, Radiation Immunity, +5 Total Strength, +10 DT	-5 CH, -2 IN, 5 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, +4 EN, +3 AG, Radiation Immunity, +6 Total Strength, +15 DT	-5 CH, 7 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, +5 EN, Radiation Immunity, +10 Total Strength	-5 CH, -5 IN, 5 starting S.P.E.C.I.A.L. points at the start, Can only use special blunt weapons

Table 1: Imagine all the possibilities. Then, imagine all the possibilities that are not here.

## 2.5 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 5, then move points from one stat to another and allocate your initial extra 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 skill tagged, proceed to the last step
7. For each Skill, use the formula below, then add 15 if it is a tagged skill

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

## 2.6 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:

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

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

Table 2: Maybe you don't love dice, maybe you do.  
We have options for all.

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.

### 2.6.1 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 how it sounds. Next, let's make like a waiter and focus on the S.P.E.C.I.A.L.s. We start with 5 for each stat. Then let's check our bonuses, which are quite nice if I do say so myself: +4 ST, +4 EN, +3 AG, -5 CH. That means the base Nightkin has 9 ST, 5 PE, 9 EN, 1 CH (remember, minimum is 1), 5 IN, 8 AG, 5 LU. And since we already have the information handy, we can take note of our +15 DT. Then, we decide how to apply 7 S.P.E.C.I.A.L. points.

Fink will be tough, silent type (very original, ain't I?). Silent also means stealthy, at least for a Supermutant, so Fink needs agility, +2 AG. Strong means both strength and endurance, so +3 ST and +2 EN. No need to affect Perception, Charisma or Intelligence. We'll neglect Luck, but if Fink was the lucky type, he probably would not have been exposed to the FEV, dig? So, Fink ends up with 12 ST, 5 PE, 11 EN, 1 CH, 5 IN, 10 AG, 5 LU, so far.

Next, we'll choose a trait. For simplicity, let's choose Gifted, adding +1 to every S.P.E.C.I.A.L. stat, but getting -2 to every skill. Easy-peasy, lemon squeezy, so that's on you, and we'll move on to sort out our calculated stats: max CW is  $150 + 13 * 10$ , which equals 280. Max HP is  $100 + 11 * 20 + (8 - 1) * 5$ , adding to 255. Sequence is a 1d10 roll + Agility, giving us a nice 13. Finally, actions per turn is half agility, rounded up, which is 5.

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 skills. But don't worry, I won't leave you hanging. Let's focus on three tagged skills that would most help Fink: Speech, Sneak and Unarmed.

Speech is determined by Charisma, which is one. Not very charismatic, our big boy, meaning he has Speech equal to  $2 + (2 * 1) + 3$ , which equals to 7. Good enough for basic communication. Sneak comes from Agility,  $2 + (2 * 11) + 3$ , so, 27. It's a good start for level 1. Lastly but oh so very not leastly, Unarmed:  $2 + (2 * 13) + 3$ , which means 31 Unarmed, and a punch that you would do well to avoid. Completing these calculations for the other skills is considered trivial and left as an exercise to the reader. But these values are for level 1, and since then we've gained 7 more levels, accruing a total of 12 skill points per level times 7 levels, which is 84 skill points. Sprinkle these points as you think is best.

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 INTERACTIONS

*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*

#### 3.1 Combat

Raiders. Radscorpions. Deathclaws. Cazadores. Supermutants. Mole rats. Scared yet? Too bad, because you will likely face one or more of those on your excursions in New Vegas. Hope you will be ready.

Combat happens in a turn-based structure, where actions are ordered by the Sequence value each character has, unless someone gets the element of surprise. Each combatant gets an amount of actions per turn calculated by half the agility, rounded up.

$$\text{Actions} = \lceil \text{Agility} / 2 \rceil$$

Each action point can be spent doing the following:

- Use an item
- Perform an attack
- Change or reload weapons
- Prepare to block an attack
- Run, hide or similar action
- Performing an Aimed Shot, spending one extra action point

To determine if an attack is successful, roll 1d100 against the attacking player skill, and check if the number is lower. That is, the higher the skill, the better the chance of success.

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

$$\text{Aimed Shot} = 1d100 + \text{Accuracy Penalty} < \text{Skill for the weapon type}$$

*Aimed Shots* are attacks intended to hit a certain body part, thus, more difficult to pull off. Table 3 describes possible targets and how each affect hit probability, by adding it to the dice result in the Hit formula, as well as possible results for use by the Narrator.



Body Part	Accuracy Penalty	Damage multiplier	Extra Effect
Head	35	3x	kills opponent without helmet
Torso	0	1.5x	it will hurt
Eyes	50	5x	might kill instantly
Groin	40	1.5x	target loses 1d4 turns
Arms	20	1.5x	disarms target
Hands	25	2x	disarms target
Legs	20	1.5x	target can only jump/crawl
Feet	25	2x	target can only jump/crawl

Table 3: It's harder to hit, but *so satisfying!*

Now that you know that you have hit your target, time to find out how much damage you dealt. Appendix A.4 has the damage that each weapon causes.

But some people don't like guns. Some people prefer to, let's say "dialogue" more up and close. With a knife. Or a pipe, police baton, club, or what have you. Probably more to do with a lack of choice, but anyway. Determining damage from these weapons is a bit different.

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

However, lack of choice is not something that afflicts Unarmed bruisers. These people will use their fists, or more likely, their Power Fists, to "dialogue". Mojave legend talks about some folks that even "dialogued" in this fashion with Deathclaws. Never heard of one who lived to tell the tale, though. Nonetheless, this is how you calculate Unarmed damage.

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

Now, I know what you must be thinking: Hitting is cool, punching is cooler, but I want people to drop like bloatflies. Don't worry, you will be able to do that!

*Knockdown* - If a melee attack causes damage over 15% of the target's health, defending player must run a saving throw of 1d10 against their endurance

And even better: assuming you do *quite a lot of damage*, you might even cripple some limbs. Crippled limbs can't be used and that will affect movement, targeting, sight, even the way you talk.

*Crippling damage* - damage that is caused when target's HP is lower than 30%, or when it receives over 30% of its total HP in damage

Finally, a way to do really a lot of damage is to be sneaky. When the attack can't be seen, it can't be defended, after all.

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

And now you know everything you need to know to beat people and not people up.

### 3.2 Gambling

Well, when in Vegas, do what they do in Vegas. Drinking, attending lavish shows, enjoying the fine cuisine and finer prostitutes (for every persuasion). But, unless your play group fancy having a mini cassino on the table, you good folks will probably need a more practical form of handling the almighty gambling. The below formula is useful for all games.

*Gambling* - roll 1d10, and win by having a lower result than Luck.

Or, more daring players can play a mini-game where they choose a dice face and call how many caps they bet, and the Narrator rolls a same-sided dice and, if the numbers are the same, the player gains twice their betting amount.

### 3.3 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 that they love. This will affect every interaction, even with people who recognize you.

By the way, remember to steer clear of members of factions that hold animosity towards the one you're disguised as. Remember: people rarely believe people that say things like "I swear I'm not a raider, I'm just wearing raider armor, please stop shooting as I'm really really hurt."

### 3.4 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.

Bad / Good	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

Table 4: 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.

Table 5: ... and this is what they mean, in practice

### 3.5 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.

### 3.6 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)

Table 6: 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 ghoulfication 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 ghoulfication. Roll 1d10, and if the value is lower or equal to the current level of ghoulfication, 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 without regeneration
6	Flesh assume the burned appearance
7	The player is now fully feral

Ghoulification Stage	Effect
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Table 7: You always knew ghoulfication was unpleasant, but did you expect something like this?

Another possibility is that the player becomes a Glowing One, a ghoul that is so infused with radiation that it leaks from within its own body in the form of a minor glow.

Glowing (human) = Takes 800 rads *and*  $1d10 < 4$

Glowing (ghoul) = Takes 400 rads *and*  $1d10 > \text{player's ghoulfication stage}$

Avoid going feral (both) =  $1d10 < \text{Intelligence}$

### 3.7 Exposure to the F.E.V.

There is a rumour that tells about how supermutants kidnap humans to mutate them, since supermutants are sterile. Well... it's true. 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 usually with little to no recollection of their former life.

However, there is more to take into consideration.

For starters, F.E.V. subjects ideally should have little mutation by radiation, as those mutations introduce complications in the mutations caused by the virus, 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., and only some of them affect humans.

The **F.E.V.-I** is a pre-war strain that was intended to be used as a military weapon, and it is believed to have been extinct as research originated the more potent strain II. The Enclave used the research done on this to create a variant to be lethal to people affected by radiation, the F.E.V. Curling-13.

The **F.E.V.-II** is the strain that is used to create supermutants. For this to happen, the human must have little to no radiation damage, and cannot have been exposed to the mutated F.E.V. in the wastelands. Subjects that don't meet these criteria suffer massive bodily systems overhaul, leading to organ failure and inevitably death. Subjects mutated have their DNA rewritten in recursive patterns encoded in the virus, which lead to increase cellular regeneration at all levels, leading to increased size, muscle mass, reflexes, though that does not necessarily lead to increased intelligence, and potential immortality, since the subject no longer ages and becomes resistant to radiation and diseases. Though there are exceptions, supermutants tend to be dumber than humans, though the exact cause of that is only theorized.

In Washington, D.C., on Vault 87, scientists experimented with a different strain, named after the Evolutionary Experimentation Program, **F.E.V.-II E.E.P.** The mutations caused by this strain caused severe reduction in mental faculties that makes them

dumber and more hostile, although they retain some speech, and enough motor skills to use weapons and machinery. Like F.E.V.-II, there can be exceptions to this. Mutants affected by this strain are not known to inhabit locations outside the Capital Wasteland area.

Other strains are not known to affect humans in any significant way.

### 3.8 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.

Members of the Brotherhood of Steel don't need training to use Power Armor, if their Intelligence is 4 or higher.

### 3.9 Chems

Heey, maan, chems are fuuun, riight? 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.

Chem	Addiction Chance	Effect Description	Addiction Description
Buffout	10%	Sensation of power and invincibility for 5 turns, then letargia and tiredness for 2 turns	Feelings of tiredness and weakness
Jet	20%	Feeling energetic, get 2 extra actions the turn the drug is taken, can stack with Rocket and Ultrajet	Irritability and lethargy

Rocket	30%	Feeling very energetic, get 3 extra actions the turn the drug is taken, can stack with Jet and Ultrajet	Irritability and lethargy
Ultrajet	40%	Feeling <i>very</i> energetic, player gets 2 extra actions for the next 2 turns, can stack with Jet and Rocket	Irritability and lethargy, does not alleviate jet addiction
Rebound	20%	Makes the user feel energetic and hyperactive	Irritability and lethargy
Mentats	5%	User becomes capable of making intuitive leaps, has increased memory recall and creativity, as well as becoming more charming for 2 turns, and afterwards the user becomes tired and lethargic for 1 turn	Feeling foggy, with a mild buzzing sound on the ears
Party Time Mentats	15%	User becomes capable of making intuitive leaps, has increased memory recall and creativity, as well as becoming more charming for 1 turn, and afterwards the user becomes tired and lethargic for 1 turn	Feeling foggy, with a mild buzzing sound on the ears
Psycho	10%	Paranoia and aggressiveness that result in increased Strength for 4 turns, and after effects fade paranoia for further 1d6 turns, prolonged use might turn symptoms permanent	User feels weaker and is easily distracted
Med-X	10%	Lack of sensitivity to pain for the duration of the drug	Feelings of sluggishness and mental foggiess
Ant Nectar	5%	Increased strength, but user becomes less apt in formulating and expressing ideas	Feeling of general weakness

Fire Ant Nec-tar	None	Increases reflexes and gives sensation of chiliness under normal conditions, and user thinks and behaves less rationally	Does not cause addiction
Coyote Tobacco Chew	10%	User feels more aware and energetic	Makes the user feel more irritable and clouds the senses
Slasher	20%	Lack of sensitivity to pain, plus paranoia and aggressiveness that result in increased Strength for 4 turns	User feels weaker, paranoid and is easily distractable
Hydra	10%	Anesthetizes and promote accelerated crippled limb recovery	User feels sickly and feeble
Turbo	20%	Perceived slowdown of time for everything except user	Severe lethargy
Steady	80%	Increasing focus and aim	Feeling of weakness and lethargy
Fixer	None	Nausea, “woozyness”, blurred vision and loud static noise for two turns	Does not cause addiction

Table 8: Remember, kids, winners use chems responsibly. Contact your local Khans settlement for more information

### 3.10 Some RPG Stuff

Just to close the mechanic section of this manual, there are a few topics of importance to be discussed.

#### 3.10.1 Turns

Turns are a helpful abstraction during combat situations, but they have very little meaning in other situations. For reference, and please, take the following equivalency more as a suggestion than a hard and fast rule.

$$\text{Turn} = 2 \text{ minutes, for converting consumables durations}$$

#### 3.10.2 Criticals

Every success is a chance for a critical success. Getting it right feels good, but getting it extra right? That feels **awesome**. For every success, players can roll on a 1 in 6 chance



of getting a critical success, which will improve damage, compensate for bad situations, and make it as real as possible whatever the player is attempting.

Of course, there is *also* the same chance of a critical failure, where things not only will go wrong, they will go wrong BADLY. Missing ammo, ricochets, breaking tools, putting both of your feet and one of your interlocutor's feet on your mouth at the same time... the ground is not the limit.

Choose wisely.

Critical = roll 1d6. *Critical success on 6, critical failure on 1.*

## 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

The bombs destroyed most things, killed a lot of people, but not all. And, wherever people survive, the similar will join up in tribes. These are the tribes of the Mojave:

- **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 noticed.
  - **Rangers:** an elite force within the NCR Army, handpicked from the standard infantry from the best, focusing on combat and infiltration. Originally a group of hardy survivalists from Nevada, they unified with the NCR Army after the signing of the Ranger Unification Treaty in 2281 to fight Caesar's army
- **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:
  - **Chairmen (The Tops):** 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
  - **Omertas (Gomorra):** a faction that follows the best traditions of the *cosa nostra*, the Omertas are a faction that, although lacking the italian accent, very much follow the old *mafioso* traditions. 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...
  - **White Glove Society (Ultra-Luxe):** 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

- **Securitrons (Lucky 38):** 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 throughout 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 Goodpsprings
- **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, 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

The Mojave is a large place, and though it has met great destruction and much death, humans still thrive in these places:

- **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 Camp 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.
    - \* **Gomorrah:** home of the Brimstone, the den of the best vices in New Vegas and managed by the Omertas, Gomorrah 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:** home to the Gourmand, the best and most exclusive restaurant in New Vegas, and the only place where you can find premium beef outside of Shady Sands. Even faced with heavy competition from the Lucky 38, they can still claim to be the most luxurious installation on the Mojave. And that is a matter of honor, more important than life itself for some of the White Masks.
    - \* **The Tops:** home of the best showhouse in New Vegas, the Aces Theater, The Tops is a luxurious place. Once considered the 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.
    - \* **Lucky 38:** the most luxurious casino on New Vegas, with a 360 degrees panoramic cocktail lounge that allows its patrons to have a full view of the Mojave, 24 hours per day. The whole staff is composed by reprogrammed Securitrons, which makes it the safest casino of all, with a staff available at all times. It's managed by the Yes Man, on behalf of its owner, The Courier.
- **Freeside:** the poor neighborhood that surrounds the Strip, Freeside has a lot of rundown buildings used as shelter by its 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.
- **Westside:** while at first glance, Westside appears to be as rundown as Freeside, the main difference is that this community is self-sufficient in production of basic resources, like food, weapons and medicine, though their main source of water is “diverting” it from the NCR in secret (so don't go telling anyone, especially if they wear military uniform). Westside counts on its own security forces, the Westside Militia, who patrol the settlement and surrounding area, being quite efficient in keeping raiders out. After The Courier split electricity distribution evenly across all of New Vegas, things even got a bit better than they already were, though Westsiders only know of their benefactor by rumours.
- **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:** a small town a few kilometers south of Goodsprings, it is home of Vicky and Vance Casino, which is not as big or as glamorous as the ones on the Strip, or even Freeside, but, well, it's there. In the main area, some memorabilia of their namesake is on display. Other attraction, if it could be called that, is The Bison Steve Hotel, which is somewhat operational, and El Diablo, the meanest, largest and only roller coaster on the Mojave. It obviously doesn't work. Primm's main authority is Primm Slim, a Protectron sheriff wearing cowboy boots and hat, more powerful than its silly appearance lets on.
- **Novac:** a huge, somewhat cartoonish dinosaur, holding an also very large thermometer can be seen from very far away, in all directions. That's Dinky, the T-Rex<sup>TM</sup>®, and the town is Novac. Now you know what's most important about Novac. Inside Dinky's body, you'll find the Dino Bite Gift Shop<sup>TM</sup>®, only place to buy legitimate Dinky miniatures and glow-in-the-dark rocket miniatures (filled

with **absolutely safe** Isotope-239). Close to Dinky is the Dino Dee-lite Motel™®, the coziest dinosaur-named accommodations anywhere in the Mojave. Apart from that, one can find No-Bark Noonan, a crazy old man that roams the streets, Ada Strauss's first aid facility, some farming houses, the REPCONN Test Site to the west, Old Lady Gibson's Scrapyard to the north and Nelson to the east.

- **Hidden Valley:** located to the southeast of Sloan, northeast of the NCR Correctional Facility, *oh shit, pretend you didn't read that* **Hidden somewhere in the Mojave Desert lies the Hidden Valley**, a fenced area home to numerous scorpions, and where one can find the bunker where the Brotherhood of Steel keeps its base, from where they patrol the surrounding region (which's location you're not sure, because the valley is hidden and no one told you where to find it). Every night, mighty sandstorms plague the Valley, and some theorize that it might have something to do with the numerous mighty fans hidden in the valley.
- **Nipton:** a desert town, destroyed by Legion during their heyday to serve as an example to all who would dare cross the powerful Caesar and his, uh, legions, the town lies deserted, left to the radscorpions and cazadores, or at least that's what it seems, but no one bothers to go and check to make sure.
- **Cottonwood Cove:** located by the Colorado River, far south from the Hoover Dam, the Cottonwood Cove is a radioactive location where the Legion used as its main base outside of the Fort. Folks tell that one day, the Courier liberated their slaves and irradiated the whole area somehow. Folks also tell about Legion ghouls still roaming the place, so, you might not want to put much stock in what folks tell.
- **NCR Correctional Facility:** a mighty prison in the middle of the desert, certainly not close to any sort of hidden valleys, the NCRCF is currently the place where criminals captured by the NCR or by the Courier's Securitrons end up. Mighty walls with barbed wire and guard towers surrounding the place, and the neverending vigilance of Securitrons and NCR staff keeps everyone under control. The stories about the Powder Ganger massacre from just a few years ago also reminds people of the futility of trying to escape.
- **Camp McCarran:** a pre-war airport, currently the main base of the NCR on New Vegas. Surrounded by huge concrete walls, it's a secure location that houses NCR's supplies, equipment, most of the non-fighting personnel and command, as well as training facilities.
- **Nellis Air Force Base:** formerly a base for the USAF, Nellis has been home to the Boomers for over 50 years. Self-sufficient, it bolstered their beliefs of superiority over other inhabitants of the Mojave. It has its own solar panels array, farming sector, hangar, farming facilities, schools, even a museum dedicated to Boomer history and a biodiesel refinery.



- **Jacobstown:** what was once a resort hotel for the rich and famous, removed from the Strip and amidst the mountains to the northwest, now is home to supermutants and especially nightkin, where the latter are encouraged to abandon their addiction to stealth boys. Under the leadership of Marcus, a supermutant that fought in the Master's army long ago, the mutants live in peace, raising brahmin and trying to stay out of the Mojave's problems. The settlement is fortified with heavy fencing, both due to the presence of predators like night stalkers. After the closing of Black Mountain, it's the only known refuge for mutants in the region.
- **New Vegas Sewers:** a veritable maze of tunnels under the main Vegas settlements, the Strip, Freeside and Westside, and their surroundings, the sewers house giant rats, feral ghouls, and also the Thorn, the fighting arena in the region. Some claim that animals bred by the Thorn that have escaped still live underground, and that could be from giant mantises to deathclaws.
- **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". Usually there are some Nightkin and/or Supermutants around it, basking in its warm glow.
- **Bitter Springs:** before the Legion's arrival, this was the place of the infamous Bitter Spring Massacre. After, it became an NCR camp for refugee's from settlements attacked by the Legion. Nowadays, it's a graveyard housing the dead from both campaigns, visited only by cazadores and deathclaws.
- **Red Rock Canyon:** home of the Great Khans, it's a large canyon at the end of a looming rock corridor north of Goodsprings. Being remote and well protected, the Khans could find security enough to somewhat thrive after the Second Battle of Hoover Dam. Most of the buildings are tents, except for the house inhabited by the Papa Khan and the trailers where Jack and Diane teach and produce chems.
- **NCR Ranger Stations:** named after the NATO Phonetic Alphabet, the six NCR stations Alpha, Bravo, Charlie, Delta, Echo and Foxtrot provided great military advantage to the NCR during the campaign against Caesar's Legion, and now still allow the army to keep the desert mostly under vigilance and safe. They are located, respectively, near Boulder City, northeast of Lake Mead, southwest of Novac, Southwest of Hoover Dam, north of Cottonwood Grove, and west of Jacobstown. They are all composed by improvised walls, tents, a communication station and sleeping quarters. Everything a hardened ranger needs.
- **Searchlight:** a small radioactive town, it's inhabited by the followers of Jason Bright, as well as feral ghouls and other creatures that resist radiation. Mere proximity to the town can be hazardous or even lethal due to the massive radiation levels.

### 4.3 Vaults

Developed by a company called Vault-Tec, a vault is a massive, underground structure where the old ways are somewhat preserved, though some house horrible experiments, the likes of which the average mind is poorly equipped to comprehend. These are the known vaults of the Mojave:

- **Vault 3:** formerly occupied by Fiends, until a joint attack by an NCR ranger called Bryce Anders and the Courier eliminated every inhabitant, including the leader, Motor-Runner. Left alone, after that, no one actually knows who took over it. However, it being located in the middle of Fiend territory leaves little options for guessing.
- **Vault 11:** infamous as one of the most monstrous vaults devised by Vault-Tec. Though there are no survivors to tell the story, evidence gathered from computer terminals throughout the Vault describe how Vault residents selected an annual sacrifice from among their members through democratic elections. This individual would serve as overseer, and at the end of their term, they were required to enter a chamber and submit to execution. Belief was that this would placate its main computer, that would spare the remaining dwellers. Currently, its empty, and the only people who survived exploring this vault are the ones that didn't go towards the end. Although there is much speculation as to what lies at its deepest recesses, only one person actually survived to it, and the Courier is not talking.
- **Vault 19:** this vault was once occupied by escaped convicts who planned to use the sulfur deposits below to become a great power in Vegas. That is, until the Courier showed up and blew the Vault to high heavens with everyone inside. It's location is a destroyed parking lot between Bonnie Springs and Whittaker farmstead, northeast of Goodsprings, though very little remains to be seen there.
- **Vault 21:** is a Vault-Tec Vault that was once hidden under Las Vegas, Nevada. When establishing his domain over the Strip, Mr. House won the rights to it on a game of blackjack. It has since had most of its installations covered with concrete, and the rest was converted into a hotel/casino. Like the Lucky 38, it is currently owned by the Courier. It's manager by Sarah Weintraub, who makes all the decisions, since the Courier prefers a more "hands-off approach" to his power over the Mojave.
- **Vault 22:** initially, it appeared to be a vault dedicated to botanical research. That description would be correct, but misleading, since spores infected and mutated it's inhabitants into hybrids of humans and plants. The spores still infect the air, and only wildlife and the bravest really take their chances journeying into it. The only thing to avoid more than this vault are puns about the "funghi" within.
- **Vault 24:** in *Fallout: New Vegas*, this was a cut vault with no content actually assigned to it. That makes it perfect as a starting place for Vault-Dweller characters. Players are free to create and assign any experiments to it to match their

characters, or the Narrator can assign whatever they need to tell their story. Also, since its location was never defined, it can be anywhere. Have to say, thanks for cutting this one, Obsidian!

- **Vault 34:** this is the birthplace of the Boomers. In this Vault, the armory was overstocked with weapons and ammunition and a gun focused culture prevailed. It was also equipped with a great number of recreational facilities, including a full-sized swimming pool, at the cost of living space. When overpopulation became a problem, part of their population moved to the desert, where they got into conflict with the natives and eventually ended up on Nellis Air Base. The rest of the occupants were killed by a radiation leak in the reactor.
- **Securitron Vault:** the securitron vault is a sealed bunker located under the weather monitoring station at The Fort, Caesar's main base of operations. It was where most of the Securitrons currently found in the Mojave were located, prior to the Second Battle of Hoover Dam. Since being activated, all Securitrons have been deployed to work as security around the Strip and the rest of the Mojave. Most people think assume that this means the vault has nothing of value left, but that might not be entirely true.

## 5 A LITTLE BIT OF HISTORY

Through mostly oral history, a few most recent and memorable facts are passed along, some say to honor those who died, some say so we never repeat the same mistakes. These are those stories:

- **First Battle of the Hoover Dam:** since first establishing themselves, the NCR always had a tenuous presence in the Mojave. Between the difficulty in establishing supply lines, raider troubles and the resistance from Mr. House and the Families, they already had their hands full. However, things got much worse when the conqueror known as Caesar got interested on the region. Between skirmishes and sabotage from the Frumentarii, NCR forces were seriously depleted. This culminated in an all-out assault by Legion forces under Malpais Legate, a direct hit on Hoover Dam. When Gen. Lee Oliver ordered his troops to retreat to the middle of the dam, the Legate ordered the Legion to keep increasing pressure. However, the NCR stand on the dam proved impenetrable, and along with the snipers, decimated the Legion troops, who retreated to the Fort and Cottonwood Cove. For his failure, Legate Joshua Graham fell in disgrace, was covered in tar, burned alive and thrown into the Grand Canyon.
- **Second Battle of Hoover Dam:** still present and still strong in the Mojave, Caesar himself came to lead his forces to ultimate victory. However, this conflict had a third party that eventually held the result of this battle in the palm of his hands. Having met both forces, both leaders, the third power known as The

Courier and his many allies, like Boomers, the Great Khans, and some say that even a small but powerful contingent of former Enclave soldiers, tipped the balance of power and helped NCR to remove Legion presence for good. However, like most endeavours, there are signs that this one was not as successful as they'd hoped.

- **Pacification of the Three Tribes:** before the war, Mr. House made preparations to prevent that Las Vegas would be hit by missile strikes. After the war, Vegas stood tall, mostly untouched by the devastation around it. Upon detecting the first NCR scouts, House realized that he would need help to keep his control over the region. To that end, he contacted three tribes: **the Mojave Boot-Riders**, a mighty violent tribe of hunters that would become the Chairmen; **the Slither Kin**, a tribe whose preferred tactics of deception, luring their victims and backstabbing them, became the Omertas; and **third, unidentified tribe** of cannibals became the White Glove Society, elitist snobs who mostly act like they have abandoned their old ways, along with their old name. To each family, House assigned a casino, hotel, and other attractions on New Vegas. This deal seems to have been renewed with the Courier upon taking over the strip.
- **Massacre of Bitter Springs:** even among the many mistakes committed by the NCR, the Massacre deserves special mention. In 2278, NCR troops surrounded a Great Khans camp at Bitter Springs, a camp their intel told was full of raiders. When elderly, women and children started fleeing the camp, the snipers from First Recon radioed command to confirm their orders. A miscommunication led to the snipers killing until they ran out of ammunition. After that day, the surviving Khans retreated to Red Rock Canyon, with many members becoming broken in many ways due to the trauma. On the NCR side, there is a lowkey effort to throw this under wraps, but sweeping away something of this magnitude would prove to be impossible. To this day, graffiti of the words "REMEMBER BITTER SPRINGS" pop up in random places around New Vegas, a mark of shame that the NCR will never be able to wash away.
- **Operation Sunburst:** this was the defeat that have consolidated the Brotherhood of Steel as a minor power in New Vegas. Elder Elijah, leader of this Brotherhood chapter, was obsessed with discovering the technology and the great weapon that was said to be hidden in the HELIOS ONE Power Station, something called Archimedes. The base, however, proved to be a poorly defensible position, and when NCR troopers attacked, Brotherhood forces were overwhelmed by their numbers. Elijah fled, leaving his post as Elder and his followers behind, and Elder McNamara took over and quickly organized a retreat to Hidden Valley. However, by then, about half of the Brotherhood's forces were killed, with the NCR taking over their equipment and power armor, and taking over their place in searching for Archimedes.
- **Massacre of Nipton:** Nipton was something of a neutral zone, where for the right amount of caps, NCR troopers, legionnaires, raiders and all could enjoy the

gambling and prostitution that the city offered. In 2281, as a demonstration of power, Legion soldiers, to show their power, destroyed the city and killed nearly everyone present, using a lottery system. The grand winner, a Powder Ganger, was allowed to leave alive, though some say that he was killed when leaving the city. The second place was allowed to live, but not to leave, as his legs were destroyed. Others were either enslaved, crucified or decapitated, the heads placed on the tips of spears, firm on the ground, a warning of the fate that awaited the rest of the Mojave.

- **Searchlight Disaster:** probably the most successful attack from the Legion, Searchlight was a small town where, pre war, nuclear waste was being stored for disposal. Word of this reached Legion troops, who deployed a small that detonated the still active nuclear waste. The result is one of the most radioactive places in the Mojave, where only ghouls could thrive. In 2282, a group of ghouls commanded by Jason Bright established the first ghoul settlement on that place, counting on the radiation to keep smoothskins out.
- **The Twin Bombs:** this one is spoken mostly as a legend, of when two couriers, one chasing the other, crossed the Divide, a radioactive hellscape recently destroyed by atomic fire. Legend tells that one of those was The Courier, who went after their past, and met with it in the figure of another, a man some called Ulysses. It is unknown if they ended as friends, foes or vanquisher and vanquished, but after the day of the combat, two encampments, near NCR Outpost and Cottowood Cove, were hit by atomic bombs, decimating most of the armies, and closing the I-15. Folks say that thanks to this action, the Second Battle of Hoover Dam was a much smaller conflict than it could have been, though none agree on if it that's a good or a bad thing.

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## A TABLES

### A.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 <sup>123</sup>	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

<sup>1</sup> Ghoul only <sup>2</sup> Supermutant/Nightkin <sup>3</sup> Behemoth only

## A.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.

### A.3 CONSUMABLES

#### A.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

### A.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

### A.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

## A.4 WEAPONS

### A.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

### A.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

## A.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

## A.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

## A.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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#### A.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 <sup>1</sup>	1	20	1	7	2700	1495	3d12 + 35
MF Hyperbreeder Alpha*	Microfusion Breeder <sup>1</sup>	1	10	1	7	8900	3995	3d10 + 50

<sup>1</sup> Self-replenishes, takes 1 turn to fully reload

#### A.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 <sup>1</sup>	1	7	1	15	250	370	3d10 + 50
Tri-beam laser rifle	Microfusion Cell	3	24	1	9	4800	245	2d100 + 60

<sup>1</sup> Self-replenishes, takes 1 turn to fully reload

#### A.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

#### A.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

## A.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

## A.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

## A.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

## A.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

## A.5 WEARABLES

## A.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	Weighth	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	—

### A.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	Weigth	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

### A.5.3 Medium Armor

Name	DT	Weigth	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	—

#### A.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

#### A.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	—

## A.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)

## A.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

A.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 Turret	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

## A.7 NPCs

Location	Name	Faction	Role
<b>188 Trading Post</b>	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
<b>Aerotech Office Park</b>	Bert Gunnarsson	NCR	Former Follower, from New Canaan, doctor
	Cap. Parker	NCR	Head of the refugee camp
	Frank Weathers	NCR	Farmer, from Junktown
<b>Bitter Springs</b>	Cap. Gilles	NCR	Demoted Major, after the Massacre
	Lt. Markland	NCR	Army doctor
<b>Black Mountain</b>	Neil	Jacobstown	Tries to send supermutants to Jacobstown, instead of Black Mountain
	Raul Tejada	Black Mountain	Friend of the Courier, pistolero
<b>Boulder City</b>	Ike	Boulder City	Owner of the Big Horn Saloon
<b>Camp Forlorn Hope</b>	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
<b>Camp Golf</b>	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
	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
<b>Camp McCarran</b>	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
<b>Crimson Caravan</b>	Blake	NCR	Merchant
	Don Hostetler	NCR	Company manager, chem pusher for the Great Khans
<b>Freeside</b>	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
<b>Goodsprings</b>	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
<b>HELIOS One</b>	Lt. Haggerty	NCR	Officer in command of guarding the station
	Fantastic	NCR	Complete idiot, somehow still chief of operations on the station
<b>Hidden Valley</b>	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
<b>Hoover Dam</b>	Bardon	NCR	Quartermaster of the dam
	Cel. Cassandra Moore	NCR	Commanding officer of the dam
<b>Jacobstown</b>	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
<b>Mojave Out-post</b>	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
<b>Nellis Air Force Base</b>	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
<b>New Vegas Strip</b>	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
<b>Novac</b>	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
<b>Old Mormon Fort</b>	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
<b>Primm</b>	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
<b>Westside</b>	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