Introduction

Life Before the Bomb

By the mid 21st century, the world as we knew it started to become a much more dangerous place to live. Years of dependence upon fossil fuels finally pushed the world's supply to the breaking point. As would be expected, the United States were among the hardest hit. In turn, they placed economic and military restrictions on Mexico, ensuring the nation a supply of oil, albeit at Mexico's expense.

Not too long after, the world entered a period of Resource Wars. Small nations went broke attempting to secure what they could of the dwindling natural resources, and Europe became fully dependent on the Middle East for oil. Seeing their opportunity, Middle Eastern countries raised the prices of oil to absurd levels, invoking the military wrath of the European Commonwealth. The battles over these precious few reserves would continue for almost a decade, up until the very day they dried up.

At around the same time, mounting pressures around the world forced many countries to withdraw from an already ailing United Nations. The Middle East saw limited use of nuclear weapons, and the "New Plague" killed people around the world in droves. The U.S., in response to the Euro-Middle-Eastern conflict and New Plague, closed its borders and imposed a national quarantine. In order to insure the survival of the American way of life in the future, the government began to organize and fund Project Safehouse. This project, funded by junk bonds, was designed to build underground shelters called Vaults, the first of which was built in 2054.

To further protect its precious supply of oil, the U.S. established the Anchorage Front Line in Alaska in 2059, increasing tensions with Canada due to their reservations on letting U.S. troops into the country to guard the pipeline. Despite the resource shortage, the world saw the advent of the first artificial intelligence, and the first primitive attempts at powered armor.

By 2060, virtually all traffic in the world came to a halt, as the remaining oil supply was deemed too valuable to waste on conventional automobiles. This spurred the market for fusion-powered cars and in turn created interest in new ways of creating fusion power and applying it to tasks normally associated with oil. By 2066, China's resources went dry as well, forcing it to become much more aggressive with the U.S. over trading oil. The U.S. decided not to export oil, and within the year, China invaded Alaska. With the advent of crude fusion cells and power armor, the U.S. developed the upper hand in the conflict. Even with these two technological trump cards, the U.S. was still strapped for resources and began to draw upon Canadian resources, eventually leading to the annexation of Canada by 2076. Unable to match the might of American power armor, China began to aggressively use biological agents against U.S. forces. In turn, the U.S. began research to counter this threat: the Pan-Immunity Virion Project (PVP). The efforts of this project creatde the Forced Evolutionary Virus (FEV), a virus that seemed to increase the strength and intelligence of its animal test subjects. By mid 2076, American power armor units penetrated deep inside China, stretching Chinese military forces and resources to the breaking point in an attempt to repel the invaders. The Alaskan front was also reoccupied. Power armor also saw action on the home front, pacifying starving American rioters around the nation.

In 2077, the world was at a stand still. America expected a nuclear or biological attack from China. The president went into hiding with trusted advisors. Then the bombs dropped, and the world was instantly changed.

Life After the Bomb

Few people made it into a Vault on that cool October day in 2077. Air raid sirens blew, but few people believed that their deaths would be imminent. Just mere feet below the streets of major metropolitan areas, these people were unaware of the extensive damage to the outside world. Entire populations were wiped out, leaving only the ashes of the once great civilization of Man. In seconds, the world became a much different place.

A combination of lethal doses of radiation

and F.E.V., which had somehow escaped its confines at a non-descript military base, created entire new species overnight. Those locked away in the Vaults lived for entire generations underneath the earth.

As far as anyone in the wastes knows, some Vaults opened up as early as 20 or so years after the Great War. Some opened much later, and even more sit silently under ground, housing an entire population of people waiting to return the surface and reclaim the land of their ancestors.

Those who survived in Vaults or other pre-war shelters that opened found the world a harsh new place. What once was a land of spiraling cities and arid land is now almost entirely sun-scorched desert. Survivors banded together, created towns, started trading routes, and generally began the long process of rebuilding civilization. Along the way these people encountered a vast variety of new species and old human habits. Survival was not only a struggle against the elements; it was a battle against mutated beasts and murderous raiders.

For now, much of the fate of the rest of the world is unknown. All most people are concerned with is staying alive…

The World In Review

Vaults: Your Tax Dollars at Work

Building massive underground shelters to house portions of the American population during a nuclear exchange was the ultimate goal of Project Safehouse. Started in 2054 and ending in 2069, Project Safehouse supervised the construction of some 122 separate Vaults across the country. They were initially envisioned to hold 1000 people comfortably until the surface once again became inhabitable. Powered by both geothermal and nuclear power, the Vaults were equipped with just about every amenity known to man to make the stay that much more comfortable. Vaults also housed a wealth of hydro-agricultural farms, water purification systems and construction equipment (including a GECK) to facilitate man's return to the surface.

However, the re-population of the surface

was in reality not the ultimate goal of the Vaults. The pre-war government, who hid themselves away in a secure location days before the bombs dropped, envisioned the vaults as a way to study how pre-selected segments of the population re-colonized when they were isolated. Unbeknownst to all but one inhabitant of each Vault, the Over Seer, each one of the 122 Vaults was a social experiment.

In general, most Vault Dwellers have spent all their lives living in the Vault. As such, they know little to nothing about the outside world. Even those people living in opened Vaults may not know anything about the outside world except for what they learn from people wandering through. While they may be naïve about the outside world, they are also knowledgeable in state-of-the-art technology, having used it all their lives while the rest of the world went without it. With such a privileged and isolated upbringing, it is a common attitude among Vault Dwellers that they are better than most of humanity.

Outsiders

The term "outsiders" covers a large array of people who live in the wastes. Some are descended from people who came from Vaults that opened long ago, and have become accustomed to the new world, while others are descended form people who survived in other shelters or in areas that were not hit hard.

Overall, these are the majority of people that make up the population in the wastes, and cover a wide variety of occupations from raiders to farmers. Most have little to no knowledge of advanced technology, as they have found little of it while eking out an existence among the ruins of pre-war America.

Most outsiders are more than familiar with leading hard lives, and working tirelessly just to eat. Having to spend so much energy just to survive, outsiders are naturally untrustworthy of people they do not know.

Outsiders organize themselves in various ways. The most basic organizations are tribes. These usually consist of people who have, for some reason, reverted back to a more primitive society. They do not have access to technology, and usually believe in magic or spirits of some sort.

The rest will usually band together and attempt to resettle in pre-war cities. These people will set aside land for farming, and construct houses in order to build a community. Some of the most successful human cities have been known to have thousands of people living in them.

Ghouls

While some people who didn't make it to a Vault in time were incinerated by nuclear fire, others suffered a different fate. Exposed to a combination of FEV and radiation, a number of people became ghouls. While still technically alive, they look like the walking dead. Thanks to the FEV, they have unnaturally long lives, though they have been rendered sterile and can no longer reproduce. Their exposure to radiation also makes them fairly resistant to radiation, meaning ghouls can live in areas with radiation levels high enough to keep normal humans away. Ghouls tend to live in these areas not only because they can, but also because such environments tend to be healthier for them.

Though they are still human, most "normal" humans either refuse to allow them entrance into their towns, or treat them as second-class citizens. Such discrimination tends to make ghouls very distrusting of "normies" and leads them to live in ghoul-only communities. Despite their prejudices against normal humans, ghouls are practically font-heads of knowledge about all sorts of pre-war information. Having time and knowledge at their disposal, ghouls have been known to be a driving force behind some technological advances throughout the wastes.

Super Mutants

Super mutants are products of radiation and FEV, but not in the same way ghouls are. Legend holds that super mutants originated on the west coast of the United States, and are the result of extensive research with the FEV virus to create super soldiers. Under the direction of a being referred to only as "the Master," normal human beings were dipped in a specialized vat of FEV. The result was a being of increased size and muscle mass, but often possessing less intelligence than they had before they were dipped. They also shared the extended life span and sterility that was inflicted upon the ghouls.

The Master's ultimate goal was to create an army of these mutants to overtake human civilization and replace it with his own. A nameless wanderer shattered the Master's plans, however. The mutant army shattered and fled. Nowadays, mutants can be found almost anywhere. They are not usually accepted in human or ghoul cities though, and often lead short and violent lives out in the wastes.

While mutants cannot breed, it is certainly possible that someone could once again come across a sample of FEV and rebuild a mutant army, or at least increase their numbers. Most super mutants alive today are remnants of the Master's army. Most still cling to the belief that they are a superior race of people destined to overthrow the human race. Most will treat normal humans and ghouls with disdain. Most all mutants also have at least basic weapons and tactics training. Combined with their enhanced size and strength, this makes them almost unstoppable engines of destruction.

Deathclaws

Deathclaws are an enigma in the wastes. Some claim them to be angry spirits summoned by Native Americans before the end of the world, or demons that walk the earth. Those who have studied them describe them as coming from a certain type of lizard that was alive before the war, and whose DNA was altered by FEV, causing it to gain intelligence, size, and to ability to breed much faster than normal.

Deathclaws tend to tower over even super mutants and are known to be even more dangerous. They are very protective of their young, very territorial, and they tend to hunt in packs. Many travelers have either first-hand or recollected stories about the ferocity and cunning of the Deathclaw as it hunts. The mystery of the deathclaw remains mainly because very few people have survived an encounter with one. Those who escape tell tales of glowing hypnotic eyes, horrible claws, and bulletproof hides. There are a few people, though, who tell tales of talking Deathclaws. Few people put stock in these stories though, as they are so rare.

Core Rule Additions/Changes

Creating a character in the Fallout universe is similar to creating a character for d20 Modern, but many changes have been made to the process to reflect life in the irradiated wastes.

- Players will still choose from the initial set of six character classes from the d20 Modern book.

- Fallout features a number of playable races, these will determine starting skills, beginning equipment, and ability score adjustments. Due to the advanced power of some of these races, the following should be kept in mind:

Humans and ghouls are considered to be at +0 enhanced character levels (ECL), mutants are at +2 ECL, and deathclaws at +3 ECL. Basically this means that a 3rd level human is roughly equal to the power of a first level mutant. A first level deathclaw is roughly as powerful as a 4th level human or ghoul, or a second level mutant.

Also, barred skills and feats listed in the racial descriptions are for starting 1st level characters only. If you plan on starting a campaign with higher starting levels, or mixed races, those characters starting out at level 2 or above will have access to most computer and technology based skills and feats, except and feats based Drive and Pilot. Other wise, those characters starting at 1st level may start taking skill levels in a barred skill provided they come into contact with the right equipment (i.e. A starting tribal make not take Drive as a skill starting, but as soon as they come across a working automobile they may begin to take skill levels in Drive.)

Humans characters will be the most numerous. They can come from most any where in the wastes; emerging from the relative safety of the Vaults, surviving in small, primitive tribes, or murdering and plundering for survival along trade routes.

Super mutants, who were once human until they were exposed to a lethal dose of radiation and the FEV virus. Most super mutants were created by a being known as the Master. This Master planned on eliminating InormalO humans to make the world safe. Super mutants are typically known to be very large, hulking humanoids with very little intelligence.

Ghouls are people who were exposed to a very large dose of radiation back decades ago at the start of the Great War. Instead of dying, these unfortunate souls gained extraordinarily long life spans. These days ghouls are usually treated as second class citizens by normal humans, due to their hideous appearance.

Deathclaws are descended from small lizards that lived before the war. Deathclaws usually live in packs of 20 to 200 hundred members. They stand 7-8 feet tall, with scaly skin and long, clawed hands. Due to their frightening appearance, deathclaws are usually shot on sight by humans.

- Several new Prestige classes have been added that reflect special organizations in the Fallout Universe.

- A host of new Feats from the Fallout series of games have been added. Characters will also be able to choose one or two Traits for their character. Characters will have access to the Skill Barter.

- A vast number of weapons, items, and armors have been included. A few new rules for modifying combat have been included.

- Firearms are still handled in the same way. Energy weapons (i.e. lasers, plasma, pulse) are Exotic Weapons. This Feat only needs to be applied to energy weapons once to gain an understanding of all energy weapons.

- The skill Demolitions, now covers explosives as normal, but also deals with landmines, explosive and non-explosive traps.

Character Creation

Normally, character creation should proceed like this:

1.) Check with your GM as to any rules, races, etc… that they will be allowing in their campaign. Be sure to check with other players as to what kind of characters they are playing. This will help you create a balanced group of adventurers.

2.) Roll up your character's ability scores. The standard method is to roll 3d6 and tally the score. If your DM has any special methods they wish to use, ask them.

3.) Choose you class and race (and background if a normal human). Pick these at the same time. Some race and class combinations will work out better than others. Available races are: Human, Super Mutant, Ghoul, and Deathclaw. Available starting classes are: Strong, Fast, Tough, Intelligent, Dedicated, Charismatic.

4.) Each race (and additional backgrounds for humans) lists starting equipment. You can choose your own weapons from those allowed, or your DM will assign them to you. It is possible that other equipment may be availble to you at the start (DMs discretion).

5.) Record features for your characters race and class. Most of these features are automatic, but some may require a little forethought. Look ahead when needed, and feel free to back track and do things over.

6.) Select Traits. Each character can select up to two Traits. Traits in the Fallout game are unique to PCs (and certain powerful NPCs and adversaries). While traits often have a beneficial effect, they also come with drawbacks to balance them out. You can elect not to choose any Traits if you wish.

7.) Select a Feats. Each stating character starts out with two Feats. See page 77 in the D20 MODERN PLAYERS GUIDE for information on Feats. Also be sure to look over the list of Fallout specific Feats. Keep in mind that many technological Feats will not be available to starting characters.

8.) Select Skills. Depending on your characters class and Intelligence modifier, you will receive a number of Skill points at 1st level. See page 42 of the D20 MODERN PLAYERS GUIDE for more info on Skills. Keep in mind that many technological skills will not be available to starting characters.

9.) Record combat and skill numbers. Based on your race, class, ability modifiers, Feats, and equipment, figure out your Saving Throws, Defense, hit points, melee and ranged attack bonuses, and total skill bonuses. Don't forget! Starting characters begin with their full HD worth of hit points (10 for Tough, 8 for Strong and Fast, 6 for Smart, Dedicated and Charismatic), their Constitution modifier, and their Constitution score,

EXAMPLE: A 1st Level Strong character with a Constitution of 16 will start with 8+3+16 = 27 hit points, plus any extra hit points from Feats and Traits.

10.) Detail your character. Invent a name for your character. Determine their sex, height, weight, eye color, and other personal features. You don't need to have a fully fleshed out character from the start, you can invent new information as the game goes along.

Fallout Races

Before the Great War, humans sat on the very top of the food chain. With the introduction of nuclear weapons to the modern world, most of the food chain was burned to a crisp, as well as most of humanity. Thanks to the myraid of combinations of radiation and FEV, new species of animals sprung up almost over night. Within a few years, the sun shone on a host of new mutated animals.

Humans, while still the most plentiful of species on the planet, are not nearly as ubiquitous as they were before the war. People in the wastes come from many different backgrounds. Some, whose ancestors were lucky enough to make it to the safety of a vault or similar fallout shelter, are commonly known as Vault Dwellers. Throughout the wastes some vaults have recently opened, some may have been open for ages, and some are still secreted away under mountains or the remains of post-war cities waiting for an all clear signal. Vaults, and some fallout shelters, were particularly

well stocked, containing fully automated farms, computerized systems, and everysort of tool the builder's tought people after a nuclear was might need to rebuild civilization.

Similar to the Vault Dwellers are those people in paramilitary organizations. Often ancestors of military units that defected or escaped into the safety of a hardened military base. These survivors, while they may not have acces to the same tools and technology as Vault Dwellers, do have access to a lot of conventional and high-tech firepower.

Those humans who either moved out of and away from vaults, or survived by other means usually consist of outsiders and tribals. Outsiders usually do not have access to any sort of high technology, and limited access to firearms. Outsiders have spent their lives ekking out an existance among the ruins of the pre-war world, often growing crops of mutated plants, raising brahimn, or trading among various towns. Tribals, however, are loose collections of people who have reverted to more IprimitiveO societies. They often live away from post war ruins, instead choosning a lifestyle of raising crops and hunting for food. These people have no access to any technology or any sort of weaponry save for all but the most primitive spears and melee weapons. Beastlords are a special case when it comes to tribals. Subjected to living deep within caverns laced with a peculiar type of radiation, beastlords have gained the ability to mentally communicate with and control animals.

Super mutants and ghouls are off-shoots of human stock. Super mutants were created in the depths of a pre-war compound on the west coast of the former United States, by an entity refered to (lovingly by super mutants at least) as the IMaster.O It was the IMasterO who devised a method for submerging already radiated individuals in a modified version of FEV in order to IevolveO them It was the Master's plan to bring about a golden age of humanity by evolving those worthy humans into super mutants, a race of super strong, long lived (though often less intelligent) beings. Unfortunatley for the Master, it's plans were foiled, and the once fearsome super mutant army dissolved, with its members left to wander the continent. Ghouls, some say, were actually survivors who didn't really survive the war. Many unfortunate souls who couldn't find shelter as the bombs dropped were exposed to lethal amounts of radiation (and some suspect FEV as well). Those that survived the ordeal were

left marked for life. Though ghouls have extraordinarily long lifespans and no longer having to worry about radiation, they appear to others a shambling B-movie zombies. Both super mutants and ghouls are viewed with suspicion by pure humans, or InormiesO as they are called by super mutants and ghouls. When they are allowed into human settlements, they are often treated as second class citizens.

Deathclaws are a bit of an enigma in the wastes. While they appear to be large, hulking lizards, they walk apright (although hunched). Often in living in broods the number from less than half a dozen to upwards of 20 or possibly more, deathclaws hunt in packs. They are known throughout the wastes as stealthy hunters and vicious combatants, even striking fear into the hearts of super mutants. Rumors have run amuck in bars across the wastes of Italking, furryO deathclaws, but few people are gullible enough to believe them.

Deathclaws

Deathclaws are a race of some what intelligent, giant, mutated lizards. Deathclaws live in tribes of anywhere from 25 to 100 individuals, and spend most of their time protecting the egg laying females and hunting.

Physical Description

They walk on two legs, stand more than two meters tall in adulthood, and have scaly skin ranging from an earthen brown color to light yellows. Deathclaws get their name from their vicious looking clawed hands Their large heads sport long, sharp horns, and their bipedal stance suggests lizard DNA and human DNA might have been spliced at some point after the Great War. They can communicate quite effectively with each other, and can use simple battle plans.. These claws make it hard for Deathclaws to manipulate small objects. As a result, they find it hard to use keyboards, guns, and other technological devices. Due to the large and abnormal size and shape of the Deathclaw's body, they may or may not be able to find or make armor should they choose to wear it.

Relations

Deathclaws are usually killed on site by most every other race in the wastelands. Only the most enlightened (or gullible) towns willingly accept deathclaws.

Deathclaw Racial Traits

- +4 to Strength, +3 Dexterity, +2 to Constitution, -3 to Charisma and Intelligence.

- Deathclaws are considered a Large race, as such they take a -1 to Defense and Attack rolls, +4 to grapple, -4 to Hide Checks, have a 10'x10' facing, and a reach of 10'.

- Deathclaws have a base speed of 30'.

- Deathclaws cannot use ANY weapons (ranged or melee). A deathclaw's melee damage is:
1d10 claw or bite (crit on 18-20)
2d6 gore (crit on 18-20)
1d8 slam (crit on 19-20)

- Deathclaws take an addition 1d6 points of damage from fire.

- Deathclaws receive new feats every third level (3rd, 6th, 9th, etc…) and only receive one extra starting feat.

- Deathclaws gain a +3 bonus to Fortitude saves when warding off radiation.

- Due to their thick hides, deathclaws gain a natural Defense bonus of +3.

- Deathclaws, regardless of class, use a 1d10 for determining hit points.

- Deathclaws are considered illiterate. (See Sidebar) They do begin play knowing the deathclaw language.

- Deathclaws begin with the Toughness feat.

- First level starting deathclaws cannot begin with the skills Computer Use, Craft (all), Demolitions, Drive, Forgery, Gamble, Investigate, Knowledge (all), Perform, Pilot, Profession, Repair, Research, and Ride. Over time, they can learn the above except for Drive, Pilot, Profession, Research and Ride.

- First level starting deathclaws cannot begin with the feats Aircraft Operation, Archaic Weapons Proficiency, Armor Proficiency (all), Builder, Combat Martial Arts (and related Feats), Drive by Attack, Educated, Exotic Melee Weapon Proficiency, Far Shot (and related Feats), Gearhead, Medical Expert, Personal Firearms Proficiency (and related Feats), Point Blank Shot (and related Feats), Quick Reload, Studious, Surface Vehicle Operation, Surgery, Vehicle Expert (and related Feats), and Windfall. Over time they can learn Educated, and Studious.

- Deathclaws cannot take any occupations.

Talking Deathclaws?

While some of the games in the Fallout series (2 and Tactics) portray talking deathclaws, talking deathclaws, plus any other talking animals are considered to have officially died off by the end of Fallout 2.

Some people may want to stick to the way deathclaws are presented in the first two Fallout games (where only Enclave altered Deathclaws (or their offspring can speak). For those people wishing to stay within this realm, only those deathclaws who were either produced by that Enclave program (or children of deathclaws from that program) may learn to speak. While their enhanced intelligence allows them to speak, it is still a challenge for them to learn how to parrot human language. A deathclaw character must spend 2 skill points to speak a human language (2 points per language), and another 2 to learn how to read it (2 points per language).

Deathclaws presented in Fallout: Tactics have it alittle easier. In this case, all deathclaws can speak broken human language, though they cannot read it. In order to speak more fluently, they must spend a skill point to improve their language skills (1 point for the most widely used popular language, 2 for others) . Another 2 skill points must be spent in order to read the language they are speaking (2points per language).

Ghouls

When the bombs hit, these unfortunate people were altered forever. They now live out extremely long lived lives, and cursed to appear like the undead. Due to the prejudices they face from human settlements, ghouls tend to live in communities of their own, living only as second class citizens with humans of no other home can be found. Though they appear dead, they are quite alive. In order to sustain their condition, they usually require exposure to a low source of radiation. As such, you can usually find large ghoul settlements near sites of high radioactivity.

Physical Description

Thanks to the massive amount of radiation absorbed by these people at the start of the Great War these people now live very long lives. The radiation also had a negative appearance, as most all ghouls look like rotted corpses. Most have skin colors ranging from greens, to dirt brown to pale white. While many may still have hair, it doesn't grow. Ghouls also cannot reproduce like normal humans, once the ghouls alive today die, there may no longer be any more ghouls. Aside from the hideous changes to their bodies, most ghouls minds are very much intact, and they possess skills that many people had before the war, though this does not keep them from being treated poorly by normal humans. Ghouls age very slowly, and their life span is currently unknown. They weight anywhere from 80 to 160 pounds, and stand anywhere from 50-60feet tall.

Relations

Racism still runs rampant, and ghouls are not usually accepted into most human settlements. Those that do accept them are either highly enlightened cities, or towns that treat them as second class citizens. It is far more common to find them in settlements of their own.

Ghoul Racial Traits

- Medium size: As Medium size creatures, ghouls have no special bonuses or penalties due to their size.

- Ghoul base speed is 30 feet.

- Ghouls receive a +10 bonus to Fortitude rolls when warding off the effects of Radiation. They are also unaffected by Mild to Moderate amounts of radiation.

- Ghouls receive a +5 bonus to Fortitude to rolls when suffering the effects of Electrical damage.

- They cannot have the skill Knowledge: Arcane Lore.

- -2 to Strength, -2 to Dexterity, +2 to Wisdom and Intelligence, due to their stiff, ghoulish state and long (after) lives.

- Ghouls start with the Toughness feat for free.

- Ghouls, due to the fact they were born before the war, can have any skill or feat.

- A starting ghoul character starts with: one complete ratty set of clothes, one conventional firearm (revolver, pistol, longarm baring machine guns and automatic weapons) and two reloads, a canteen of water, a weeks worth of scavenged food, and a utility knife.

Humans

Just like you and me, except alittle more radiated. Humans are the most widespread Fallout race.

Paramilitary

Paramilitary organizations are few and far between in the wastes. Most commonly, people with military training are descendants of soldiers who served during the time of the Great War. These people usually lead very regimented lives. Paramilitary organizations usually have access to weapons, technology, and perhaps even a few vehicles that other people living in the wastes don't.

- A starting 1st level character may not take the skills Knowledge: Arcane Lore, Pilot, and Ride initially. Pilot and Ride may be taken later.

- A starting 1st level character may not take the feats Aircraft Operation, Drive-By-Attack, Surface Vehicle Operation, Vehicle Expert, and Windfall initially. All but Windfall may be taken later.

- Due to their training, all paramilitary characters gain the Personal Firearms Proficiency at creation.

- Starting characters are usually issued: a set of fatigues, a set of body armor (usually a set of tanned leather armor for 1st level characters), a utility knife, 2 weapons (usually a side arm in the form of a revolver or pistol, and a long arm, which is either a rifle or shotgun 70% of the time, but theres a 30% chance they have been issued a submachine gun or assault rifle) with 3 reloads for each weapon, one canteen of water, and enough food (preserved pre-war stock or otherwise) for about a week.

- Paramilitary characters may not start with the occupations: Celebrity, Creative, Dilettante, Entrepreneur, Investigative, or Rural

Outsider

The everyday citizen of the wastes. Being brought up out in the new harsh world, has made these people survivors. Some hold down jobs and live in towns, others murder and raid nearby towns. These people are most likely descendants of people who came from vaults themselves several years ago, or who survived by some other means.

- They gain 3 free ranks in Survival.

- A starting 1st level character may not take the skills Computer Use, Drive, Knowledge: Arcane Lore, Pilot, and Swim initially. All but Knowledge: Arcane Lore can be learned later.

- A starting 1st level character may not take the feats Aircraft Operation, Drive-By-Attack, Surface Vehicle Operation, Vehicle Expert, and Windfall initially. All but Windfall may be taken later.

- Due to the generally dirt poor lives of these people, they have little (or no) high tech equipment. As such, they usually begin with: one or two changes of dirty clothes, a utility knife, one weapon (from a small selection of mundane pistols, revolvers, and long arms), 2 reloads for that weapon, one flask or canteen of water, enough dried or scavenged foods for about a week.

- They may not take the Occupation Emergency Services.

Vault Dwellers

Descendants of people who were lucky enough to get to a Vault before the bombs dropped. They have lived their entire lives inside the Vault, and very few have ever been outside of the vault.

- They gain 3 free ranks in Computer Use.

- A starting 1st level character may not take the skills Demolitions, Drive, Handle Animal, Knowledge: Arcane Lore, Current Events, Streetwise, Pilot, Ride, and Swim initially. All but Knowledge: Arcane Lore can be learned later.

- A starting 1st level character may not take the feats Aircraft Operation, Animal Affinity, Archaic Weapons Proficiency, Drive-By-Attack, Renown, Surface Vehicle Operation, Track, Vehicle Expert and Windfall initially. They may be learned later.

- They may not take the Occupations Adventurer, Athlete, Celebrity, Criminal, Dilettante, Entrepreneur, Investigative, and Rural.

- A typical vault dweller is usually equiped with: a vault suit (usually with the vault's number printed on the back), a Pipboy, one ranged weapon (from a selection of conventional revolvers, pistols, shotguns, and rifles baring machine guns and automatic weapons) with 3 reloads, 2 flares, 2 stimpacs, a canteen of water, and enough rations to last a week.

Reavers

A small group of people who worship technology. They have a preoccupation with high technology, and are wary of outsiders who do not share their same enthusiasm about said technology, usually referring to these people as heretics. Their speech tends to be littered with phrases referencing software and hardware from an age past. Their style of dress usually consists of robes interwoven with small bits and pieces of technology.

- They gain 3 free ranks in any Intelligence related skill.

- A starting 1st level character may not take the skills Drive, Handle Animal, Knowledge: Arcane Lore, Pilot, Ride, and Swim initially. All but Knowledge: Arcane Lore can be learned later, the skill Handle Animal is always considered a cross-class skill.

- A starting 1st level character may not take the feats Aircraft Operation, Animal Affinity, Archaic Weapons Proficiency, Drive-By-Attack, Surface Vehicle Operation, and Vehicle Expert initially. The Feat Animal Affinity confers only half it's bonus to Reavers.

- Due to their preoccupation with high technology, the Reavers start play with: one or two changes of clothes, usually with some kind of electronics included (with similar functions to the Pip Boy), 2 stimpacs, one canteen of water, one weeks worth of food, and one weapon. This weapon has a 45% percent chance of being some type of energy weapon (75% pistol, 25% rifle) with enough energy cells / micro fusion cells for two reloads. Other wise they can choose

from any pistols, revolvers, rifles (barring assault weapons) and shotguns, with enough ammo for three reloads.

- Reaver characters may not take the Occupations: Athlete, Celebrity, Dilettante, or Investigative.

Beastlords

Beastlords are a small group of people who have been endowed with the amazing ability to mentally communicate with and control all manner of beasts in the wasteland. They receive this mysterious power from their communal home, a vast cavern somewhere in the Midwest,which is riddled with pockets of radiation. This group's long exposure to this source of radiation is responsible for this odd mutation. Beastlords usual mode of dress is loin cloths and war paint.

- They gain 3 free ranks in Handle Animal.

- A starting 1st level character may not take the skills Computer Use, Craft (All), Decipher Script, Demolitions, Drive, Forgery, Knowledge (Behavioral Sciences, Business, Civics, Current Events, Physical Sciences, Popular Culture, Streetwise, Technology), and Pilot initially. They can all be learned later, though all technology related skills are always cross-class skills.

- A starting 1st level character may not take the feats Aircraft Operation, Drive-By-Attack, Gearhead, Surface Vehicle Operation, Vehicle Expert, and Windfall. Can not be taken initially. All but Windfall can be taken later. The feat Animal Affinity has twice the bonus for Beastlords.

- Beastlords begin play with the ability to summon animal companions. These companions must be treated in a friendly manner (do not eat it, or use it to set off traps). You can teach the companions up to three specific tasks or tricks for each point of Intelligence it possesses. You may only have a number of animals whose Hit Dice total no more than twice your level. You can dismiss current companions to summon new ones.

- Beastlords begin play with: one or two scraps of clothing, a skin of water or milk

a weeks worth of scavenged food, and a weapon, 40% chance of being a firearm, otherwise it will be a melee weapon. The firearm will be from a selection of pistols, revolvers, rifle (baring assault weapons) and shotguns. This weapon will come with two reloads.

- Beastlord characters may only take the Occupations: Religious or Rural.

Tribals

Tribals are people who also live in the wastes, but do so in more primitive societies, and usually with out technology.

- Tribals begin play just like Beastlords, except they do not gain the ability to summon animal companions. Instead they gain 3 free ranks in Survival, and have an intimate knowledge of the lands surrounding their home. As such they never lose their way when travelling through these lands.

Mutants

Super mutants are the product of experimentation with the FEV virus and human beings done by a being known as the Master. Using research from a prewar military installation, he reworked the FEV virus to change humans into mutants. Many died before he achieved the desired results. The process, known as ÏdippingÓ required that an individual be dipped into a vat containing this improved version of the FEV virus, as well as being subjected to high levels of radiation. Those people who were successfully dipped became much larger, tougher, and stronger. Frequently, the ÏdipÓ also caused a loss of intelligence, though a few fortunate souls actually became smarter. It was the ultimate goal of the Master to ÏdipÓ every human in the world to bring about a Utopian state, with rules enforced by his super mutant army. Sadly, for the Master, he was killed and his super mutant army was free to roam the wastes.

Physical Description

Super mutants stand around 8-10 feet tall, are heavily muscled, and have a greenish skin tone, marked with odd patches of hair and unsightly boils and warts.. Like ghouls, mutants age very slowly, but not as slowly as their cousins. Mutants are generally huge, easily reaching 7O-8O in height, weigh up to 350 pounds. Despite the fact that there are both male and female mutants, they can not reproduce through sex. The only known way to make more super mutants is by ÏdippingÓ regular humans.

Relations

Unfortunately, like ghouls, mutants are largely outcast from human society. Many of them prefer it this way, looking on human society as diseased or inferior because of the prejudice and corruption that still exist. Mutants were once part of what they see as an attempt to finally unite humanity and overcome humankind's weaknesses, and it is rumored that vats of the FEV virus still exist, and a mutant society is at work attempting to achieve this goal, even after the Master's death.

Super Mutant Racial Traits

- +3 to Strength, +2 to Constitution, -2 to Dexterity and Charisma and a variable change to Intelligence.

- Super Mutants are considered a Large race. As such they take a -1 penalty to Attack and Defense rolls, +4 to grapple, and -4 to hide checks. They have a 10'x10' facing, and 10 foot reach.

- Super mutant characters will usually start with a heavy weapon, with enough ammo for 3 reloads, two canteens of water, enough food for one week, and whatever clothing is on their back.

- Super Mutants receive new Feats every third level.

- Super Mutants gain a +2 bonus to Fortitude save when warding off radiation and poison.

- A starting 1st level character may not take the skills Drive, and Pilot initially. Due to their large sizes, they will only be able to learn these skills if they find a vehicle large enough to practice these skills.

- A starting 1st level character may not take the feats Aircraft Operation, Drive-By-Attack, Surface Vehicle Operation, Vehicle Expert, and Windfall. All but Windfall can be taken, but only until the character finds a vehicle large enough to practice these Feats.

- Due to their large size, mutants are limited to using heavy weapons, laser, plasma, and pulse rifles. (ranged weapons sized Large or larger, melee weapons of Medium or larger)

- The dipping method used to create mutants is often unreliable. When creating a super mutant, roll on this table using a d100:

> **1-10** Completely botched! Your character must re roll their intelligence using a 1d6.
>
> **11-20** Botched! Your character loses 1d4 points of intelligence.
>
> **20-85** Normal. You lose only 2 points of intelligence.
>
> **86-100** Surprise! The dip went successfully, and you gain 1d4 points of intelligence.

- Starting super mutant characters begin with: one heavy weapon or energy rifle with one reload, a canteen of water, a weeks worth of rations, and a stim pack

- Super mutant characters may not take the Occupations: Athlete, Celebrity, Creative, Dilettante, or Student.

Robots

Before the War, several companies and research facilities were making progress in the fields of robotics and artificial intelligence. From this research came the popular line of Mr. Handy robots, and several powerful super computers. While possessing an intelligence far superior to humans, these intellects were by no means artificial intelligence. Before the start of the Great War, humans created a vast army of robots of varying shapes and sizes. These robots were meant to help rebuild the world after a nuclear exchange. Most robots can communicate with humans by way of a synthesized voice. These days, most robots found in the wastes are considered novelties. Medium size robots, such as Mr. Handy and the humanoid robot, stand around 6'-7' feet tall and weigh 400-500 pounds. They can be found wearing almost any color scheme, though the popular Mr.Handy was normally a classic black and gray. Robots cannot wear armor, but they can use weapons and tools. Robots must be maintained to stay in working order. They require about 12 hours of inspection every month (represented by a successful Craft (Electrical or Mechanical) skill check against a DC of 15. If this maintenance is not performed, the robot begins to loose 1d4 ability points in a random ability every 24 hours until maintained. This requires a successful Craft (Electrical or Mechanical)with a DC equal to 15+ the number of ability points lost. As they are constructs, robots are immune to the effects of radiation, poison, gas attacks, chemicals, and mind-enfluencing attacks..

Physical description

Humanoid robots stand at about 7' tall. The head contains a camera for visual identification, and an antenna for communication. Both arms sport long, sharp combat blades.

Relations

Robots do not live in villages, as they do not have a society to mention of. Instead, all robots work in coordination, being controlled by command type robots, who are in turn controlled by the Computator. Robots are not a playable race.

1

Traits, Feats, Talents, and Skills in the Wastes

Traits in d20 Fallout are a new addition to the game. Traits are advantages and drawbacks gained by some notable physical characteristic. Each character may take one, two, or no traits. Also, some important or influential NPCs and monsters may also have Traits.

New Feats in d20 Fallout are actually Perks from the PC series of games. Due to their sometimes high powered benefits, they usually have higher restrictions. Additionally, some Feats are limited only to certain Fallout races.

Batering is a new skill added to d20 Fallout. With this skill and corresponding Feats, you have the option of haggling your way to a better deal with unscroupulous merchants around the wastes.

This game was meant to incorporate all Traits, Feats, Talents, and Skills. Ulitimately, it is up to your GM to decide which, if any, of these will be available for you to use.

Traits

Fast Metabolism
You have a very high metabolic rate. You regain 1.5 times as many hit points from natural healing. However, your Con saves when warding off radiation and poison are at a -4.

Bruiser
You are a little slower, but you hit very hard. You go last in a combat round, but your Strength goes up by one point for combat purposes.

Small Frame
Due to your small stature, you are unable to carry a lot of weight. Your carry weights are 20% less for your strength than other people. You gain one point to your Dexterity.

One Hander
One of your hands is very dominant. You excel with one handed weapons, gaining a +1 bonus on to-hit rolls with them, this also means you suffer when it comes to weapons requiring two hands, with which you have a -1 penalty onto-hit rolls with them.

Finesse
You attack with style. The critical range for any weapon you use is one greater (20 becomes 19-20, 19-20 becomes 18-20). when rolling for critical damage, roll twice as many damage dice as needed, and take only the lowest die rolls.

Kamikaze
By not paying attention to threats around you, you move faster than most people in combat, gaining a +2 bonus to your initiative roll. However, you take a -2 penalty to your Defense.

Heavy Handed
You hit hard, but without finesse. You do +2 extra points of melee damage, but critical must be checked an extra time.

Fast Shot
You attack with a gun faster than most people. As a result, you gain an extra attack of opportunity when using a firearm. However, you may not attack any weapon or item held by your target while you are firing at them with a firearm.

Jinxed
For you, and everyone 30' around you, all attack and skill rolls are botched on a roll of a one or two.

Good Natured
You studied up on skills other than combat. You may trade in your Simple Weapons Feat for one of the following Feats: Builder, Creative, Deceptive, Educated, Gearhead, Medical Expert, or Trustworthy.

Chemical Reliant
Your addiction rate to chemicals is twice as great, however, you suffer from their ill effects for only half as long.

Chemical Resistance
Chemicals only work half as long on you, but your addiction rate is half of the normal rate.

Night Person
You work much better at night. During the night, you gain a +1 circumstance bonus on attack rolls and skill rolls. During the daytime, this becomes a -1 penalty.

Glowing One (Ghoul Only)
Extreme radiation exposure has made you radioactive as well. You gain a +2 bonus to ward of radiation, but everyone around you is constantly exposed to a mild amount of radiation.

Tech Wizard
You spent many years learning technical skills, granting you a +2 bonus on one of these skills Computer Use, Craft (Chemical, Electronic, Mechanical), or Disable Device. Your eye sight is damaged, requiring an Int check against a DC of 15 to make out details of objects further than 30 feet away.

Fear the Reaper (Ghoul Only)
You have cheated death! You gain an extra starting perk, but something dangerous lies in your future (discuss with GM)

Vat Skin (Super Mutant Only)
Your skin is a ghastly sight to see, and you have a permanent, almost unbearable stench. You gain 5 points to your Def, but at everyone within 30' of you must make a Con check every round to avoid gagging from you stench. Those who fail are at a -2 penalty for all rolls until the time comes to make another check, you also loose 2 points of Charisma.

Ham Fisted
You have very big hands. You gain the Brawl Feat for free, but are at a -4 penalty on the Skills: Computer Use, Craft (any), and Disable Device.

Domesticated (Deathclaw Only)
Thanks to special training, you gain a point of Intelligence. You do 4 less points of damage of unarmed damage.

Rabid (Deathclaw Only)
If you manage to kill an foe in battle, you may take another swing at any enemy you don't have to move to hit at your highest modifier (cumulative). unfortunately, no chemicals including healing items, have any effect on you.

Tight Nuts (Robots Only)
This robot was built to absorb damage. It gains an extra 2 points of DR, but the check to repair it is at a base of 20.

Targeting Computer (Robots Only)
This robot has a dedicated targeting computer. The robot make make an aimed shot (+2 to-hit), but may not move that turn.

EMP Shielding (Robot Only)
This robot has dedicated EMP shielding. This robot moves 5ft less when it moves, but takes 5 less points of electrical damage.

Beta Software (Robot Only)
This robot is loaded with experimental software, and can be taught skills instead of having them programmed. This robot is prone to having weird and unexpected glitches...

Feats

Armor Proficiency (powered)
You understand how to utilize the features of powered armor.

Prereq: Armor Proficiency (light), Armor Proficiency (medium)

Benefit: When you wear a type of armor with which you are proficient , the armor check applies only to Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble checks
.
Normal: A character who wears armor with which they are not proficient takes a -4 armor check penalty on attacks rolls and all skill checks that involve moving, including Ride and Pilot.

Powered Melee Weapon Proficiency
You understand how to operate and maintain powered melee weapons.

Benefit: You make attack rolls with powered melee weapons normally.

Normal: A character without this feat takes the -4 nonproficient penalty when making attacks with powered melee weapons.

Adrenaline Rush
With this feat, you gain one point of Strength when you go under half your hit points.
Requirements: Strength lower than 17

Better Criticals
The critical hits you cause in combat are more destructive. When you cause a critical hit, add an additional 1d6 points of damage (not multplied). Mutants cannot pick this feat.
Requirements: Base Attack Bonus +6 , Dex 13

Bonsai
Through careful nurturing, you have a small fruit tree growing out of your head. This small tree bears 1d4 fruits. This feat applies to ghouls only.
Requirements: Knowledge (Earth and life sciences) 5 ranks, Craft (Chemical) 4 ranks

Bracing
You have learned to brace your self when firing large guns. You are considered one size larger for the purpose of firing guns from a standing position.
Requirements: Base Attack Bonus +6, Con 13

Brutish Hulk
With this feat, you gain double the normal amount hit points each time you gain a level. Only deathclaws can take this feat.
Requirements: Stir 16, Con 9,

Cancerous Growth
You have mutated so badly that you regain 2 extra hit points when healing naturally. You can also regenerate broken limbs. Only ghouls may take this feat.
Requirements: Str under 14

Crazy Bomber
With this feat, your character has become an expert with making explosives. Should their Craft (chemical) check fail by 5 points or more, the explosive do not explode, and the components used are not wasted.
Requirements: Craft (Chemical) 6 ranks, Int 13

Death Sense
You have very heightened senses. This perk gives you a +5 on a Listen and Spot check to notice some one Moving Silently or using the Hide skill.
Requirements: Int 10

Demolition Expert
You are an expert at making explosives. Any explosive made by you goes off on time, and does an extra 1d6 worth of damage.
Requirements: Craft (Chemical) 7 ranks, Dex 13

Die Hard
You don't die easily. When you get down below 20% of your hit points, your Saving Throws gain a +5 bonus until you are healed past 20%.
Requirements: Treat Injury 4 ranks, Con 13

Dodger
You are less likely to be hit with this feat. You gain an additional 2 points to your Defense with this feat.
Requirements: Dex 15

Drunken Master
You fight better drunk. You gain an additional

+2 to your unarmed attack rolls while under the influence of alcohol. Robots cannot take this feat.
Requirements: Brawl, Base Attack Bonus 3, alcohol

Faster Healing
This feat can be taken up to three times. You gain an extra 2 hit points through natural healing.
Requirements: Con 15

Flexible
Years of exercise made you very supple. You can stand up and make a 1OO move with a single move action.
Requirements: Dex 15

Flower Child
With this feat you are only half as likely to be addicted to a chemical, and you suffer the after effects for only half the normal time.
Requirements: Con 15

Ghost
In poorly lit areas, or after the sun goes down, you move very easily. In these conditions you gain a +2 bonus to your move Silently Check.
Requirements: Move Silently 6 ranks

Harmless
You appear to be a very innocent person, and makes it easier for you to steal from others. You gain it easier for you to steal from others. You gain +2 on your Sleight of Hand checks when trying to pick pocket someone.
Requirements: Sleight of Hand 5 ranks

Healer
You find it easier to heal injuries. When restoring hit points, you restore 1d8. During surgery, you restore 1d12 hit points for every character level of the patient.
Requirements: Treat Injury 4 ranks, Int 16, Dex 15

Heave Ho!
This feat can be taken up to three times Each time it is taken you may throw thrown weapons an additional 5 feet further.

Hide of Scars
Your flesh has become hardened due to scarification. You have an extra 5 DR against all damage except fire.
Requirements: Con 15

Hit the Deck
You react very quickly to incoming fire. When making a Reflex save against attacks affecting an area, you only take] the damage.
Requirements: Dex 15

Lead Foot
Your ability behind the wheel and your fast reflexes make you a very fast driver. When declaring a speed when driving you can choose to go up to two categories faster than the one you are currently at.
Requirements: Drive 6 ranks

Light Step
You have a soft touch and step, and are very cautious. If you fail a Disable Device check while disarming a trap by more than 5, there is only a 50% chance the trap will actually go off.
Requirements: Dex 15, Disable Device 6 ranks

Living Anatomy
You have a better understanding of the anatomy than most people. You gain one free rank in Treat Injury, and you do +2 extra points of damage to living creatures.
Requirements: Treat Injury 4 ranks, Surgery

Loner
You work much better alone. When working away from any allies, you gain a +1 circumstance bonus on all your combat and skill rolls.
Requirements: Cha under 10

Master Thief
You have become very proficient at stealing and picking locks. You gain a +3 bonus to Disable Device and Sleight of Hand.
Requirements: Disable Device 5 ranks, Sleight of Hand 5 ranks, Dex 15

Master Trader
You have mastered one aspect of bartering- buying goods cheaper than normal. You get an additional 5% of goods payed or discounted in your favor when bartering.
Requirements: Barter 7 ranks, Cha 16

Medic!
You gain a +2 bonus to your Treat Injury skill checks.

More Criticals
This feat can be taken three times. You are more likely to score a critical hit in combat. When checking to see if a threatened hit is a critical hit, add 1 to the roll. Super Mutants cannot take this feat
Requirements: Base Attack Bonus 6

Mutate
Exposure to weird radiation has changed one of your Traits. You may replace one of your Traits with a different one. You lose the benefits and penalties of the old Trait and take on those of the new one.
Requirements: total Character Levels 9

Negotiator
You are a very skilled negotiator. You gain a +2 bonus to Barter skill checks.

Night Vision
With this feat, you can see in the dark much better. In total darkness, you can see as if you were in candle light (5' radius around you)

Pickpocket
You are very adept at stealing. When attempting to pick someones pocket, their Spot check has a -5 penalty.
Requirements: Sleight of Hand 9 ranks, Dex 16

Psychotic
Your body has adjusted to the effects for certain chemicals. The effects of the drug Psycho are doubled, while the withdrawal effects are halved. Only mutants mat take this feat.
Requirements: Con 13

Pyromaniac
You do more damage with fire based weapons. When using a weapon that deals fire damage, they do an additional 1d6 of damage.
Requirements: Base Attack Bonus 7

Quick Pockets
You have learned to pack your equipment so that it is easily accessible. When retrieving a piece of equipment from your inventory, it does not draw an attack of opportunity.
Requirements: Dex 13, total Character Levels 3

Quick Recovery
If have been knocked down by an attack, you may stand up as a free action, if you are not grappling, pinned, or unconscious.
Requirements: Dex 13

Rad Child
You do not take immediate damage from radiation, instead you gain an extra 2 points of natural healing while being exposed to it. Radiation will still continue to build up in your body however, and possibly irradiate those around you. Only ghouls may take this feat.
Requirements: Con 13

Rad Resistance
This feat may be taken twice. You are able to avoid radiation and the illness it causes. Each time this feat is taken, you gain a +1 bonus to your Fort save when warding off radiation and its effects. Ghouls cannot take this feat.
Requirements: Con 15, Int 13

Ranger
You gain a +2 bonus on your Knowledge (earth and life sciences) checks.

Salesman
You can sell just about anything to anyone, and make a tidy profit. You gain an additional 5% in your favor when attempting a Barter skill check.

Sharpshooter
While using either handguns or long arms, range increments past 5 only incur a -1 penalty to hit.
Requirements: Dex 16, Int 16, Base Attack Bonus 11

Silent Death
On a successful Move Silently check, you can sneak up on an enemy and inflict double damage with an unarmed attack.
Requirements: Move Silent 8 ranks, Base Attack Bonus 7, Brawl& Improved Brawl or Combat Martial Arts & Advanced Combat Martial Arts.

Silent Running
You can Move Silently up to your full speed without incurring a penalty, however attacking, running, and charging still invoke a penalty.
Requirements: Move Silently 7 ranks, Dex 16

Slayer
In unarmed combat all threatened hits are automatically critical hits.
Requirements: Improved Knockout Punch or Advanced Combat Martial Arts, Base Attack Bonus 11, Str 16, Dex 16

Snake Eater
This feat may be taken twice. Each time it is taken, it grants a +2 bonus to Fort saves when warding off poison.
Requirements: Con 13

Sniper
You have mastered the firearm as a source of pain. With this feat, any threatened hit is automatically a critical hit.
Requirements: Base Attack Bonus 11, Dex 16, Int 16

Stat!
When using the skill Treat Injury, or when attempting to stabilize a dying character, you do not draw an attack of opportunity.
Requirements: Treat Injury 8 ranks, Dex 13

Steady Arm
Your massive size allows you to keep your weapon steady. When using the burst fire mode, your attack roll is only penalized by -2. Only mutants may take this feat.
Requirements: Str 18

Stonewall
When someone attempts to bull rush you, you get an additional +2 stability bonus.
Requirements: Str 16

Strong Back
This feat can be taken three times. For each time this feat is taken, you are considered o have one extra strength point for determining carrying weights.
Requirements: Str 16, Con 13

Stunt Man
You have learned to roll with blows. You take 1d6 less points from falling or from explosives.
Requirements: Str 13, Con 13, Dex 13

Survivalist
You gain a +2 bonus to your Survival skill checks.

Swift Learner
This feat may be taken three times. You learn very quickly. For every time this feat is taken, you gain an additional skill point whenever you level up.
Requirements: Int 16

Talon of Fear
All unarmed attacks done by you poison your enemies. Poison types vary, check with your DM for type of poison. This feat can be taken be deathclaws only.
Requirements: Base Attack Bonus 11, Str 13

Thief
You gain a +2 bonus on your Disable Device and Move Silently skill checks.

Tough Hide
Exposure to radiation has hardened you against the elements. You gain 7 points of Defense, and an extra DR of 3

Way of the Fruit
You understand the ancient way of the fruit. You enjoy strange and wonderful benefits whenever you eat fruit. These fruits have a random effect, only discernable when eaten. The entire piece must be eaten for the effect to be activated.

1 - Charisma
The character can speak eloquently and persuasively as well as exude an aura of personality and charm, adding a +5 enhancement bonus to their Charisma scor for 5 minutes.

2 - Constitution
The character becomes more resilient. It provides a +5 enhancement bonus to the their Constitution for 5 minutes.

3 - Cure Light Wounds
This heals 1d8+1 points of damage.

4 - Cure Moderate Wounds
This heals 2d8+1 points of damage.

5 - Cure Serious Wounds
This heals 3d8+1 points of damage.

6 - Cure Critical Wounds
This heals 4d8+1 points of damage.

7 - Darkvision
The character can see in the dark for 3

hours, although everything they see appears in shades of black and white.

8 - Dexterity

The character becomes more graceful, agile, and coordinated. They receive a +5 enhancement bonus bonus to their Dexterity score for 5 minutes.

9 - Intelligence

The character gains clarity of the mind and a quicker wit, resulting in a +5 enhancement bonus to Intelligence for 5 minutes.

10 - Stealth

The character gains the ability to move quietly and stay out of sight, granting a +5 circumstance bonus on their Hide and Move Silently checks for 1 hour.

11 - Strength

The character's strength is improved, resulting in a +5 enhancement bonus to the character's Strength for the next 5 minutes.

12 - Wisdom

The character gains intuition, adding a +5 enhancement bonus to the character's Wisdom for the next 5 minutes.

Requirements: Cha 16, Knowledge (earth and life sciences) 9 ranks.

Talents

Listed here are additional talents for use by PCs and NPCs alike. Keep in mind that in order to take the second or third talents in a talent tree, you must possess the previous talent.

Strong - Big Bully

A Strong bully may not be the smartest person around, but they know enough to use their physical prowess to get want they want out of life.

1- Gain Strength bonus equal to negative Intelligence modifier (minimum of one) for combat purposes.

2- Add Str bonus to Intimidate rolls.

3- Double Strength bonus due to negative Intelligence modifier (minimum of two)

Fast - Ghostwalker

A Fast hero may learn to blend into their environment, becoming much harder to spot. These talents only work when the hero is already concealed, thus a Fast hero with the Ghostwalker talent does not automatically gain a concealment bonus when in plain sight.

1- When concealed, gain an additional 5% concealment

2- When concealed, gain an additional 5% concealment (10% total)

3- When concealed, gain an additional 5% concealment (15% total)

Tough - Tough SOB

A Tough hero may learn to sustain serious trauma to their bodies through sheer stamina. Each rankl taken means that the Tough hero can take a few more hitpoints worth of damage before subcuming to lethal damage.

1- Increase damage threshhold 1: Add + 1

2- Increase damage threshhold 2: Add + 2 (+3 total)

3- Increase damage threshhold 3: Add + 3 (+6 total)

Smart - Smarty Pants

A Smart hero may spend their time studying, or otherwise spending their free time bettering their understanding of particular subjects. This makes it easier for them to focus and improve one skill.

1- Make one skill permanently a class skill.

2- Gain one additional skill point per level

3- Gain one additional skill point per level (+2 per level total)

Dedicated - Hellfire and Brimstone

A Dedicated hero may decide to take up a particular religion or set of ideals particular to certain organizations with zeal. They have become so focused on their beliefs that they can inspire or cause fear in those in their prescence. This talent tree is useable only by PCs who have joined a notable religon or organization (DM's discression)

1- Fellow followers of your religion gain +1 circumstance bonus to attack and saving rolls

2- Fellow followers of your relgion gain +1 circumstance bonue to attack and saving rolls (+2 total)

3- Effect doubled for fellow followers. Members of opposing religion receive -2 modifier to attack and saving rolls.

Charismatic - Wheel and Deal

A Charismatic hero may learn how to use their charm to get a better deal when bartering.

1- Gain an additional +1 on Barter checks

2- Gain an additional +1 on Barter checks (+2 total)

3- Gain an additional 10% in your favor when bartering.

Skills

Barter (Cha)
Use this skill to convince others to pay more for your goods, and to accept less money for theirs.
Check: To barter with a merchant, you must have a number of goods or amount of money roughly to trade roughly equal to the value of goods you wish to trade with the merchant. Your Barter skill check is opposed by the merchant's skill check. The difference in checks will result in a higher percentage of goods being gained or sold.

Check Difference	% increase
1 through 9	10.00%
10 through 19	15.00%
20 through 29	20.00%
30 through 39	25.00%
40 or more	30.00%

EXAMPLE: You have a number of goods that equal about 400 value points, and you wish to trade the merchant for 400 points of goods. You roll and compare your Barter skill checks, and you come out 5 ahead. You can safely offer 360 points of goods for their 400. Had the merchant won instead, you would have had to pay 440 points of goods for his 400. However, you are under no obligation to buy the merchant's goods.

Try Again? Yes, but each check takes up 20 minutes.
Special: You cannot take 10 or 20 when making a Barter check.
Time: A Barter check requires 20 minutes.

Prestige Classes

Prestige Classes in the Wastes

Prestige classes represent special skills, training or conditioning learned or earnedby characters. Along with these various prestige classes, the following prestige classes from the d20 MODERN CORE RULEBOOK are also available: Soldier, Martial Artist, Gunslinger, Bodyguard, and Field Medic.

Brotherhood of Steel

Knight

Knights form the backbone of the Brotherhood's ranks. Knights do everything from patrols in Brotherhood territory, to maintaining, building and repairing weapons and other technological items, to fighting on the front lines. Most Knights, upon reaching 5th level, can choose the next path of their career (either Paladin or Scribe) in the Brotherhood.

Requirements:
Base Attack Bonus: +3
Skills: Knowledge (tactics) 3 ranks, Knowledge (technology) 3 ranks
H.D.: 1d8 plus Constitution modifiers
Action Points: 6+1/2 character level rounded down
Class Skills: Craft (Electronic, Mechanical), Demolitions, Intimidate, Jump, Knowledge (currents events, history, tactics, technology), Listen,Navigate, Profession, Read/Write Language, Repair, Speak Language, Spot, Survival, Swim
Skill Points: 3 + Intelligence modifier

Class Features

Weapons Training
At 1st level, a Knight gains the Weapons Training class feature. The Knight may choose one of the following Feats, provided they meet the requirements for the feat: Brawl, Improved Brawl, Combat Martial Arts, Personal Firearms Proficiency, Advanced Firearms Proficiency or Simple Weapons Proficiency.

Technical Training
At 2nd level, a Knight gains the Technical Training class feature. The Knight gainsa +2 competence bonus to Repair.

Weapon Specialization
At 4th level, a Knight gains weapon specialization with a specific melee or ranged weapon to which they have also applied the Weapon focus feat or class feature. You get a +2 bonus on damage rolls with the chosen weapon.

Skill Specialization
At 5th level, a Knight gains the class feature Skill Specialization. The Knight gains a +2 competence bonus in any one class skill.

Bonus Feats
At 3rd level, a Knight gets a bonus feat. The bonus feat must be selected from the following list, and the Knight must meet all the prerequisites of the feat to select it: Advanced Firearms Proficiency, Armor Proficiency (light, medium or heavy), Brawl, Builder, Burst Fire, Bracing, Cautious, Combat Reflexes, Exotic Firearms Proficiency, Far Shot, Gearhead, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack, Sniper or Studious.

Table 3-1: Knight

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	0	0	0	Weapons Training	0	0
2nd	1	1	1	1	Technical Training	1	0
3rd	1	2	2	2	Bonus Feat	2	0
4th	2	2	2	2	Weapon Specialization	3	1
5th	3	3	3	3	Skill Specialization	4	1

Paladin

Paladins are the fighting arms of the Brotherhood of Steel. Paladins hold a position of prestige in the Brotherhood. They are treated as officers and lead squads of lesser-trained Knights into battle. Paladins are the epitome of Brotherhood virtues such as cunning, strength, knowledge of technology from a bygone age and keepers of peace in the present wasteland.

In general, Paladins are elite soldiers. They are usually deployed as leaders for groups of lesser-trained Brotherhood soldiers, or in small groups as a strike force. Due to their origins, Paladins will usually have access to high technology items made available by the Brotherhood's scribes. Paladins also have access to advanced military training, such as learning how to use power armor and energy weapons.

Requirements:
Base Attack Bonus: +6
Skills: Knowledge (tactics) 6 ranks, Knowledge (technology) 4 ranks
Feats: Personal Firearms, Advanced Firearms
H.D.: 1d10 plus Constitution modifiers
Action Points: 6+1/2 character level rounded down.
Class Skills: Demolitions, Intimidate, Jump, Knowledge (currents events, history, tactics, technology), listen, Navigate, Profession, Read/Write Language, Speak Language, Spot, Survival, Swim
Skill Points: 5 + Intelligence modifier

Class Features

Exotic Weapon (Energy Weapons)
At 1st level, a Paladin gains the feat Exotic Weapons (Energy Weapons) for free.

Weapon Focus
At 2nd level, a Paladin gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Paladin must choose a specific weapon (i.e. a ranged, melee weapon, or unarmed or grapple as a weapon). You must be proficient with the weapon.
You add +1 to all attack rolls you make using the selected weapon.

Command Aura
At 4th level, a Paladin gains the class feature Command Aura. During combat, all allies within 20 feet gain a +1 bonus to their attack rolls, skill checks and saving throws. By spending an action point, a Paladin can either extend the area up to 30 feet, or boost the bonus up to +2 for one combat. Knights gained through the Gain Command class feature usually gain a bonus of +2, and +3 when an action point is spent. This bonus ends when the party is not in a combat situation.

Power Armor Feat
At 5th level, a Paladin gains the class feature Power Armor Proficiency. This feature confers the same bonus as the feat of the same name. A Paladin who attempts to wear and use powered armor before acquiring this feature still suffers the penalty for being non-proficient with power armor.

Gain Command
At 7th and 10th level, a Paladin gains the class feature Gain Command. At 7th level, the Paladin gains three 1st level Knights as retainers. At 10th level, this becomes five 2nd level Knights.

Weapon Specialization
At 8th level, a Paladin gains weapon specialization with a specific melee or ranged weapon to which they have also applied the Weapon focus feat or class feature. You get a +2 bonus on damage rolls with the chosen weapon.

Bonus Feat
At 3rd, 6th, and 9th level, a Paladin gets a bonus feat. The bonus feat must be selected from the following list, and the Paladin must met all the prerequisites of the feat to select it: Armor Proficiency (light, medium, heavy), Brawl, Burst Fire, Bracing, Cleave, Combat Expertise, Combat Martial Arts, Combat Reflexes, Exotic Firearms Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Point Blank Shot, Power Attack, Sniper.

Table 3-2: Paladin

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	1	0	Exotic Weapon (energy)	1	0
2nd	1	2	2	0	Weapon Focus	1	0
3rd	2	2	2	1	Bonus Feat	2	0
4th	3	2	2	1	Command Aura	2	0
5th	3	3	3	1	Power Armor Feat	3	1
6th	4	3	3	2	Bonus Feat	3	1
7th	5	4	4	2	Gain Command	4	1
8th	6	4	4	2	Weapon Specialization	4	1
9th	6	4	4	3	Bonus Feat	5	2
10th	7	5	5	3	Gain Command	5	2

Scribe

Scribes serve as the support and research arms of the Brotherhood. Scribes research, design and repair broken technological items brought in from the wastes, and also serve as medics.

Requirements:
Skills: Computer Use 3 ranks, Craft (electronics) or Craft (mechanical) 3 ranks, Disable Device 3 ranks, Knowledge (technology) 5 ranks
H.D.: 1d6 plus Constitution modifiers
Action Points: 6+1/2 character level rounded down
Class Skills: Computer Use, Craft (chemical, electronic, mechanical, Pharmaceutical, Structural), Demolitions, Disable Device, Knowledge (behavioral sciences, earth& life sciences, physical sciences, technology), Navigate, Profession, Read/Write Language, Repair, Research, Speak Language, Spot
Skill Points: 7 + Intelligence modifier

Class Features

Repair Bonus
A Scribe gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See page 70 of the D20 MODERN CORE RULEBOOK for details on jury-rigging. At 7th level, this competence bonus increases to +4.

Modify Item
At 2nd level, a Scribe can attempt to improve

Prestige Classes

Prestige Classes in the Wastes

Prestige classes represent special skills, training or conditioning learned or earnedby

Improvement	Cost	Time	Craft DC
Electronic Devices			
+1 equip bonus	1/4 value	3 h	15
+2 equip bonus	1/3 value	4 h	20
+3 equip bonus	1/2 value	5 h	25
Armor			
+1 defense	1/4 value	3 h	15
+2 defense	1/3 value	4 h	20
+3 defense	1/2 value	5 h	25
+2 DR	1/3 value	4 h	20
+4 DR	3/4 value	6 h	30

Improvement	Cost	Time	Craft DC
Ranged & Powered Melee Weapons			
+1 damage*	1/4 value 3 h		15
+2 damage*	1/3 value 4 h		20
+3 damage*	1/2 value 5 h		25
+5 ft. to range	1/4 value 3 h		15
+10 ft. to range	1/2 value 5 h		25

* Damage bonus applies to melee weapons, ranged weapons that take this enhancement get a bonus to attack rolls instead.

Once modified, the items take the following penalties: for weapons, should they ever roll a "1" on an attack roll, they are destroyed and are rendered to a state of disrepair; for electronic equipment, should the user ever fail a skill check using the item by rolling a "1," the device is ruined and cannot be fixed; for armor, should the wearer ever take damage which is greater than twice the current defense score, the upgraded defense or DR is lost, and while the armor will still be whole, it cannot be upgraded again.

Skill Mastery
At 4th level, a Scribe selects a number of skills from their class equal to 3+ Intelligence modifier. When making a skill check using one of these skills, the Scribe may take 10, even if stress and distractions would normally prevent them from doing so.

Competence
At 8th level, the Scribe becomes well versed in pre-war technology. They may add their Knowledge (technology) bonus to any Craft, Repair, or Research roll by spending an action point.

Construct
At 5th and 10th level, a Scribe gains the Construct class feature. At 5th level, the Scribe may produce up to 2000 worth of technological items (i.e. ammunition, weapons, armor, electrical devices, drugs, explosives, gases, poisons, etc.) At 10th level this increases to 5000. Having access to proper tool kits will increase these values by 25% when manufacturing items related to a certain craft.

Bonus Feat
At 3rd, 6th, and 9th level, a Scribe gets a bonus feat. The bonus feat must be selected from the following list, and the Scribe must met all the prerequisites of the feat to select it: Builder, Cautious, Combat Expertise, Demolition Expert, Educated, Exotic Weapon Proficiency (Energy Weapons), Gearhead, Healer, Medic!, Personal Firearms Proficiency, Point Blank Shot, Stat!, Studious, Swift Learner

Table 3-3: Scribe

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	0	0	2	Repair Bonus	1	0
2nd	1	1	0	3	Modify Item	1	0
3rd	1	1	1	3	Bonus Feat	2	1
4th	2	1	1	4	Skill Mastery	2	1
5th	2	1	1	4	Construct	3	1
6th	3	2	2	5	Bonus Feat	3	2
7th	3	2	2	5	Reapair Bonus	4	2
8th	4	2	2	6	Competence	4	2
9th	4	3	3	6	Bonus Feat	5	3
10th	5	3	3	7	Construct	5	3

Vault

Overseer

The overseer acts as the head administrator in a vault, and is the sole authority of the vault. Working in conjunction with the automated systems of the vault, the overseer maintains the peace and general welfare of the vault's inhabitants.

Requirements:
Skills: Computer Use 3 ranks, Diplomacy 4 ranks, Knowledge (Civics) 4 ranks
H.D.: 1d6 plus Constitution modifiers.
Action Points: 6+1/2 character level rounded down.
Class Skills: Bluff, Computer Use, Diplomacy, Gather Information, Intimidate, Knowledge (behavioral sciences, civics, current events, popular culture) Read/Write Language Sense Motive, Speak Language, Spot
Skill Points: 5 + Intelligence modifier

Class Features

Persuasive Argument
At 1st level, the Overseer gains the Persuasive Argument class feature. By spending an action point, the character may add 1 1/2 times their Overseer levels as a bonus for one Bluff, Diplomacy, or Gamble check. Combine Efforts At 2nd level, the Overseer gains the Combine Efforts class Feature. When directing

vault workers at a task, you can attempt to take 10 on the check. At 7th level, you are allowed to take 20 on a check.

Organize Efforts
At 4th level, the Overseer gains the Organize Efforts class feature. By making a skill check against a DC of 15, those aiding add a +3 circumstance bonus. At 8th level, they can make a skill check against a DC of 20 to add a +4 circumstance check.

Master Administrator
At 5th level the Overseer gains the Master Administrator class feature. By way of having a head for figures, people under the Overseer's influence will use up 10% less resources (such as food, water, power of electrical devices), and also confers a bonus 5% in their favor when Bartering. At 10th level this becomes 25% less resources and a bonus 10% in their favor when Bartering. This does not affect the use of ammunition or drugs.

Bonus Feat
At 3rd, 6th, and 9th level, the Overseer gets a bonus feat. The bonus feat must be selected from the following list, and the Overseer must met all the prerequisites of the feat to select it: Attentive, Confident, Creative, Deceptive, Defensive Martial Arts, Educated, Trustworthy, Master Trader, Negotiator,

Table 3-4: Overseer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	1	0	Persuasive Argument	0	2
2nd	1	2	2	0	Combine Efforts	1	2
3rd	1	2	2	1	Bonus Feat	1	2
4th	2	2	2	1	Organize Efforts	1	3
5th	2	3	3	1	Master Administrator	2	3
6th	3	3	3	2	Bonus Feat	2	3
7th	3	4	4	2	Improve Efforts	2	4
8th	4	4	4	2	Organize Efforts	3	4
9th	4	4	4	3	Bonus Feat	3	4
10th	5	5	5	3	Master Administrator	3	5

Vault Security Officer

Vault Security Officers are a small group of people chosen to enforce laws and maintain peace in a vault. They are usually the only ones who have access to the weapons and security systems.

Requirements:
Base Attack Bonus: +4
Skills: Diplomacy 3 ranks, Gather Information 3 ranks, Investigate 4 ranks
Feats: Personal Firearms
H.D.: 1d8 plus Constitution modifiers.
Action Points: 6+1/2 character level rounded down.
Class Skills: Bluff, Computer Use, Diplomacy, Gather Information, Intimidate, Investigate, Knowledge (behavioral sciences, tactics) Listen, Read/Write Language, Speak Language, Spot
Skill Points: 3 + Intelligence modifier

Class Features

Weapon Focus
At 1st level, a Vault Security Officer gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Vault Security Officer must choose a specific weapon (i.e. a ranged, melee weapon or unarmed or grapple as a weapon). You must be proficient with the weapon. You add +1 to all attack rolls you make using the selected weapon.

Garner Trust

At 2nd level the Vault Security Officer gains the Garner Trust class feature. When making a Diplomacy or Gather Information check, the character may add their Vault Security Officer level as a bonus.

Coordinate Efforts
At 4th level, the Vault Security Officer gains the Combine Efforts class Feature. When directing vault workers at a task, you can attempt to take 10 on the check. Aura of Authority At 7th level the Vault Security Officer gains the Aura of Authority class feature. By spending an action point, you can stun one opponent for 1d6 rounds. At 10th level, you can stun up to 1d4 opponents.

Command
At 8th level the Vault Security Officer gains the Command class feature. The character gains two 1st level or one 2nd level Vault Security Officer(s) as NPC followers.

Bonus Feats
At 3rd, 6th, and 9th level, a Vault Security Officer gets a bonus feat. The bonus feat must be selected from the following list, and the Vault Security Officer must met all the prerequisites of the feat to select it: Advanced Firearms Proficiency, Armor Proficiency (light, medium, heavy), Attentive, Confident, Dead Aim, Deceptive, Dodger, Educated, Far Shot, Iron Will, Negotiator, Sharp Shooter, Trustworthy

Table 3-5: Vault Security

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	0	1	1	Weapon Focus	1	1
2nd	1	0	2	2	Garner Trust	1	1
3rd	2	1	2	2	Bonus Feat	2	1
4th	3	1	2	2	Coordinate Efforts	2	2
5th	3	1	3	3	Weapon Focus	3	2
6th	4	2	3	3	Bonus Feat	3	2
7th	5	2	4	4	Aura of Authority	4	3
8th	6	2	4	4	Command	4	3
9th	6	3	4	4	Bonus Feat	5	3
10th	7	3	5	5	Aura of Authority	5	4

Ghouls

Old Ass Ghoul

While its true that all ghouls are old ghouls, these ghouls in particular have survived the ages using a bit of gumption and know how to make the best of their unfortunate state.

Requirements:
Base Attack Bonus: +2
Skills: Bluff 4 ranks, Knowledge (History and Streetwise) 3 ranks
Perk: Fear the Reaper
H.D.: 1d8 plus Constitution modifiers.
Action Points: 6+1/2 character level rounded down.
Class Skills: Bluff, Computer Use, Disguise, Hide, Knowledge (current events, streetwise), Move Silent, Read/Write Language, Sense Motive, Speak Language
Skill Points: 6 + Intelligence modifier

Class Features

Remember
At 1st level, the Old Ass Ghoul gains the class feature Remember. By spending an action point, the character can remember little scraps of information about any sort of skill or trick they might have seen before. The character may add their Old Ass Ghoul level to any skill check.

Connections
At 2nd level the Old Ass Ghoul gains the Connections class feature. They gain a +2 circumstance bonus to all Investigate, Gather Information, and Research skill rolls.

Dirty Fighter
At 4th level the Old Ass Ghoul gains the Dirty Fighter class feature. With this feature the character knows how to apply poison or feces to weapons to make them more dangerous.

An attack with a feces coated weapon does: Disease (Ex): Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see Disease, page 215 in the D20 MODERN CORE RULEBOOK). A poisoned weapon does extra damage as per poison type.

Familiar Face
At 5th level the Old Ass Ghoul gains the Familiar Face class feature. By making a Charisma check (DC 20), the ghoul can make himself memorable in the eyes of another person. This person will always remember the character and will generally be helpful (or attempt to hinder) the character, depending on how he treats this person.

Barterer
At 7th level the Old Ass Ghoul gains the Barter class feature. This character gains a +2 competence bonus when attempting to barter, as well as gaining an additional 5% in their favor.

Trickster
At 8th level the Old Ass Ghoul gains the class

Table 3-6: Old Ass Ghoul

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	1	0	Remember	0	2
2nd	1	2	2	0	Connections	1	2
3rd	1	2	2	1	Bonus Feat	1	2
4th	2	2	2	1	Dirty Fighter	1	3
5th	2	3	3	1	Familiar Face	2	3
6th	3	3	3	2	Bonus Feat	2	3
7th	3	4	4	2	Barterer	2	4
8th	4	4	4	2	Trickster	3	4
9th	4	4	4	3	Bonus Feat	3	4
10th	5	5	5	3	Instant Recall	3	5

feature Trickster. The character gains a +2 competence bonus in Sleight of Hand, Disable Device, and any one Perform skill.

Instant Recall

At 10th level the Old Ass Ghoul gains the Instant Recall class feature. By spending an action point, the character may recall minute details they might have otherwise forgotten. This information is usually no more than a paragraph of information, or around a 10-digit code. So while an Old Ass Ghoul could remember the lyrics to an old song, they could not recall an entire chapter of a book.

Bonus Feat

At 3rd, 6th, and 9th level, an Old Ass Ghoul gets a bonus feat. The bonus feat must be selected from the following list, and the Old Ass Ghoul must meet all the prerequisites of the feat to select it: Alertness, Armor Proficiency (light, medium), Brawl, Combat Expertise, Confident, Creative, Death Sense, Deceptive, Defensive Martial Arts, Dodge, Educated, Guide, Harmless, Loner, Personal Firearms Proficiency, Run, Survivalist, Trustworthy,

Glowing One

Glowing Ones are ghouls that have absorbed extreme amounts of radiation. They've absorbed so much radiation that they begin to glow and take on an unnatural toughness.

Requirements:
Base Attack Bonus: +2
Feats: Rad Child
H.D.: 1d10 plus Constitution modifiers.
Action Points: 6+1/2 character level rounded down.
Class Skills: Concentration, Intimidate, Listen, Move Silently, Read/Write Language, Speak Language, and Survival
Skill Points: 3 + Intelligence modifier

Class Features

Ignore Radiation

At 1st level the Glowing One gains the Ignore Radiation class feature. While ghouls normally do not take damage from being in Mild to Moderately radiated areas (and actually prefer living in these types of areas,) they still can still be damaged by much higher concentrations of radiation. This class feature allows a Glowing One to ignore damage from being subjected to areas with High amounts of radiation. At 4th level, there is damage from severe amounts of radiation. This does not, however, prevent said radiation from building up in the body and possibly radiating others.

Increased Healing from Radiation

At 2nd level the Glowing One gains the

Table 3-7: Glowing One

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	2	1	0	Ignore Radiation	1	0
2nd	1	3	2	0	Increased Healing	1	0
3rd	2	3	2	1	Bonus Feat	2	1
4th	3	4	2	1	Ignore Radiation	2	1
5th	3	4	3	1	Increased Damage	3	1
6th	4	5	3	2	Bonus Feat	3	2
7th	5	5	4	2	Increased Healing	4	2
8th	6	6	4	2	Gain DR	4	2
9th	6	6	4	3	Bonus Feat	5	3
10th	7	7	5	3	Ignore Massive Dmg	5	3

Increased Healing From Radiation class feature. The character now regains 3 hit points through natural healing while being exposed to radiation. At 7th level this becomes 4 hit points. At this point, however, healing chemicals are partially blocked, and only heal about 3/4 the normal amount of hit points.

Increased melee damage
At 5th level the Glowing One gains the Increased Melee Damage class feature. Thanks to the toughening of the skin and muscles due to increased radiation, the Glowing One deals 1.5 times the damage with unarmed and melee attacks.

Gain DR
At 8th level the Glowing One gains the Gain DR class feature. The Glowing One's skin toughens, and gains a DR of 4.

Ignore Massive Damage
At 10th level the Glowing One gains the Ignore Massive Damage class feature. The Glowing One now no longer needs to fear the effects of Massive Damage.

Bonus Feat
At 3rd, 6th, and 9th level, a Glowing One gets a bonus feat. The bonus feat must be selected from the following list, and the Glowing One must meet all the prerequisites of the feat to select it: Personal Firearms Proficiency, Armor Proficiency (light, medium, heavy), Brawl, Cancerous Growth, Combat Expertise, Combat Reflexes, Cleave, Great Cleave, Great Fortitude, Hide of Scars, Improved Brawl, Improved Knockout Punch, Knockout Punch, Street Fighting, Tough Hide

Super Mutants

Scourge of the Wastes

In general, most super mutants still believe in forging a new society created solely by super mutants. Naturally, this means eliminating all the "normies," a task at which the Scourge of the Wastes is particularly adept.

Requirements:
Base Attack Bonus: +6
Skills: Demolitions 6 ranks, Intimidate 6 ranks, Jump 6 ranks
Feats: Personal Firearms, Advanced Firearms
H.D.: 1d10 plus Constitution modifiers.
Action Points: 6+1/2 character level rounded down.
Class Skills: Climb, Demolitions, Hide, Intimidate, Jump, Listen, Move Silently, Navigate, Read/Write Language, Search, Speak Language, Spot, Survival
Skill Points: 3 + Intelligence modifier

Table 3-8: Scourge of the Wastes

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	1	0	Weapon Focus	1	1
2nd	1	2	2	0	Aura of Fear	1	1
3rd	2	2	2	1	Bonus Feat	2	1
4th	3	2	2	1	Ambush	2	2
5th	3	3	3	1	Weapon Focus	3	2
6th	4	3	3	2	Bonus Feat	3	2
7th	5	4	4	2	Weapon Bracing	4	3
8th	6	4	4	2	Increase Defense	4	3
9th	6	4	4	3	Bonus Feat	5	3
10th	7	7	5	5	Scourge	5	4

Class Features

Weapon Focus
At 1st level, a Scourge of the Wastes gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Scourge of the Wastes must choose a specific weapon (i.e. a ranged, melee weapon or unarmed or grapple as a weapon.) You must be proficient with the weapon. You add +1 to all attack rolls you make using the selected weapon.

Aura of Fear
At 2nd level the Scourge of the Wastes gains the Aura of Fear class feature. By spending an action point, the character may inflict terror in one target. The target suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. It will try also to flee from the character as well as it can. If unable to flee, the creature may fight. Creatures with 6 or more Hit Dice are immune, as well as robots.

Ambush
At 4th level the Scourge of the Wastes gains the Ambush class feature. By making a successful Hide check before combat starts, the character will gain a free round of attacks before the opposition does, with a +2 to to-hit and damage rolls for this round only. Note that this ability cannot be used after combat has started, or if the character is successfully seen before the combat starts, or is seen with an opposing Spot check the ambush is ruined.

Weapon Bracing
At 7th level the Scourge of the Wastes gains the Weapon Bracing class feature. When using the burst fire mode, your attack roll is only penalized by -2.

Increase Defense
At 8th level the Scourge of the Wastes gains the Increase Defense class feature. By spending an action point, the Scourge of the Wastes may add their ranks in Intimidate to their Defense for one combat.

Scourge
At 10th level the Scourge of the Wastes gains the Scourge class feature. If the character does enough damage to make the target drop (either by knocking them out due to massive damage or by reducing their hit points to less than 0), you get an immediate extra ranged attack against another opponent within one range increment from you. You cannot take a 5-foot step before making this attack. The extra attack is with the same weapon and the same bonus as the attack that dropped the previous opponent. You can do this once per round.

Bonus Feat
At 3rd, 6th, and 9th level, a Scourge of the Wastes gets a bonus feat. The bonus feat must be selected from the following list, and the Glowing One must meet all the prerequisites of the feat to select it: Bracing, Brawl, Burst Fire, Cleave, Combat Expertise, Combat Martial Arts, Combat Reflexes, Exotic Firearms Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Living Anatomy, Point Blank Shot, Power Attack, Slayer, Stealthy

Commander

Requirements:
Base Attack Bonus: +4
Skills: Demolitions 6 ranks, Diplomacy 6 ranks, Intimidate 6 ranks
Feats: Personal Firearms, Advanced Firearms
H.D.: 1d8 plus Constitution modifiers.
Action Points: 6+1/2 character level rounded down.
Class Skills: Bluff, Climb, Demolitions, Intimidate, Jump, Listen, Read/Write Language, Sense Motive, Speak Language
Skill Points: 5 + Intelligence modifier

Class Features

Tactical Bonus
At 1st level the Commander gains the Tactical Bonus class feature. As an attack action, the Commander provides aid to any single ally (except themselves) within sight, vocal range, and position. At 8th level the Commander may make a full round action to aid all of his allies (including himself) within sight and voice range

of his position.

This aid provides either a competence bonus on attack rolls or a dodge bonus to Defense. This bonus is equal to the character's Commander level. This lasts for a number of rounds equal to one-half of the Commander's level class level, rounded down.

Gain Command

At 2nd level the Commander gains the Gain Command class feature. They will gain one 1st level super mutant underling. At 5th level this becomes either two 1st level underlings, or one 2nd level underling. By 10th level, this will become any combination of five levels of super mutant underlings.

Weapon Focus

At 4th level the Commander gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Commander must choose a specific weapon (i.e. a ranged, melee weapon or unarmed or grapple as a weapon). You must be proficient with the weapon. You add +1 to all attack rolls you make using the selected weapon.

Weapon Specialization

At 7th level, a Commander gains weapon specialization with a specific melee or ranged weapon to which they have also applied the Weapon focus feat or class feature. You get a +2 bonus on damage rolls with the chosen weapon.

Bonus Feat

At 3rd, 6th, and 9th level, a Commander gets a bonus feat. The bonus feat must be selected from the following list, and the Commander must meet all the prerequisites of the feat to select it: Bracing, Brawl, Burst Fire, Cleave, Combat Expertise, Combat Martial Arts, Combat Reflexes, Exotic Firearms Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Point Blank Shot, Power Attack

Table 3-9: Commander

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	2	0	Tactical Bonus	0	1
2nd	1	2	3	0	Gain Command	1	1
3rd	2	2	3	1	Bonus Feat	1	1
4th	3	2	4	1	Weapon Focus	2	2
5th	3	3	4	1	Gain Command	2	2
6th	4	3	5	2	Bonus Feat	2	2
7th	5	4	5	2	Weapon Spec.	2	3
8th	6	4	6	2	Tactical Bonus	3	3
9th	6	4	6	3	Bonus Feat	3	3
10th	7	5	7	3	Gain Command	3	4

Reavers

Cult of Tech

Like the Brotherhood of Steel, Reavers also have a strong obsession with technology. While the Brotherhood seeks to advance it, the Reavers have developed an entire religion around pre-war technology. Members of the Cult of Tech preach the teachings of the digital pantheons to the faithful, inspiring them to further the Reaver's cause.

Requirements:
Skills: Bluff 2 ranks, Computer Use 3 ranks, Craft (chemical, electronic, or mechanical) 4 ranks, Knowledge (technology) 4 ranks
H.D.: 1d6 plus Constitution modifiers.
Action Points: 6+1/2 character level rounded down.
Class Skills: Computer Use, Craft (chemical, electronic, mechanical), Disable Device, Diplomacy, Intimidate, Knowledge (technology, theology & philosophy), Read/Write Language, Sense Motive, Speak Language
Skill Points: 5 + Intelligence modifier

Class Features

Exotic Weapon (Energy Weapons)
At 1st level the Cult of Tech character gains the Exotic Weapon (Energy Weapons) feat for free.

Bless Machine
At 2nd level the Cult of Tech gains the Bless Machine class feature. As an attack action, the Cult of Tech character may grant a +2 equipment bonus to any electrical piece of equipment, or a +2 to hit bonus on any firearm or powered melee weapon. This bonus lasts for a number of rounds equal to half the character's Cult of Tech level.

Inspire
At 4th level the Cult of Tech character gains the Inspire class feature. Inspire One allows the Cult of Tech character to take a move action to inspire another character, granting a +2 bonus on skill rolls for a number of rounds equal to the number of ranks possessed by the Cult of Tech character in Knowledge (technology.) At 7th level this feature will allow the character to inspire up to 1d6 people. At 10th level the character can inspire up to 1d10 people.

Tech Fear
At 5th level the Cult of Tech gains the Tech Fear class feature. At the start of combat, the Cult of Tech character may make a Knowledge (technology) check (DC 20) to stun 1d4 opponents for 1d4 rounds. At 8th level, this becomes 1d6 opponents for 1d6 rounds.

Bonus Feat
At 3rd, 6th, and 9th level, a Cult of Tech gets a bonus feat. The bonus feat must be

Table 3-10: Cult of Tech

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	0	0	2	Exotic Weapon (energy)	0	1
2nd	1	0	0	3	Bless Machine	1	1
3rd	1	1	1	3	Bonus Feat	1	1
4th	2	1	1	4	Inspire One	1	2
5th	2	1	1	4	Tech Fear	2	2
6th	3	2	2	5	Bonus Feat	2	2
7th	3	2	2	5	Inspire Many.	2	3
8th	4	2	2	6	Tech Fear	3	3
9th	4	3	3	6	Bonus Feat	3	3
10th	5	3	3	7	Inspire Masses	3	4

selected from the following list, and the Cult of Tech must meet all the prerequisites of the feat to select it: Alertness, Builder, Combat Expertise, Confident, Crazy Bomber, Creative, Deceptive, Educated Trustworthy

Warlord

Warlords are Reavers who lead groups of Reaver warriors into battle, trusting in their faith in their technological gods to protect and see them through.

Requirements:
Base Attack Bonus: +4
Skills: Intimidate 2 ranks, Knowledge (tactics) 6 ranks, Knowledge (technology) 6 ranks
Feats: Personal Firearms
H.D.: 1d8 plus Constitution modifiers.
Action Points: 6+1/2 character level rounded down.
Class Skills: Computer Use, Demolitions, Intimidate, Knowledge (tactics, technology), Listen, Read/Write Language, Sense Motive, Speak Language
Skill Points: 5 + Intelligence modifier

Class Features

Weapon Focus
At 1st level a Warlord gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Warlord must choose a specific weapon (i.e. a ranged, melee weapon or unarmed or grapple as a weapon). You must be proficient with the weapon. You add +1 to all attack rolls you make using the selected weapon.

Retinue
At 2nd level the warlord gains the Retinue class feature. The Warlord will gain one 1st level Reaver bodyguard. At 5th level they will gain two 1st level or one 2nd level bodyguard. At 8th level they will gain any combination of five levels of bodyguards.

Marshall
At 4th level the Warlord gains the Marshall class feature. As an attack action, the Warlord may use his influence to pull a number of soldiers under his command. These soldiers will gain a +1 morale bonus to saving throws, attack and damage rolls, as well as gaining an additional five feet of movement. This effect lasts for a number of rounds equal to half the character's Warlord level. At 4th level the number of troops they can effectively command is four. At 7th level this becomes eight. At 10th this becomes twelve.

Table 3-11: Warlord

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	0	2	Weapon Focus	0	1
2nd	1	2	0	3	Retinue	1	1
3rd	2	2	1	3	Bonus Feat	1	1
4th	3	2	1	4	Marshall Troops	1	2
5th	3	3	1	4	Retinue	2	2
6th	4	3	2	5	Bonus Feat	2	2
7th	5	4	2	5	Marshall Force.	2	3
8th	6	4	2	6	Retinue	3	3
9th	6	4	3	6	Bonus Feat	3	3
10th	7	5	3	7	Marshall Army	3	4

Bonus Feat

At 3rd, 6th, and 9th level, a Warlord gets a bonus feat. The bonus feat must be selected from the following list, and the Warlord must meet all the prerequisites of the feat to select it: Advanced Firearms Proficiency, Brawl, Burst Fire, Cleave, Combat Expertise, Combat Martial Arts, Combat Reflexes, Exotic Firearms Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Negotiator, Point Blank Shot, Power Attack, Sharp Shooter

Master Tech

The Master Tech serves the role of researcher and technician in the Reaver community. They do their duty by building and repair new and old technological devices.

Requirements:
Skills: Computer Use 3 ranks, Craft (chemical, electrical, or mechanical) 4 ranks, Disable Device 3 ranks, Knowledge (technology, theology & philosophy) 2 ranks,
Feats: Educated

H.D.: 1d6 plus Constitution modifiers.
Action Points: 6+1/2 character level rounded down.
Class Skills: Computer Use, Craft (chemical, electronic, mechanical, pharmaceutical, structural), Disable Device, Knowledge (technology, theology & philosophy) Read/Write Language, Repair, Research, Speak Language
Skill Points: 7 + Intelligence modifier

Class Features

Bless Machine

At 1st level the Master Tech gains the Bless Machine class feature. As an attack action, the Master Tech character may grant a +2 equipment bonus to any electrical piece of equipment, or a +2 to hit bonus on any firearm or powered melee weapon. This bonus lasts for a number of rounds equal to half the character's Master Tech level. At 7th level the Master Tech may spread out a +4 bonus to any number of machines (anywhere from 1 at +4 to 4 +1 bonuses)

Inspired by Technology

At 2nd level the Master Tech character gains the Inspire class feature. Inspire One allows the Master Tech character to take a move action to inspire another character, granting a +2 bonus on skill rolls for a number of rounds equal to the number of ranks possessed by the Master Tech character in Knowledge (technology.) At 4th level this feature will allow

Table 3-12: Master Tech

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	0	0	2	Bless Machine	1	0
2nd	1	0	0	3	Inspired by Tech	1	0
3rd	1	1	1	3	Bonus Feat	2	1
4th	2	1	1	4	Inspired by Tech	2	1
5th	2	1	1	4	Skill Mastery	3	1
6th	3	2	2	5	Bonus Feat	3	2
7th	3	2	2	5	Bless Machine.	4	2
8th	4	2	2	6	Creation	4	2
9th	4	3	3	6	Bonus Feat	5	3
10th	5	3	3	7	Creation	5	3

the character to inspire up to 1d6 people.

Skill Mastery
At 5th level, a Master Tech selects a number of skills from their class equal to 3+ Intelligence modifiers. When making a skill check using one of these skills, the Master Tech may take 10 even if stress and distractions would normally prevent them from doing so.

Creation
At 8th and 10th level, a Master Tech gains the Creation class feature. At 5th level the Master Tech may produce up to 2000 worth of technological items (i.e. ammunition, weapons, armor, electrical devices, drugs, explosives, gases, poisons, etc.) At 10th level this increases to 5000. Having access to proper tool kits will increase these values by 25% when manufacturing items related to a certain craft.

Bonus Feat
At 3rd, 6th, and 9th level, a Master Tech gets a bonus feat. The bonus feat must be selected from the following list, and the Master Tech must met all the prerequisites of the feat to select it.
Builder, Cautious, Combat Expertise, Crazy Bomber, Educated, Exotic Weapon Proficiency (Energy Weapons), Gearhead, Personal Firearms Proficiency, Point Blank Shot, Studious, Swift Learner

Raiders

Raider Ringleader

While raiders are usually known for their cunning and savagery throughout the wastes, it takes a particularly cold hearted and dangerous person to lead such a group.
Raider Ringleaders usually win their position, more often that not, by killing the previous leader of the raider group. Leaderships constantly change among raiders, and only particularly fierce or intelligent people maintain control for long.

Requirements:
Base Attack Bonus: +4
Skills: Bluff 3 ranks, Intimidate 4 ranks, Knowledge (popular culture or streetwise) 3 ranks,
Feats: Confident
H.D.: 1d10 plus Constitution modifiers.
Action Points: 6+1/2 character level rounded down.
Class Skills: Bluff, Demolitions, Gamble, Intimidate, Knowledge (current events, streetwise, tactics), Move Silent, Read/Write Language, Speak Language, Spot, Survival
Skill Points: 5 + Intelligence modifier

Class Features

Violence through Fear
At 1st level the Raider Ringleader gains the

Table 3-13:Raider Ringleader

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	1	0	Violence Through Fear	1	1
2nd	1	2	2	0	Protection Through Fear	1	1
3rd	2	2	2	1	Bonus Feat	2	1
4th	3	2	2	1	Gain Command	2	2
5th	3	3	3	1	Rule Through Fear	3	2
6th	4	3	3	2	Bonus Feat	3	2
7th	5	4	4	2	Gain Command	4	3
8th	6	4	4	2	Rule Through Fear	4	3
9th	6	4	4	3	Bonus Feat	5	3
10th	7	5	5	3	Hellspawn	5	4

Violence through Fear class feature. By making an Intimidate check against one opponent, you gain an attack bonus equal to half your ranks in Intimidate versus that opponent. This can only be used against one opponent per combat.

Protection through Fear
At 2nd level the Raider Ringleader gains the Protection through Fear class feature. By making an Intimidate check against one opponent, you gain a Defense bonus equal to half your ranks in Intimidate versus that opponent. This can only be used against one opponent per combat.

Gain Command
At 4th level the Raider Ringleader gains the Gain Command class feature. At 4th level thy gain one 1st level raider underling. At 7th level, they gain any combination of 3 levels of underlings.

Rule through Fear
At 8th level the Raider Ringleader gains the Rule Through Fear class feature. As an attack action, the Raider Ringleader may bestow a +2 morale bonus to his allies. This effect last for a number of turns equal to half character's Raider Ringleader levels.

Hellspawn
At 10th level the Raider Ringleader gains the Hellspawn class feature. If the character manages to successfully inflict a critical hit or massive damage upon an enemy, they threaten terrorizing their target's allies. Make another d20 roll with the same modifiers as the original attack roll, and if the roll meets or exceeds the target's Defense those allies will suffer a -2 moral penalty to attack and damage rolls and saving throws for a number of rounds equal the number of ranks in Intimidate possessed by the Raider Ringleader.

Bonus Feat
At 3rd, 6th, and 9th level, a Commander gets a bonus feat. The bonus feat must be selected from the following list, and the Commander must meet all the prerequisites of the feat to select it: Brawl, Burst Fire, Cleave, Combat Expertise, Combat Martial Arts, Combat Reflexes, Exotic Firearms Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Point Blank Shot, Power Attack, Silent Death

Tribal/Beastlord

Shaman

Shamans serve as the spiritual advisors to tribal villages. Shamans also strive to preserve the tribes' history, as well as preparing healing salves and remedies.

Requirements:
Base Attack Bonus: +2
Skills: Craft (pharmaceutical) 4 ranks, Diplomacy 2 ranks, Knowledge (earth & life sciences) 3 ranks, Knowledge (theology & philosophy) 3 ranks
H.D.: 1d6 plus Constitution modifiers.
Action Points: 6+1/2 character level rounded down.
Class Skills: Concentration, Craft (pharmaceutical), Craft (chemical), Diplomacy, Knowledge (earth & life sciences, history, theology & philosophy), Read/Write Language, Sense Motive, Speak Language, Survival, Treat Injury
Skill Points: 7 + Intelligence modifier

Class Features

Natural Knowledge
At 1st level the Shaman gains the Natural Knowledge class feature. The Shaman can correctly identify plants with perfect accuracy. They can also sense whether water is safe to drink or dangerous (polluted, poisoned, radiated, or otherwise unfit for consumption).

Herbal Expert
At 2nd level the Shaman gains the Herbal Expert class feature. When using natural herbs to prepare pharmaceutical goods or treat wounds, the Shaman gains a +2 circumstance bonus on Craft (Pharmaceutical) and Treat Injury.

Inspire
At 4th level the Shaman gains the Inspire class feature. By taking a full round action, the Shaman can bestow a +2 morale bonus to saving throws and skill checks to one person for a number of rounds equal to half the character's Shaman level. At 7th level they may inspire two people.

Spirit Healing
At 8th level the Shaman gains the Spirit Healing

class feature. Twice a day the Shaman may cure a number of hit points equal to their ranks in Knowledge (theology & philosophy). The Shaman may also cure poison up to four times a day.

Miracle
At 10th level the Shaman gains the Miracle class feature. By spending an action point, a Shaman may add an additional 3d6 to any skill roll. They may only do this once per week.

Bonus Feat
At 3rd, 6th, and 9th level, a Shaman gets a bonus feat. The bonus feat must be selected from the following list, and the Shaman must meet all the prerequisites of the feat to select it: Attentive, Deceptive, Educated, Focused, Medical Expert, Studious, Surgery, Trustworthy

Chieftain

The Chieftain serves as the leader of a village or band of people. They are often the eldest or wisest.

Requirements:
Skills: Diplomacy 4 ranks, Knowledge (current events) 3 ranks, Knowledge (history) 2 ranks
H.D.: 1d8 plus Constitution modifiers.
Action Points: 6+1/2 character level rounded down.
Class Skills: Bluff, Diplomacy, Gather Information, Intimidate, Knowledge (current events, history), Sense Motive, Speak language
Skill Points: 5 + Intelligence modifier

Class Features

Guided by Ancestors
At 1st level the Chieftain gains the Guided by Ancestors class feature. Thanks to their contact with the spiritual realm, the Chieftain is treated as having a Wisdom 2 higher than normal when using Wisdom related skills, feats, or talents from a talent tree.

Persuasive Argument
At 2nd level, the Chieftain gains the Persuasive Argument class feature. By spending an action point, the character may add 1 1/2 times their Chieftain levels as abonus for one Bluff, Diplomacy, or Gamble check.

Table 3-14:Shaman

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	0	2	Natural Knowledge	1	1
2nd	1	2	0	3	Herbal Expert	1	1
3rd	1	2	1	3	Bonus Feat	2	1
4th	2	2	1	4	Inspire	2	2
5th	2	3	1	4	Herbal Master	3	2
6th	3	3	2	5	Bonus Feat	3	2
7th	3	4	2	5	Inspire	4	3
8th	4	4	2	6	Spirit Healing	4	3
9th	4	4	3	6	Bonus Feat	5	3
10th	5	5	3	7	Miracle	5	4

Leadership

At 4th level the Chieftain gains the Leadership class feature. When directing members of the village at a task, you can attempt to take 10 on the check. At 7th level, you are allowed to take 20 on a check.

Ancestral Heritage

At 10th level the Chieftain gains the Ancestral Heritage class feature. By spending an action point, the Chieftain may call upon his ghostly ancestors to put fear in the hearts of the Chieftain's foes. All opponents under 6 HD are stunned for 1d6 rounds.

Body Guards

At 5th level the Chieftain gains the Body Guard class feature. At 5th level they gain two 1st level tribal guards. At 8th level they may take any combination of three levels of bodyguards.

Bonus Feat

At 3rd, 6th, and 9th level, the Chieftain gets a bonus feat. The bonus feat must be selected from the following list, and the Chieftain must met all the prerequisites of the feat to select it: Attentive, Confident, Creative, Deceptive, Defensive Martial Arts, Educated, Negotiator, Trustworthy

Hunter/Warrior

The Hunter/Warrior serve as the food gatherers, guards, and front-line fighters for tribal villages.

Requirements:
Base Attack Bonus: +4
Skills: Hide 2 ranks, Move Silent 3 ranks, Navigate 2 ranks, Listen 2 ranks, Spot 2 ranks, and Survival 3 ranks
Feats: Alertness, Weapon Focus (any)
H.D.: 1d10 plus Constitution modifiers.
Action Points: 6+1/2 character level rounded down.
Class Skills: Climb, Hide, Jump, Knowledge (earth & life sciences), Listen, Move Silent, Navigate, Search, Speak Language, Spot, Survival
Skill Points: 5 + Intelligence modifier

Class Features

Weapon Specialization

At 1st level a Hunter gains weapon specialization with a specific melee or ranged weapon to which they have also applied the Weapon focus feat or class feature. You get a +2 bonus on damage rolls with the chosen weapon.

Natural Knowledge

At 2nd level the Hunter gains the Natural Knowledge class feature. The Hunter

Table 3-15:Chieftan

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	1	0	Guided by Ancestors	0	2
2nd	1	2	2	0	Persuasive Argument	1	2
3rd	1	2	2	1	Bonus Feat	1	2
4th	2	2	2	1	Leadership	1	3
5th	2	3	3	1	Body Guards	2	3
6th	3	3	3	2	Bonus Feat	2	3
7th	3	4	4	2	Leadership	2	4
8th	4	4	4	2	Body Guards	3	4
9th	4	4	4	3	Bonus Feat	3	4
10th	5	5	5	3	Ancestoral Heritage	3	5

can correctly identify plants with perfect accuracy. They can also sense whether water is safe to drink or dangerous (polluted, poisoned, radiated, or otherwise unfit for consumption).

War Cry/ Hunting Call
At 4th level the Hunter gains the War Cry/Hunting Call class feature. By taking a full round action, the Hunter may do one of two things. By making the Hunting call to attract prey, they gain a +2 circumstance bonus to a single Survival check when hunting. By making the War Cry, the Hunter gains a +2 bonus to saving throws and damage rolls for a number of rounds equal to half their levels in Hunter. At 7th level, this becomes a +4 bonus

for Survival checks, and a +4 bonus for saving throws and damage rolls. The Hunting Call may not be used during combat, and using it only affects one Survival roll, multiple uses do not stack up. The War Cry may only be used once per combat.

Set Trap
At 5th level the Hunter gains the Set Trap class feature. Setting a trap takes two rounds. At 5th level the Hunter may set a trap that either incapacitates one Medium to Large sized creature, or a trap that deals 1d6 points of damage. At 8th level this become Set Ambush. Setting these traps takes four rounds. The Hunter may set a trap that incapacitates up to three Medium or Large creatures, or a trap that deals 2d6 damage.

Trap	Time to Set Up	Spot DC	Disarm DC	Break or Escape Artist DC	# of Creatures Affected	Dmg
5th Level Traps						
Snare	2 rounds	10	10	10	1	-
Damage	2 rounds	10	10	-	1	1d6
8th Level Traps						
Single Snare	4 rounds	20	20	20	1	-
Damage	4 rounds	20	20	20	1	3d6
Group Snare	4 rounds	15	15	15	3	-
Group Damage	4 rounds	15	15	15	3	1d6 Per creature

Table 3-16:Hunter/Warrior

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	1	0	Weapon Specialization	1	0
2nd	1	2	2	0	Natural Knowledge	1	0
3rd	2	2	2	1	Bonus Feat	2	0
4th	3	2	2	1	War Cry/Hunting Call	2	0
5th	3	3	3	1	Set Trap	3	1
6th	4	3	3	2	Bonus Feat	3	1
7th	5	4	4	2	War Cry/Hunting Call	4	1
8th	6	4	4	2	Set Ambush	4	1
9th	6	4	4	3	Bonus Feat	5	2
10th	7	5	5	3	Warrior's Heart	5	2

Warrior's Heart

At 10th level the Hunter gains the Warrior's Heart class feature. The Hunter can no longer be affected by use of the Intimidate skill. While wearing no or light armor, the Hunter gains a +3 bonus to attack rolls with simple melee and ranged weapons.

Bonus Feat

At 3rd, 6th, and 9th level a Hunter gets a bonus feat. The bonus feat must be selected from the following list, and the Hunter must meet all the prerequisites of the feat to select it: Alertness, Animal Affinity, Armor Proficiency (light), Brawl, Cautious, Combat Reflexes, Far Shot, Guide, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack, Silent Death, Silent Running, Survivalist

Etc.

Wanderer

There are a few brave souls still left in the world that call no place home. These people choose to wander the wastes, searching for adventure, profit, or simply to fulfill their curiosity. During their travels, they have acquired bits of information here and there, becoming a sort of jack-of-all trades.

Requirements:
Base Attack Bonus: +3
Skills: Any totaling 12 ranks
H.D.: 1d8 + Constitution modifiers
Action Points: 6+1/2 character level rounded down.
Class Skills: Disable Device, Gamble, Hide, Knowledge (Current Events, Streetwise), Listen, Move Silently, Navigate, Repair, Search, Spot, Survival, Treat Injury
Skill Points: 5 + Int modifier

Class Features
Weapon Bonus

At 1st level a Wanderer gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Wanderer must choose a specific weapon (i.e. a ranged, melee weapon or unarmed or grapple as a weapon). You must be proficient with the weapon. You add +1 to all attack rolls you make using the selected weapon.

Natural Knowledge

At 2nd level the Wanderer gains the Natural Knowledge class feature. The Wanderer can correctly identify plants with perfect accuracy. They can also sense whether water is safe to drink or dangerous (polluted, poisoned, radiated, or otherwise unfit for consumption).

Useful Information

At 4th level a Wanderer gains the Useful Information class feature. A Wanderer overhears and sees a lot of things most people don't during their travels. Because of this, a Wanderer gains a +2 circumstance bonus on any Int based skill checks.

Survivalist

At 5th level a Wanderer gains the Survivalist

Table 3-17: Wanderer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	1	0	Weapon Focus	0	1
2nd	1	2	2	0	Natural Knowledge	1	1
3rd	1	2	2	1	Bonus Feat	1	1
4th	2	2	2	1	Useful Information	1	2
5th	2	3	3	1	Survivalist	2	2

class feature. The Wanderer gains a +2 bonus to their Survival skill. The Wanderer, due to becoming a very efficient scavenger, also finds 25% more consumable goods (ammunition, food, drugs) than average.

Bonus feat

At 3rd level a Wanderer gets a bonus feat. The bonus feat must be selected from the following list, and the Wanderer must meet all the prerequisites of the feat to select it: Alertness, Armor Proficiency (light, medium), Brawl, Builder, Cautious, Confident, Die Hard, Dodge, Guide, Hit the Deck, Living Anatomy, Personal Firearms Proficiency, Run, Stealthy, Swift Learner, Track

Peacekeeper

While chaos may reign in the wastes, peacekeepers strive to keep order in the towns they live in, acting as self-appointed sheriffs. Often acting without support, or with the aid of a few deputies, these brave men and women hold back raiders, thugs, and murderers, keeping peace in towns throughout the wastes. Essentially, this class is identical to the Vault Security Officer prestige class.

However, there are a few changes. This class does not gain the Computer Use skill as a class skill. This class gains five skill points each level. Skills that work on vault personnel for the Vault Security Officer will instead work on people from the wastes who live in the town the Peacekeeper is protecting.

Deathclaws

Den Mother

Den mothers are the caretakers and heads of organization for packs of deathclaws. They are usually the ones who birth the next generation of the species. As would be expected, only female deathclaws can become den mothers.

Requirements:
Base Attack Bonus: +4
Skills: Diplomacy 6 ranks, Intimidate 6 ranks,
H.D.: 1d10 + Constitution modifiers
Action Points: 6+1/2 character level rounded down.
Class Skills: Diplomacy, Intimidate, Jump, Move Silently, Survival
Skill Points: 3 + Int modifier

Class Features

Healing Saliva

At 1st level the Den Mother gains the Healing Saliva class feature. By licking a wound, a Den Mother may either cure up to 1d8 points of damage, or cure poison. This ability only works on other deathclaws. A Den Mother can use this ability a number of times per day equal to her Den Mother level.

Direct the Brood

At 2nd level the Den Mother gains the Direct the Brood class feature. When directing deathclaws from her brood at a task you can attempt to take 10 on the check.

Gain Bodyguards

At 4th level the Den Mother gains the Gain Bodyguard class feature. The Den Mother gains the service of two 1st level deathclaws.

Table 3-18: Den Mother

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	0	1	1	Healing Saliva	0	1
2nd	1	1	2	1	Direct Brood	1	2
3rd	2	2	3	3	Bonus Feat	2	2
4th	3	3	4	4	Gain Bodyguards	3	3
5th	4	4	5	5	Protect the Brood	4	4

Protect the Brood

At 5th level the Den Mother gains the Protect the Brood class feature. In a situation where a member of the Den Mother's brood is being attacked, the Den Mother gains a +2 bonus to attack rolls and damage until the threat is eliminated.

Bonus Feat

At 3rd level a Den Mother gets a bonus feat. The bonus feat must be selected from the following list, and the Den Mother must meet all the prerequisites of the feat to select it: Alertness, Blind Fight, Brawl, Combat Reflexes, Die Hard, Hide of Scars, Power Attack, Cleave

Alpha Male

The alpha male is a deathclaw who has proven himself to be superior to all other male deathclaws in a pack. Generally this means he receives the first portion of the kill in hunts, and gets to breed with the den mother. As would be expected, only male deathclaws can become alpha males.

Requirements:
Base Attack Bonus: +4
Skills: Move Silently 6 ranks, Spot 6 ranks
H.D.: 1d10 + Constitution modifiers
Action Points: 6+1/2 character level rounded down.
Class Skills: Jump, Move Silently, Search, Spot, Survival
Skill Points: 3 + Int modifier

Class Features

Melee Focus

At 1st level the Alpha Male gains the Melee Focus class feature. The Alpha Male gains +2 to all melee attacks.

Hunting Call/Growl

At 2nd level the Alpha Male gains the Hunting Call/Growl class feature. By taking a full round action, the Alpha Male may do one of two things. By making the Hunting Call to attract prey, they gain a +2 circumstance bonus to a single Survival check when hunting. By making the Growl, the Alpha Male gains a +2 bonus to saving throws and damage rolls for a number of rounds equal to half their levels in Alpha Male. The Hunting Call may not be used during combat, and using it only affects one Survival roll; multiple uses do not stack up. The Growl may only be used once per combat.

Natural Knowledge

At 4th level the Alpha Male gains the Natural Knowledge class feature. The Alpha Male can correctly identify plants with perfect accuracy. They can also sense whether water is safe to drink or dangerous (polluted, poisoned, radiated, or otherwise unfit for consumption).

Predator

At 5th level the Alpha Male gains the Predator class feature. The Alpha Male gains a +2 bonus to their Survival skill. Any attack made against a target either unable to defend themselves, or caught by surprise is automatically a critical hit.

Bonus Feat

At 3rd level an Alpha Male gets a bonus feat. The bonus feat must be selected from the following list, and the Alpha Male must meet all the prerequisites of the feat to select it: Acrobatic, Alertness, Athletic, Blind-Fight, Brawl, Improved Brawl, Combat Expertise, Combat Reflexes, Power Attack, Cleave, Silent Death, Silent Running, Stealthy, Track, Hide of Scars

Table 3-19: Alpha Male

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	1	1	1	0	Melee Focus	1	1
2nd	2	2	2	1	Hunting Call/Growl	2	1
3rd	3	3	3	2	Bonus Feat	3	2
4th	4	4	4	3	Natural Knowledge	4	2
5th	5	5	5	4	Predator	5	3

Enclave Enhanced

Enclave enhanced deathclaws were a very short-lived experiment carried out by the Enclave. The main objective of this experiment was to turn the already fierce deathclaw into an instrument of destruction that could take orders. The experiment worked better than the Enclave scientists had first hoped, as most of these new, smarter deathclaws hid their true intelligence from their human captors. Unfortunately, the Enclave wiped out these super intelligent deathclaws shortly after securing a vault somewhere in what used to be southern California.

Requirements:
Base Attack Bonus: +6
H.D.: 1d10 + Constitution modifiers
Action Points: 6+1/2 character level rounded down.
Class Skills: Climb, Computer Use, Hide, Jump, Move Silently, Spot, Survival
Skill Points: 4 + Int modifier

Class Features

Intelligence Boost
At 1st level the Enclave Enhanced deathclaw gains the Intelligence Boost class feature. The deathclaw gains 1d4+1 points of Intelligence. They also gain the Read/Write Language and Speak Language feats.

Melee Focus
At 2nd level the Enclave Enhanced deathclaw gains the Melee Focus class feature. The Enclave Enhanced deathclaw gains +2 to all melee attacks.

Tactical Aid
At 4th level the Enclave Enhanced deathclaw gains the Tactical Aid class feature. As an attack action, the Enclave Enhanced deathclaw provides aid to any single ally (except themselves) within sight, vocal range, and position. This aid provides either a competence bonus on attack rolls or a dodge bonus to Defense. This bonus is equal to the character's Enclave Enhanced deathclaw level. This lasts for a number of rounds equal to one-half of the Enclave Enhanced deathclaw's level class level, rounded down.

Improved Critical
At 5th level the Enclave Enhanced deathclaw gains the Improved Critical class feature. When making a melee attack, their threat range increases by one.

Bonus Feat
At 3rd level an Enclave Enhanced deathclaw gets a bonus feat. The bonus feat must be selected from the following list, and the Enclave Enhanced deathclaw must meet all the prerequisites of the feat to select it: Acrobatic, Alertness, Athletic, Blind-Fight, Brawl, Improved Brawl, Combat Expertise, Combat Reflexes, Power Attack, Cleave, Swift Learner

Table 3-20: Enclave Enhanced Deathclaw

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	2	2	1	0	Intelligence Boost	2	1
2nd	3	3	2	1	Melee Focus	3	1
3rd	4	4	3	2	Bonus Feat	4	2
4th	5	5	4	3	Tactical Aid	5	2
5th	6	6	5	4	Improved Critical	6	3

1

Additional Combat Rules

Combat in the Wastes

Due to the harsh quality of life offered by the wastes, life in the post-war world is often cruel and short. Combat especially more so, as each battle becomes a battle for survival against the odds. These rules are intended to expand upon the basic defense, concealment, cover, and attack tables. Additional rules, such as those for radiation and covering/suppressive fire can also be found here.

Table 4-1: Defense Modifiers

Circumstance	Melee	Ranged
Defender sitting or kneeling	-2	2(1)
Defender prone	-4	4(1)
Defender stunned or cowering	-2(2)	-2(2)
Defender climbing	-2(2)	-2(2)
Defender flat-footed	0(2)	0(2)
Defender running	0(2)	2(2)
Defender grappling (attacker not)	0(2)	0(3)
Defender pinned	-4(4)	0(3)
Defender helpless	0(2)	0(4)
Defender has cover	-See Cover-	-See Cover-
Defender concealed	-See Concealment-	
or invisible (such as paralyzed, sleeping, or bound)		

1 May instead improve bonus to Defense granted by cover. See Cover, below.
2 The defender loses any Dexterity bonus to Defenses.
3 Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to Defense.
4 Treat the Defender's Dexterity as 0 (-5 modifier)

Table 4-2: Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking	(1)	2 -
Attacker higher	1	0
Attacker kneeling	-2	2
Attacker prone	-4	4(2)
Circumstance	Melee	Ranged
Firing into a melee	-	-4
Firing a long arm at > 10'	-	-4

1 You flank a defender when you have an ally on the opposite side of the defender threatening him.
2 Some ranged weapons can't be used while the attacker is prone (such as bows, slings, throwing knives).

Table 4-3: Cover

Degree of Cover	Def Bonus	Ref Save
One-quarter	2	1
One-half	4	2
Three-quarters	7	3
Nine-tenths	10	4(1)
Total	-	-

1 Half damage if save is failed; no damage if successful.

Table 4-4: Concealment

Concealment	Miss Chance
One-quarter	10.00%
One-half	20.00%
Three-quarters	30.00%
Nine-tenths	40.00%
Total	50% and must guess target's location

Radiation

When characters are exposed to radiation, they may be afflicted with radiation sickness. Radiation sickness functions exactly like exposure to any other disease, following the normal rules for diseases (Chapter 7). The Fortitude save necessary and the effects of radiation sickness vary with the dose of radiation to which the character is exposed.

Radiation exposure varies by degree, from mild to low, moderate, high, and severe. To determine the degree of exposure, start with the type of exposure: either an irradiated area (such as the area near where a nuclear explosion has occurred, or a lab that has been flooded with radioactive gas), or a specific source of radiation (such as a lump of radioactive material). Use the total time of exposure within a given 24-hour period, rounding up. For example, say a character is involved in a lab accident. He has to run into the lab (and hence be exposed to the

radioactive materials) four times to evacuate unconscious colleagues. Each trip takes three rounds; the character is exposed to the radiation source for a total of 12 rounds. This counts as a 10-minute exposure, since 12 rounds is more than 1 minute.

Table 4-5: Radiation exposure
Time of Exposure

Situation	1 rnd	1 min	10 min	1 hr	1 day
Character in irradiated area:					
Lightly Irradiated	mild	mild	mild	mild	mild
Moderately irradiated	mild	mild	low	low	low
Highly irradiated	low	low	mod	mod	mod
Severely irradiated	mod	mod	high	high	severe
Character exposed to radiation source					
Mildly radioactive	mild	mild	low	low	low
Highly Radioactive	mod	mod	high	high	severe
Severely radioactive	mod	high	severe	severe	severe

The degree of the exposure determines the severity of the radiation sickness, as indicated on the following table.

Table 4-6: Radiation Sickness

Degree of Exposure	Fort Save	Damage
Mild	12	1d4-2* Con
Low	15	1d6-2* Con
Moderate	18	1d6-1 Con
High	21	1d6 Con
Severe	24	2d6 Con

* Minimum damage 0 Con

At low levels, radiation sickness is a slow disease. Often, a sick character suffers no severe effects. This is reflected in the fact that even with a failed Fortitude save, the character might not suffer any Constitution loss. In highly radioactive environments, a character might be exposed to radiation while already suffering from sickness. If the degree of exposure exceeds the exposure that caused the initial sickness, the character

suffers radiation sickness at the increased severity. Otherwise, it does not change. For example, a character that has been exposed to a low dose of radiation does not get any sicker if she is later exposed to another mild or low dose. If she is exposed to a moderate or higher dose, however, her sickness becomes more severe.

Suppressing/Covering fire

Inevitably, there will come a time in most gun battles where one side will need to force the enemy to keep their heads down while their friends move to another position. To lay down a field of covering fire, the firer must have a weapon capable of semiautomatic or fully automatic fire.

Those with semi-automatic weapons may force one opponent to keep their heads down. Providing covering fire in this way is a full round action, uses up 5 rounds of ammunition, and may only be used against opponents within the first two range increments of the firer's weapon. Those being fired upon must make a Will save (DC 15), or else they will be unable to move from their current location on their next round.

Those with fully automatic weapons may keep all targets within their auto fire area down. Providing covering fire in this way is a full round action, uses up 10 rounds of ammunition, and may only be used against opponents within the first two range increments of the firer's weapon. Those being fired upon must make a Will save (DC 20), or else they will be unable to move from their current location on their next round.

Due either a lack of intelligence or lack of fear some creatures cannot be pinned down by fire. Beasts with intelligence of 3 or less cannot be pinned, nor can robots.

Equipment

Equipment in the Wastes

Life in the wastes is both harsh and unrelenting. With the loss of virtually all industry and infrastructure, humans living in the wastes must learn to make do with what few tools they have at their disposal. Some artifacts from a time before the war still exist. Surely, someone walking through the ruins of a once massive pre-war city will come across some sort of pre-war technology. The mass production, consumerism crazy prewar civilizations made goods in such quantities that it's almost guaranteed that some of it has survived the elements.

Inside large cities, goods, while not abundant, should be found in decent sized quantities within a day of searching. These will probably range from ancient foods preserved with massive amounts of chemicals to various small electronic goods. Even more rare should be working conventional firearms and most light types of armor. In smaller cities and towns (should any still exist), fewer items should be left in working or usable condition.

More often than not, items found will be those constructed of durable materials, such as metal, some thick rubbers and plastics, and stone. Pre-war tools, such as hammers and wrenches, should be rather abundant. Most houses can be stripped of their materials (such as wood, pipes, wiring) and used for other projects with ease. Those tools with several working parts, or made from inferior materials, will either have eroded away with time, or become damaged from exposure to the elements.

Due to the relative scarcity of, well, almost everything, people generally pay higher prices for things than they once did, much more so for higher technology items than for low-tech items.

Additional items can be found on pages 112 to 120 of the d20 MODERN CORE RULEBOOK.

Currency in the Wastes

This book intentionally does not refer to or use one specific type of currency.

Instead all items are given a basic value. The GM is left to decide how money is handled in their game. Perhaps all goods are exchanged through bartering of items, or people have set up one (or several) accepted forms of payment. Some examples of usable currency are: pre-war paper money and coins, bottle caps, newly printed paper money or pressed coins, pull tabs from soda cans, teeth, marbles, spent brass, bones from small animals (or finger bones from fallen enemies), ball bearings, washers, screws or nails, lengths of copper wire, or clay chips.

Be aware that some types of currency may be more easily copied than others. It would be relatively easy for a determined individual to say, strip a collapsed house of its nails and wiring than it would be for them to try to recreate pre-war money. Also keep in mind the use of several types of currency in the game. Some towns and cities may prefer to use only teeth as currency, and accept other forms of payment, such as pre-war soda bottles, at a lower value.

Electronic Goods

3-D Camera
Price
?
By the latter half of the 21st Century, 3-D recording of TV shows, sports events, and other occurrences became the norm. Uses multiple cameras instead of one to record a scene or event in three dimensions. Records data to holotape reels.

Electric Lock picks
Price
750
This small, hand held device automatically disables cheap and average electronic locks, and grants a +2 bonus to Disable Device checks.

Electric Lock picks Mk. II
Price
1,000
Similar to above, but grants a +4 bonus to Disable Device checks against electronic locks.

Geiger Counter
Price
750
This hand held device allows the use to measure

the amount of radiation present in an area, item, or person. Some models may allow for the sensor to be detached and placed away from the hand-held meter (such as outside the door of a fallout shelter).

Learning Kits
Price
1,500
An additional piece of hardware that can be connected to a PIPBoy. Learning kits consist of a holotape containing information on a certain skill (such as medical information, mechanical engineering) and a headset that incorporates a monocle and an earpiece. When used, the learning kit confers knowledge of the skill via verbal instruction and visual information. A character can only benefit from the use of a learning kit for a specific skill once. Use of this kit confers one extra rank (up to the maximum) for the specified skill.

Motion Tracker
Price
1,000
An additional piece of hardware for the PIPBoy. This hand held device allows the user to sense motion in a cone up to 50' long and 40' wide. When used in along with the mapping feature of the PIPBoy, the approximate locations of the moving objects can be placed on a map in relation to the user. However, results may be inaccurate in heavily built up areas, or in buildings with especially heavy construction (resulting in a 5'-10' foot shift in actual positions).

RobCo PIPBoy 2000
Price
2,000
The ultimate electronic accessory for the person on the go in the 21st century. The RobCo PIPBoy 2000 (and other versions) are usually assigned to Vault personnel, but can also be found in in use with various organizations with access to high technology. The PIPBoy is a wrist mounted electronic device, and has many features:
- A clock function (both standard and military times, and can adjust for different time zones) with an alarm.
- Can read and write to both standard 64k, 128k and expanded 256k Holotapes.
- Can store text messages, data from Holotapes, and simple maps.
- Can interface with other hardware such as

the Stealth Boy, Motion Tracker, and Learning Kits.
- Features an attractive green monochrome screen with beautiful faux-wood Bakelite shell.

Stealth Boy
Price
1,000
An additional piece of hardware for the PIPBoy. This wrist mounted gadget bends light around the wearer. While it does not make them totally invisible, it does make them much harder to see. When activated, this device grants a +4 bonus to the user's Hide skill, as well as conferring the wearer 20% concealment. This device runs on Small Energy Cells, and will work for 3 hours on a fully charged cell.

THT Tapes (Holotapes)
THT Tapes are the standard re-record able media for the 21st century. The standard THT tape holds 64k, while larger tapes can hold as much as 256k worth of data. THT Tapes use Tape Holography technology to store their information safely for years, and can be used in most compatible readers (such as the RobCo PIPBoy 2000).

Clothing

Vault jumpsuit
The standard blue and yellow jumpsuit is issued to vault dwellers as their standard clothing. Vault jumpsuits usually feature the number of the vault they are from in on the back, as well as a PIPBoy personal data organizer. However, vault jumpsuits serve as poor clothing outside of the vault, and offer little to no protection from the elements.

Reaver clothing
Reaver clothing is made solely for and by the Reavers. Unlike most clothing manufactured today, which is made from brahim hide or furs from other creatures, Reaver clothing is made from plastics, high tensile cloths, and often incorporate bits of technology. The functions of these bits of hardware are similar to the PIPBoy.

NBC Suit
The NBC suit (which stands for Nuclear Biological Chemical) is an airtight suit that protects the wearer from the effects of radiation, hostile airborne organisms such as bacteria and viruses, and chemical agents like nerve

gas. The entire suit must be worn and sealed to gain its protection. The suit will completely protect the wearer from these threats, however it is easily ripped open (after 5 points of damage to the wearer, the suit is considered damaged, and no longer provides any protection until repaired).

Clothing and other misc. gear

In the Fallout universe, most clothing and other accessories (such as bags, backpacks, tents, sleeping bags) are either scavenged or manufactured by hand. Scavenged goods are at least 70 or more years old, and may be in disrepair (meaning lots of holey shirts, mismatched shoes, pants with worn-out knees). Clothing manufactured by hand is more common. As there aren't a lot of animals to choose from (or plants to make cloth from), most clothes are usually made from tanned brahim hides, furs from giant rats, or perhaps the occasional deathclaw scalp will be turned into something wearable.

Other items, such as electronic goods like cameras, batteries, phones, printers and the like may or may not be repairable (GM's discretion). In general, household items such as these will be useless if found out in the wasteland. However, if kept from the ravages of the world outside, there is always the chance that these items will still function.

Semi-perishable items (like fire extinguishers, chemical light sticks, flares, MREs, and most kits containing chemicals of any sort) may have expired, lost their charge or effect, or evaporated, even after years of careful storage (GM's discretion). Such items may not work at all, have a lessened effect, or be potential fatal, even if used (such as old explosives).

Overall, scavenged items in good repair will usually fetch a higher price than readily available items.

Foodstuffs will vary greatly from place to place. Vault dwellers should be able to get any sort of food they wish, thanks to hydro-agricultural systems inside the vaults. In the wastes, however, food is in much shorter supply. A lack of arable soil in most areas will reduce the availability of grain, fruits and vegetables. Most meals will consist of dishes made from brahmin, rat, or the meat of any animal that looks tasty. Surprisingly enough, several types of junk food, such as donuts, various snack pies, and other junk will have survived the decades thanks to a heaping helping of preservatives!

Medical Services

The level medical attention varies around the wastes. Tribal villages usually rely on shamans to provide various medicinal remedies, as well as trading food and other goods for stimpacs. Most towns in the wastes will have access to a competent doctor, though a rare few will have access to an Autodoc. Major installations like Vaults and other military and scientific bases will usually have a team of skilled medical professionals, aided by one or more Autodocs and medical databases.

Use of the Autodoc by a trained doctor will enable them to care for many more patients much more easily than they would unaided. The doctor can tend up to twice as many patients as their skills in Treat Injury, and taking up only about 15 minutes for each patient. The DCs for the various tasks are halved, rounding up. Damage healed by these tasks is increased (Restore Hit Points heals 2d4 points, and Surgery restores an additional 1d6 points of damage). Surgery times for characters at negative hit points are halved rounding down (thus a character at -3 will require 1d4+1 hours of surgery). Characters who undergo surgery by an Autodoc is fatigued for only 20 hours, minus 2 hours for every point above the DC the surgeon achieves. The 6-hour minimum still remains. As the Autodoc requires an operator to get its full effect, a character cannot use the Autodoc alone on themselves.

Major medical facilities can, outside of curing the sick and dying, also perform cybernetic enhancements on patients. These operations are usually very expensive and dangerous, with extremely long recovery times. They come in several types, with the two most common types being attribute enhancements and sub dermal armor plates.

Attribute enhancements are one-time procedures. They range in cost from 3k-7k, and have recovery times of anywhere from 2-8 weeks. Each enhancement adds +1 to the character's attribute. A group of skilled doctors can do these with an aid of an Autodoc, though extremely advanced medical facilities run by A.I.s will usually need additional hardware with instructions on these delicate operations.

Sub dermal armor operations are rare compared to other cybernetic enhancements.

Not only are they expensive, but they also require armor plates from military armor for each operation. The four different types are:

Dermal Impact Armor
- Provides a DR of 2 against ballistic weapons, and a +2 Ref save against weapons like explosives and flamethrowers.

Dermal Impact Assault Enhancements
- Requires the initial Dermal Impact Armor enhancement.
- Provides an additional DR of 2 against ballistic weapons and a +2 Ref save against weapons like explosives and flame throwers.
- This enhancement tends to disfigure the recipient slightly, and they incur a -1 penalty to their Charisma.

Phoenix Armor Implants
- Provides a DR of +2 against laser, plasma, electrical, and other damage from energy weapons.

Phoenix Assault Enhancement
- Requires the Phoenix Armor Implants.
- Provides an additional DR of 2 against laser, plasma, electrical, and other damage from energy weapons.
- This enhancement tends to disfigure the recipient slightly, and they incur a -1 penalty to their Charisma.

Drugs

Drugs developed before the Great War are a mixed bag of medical triumphs, addictive hells, and misguided marketing.

Chemicals such as the line of stim packs were hailed as miracle battlefield medicine at the time for the Great War, allowing the individual soldier to quickly help his fellow soldier withstand serious injury, or even bring him back from the very jaws of death.

Anti-radiation medicine, popular when talk of nuclear war was rampant, was manufactured at a hellish pace. Perhaps only a small portion of what was manufactured was used at the dawn of the war, as by that time few people expected nuclear war. For those still living in the wastes today, this medicine is a godsend, allowing for the exploration of areas so heavily radiated they would kill most people outright, or purging all but the most intense radiation from a person.

More recently, tribes of more primitive peoples, or simply those unable to secure a supply of stim packs have turned to more natural medicine. Many have found that new, mutated strains of plants have various and beneficial effects. Some plants cure wounds while clouding the mind, others imparting a sense of invulnerability upon the imbiber.

Other darker developments, such as Mentats or Buffout were designed to give the soldier on the field an advantage, but often at a high price. While these drugs were quite powerful, they often had serious drawbacks and high addiction rates. Due to overuse, many soldiers became addicted to these drugs designed to make them into super soldiers.

The last type of drug consists of "recreational" drugs. After Burner Gum, popular with children before the war thanks to over-eager ad execs attempting get customers for life still exists in large quantities. Jet, the drug of choice from the former United States; west coast, has the ability to almost instantly make addicts of those who try it even once

Availability in the wastes

Before the bombs dropped, as some are prone to say, drugs like stim packs and anti-radiation medicines were produced in massive quantities. Most any community, except for the most destitute and primitive have access to a good supply of stim packs, though they are unlikely to sell any they have unless they have a bountiful supply.

Anti-radiation medicine is only slightly more rare, as it's benefits in an irradiated world are obvious. Those who have may only sell it if they have a very good supply, or if they have no need of it, such as a ghoul village.

Both "super soldier" drugs and run of the mill "recreational" drugs can be found on the seedier sides of some towns. "Super soldier drugs" are usually reserved for bodyguards of various crime bosses, or those criminals and bounty hunters who want another edge over their prey.

"Recreational" drugs are available for sale in most small towns, and are usually manufactured as cheaply as possible and sold for the highest profit. All one usually has to do is ask around, usually someone in a town will know who the local dealer is. In larger cities a police force may force dealers into hiding, making such drugs harder to come by, and more expensive as a result.

Addiction

Drug addiction is another sad facet of life in the wastes. When a user becomes addicted, they must consume that drug every 24 hours. If the drug is not taken, the addict immediately suffers the withdrawal symptoms of said drug until they take it again. To break the addiction, the addict must go cold turkey, requiring a Fort save (DC 30) each day for a week until the addiction is broken. Should that person ever consume that drug again, the process starts anew. Any cured addict in the presence of that same drug must make a Will save (DC25) to avoid taking it again, while anyone still addicted must pass a Will save (DC30) to avoid taking it.

After Burner Gum
Price
350
After Burner gum was an attempt to market a legal form of crystal meth to kids in the 21st century. It combines the sensation of having insects crawl all over your skin with the spicy taste of cinnamon. Chewing a stick will grant the user a +1 bonus to Strength and Dexterity. After an hour, the effects will end, and the user incurs a -1 penalty to their Strength and Dexterity for another hour. Every time this drug is used, there is a 30% chance of being addicted.

Buffout
Price
200
Buffout is the steroid of the 21st century, increasing the muscles' ability to work. True to stereotypes, users of Buffout suffer from moderate mental handicaps during use (as well as excess body acne, violent mood swings, and tiny little baby legs). Grants the user +2 Strength, Agility, and +3 Constitution (granting the user the extra hit points from a higher Constitution). These effects last 24 hours. After this period ends, the user suffers -2 to Strength and Dexterity, and -3 Constitution. This effect lasts for 48 hours, and no amount of sleep will speed up this process. There is a 25% chance each time this drug is used that the user becomes addicted.

Healing Powder
Price
100
Effects
A powerful healing drug made from a mixture of plants. Cures 1d8-1 points of damage, but the user suffers mild hallucinations, incurring a -1 penalty to their actions for an hour after use.

Jet
Price
100
Originating on the west coast of the former United States, jet has become the drug of choice for junkies everywhere. Formulated from the fumes of brahmin dung, jet is easily manufactured, and stored in cheap inhalers, meaning it rakes in huge profits for sellers. Inhaling a hit of jet grants the user +1 Strength, +1 Dexterity, and an extra 10ft of movement per round for around 5 hours. After this time has lapsed, the user loses 1 Strength, 1 Dexterity, and moves at 10ft less per round than normal for about an hour. Each time Jet is taken the user has a staggering 90% chance of becoming addicted.

Mentats
Price
280
Mentats increase the user's mental acuity for a short period of time, but are ultimately dangerous due to harsh after effects and a high rate of addiction. An experimental drug for the military at one time, these pills became popular in the prewar streets. Grants +2 to Intelligence, +2 to Spot, Listen a Search checks, and +1 to all Charisma related skills. There is a 20% chance every time this drug is used that the user will become addicted. Works for 24 hours, and after use, the user suffers a -2 penalty to their Intelligence after 12 hours awake, or 8 hours of sleep.

Mutagenic Serum
Price
-
Not really a beneficial drug. Once injected into a mutant, the target dies a painful, quick death.

Mutie
Price
2000
Mutie is a chemical compound that simulates the beneficial effects of FEV for a short time. The user gains a +4 bonus to Strength and Constitution, and a -4 penalty to Charisma and Intelligence. This effect will last for about 12 hours. When these effects wear off, the user

must make an Endurance check (DC 15) or suffer 2d6 points of damage.

Psycho
Price
400
Psycho is a concoction of chemicals similar to met amphetamines and steroids. It is highly addictive, and has very harsh after effects, despite its euphoric high. Grants +3 Strength and Dexterity, and gives the user a Damage Reduction of 5. Unfortunately, they also suffer a -3 penalty to their Intelligence. There is a 30% chance each time this drug is used, the user will become addicted. Lasts for 6 hours, and after use, the user will suffer a -3 to their Strength and Dexterity. These effects will last for 12 hours, or after 8 hours of sleep.

Rad Away
Price
1500
Rad away is the #1 brand of radiation treatment medicine. It comes in an IV drip bag, and requires about an hour to administer to a radiated patient. The special chemicals attach to radioactive particles, and help the user's body flush them out. After use, the user will be somewhat nauseous and disoriented, incurring a -2 on all actions for 2d6 hours. Each time this drug is used, there is a 10% chance that the user will be addicted, and will incur a -5 penalty to Fortitude rolls when warding off radiation.

Rad X
Price
300
An effective anti-radiation drug. Works by blocking the lymph nodes ability to absorb radioactive particles. Was sold by the ton to paranoid public and a government waiting for nuclear death. Each pill taken grants a +2 bonus to Fortitude checks, but only when warding off radiation. (Up to a bonus of +10)

Stim pack
Price
150
Stim packs are small syringes containing a mixture of painkillers and healing chemicals. Quite common before the war, they can be found in one form or another almost every-where. Cures 1d8+1 hit points.

Super Stim pack

Price
500
The larger, more powerful version of the stim pack. Them much more concentrated dose of healing chemicals and painkillers are stored in a syringe, and is administered through the use of a clamp that fits around the user's limb. The whole injection process still takes less than a second. Cures 2d8+1 hit points. After an hour, the user loses 1d4-1 hit points.

Trauma Pack
Price
600
A powerful mixture of healing chemicals and painkillers made for use in combat situations. They heal 3d8+1 hit points. After an hour, the user loses 2d4-1 hit points.

Ultra Stim pack
Price
1000
The Ultra Stim pack contains a high-powered versions of the chemicals used in the other stimpacs. As they are reserved patients in the direst need, they are very rare. The Ultra Stim Pack immediately cures all damage sustained by the user. In 1d6 hours, the user must make a Fortitude check (DC 15). A failed check results in the loss of the total hit points healed by the Ultra Stim pack, while a success results in the loss of only half.

Voodoo
Price
400
A powerful, though very rare, concoction of chemicals (consisting mostly of animal parts and "mind expanding" plants, dude...). When consumed, the user gains a feeling of invincibility, and gains +2 to their Dexterity, a +2 bonus to all rolls, and 1d8 extra hit points for next half hour. After that time, the user loses the temporary hit points, and undergoes a slight depression, incurring a -2 penalty to Dexterity, as well as a -2 penalty to all rolls for about an hour.

Weapons
Despite having been blown back into a new stone age by atomic weapons, humans still fight amongst one another using whatever weapons they can get they're hands on. Most common are simple melee weapons. These consist mostly of rocks, sticks, or anything else you can find lying around and

use to injure an opponent. A step from good old-fashioned melee weapons are powered melee weapons. Similar in some respects to their more primitive fore-bearers, powered melee weapons use advanced technology to enhance their lethality.

Though somewhat rare in the wastes, firearms are always a popular option for violence. Ranging from small and concealable handguns, to larger and more threatening long-arms, there is a wide variety of firepower to choose from. Keep in mind; ammunition is hard to come by in the wastes. A gun with out ammo is just a fancy club.

For the ultimate in destructive capabilities, one needs look no further than energy weapons. Using directed light, magnetically captured plasma, electrical pulses, or magnet-propelled projectiles, energy weapons are still the futuristic weapons they were hoped to be. Powered by either Micro Fusion Cells, Small Energy Cells, or using special projectiles, energy weapons are quite formidable. Be warned, while ammunition for conventional firearms is scarce, power sources for these weapons are even more rare.

Outside of the ranges of handguns and long-arms, there also exist a number of heavier weapons. Machine guns, normally deployed by the armies of the world before the Great War, are valued for their ability to lay down covering fire and protect large areas of land. Mini guns, large multi-barreled guns, are capable of sustaining incredible rates of fire, chewing up terrain with their high velocity rounds. Flamethrowers, acid sprayers, and explosives round out the arsenal of the wastes. These weapons, while powerful, also serve as strong psychological deterrents. Few people will carry on a fight risking being slowly burned to death, or melted down to their base elements by a plasma grenade.

Availability in the wastes

Generally speaking, the simplest weapons are often the most available. Simple melee weapons can usually be constructed or purchased for little money, and are widely available. Conventional firearms are more rare. Usually, most any small village might only have half dozen handguns for sale. Larger towns and cities will usually yield wider selections of weapons, including most handguns and long arms. Energy weapons, as should be expected, are rarely ever found for sale, as their high

damage potential is treasured among all those who value their lives. Only the most massive of human settlements, or those very well connected to either paramilitary organizations and stock or to the black market will have access to energy weapons.

Finding ammunition for these devices may occasionally be easier than finding the weapons themselves. Simple weapons, such as bows, have ammunition that can easily be crafted by anyone with a little know how and raw materials. Bullets, especially more common rounds such as the 9mm, 12 gauge shot guns shells, and the 7.62 mm round can be found in settlements near old towns. Also, those with sufficient skills in Craft (chemical) and Craft (mechanical), as well as access to a well-stocked workshop can reload spent brass. However, special ammunition, such as grenades and rockets are usually very rare finds, due to the lack of manufacturing facilities.

Higher still in terms of rarity are Micro Fusion Cells, Small Energy Cells, and the special 2mm EC cartridges. While empty cells are rechargeable, finding the cells themselves usually requires a lot of hunting or money.

Conventional Handguns

.223 Pistol
Price
3500
A .223 Rifle modified and cut down into a pistol. This, obviously, makes it a one-of-akind weapon.

Bringham Needler Pistol
Price
2200
Before the war, the needler was used primarily for conducting scientific research on animals. It worked by injecting a variety of chemicals into the target, using its syringe-like projectiles. Single shot only. The chamber holds 8 shots of HN Needler ammunition.

Browning HP
Price
2,300
Thanks to its blued steel slide and stainless steel construction, the Browning HP is an attractive weapon. Due to technical problems, the factories

manufacturing this weapon were shut down decades before the war started.

Calico M950
Price
1,800
The Calico M950 is basically a shortened version of the Calico Liberty 100. Well known for their robust magazine sizes and ambi-dextrous use thanks to the location of the fire selection switch.

Casull Revolver
Price
1,200
Produced under the name Taurus Model 44, this .44 Magnum caliber weapon inspires fear in those who see it. This model includes a built-in compensator in the barrel with four gas outlets on all sides of the front sight.

Colt 6520 10mm Auto pistol
Price
250
A Colt 6520 10mm pistol. Each pull of the trigger will automatically reload the firearm until the magazine is empty. Single shot only, using the powerful 10mm round.

Desert Eagle (.44)
Price
2,750
Developed mainly as a long range-sporting pistol for sale in the United States, it also enjoyed use in some Special Forces units before the Great War. Its large size and tremendous recoil make this weapon difficult to shoot accurately with out practice.

HSI Mauser
Price
1,000
The HSI Mauser was considered an almost ancient weapon at the start of the war. Created right at the end of the 19th century this model has a hardwood grip, and various models were chambered to accept a wide array of ammunition, though most found today accept 9mm rounds.

SIG Sauer 14mm Pistol
Price
1100
This SIG Sauer pistol fires the awe-inspiring, though rare, 14 mm cartridge. Know around the wastes for its stopping power, those lucky enough to find one cherish it.

SIG Sauer P220
Price
900
Developed decades before the war, this reliable and popular gun was a substantially redesigned model of the P210. This redesign made it both easier and cheaper to manufacture.

S&W M29 Revolver
Price
1,300
Recognized by most everyone as "Dirty Harry's gun," movies have made the M29 .44 Magnum one of the most recognizable weapons in the world. Few in the wastes would dare mess with anyone brandishing this familiar hand-cannon.

Conventional Long-arms

AK 112 Assault Rifle
Price
1300
An old military model, out of use around the time of the war. Fires single shots or up to a 12 shot burst. The magazine holds 24 shots of 5.56mm ammunition.

B.B Gun
Price
300
Often little more than a toy, the B.B. gun uses compressed air to shoot a loose lead pellet at a target. Be sure to wear safety glasses.

Calico Liberty 100
Price
3000
The futuristic looking Calico Liberty 100 is the bigger brother of the Calico M950. It also sports a very robust magazine (either 50 or 100 rounds), and a fire selection switch on the front of the trigger guard. Unlike it the other model, this version sports a fore grip and a compensator at the end of the barrel, for sustained fire.

DKS-501 Sniper Rifle
Price
5,000
The DKS-501 Sniper rifle, as should be expected, is a very accurate rifle. Once chambered to accept the .308 round, these now use the more common .223.

Enfield XL70E3
Price

9

4000
The Enfield XL70E3 was an early prototype for the SA80 line of weapons developed by the British. Unfortunately, the weapon's development was plagued with problems.

FN FAL
Price
3500
The FN FAL was one of the most famous and widely used assault rifles on the 20th century. Despite being somewhat sensitive to certain environments, it's use of the powerful 7.62mm round and reliability made it a valuable weapon.

FN P90c
Price
5,000
The FN P90c was developed to provide a smaller assault rifle for support troops. It was intended to go beyond the capabilities of a sub machine gun by being both easier to shoot, and offering superior accuracy and stopping poser.

HK CAWS
Price
3,200
A product of the CAWS program in the United States, this gun was intended to be the first of a line of new personal firearms. This shotgun uses it's own specially made 12 gauge shells.

HK G11
Price
6,400
Developed during the Cold War, the G11 was designed to replace the G3 as a lighter and more accurate rifle. It is unique in that it uses the 4.73 case less round. As opposed to the bullet being jacketed in brass, the case less round buries the bullet in a block of propellant, thus saving both space and weight.

HK MP9 SMG
Price
1200
H&K MP9 Sub machine gun (10mm variant). A medium-sized SMG, capable of single shot and burst mode.

M1 Garand
Price
1,600

The M1 Garand was the first semiautomatic rifle ever to be used in full scale by a major military force. Today, it may seem outdated and under powered, but at the start of the second world war, it was a powerful weapon on the battlefield.

M14
Price
1,100
The M14 rifle eventually replaced the M1 Garand as the battle rifle of choice for years. It was often praised for having a good combination of range and lethality.

M3A1 "Grease Gun"
Price
1,200
Originally the only submachine gun in use by the United States in WW2, the gun has survived in part due its popularity. Its ease of use, and loose construction make it a reliable weapon in almost any condition.

MP-38
Price
2,200
As it's name suggests, this weapon was developed in 1938. It was the primary submachine gun of the German army. Because it was such a successful weapon, it was coveted by all sides that could get their hands on one, as well as being heavily copied after WW2.

Pancor Jackhammer
Price
3,400
Another of the relatively rare fully automatic shotguns. Its body is made of a rynite plastic, and fires it's own special 12-gauge ammunition from a 10 round drum.

Ruger ACF 556F
Price
2,500
The Ruger ACF 556F is an adaptation of the popular Ruger Mini 14. While the Mini 14 was chambered for the .223 round and saw use on farms and ranches, the ACF 556F was chambered for the 5.56 mm round and saw use with polices forces.

Spear Gun
Price
1,000
Using a compressed air, the spear gun launches

a rather nasty looking barbed fishing spear at targets.

Sten gun
Price
1,200
The Sten gun was a submachine gun produced in great number by the British during WW2. It is very simply built, consisting of 47 parts, and constructed mostly from stamped steel.

Thompson M1928
Price
1,800
Made famous by gangsters in the 1920s. The M1928 model is also known as the Navy Model, it featured a horizontal fore grip. Despite this modification, it has the same capabilities as other "Tommy guns."

Walther MPL
Price
2,100
The other half of the MP series of weapons developed decades before the war. The MPL differs from the MPK with a longer barrel and barrel shroud; otherwise the two guns are virtually the same.

Winchester City-Killer 12 gauge Combat Shotgun
Price
3000
A Winchester City-Killer 12 gauge Combat Shotgun, bull pup variant. In excellent condition, it has the optional Desert Warfare environmental sealant modification for extra reliability.

Mini guns

German Rheinmetal AG Vindicator Mini gun
Price
16000
The German Rheinmetal AG company created the ultimate mini gun. The Vindicator throws over 90,000 case less shells per minute down its six carbon-polymer barrels. As the pinnacle of Teutonic engineering skill, it is the ultimate hand-held weapon.

HK L30
Price
8000
Working in a fashion similar to a gatling gun, the HK L30 is a military grade laser weapon, utilizing multiple barrels to fire bursts of laser fire.

MEC Gauss Mini gun
Price
30000
This devastating experimental weapon was developed by the Chinese right before the end of the war. As it was such a brutally destructive weapon, the Chinese had reservations about issuing this to their troops. The mini gun uses 2mm EC.

Rockwell Avenger Mini gun
Price
6000
Rockwell designed the Avenger as the replacement for their aging CZ53 Personal Mini gun. The Avenger's design improvements include improved, gel-fin, cooling and chromium-plated barrel-bores. This gives it a greater range and lethality.

Rockwell CZ53 Personal Mini gun
Price
4000
A Rockwell CZ53 Personal Mini gun. A multi-barreled chain gun firing 5mm ammunition, at over 60,000 RPM.

Machine guns

Bozar
Price
5,000
The Bozar is described by some as a tempermental, though powerful machine gun. If not maintained meticulously, the gun is prone to break down constantly.

Bren Gun
Price
3,000
During WW2, the Bren gun formed the base of firepower for a British infantry platoon. Usually manned by two men, the gun also came with a plethora of extra parts, and a rather intricate cleaning and maintenance kit.

Browning Automatic Rifle
Price
2,750
The Browning Automatic Rifle (or BAR) primarily

saw action in WW1 and 2, and was the base of firepower for US infantry platoons. Despite being well loved, the BAR only came with one barrel (meaning its' crew had to let it cool down before firing if it got too hot), and weighed upwards of 40 pounds with the extra bipod and ammunition.

M249 SAW
Price
2,300
The M249 SAW is the evolution of the Belgian FN "Minimi", developed for use by the United States Marine Corps. Envisioned as a replacement for the aging M60 medium machine gun, it has a greater range than the M-16 it is deployed with, and is much lighter than the M-60.

Energy Handguns

Laser

Wattz 1000
Price
2000
This was the most common laser pistol to survive the war. As it is the civilian model, it has a much lower wattage than police and military models.

Magneto
Price
2000
The Magneto laser pistol is an upgraded variant of the Wattz 1000 laser pistol. The major modification that separates the two is the adjustment of the magnetic field targeting, which tightens the laser emissions, making for a more powerful laser.

Plasma

Glock 86
Price
3000
The Glock 86 plasma pistol was designed by the Glock AI, making it the most lethal machine designed weapon.

Glock 86 (extended capacity)
Price
3500
This pistol is a modified version of the standard Glock 86 plasma pistol. The major modification to this pistol is the adjustment of the magnetic housing chamber, making the gun use Small Energy Cells more efficiently, halving the power consumption.

Pulse

YK32
Price
5000
The YK32 Pulse pistol was designed by the Yuma Flats Energy Consortium before the end of the Great War. Though powerful it was never slated for mass production due to its inefficient power usage and bulky design.

Gauss

PPK12
Price
6000
In it's day, the PPK12 was an experimental weapon, developed at the start of the Great War. The PPK12 uses the 2mm Electric Cartridge. Due to its method of attack, this weapon is very effective at stopping targets.

Other

Alien Blaster
Price
-
A strange gun of obviously alien origin. Looks like it can support small energy cells, however.

Solar Scorcher
Price
-
A radical design in its day, this weapon was not widely produced. A few prototypes of the weapons still exist in the Wastes however. These weapons do not require ammunition; they recharge by harnessing sunlight, and release it as a laser. This gun can only be recharged in about 30 seconds under direct sunlight.

Spasm Gun
Price
-
A personal defense just a step or two up from

a taser. The spasm gun shocks a target from a distance, rendering the target immobilized and a little crispy. A target hit with the spasm gun will be knocked out for 1d6 rounds.

Energy Long-arms

Laser

Wattz 2000
Price
6000
The laser rifle works like the laser pistol, though on a larger scale. It's long range and high damage potential make it an ideal weapon for snipers.

Wattz 2000 (expanded capacity)
Price
6500
This rifle is a modified version of the standard Wattz 2000 laser rifle. This rifle has had an upgrade to its recharging system, and a chip installed that helps the rifle recycle energy, reducing it's energy drain to 50% of normal. (e.g. For every 1 point of energy charged from a MFC, this gun recieves 2. When moving energy back to a MFC (or other storage device) the, the number of charges is divided by 2 rounded down.

Plasma

Winchester Model P94
Price
10000
The Winchester Model P94 is basically a larger version of the Glock 86 pistol. By using a super-conducting barrel, this rifle has a farther reach and higher damage potential than the pistol.

Turbo Plasma Rifle
Price
11000
The turbo plasma rifle is just a modified version of the Winchester 94. Essentially, the plasma bolt formation chamber has been hot-wired, resulting in faster forming bolts, higher damage, but a shortened range.

Pulse

YK42B
Price
10000
The YK42B, like the YK32, was designed by the Yuma Flats Energy Consortium. The rifle, however, is considered a far superior weapon, as it has a much farther range, and higher damage.

Gauss

M72
Price
12000
The M72, designed in Germany, works in the same way as the PPK12, by firing the 2mm EC down electrically charged rails. The M72 is an extremely accurate weapon, at any range, and has the power to take down most any target.

Other Ranged Weapons

Acid Sprayer
Price
1900
A water gun made of brightly colored plastic, except that its plastic tank has been replaced by a ceramic one. Instead of water, this gun holds about 15 "sprays" worth of HCL. Not for kids under 3.

Flamer
Price
2000
A Flambe 450 model flamethrower, varmiter variation. Fires a short spray of extremely hot, flammable liquid. Requires specialized fuel to work properly.

Improved Flamer
Price
2500
A Flambe 450 model flamethrower, varmiter variation. Fires a short spray of extremely hot, flammable liquid. Requires specialized fuel to work properly. This model has been modified to fire a hotter mixture that causes greater combustibility.

Hand held Flamer
Price
3000
The hand-held flamer was a good weapon in concept, but fell short in reality. In an effort to make a flamer smaller and more man-portable, many corners had to be cut. As a result, this

incredibly short-ranged flamethrower is both a hazard to the person wielding it, as well as their intended target.

Unarmed Melee Weapons

Clawed Gloves
Price
1000
These gloves sport 2 long (12") blades from the back of the hand.

Lacerators
Price
100
Similar to the cestus in many respects, these gloves have razor blades affixed to the back of the hand and around the knuckles. These gloves are very effective in unarmed combat.

Mace Gloves
Price
150
The mace glove replaces the hand portion of the gloves with a large metal ball, similar in appearance to a mace.

Sapper Gloves
Price
80
At first glance they appear to be a pair of normal gloves. Closer inspection reveals that the fingers all contain small pockets full of lead shavings. This enables the gloves to be used as a sap, dealing non-lethal damage to the target, with the chance of knocking them out.

Shredders
Price
90
Shredders are a normal pair of gloves with small, razor sharp claws attached to the finger tips. These tips allow a combatant to make scratching and ripping attacks against an opponent.

Tiger Claw
Price
75
A strap that fits over the back of the hands of the wearer, placing a strap in the palm containing sharp "claws." A simple weapon, it can also aid in the climbing of walls (+1 circumstance bonus).

Melee Weapons

Deco Filament Knife
Price
2000
The deco filament knife consists of a length of razor sharp wire strung taught in a metal handle. While it may seem small and unusually delicate for combat or executions, this knife has no trouble slicing through human flesh.

Powered Melee Weapons

Cattle Prod
Price
250
A Farmer's Best Friend model cattle prod from Wattz Electronics. Uses small energy cells for power. Once used to give pre-war livestock a little extra pep in their step, this tool can knock human opponents on their backs with ease.

Super Cattle Prod
P**rice**
350
A Farmer's Best Friend model cattle prod from Wattz Electronics. This model has been upgraded to increase the electrical discharge. Due its enhanced ability, it tends to get a little hot and may burn targets (or the user) if not handled properly.

Impact Gloves
Price
900
Similar in concept to the power fist, the impact gloves use a piston device to impart extra damage to the user's punch. It is also powered by a small energy cell, but has so little power consumption that the batteries in a pair might not ever need to be replaced.

Micro Sledge
Price
500
An innovation in hammer technology. Allows the user to impart more force on a target (be it nail or skull) than with a regular hammer. It makes both construction and homicide easier than ever before!

Power Fist
Price
2,500
A 'Big Frigger' Power fist from BeatCo. Utilizes

small energy cells to enhance attacks. Each power cell allows for 30 assisted swings. Allows the user to do lethal damage with their fists, and adds to their punch damage. The user is considered to be unarmed when using this weapon.

Enhanced Power Fist
Price
3,000
A heavily upgraded version of the original 'Big Frigger' power fist. By utilizing more powerful motors, as well as the addition of extra spikes, the Enhanced Power Fist can deal more damage than the original.

Punch Gun
Price
600
This glove incorporates a very short range shotgun to do damage. When in combat, the wearer simply "fires" the gun when punching, allowing them to do extra damage. Due to the extremely short barrel length of this gun, it is only accurate at point blank range.

Ripper
Price
1,750
Virtually a small chainsaw. As small as a large knife. The blade is replaced by a chain of serrated blades, and is powered by power cells located in the handle. Each swing takes up a charge, and each knife holds about 25 charges from one small energy cell.

Super Sledge
Price
2,000
A technologically advanced sledgehammer. Though records on this weapon are lost, it is assumed that they utilize a hollow construction, filled with a substance aiding in swinging and delivering a harder blow.

Explosives

Acid
Price
300
A grenade that sprays an area with acid when it explodes.

"Boom Bugs"
Price
100

A giant mutant strain of insect with unstable body chemistry. Thanks to its weird chemical composition, the boom bug is known to explode when throw against a hard surface, or for any other reason.

Incendiary
Price
350
Basically very similar to a White Phosphorus grenade, burning everything in the area.

Powder Bag
Price
30
Little more than a cloth ball loaded with a chemical agent. When thrown at the face or body of an enemy, the chemical is released from the sack, causing damage when it is breathed in.

Plasma
Price
300
Uses a magnetic field to capture plasma, until it is detonated.

Pulse
Price
250
Contains a small battery, which is rapidly discharged when set off, releasing a blast of electromagnetic energy that damages electronics.

Traps and Landmines

Claymore
Price
1,000
The M18 Claymore mine is a directional fragmentation mine, mainly deployed as an antipersonnel weapon in a defense role. Each mine contains upwards of 700 steel spheres, and is clearly labeled for ease of use. When the claymore is set off, the brunt of its force explodes outward in a cone (just like a cone-shaped FX effect; see Chapter 10). Creatures and objects within the cone take 6d6 points of damage; those within the burst radius but not within the cone take 2d6 points of damage. (Reflex save for half in both cases). The user aims the claymore (setting the direction of the cone) while placing it.

Explosive Trap

Price
600
The explosive trap is little more than a fragmentation grenade attached to stick and rigged with a tripwire.

EMP Trap
Price
1,500
The EMP trap utilizes a much more powerful capacitor than the EMP grenade, dealing more damage to electronic equipment, and even some damage to organic material.

Gas Trap
Price
300
The gas trap is little more than a tank of gas attached to a release mechanism and trip wire. The type of gas varies from each trap, but literally any type of payload can be used, from nerve gas to a chemical mixture meant to render aggressors unconscious.

Remote Det. Trap
Price
1,300
The Remote Den. Trap is usually just a small block of C-4 attached to a blasting cap/remotely operated switch. In order to use this block of explosives, they must be detonated with a remote.

T06 Acid Sprayer

Price
1,500
The T06 Acid Sprayer mine was a particularly insidious weapon during the war. Its purpose was to destroy or ruin enemy equipment, as well as double as an anti-personnel mine.

T45LE Mine
Price
1,500
The T45LE mine is a mine used primarily to take out medium sized vehicles. Usually, only the weight of a vehicle will set it off, meaning that a foot soldier can often walk over it without setting it off. Some types of this mine that exist are known to have an antilifting devices, which will detonate the mine should any try to dig it up.

T45SE Mine
Price
1,250
The T45SE mine is similar in function to the T45LE. This mine is meant for use against both light vehicles and personnel. Will do serious damage to a small vehicle and kill personnel.

Miniguns

D20 rules normally treat mini-guns as very large machine guns, allowing them to fire at full auto. Optionally, these rules can be used to make the mini-gun a little more interesting.

Table 5-1: Conventional Handguns (requires the Personal Firearms Proficiency feat)

Weapon	Damage	Crit	Type	Range	R.o.F.	Mag	Size	Weight
.223 Pistol	2d8	20	Bal	40	S	5 int (.223)	Medium	7 lb.
.Needler (1)	1d4	20	Bal	40	S	8 Needles	Small	4 lb.
Browning HP	2d6	20	Bal	40	S	13 box (9mm)	Medium	2 lb.
Calico M950	2d6	20	Bal	50	S	50 box (9mm)	Medium	3 lb.
Casull	2d8	20	Bal	40	S	6 cyl (.44)	Medium	4 lb.
Colt 6250	2d6	20	Bal	30	S	12 box (10mm)	Small	4 lb.
Desert Eagle	2d8	20	Bal	40	S	9 box (.44)	Medium	4 lb.
HSI Mauser	2d6	20	Bal	30	S	7 box (9mm)	Medium	3 lb.
Sig Sauer 14mm (2)	2d8-1	20	Bal	40	S	6 box (14mm)	Medium	5 lb.
Sig Sauer P220	2d6	20	Bal	30	S	9 box (9mm)	Medium	2 lb.
S&W M29	2d8	20	Bal	30	S	6 cyl (.44)	Medium	4 lb.

(1) Needler pistols do damage by injecting poison. They can use any of the poison types listed in the main rulebook, and the web enhancement.
(2) The 14mm fires an AP round that ignores 2 points of a targets Defense and DR.

Table 5-2: Conventional Longarms (requires the Personal Firearms Proficiency feat)

Weapon	Damage	Crit	Type	Range	R.o.F.	Mag	Size	Weight
AK112	2d8	20	Bal	70	S,A	24 box (5mm)	Large	9 lb.
BB Gun	1	20	Bal	60	Single	100 Int (BBs)	Medium	3 lb.
Calico Liberty	2d6	20	Bal	50	S,A	50/100 box (9mm)	Large	7 lb.
DKS-501	2d8	20	Bal	110	S	6 box (.223)	Large	8 lb.
XL70E3l	2d8	20	Bal	80	S,A	30 box (5.56mm)	Large	11 lb.
FN FAL	2d10	20	Bal	90	S,A	20 box (7.62mm)	Largel	11 lb.
FN P90c	2d8	20	Bal	70	S,A	50 box (5.7mm)	Large	8 lb.
HK CAWS	2d8	20	Bal	50	S,A	10 box (12 ga.)	Large	11 lb.
HK G11	2d8	20	Bal	80	S,A	50 box (4.73 CL)	Large	9 lb.
H&K MP9 SMG	2d6	20	Bal	40	S,A	30 box (10mm)	Medium	7 lb.
M1 Garand	2d8	20	Bal	90	S	8 box (.30)	Large	10 lb.
M14	2d8	20	Bal	80	S,A	20 box (7.62mm)	Large	11 lb.
M3A1	2d6	20	Bal	30	A	30 box (.45)	Medium	8 lb.
MP-38	2d6	20	Bal	40	S,A	32 box (9mm)	Large	9 lb.
Pancor Jackhammer	2d8	20	Bal	50	S,A	10 box (12 ga.)	Large	11 lb.
Pipe Rifle	2d6	20	Bal	60	Single	1 int (10mm)	Medium	7 lb.
Ruger ACF	2d8	20	Bal	40	S,A	40 box (5.56mm)	Large	8 lb.
Spear Gun	1d10	19-20	Pierce	40	Single	1 int (spear)	Large	3 lb.
Sten Gun	2d6	20	Bal	40	S,A	32 box (9mm)	Medium	6 lb.
Thompson M1928	2d6	20	Bal	20	S,A	50 box (.45)	Large	10 lb.
Walther MPL	2d6	20	Bal	50	S,A	32 box (9mm)	Large	7 lb.
Winchester City Killer	2d8	20	Bal	40	S,A	10 int (12 ga.)	Medium	11 lb.

Table 5-3: Miniguns (requires Exotic Weapon Proficiency (minigun) or (energy weapon))

Weapon	Damage	Crit	Type	Range	R.o.F.	Mag	Size	Weight
Vindicator	2d10	20	Bal	110	A	100 box (4.73CL)	Huge	30 lb.
HK L30	3d8	20	Las	100	A	30 MFC	Huge	29 lb.
MEC Gatling (1)	3d10+5	20	Bal	100	A	120 box(2mm EC)	Huge	35 lb.
Avenger	2d8	20	Bal	110	A	120 box (5mm)	Huge	30 lb.
Rockwell CZ 53	2d8	20	Bal	90	A	120 box (5mm)	Huge	28 lb.

(1) Gauss weapons, due to their method of attack, are armor piercing. They gain a +1 bonus to attack against opponents with natural armor, medium, heavy or powered armor. They also ignore 7 points of a target's DR.

Table 5-4: Machine guns (requires Exotic Firearms Proficiency)

Weapon	Damage	Crit	Type	Range	R.o.F.	Mag	Size	Weight
Bozar (LMG)	2d8	20	Bal	80	A	30 box (.223)	Huge	20 lb.
Bren Gun (MMG)	2d8	20	Bal	70	A	30 box (.303)	Huge	22 lb.
B.A.R. (MMG)	2d8	20	Bal	80	A	20 box (.30cal)	Large	20 lb.
M249 SAW (LMG)	2d8	20	Bal	100	A	200 box (5.56mm)	Large	15 lb.

Table 5-5: Energy Handguns (requires Exotic Weapons Proficiency (energy weapon))

Weapon	Damage	Crit	Type	Range	R.o.F.	Mag	Size	Weight
Laser (1)								
Wattz 1000	3d6+1	20	Las	60	S	12 SEC	Small	5 lb.
Magneto	3d6+1	20	Las	60	S	12 SEC	Small	4 lb.
Plasma (2)								
Glock 86	3d6+2	20	En	30	S	16 SEC	Small	4 lb.
Glock 86 Exp. Cap.	3d6+2	20	En	30	S	32 SEC	Small	5 lb.
Pulse (3)								
YK32	3d8	(18) 20	En	50	S	5 SEC	Small	5 lb.
Gauss (4)								
PPK 12	3d6+5	20	Bal	60	S	12 (EC 2MM)	Small	5 lb.
Other								
Alien Blaster	3d10+3	20	En	30	S	30 SEC	Small	5 lb.
Solar Scorcher	3d8	20	En	30	S	6 (solar)	Small	10 lb.
Spasm Gun (5)	2d6	20	Elec	20	Single	20 SEC	Small	5 lb.

(1) The Magneto ignores the first 5 DR of any armor, while regular lasers ignore the first 3 DR.
(2) Plasma weapons ignore the first 6 DR.
(3) Pulse weapons are especially damaging to electronics. Against electronics, the critical range becomes 18-20, and deals an extra die of damage.
(4) Gauss weapons, due to their method of attack, are armor piercing. They gain a +1 bonus to attack against opponents with natural armor, medium, heavy or powered armor. They also ignore 7 points of a target's DR.
(5) The weapon deals 2d6 damage with a successful hit, and requires the target to make a Fortitude save (DC 15), or be paralyzed for 1d6 rounds.

Table 5-6: Energy Longarms (requires Exotic Weapons Proficiency (energy weapon))

Weapon	Damage	Crit	Type	Range	R.o.F.	Mag	Size	Weight
Laser (1)								
Wattz 2000	3d8+2	20	Las	100	S	12 MFC	Large	17 lb.
Wattz 2000 ext. cap.	3d8+2	20	Las	100	S	12 SEC*	Large	17 lb.
Plasma (2)								
P94	3d10+2	20	En	60	S	10 MFC	Large	12 lb.
Turbo	3d10+4	20	En	60	S	10 MFC	Large	19 lb.
Pulse (3)								
YK42B	3d12	(18) 20	En	70	S	12 MFC	Large	9 lb.
Gauss (4)								
M72	3d10+5	20	Bal	130	S	20 (EC 2MM)	Large	9 lb.

(1) Regular lasers ignore the first 3 DR.
(2) Plasma weapons ignore the first 6 DR.
(3) Pulse weapons are especially damaging to electronics. Against electronics, the critical range becomes 18-20, and deals an extra die of damage.
(4) Gauss weapons, due to their method of attack, are armor piercing. They gain a +1 bonus to attack against opponents with natural armor, medium, heavy or powered armor. They also ignore 7 points of a target's DR.
(*) See descritption for this weapon. Max of 24 shots per full charge.

Table 5-7: Other Ranged Weapons (No Feat Required))

Weapon	Damage	Crit	Type	Range	R.o.F.	Mag	Size	Weight
Acid Sprayer (1)	-	20	Acid	10	S	15 Acid	Medium	15 lb.
Flambe 450 (2)	3d6+2	-	Fire	-	Single	10 int (fuel)	Large	28 lb.
Imp. Flamer (2,3)	3d6	-	Fire	-	Single	10 int (fuel)	Large	29 lb.
Hand-held Flamer (2,4)	2d6	-	Fire	-	Single	3 int (fuel)	Medium	10 lb.

(1) On a successful attack, this weapon does 1d6 points of damage to the target (1d6+2 against robots), and 1 point of damage to every other target in a 5-foot area.
(2) See page 102 of the D20 MODERN PLAYERS GUIDE for rules concerning flamethrowers.
(3) When attacking with this weapon, the targets defense is 3 points lower than normal.
(4) The hand held flamer shoots a 10 foot wide, 5 foot long cone of flames that deal 1d6 points of fire damage to anything in its path, and deals an additional 1d6 points of damage until the flames are put out. Targets can make
a Reflex save (DC15) to take half damage. As it is poorly constructed, the pressurized fuel container has a hardness of 2, and 2 hit points. When the container is reduced to 0 hit points, it explodes, dealing 4d6 damage to the wearer, and 2d6 damage to everyone adjacent to them.

Table 5-8: Unarmed Melee Weapons (requires Simple Weapons Proficiency feat)

Weapon	Damage	Crit	Type	Range	R.o.F.	Mag	Size	Weight
Clawed Glove*	+1d8-1	20	Slash	-	-	-	Small	3 lb.
Lacerators*	+1d6	20	Slash	-	-	-	Small	2 lb.
Mace Glove*	+1d6	20	Bludg	-	-	-	Small	5 lb.
Sapper* (1)	+1d3	20	Bludg	-	-	-	Small	4 lb.
Shredders*	+1d4	20	Slash	-	-	-	Small	2 lb.
Tiger Claw*	+1d2	20	Slash	-	-	-	Small	1 lb.

(1) The sapper gloves function in a similar fashion to a sap. The damage it deals is subdual damage, not lethal.
(*) A person using these is considered unarmed. Unless otherwise noted, these weapons also allow the wearer to deal lethal damage. These weapons deal the listed damage in addition to the person's normal unarmed damage.

Table 5-9: Melee Weapons (requires Simple Weapons Proficiency feat)

Weapon	Damage	Crit	Type	Range	R.o.F.	Mag	Size	Weight
Deco Filament (1)	2d4+1	19 -20	Slash	-	-	-	Small	1 lb.
Micro Sledge	2d4	20	Bludg	-	-	-	Medium	8 lb.
Super Sledge	3d6	20	Bludg	-	-	-	Large	15 lb.

(1) The Deco Filament wire, due to its construction, is a masterwork item, gaining a +1 on attack rolls.

Table 5-10: Powered Melee Weapons (requires Powered Melee Weapon Proficiency feat)

Weapon	Damage	Crit	Type	Range	R.o.F.	Mag	Size	Weight
Cattle Prod	2d6	20	Elec	-	-	20 SEC	Medium	3 lb.
Super Cattle Prod	2d6+3	20	Elec	-	-	20 SEC	Medium	3 lb.
Impact Glove*	+1d6+2	20	Bludg	-	-	-	Small	9 lb.
Power Fist*	+3d6	20	Bludg	-	-	30 SEC	Small	4 lb.
Enhanced Power Fist*	+3d6+2	20	Bludg	-	-	20 SEC	Small	4 lb.
Punch Gun* (1)	+2d8	20	Bal	-	Single	1 int (12 ga.)	Small	7 lb.
Ripper	3d6	20	Slash	-	-	25 SEC	Small	3 lb.

(1) The Punch Gun utilizes one shotgun shell to deliver damage. Due to its extremely short barrel, it has no range, and can only damage targets in melee.
(*) A person using these is considered unarmed. Unless otherwise noted, these weapons also allow the wearer to deal lethal damage. These weapons deal the listed damage in addition to the person's normal unarmed damage.

Table 5-11: Explosives

Weapon	Damage	Type	A.o.E.	Reflex DC	Range	Size	Weight
40mm Grenade	3d6	Slash	10	15	-	Small	1 lb.
Acid (1)	2d6	Acid	10	15	10	Small	3 lb.
IBoom Bugs	2d6	Fire	5	10	10	Small	2 lb.
Incendiary (2)	3d6	Fire	20	15	10	Small	3 lb.
Powder Bag (3)	1d6	-	5	15	10	Small	1 lb.
Plasma	5d6	En	20	15	10	Small	1 lb.
Pulse (4)	5d6	En	20	18	10	Small	1 lb.

(1) Acid grenades deal 2d6 damage on initial contact, and an additional 1d6 damage for another 1d6 rounds, or until washed off.
(2) Incendiary grenades deal 2d6 damage initially, and then deal 1d6 damage until they make a Reflex save (DC 15).
(3) When hit, the target must pass a Fort save (DC 15) or be stunned for 1d4 rounds.
(4) Pulse grenades only do damage to electronic equipment.

Table 5-12: Traps and Landmines

Weapon	Damage	Type	A.o.E.	Reflex DC	Range	Size	Weight
Claymore	6d6	-	100	25	-	Small	2 lb.
Explosive Trap	4d6	Slash	20	15	-	Small	2 lb.
EMP Trap (1)	6d6	Elec	10	20	-	Small	3 lb.
Gas Trap (2)	-	-	10	-	-	Small	1 lb.
T06 Acid (3)	4d6	Acid	10	20	-	Small	1 lb.
T45SE (5)	6d6	Conc	10	20	-	Small	3 lb.

(1) EMP traps contain a capacitor more powerful than the one used in the Pulse grenade, enabling it to damage organic material. As such, if the EMP trap is tripped by living creatures, they take 1d6 damage.
(2) The gas trap can hold a variety of payloads, and can contain any inhaled poison listed on page 54 of the d20 MODERN CORE RULEBOOK.
(3) The T06 Acid Sprayer mine deals an initial 4d6 points worth of damage. It then continues to deal an additional 1d6 point of damage for another 1d6 rounds, or it is washed off.
(4) Due to its powerful charge and method of attack, this mine ignores the first 10 hardness/DR of a target.
(5) Due to its powerful charge and method of attack, this mine ignores the first 5 hardness/DR of a target.

Instead of one fire mode, there are two: one for use when hand held, one for use when mounted.

Mounted use will allow the firer to use the feats Burst Fire and Strafe, even if they do not already have them. Range increments are also modified by 1.5 times.

The hand held mode will require that the firer is either of size Large or large, or possesses a strength of 18 or higher. The range increment is reduced to %75 of normal.

Firing this gun hand held allows the firer access to both the Burst Fire and Strafe feat, even if they do not have the feats themselves. When firing in this manner, the firer may only use either the Burst Fire or Strafe feats to attack. While attacking, if the firer rolls a 1 or 2 when attacking, they lose control of the weapon, spraying an area equal to half the weapon's modified range and dealing the weapon's full damage.

Fallout Ammunition

Weapons in the wastes use a bewilderingly wide array of ammunition. From the small and almost universal 9mm, to the devastating .50 caliber round, there is almost one type of bullet for any given situation. Weapons are usually only chambered to accept one type of round, and some modification needs to be done to the weapon for it to receive other types of ammunition. However, there are a select few weapons that can use more than one type of ammunition without any modification.

.50Cal
Depleted Uranium
Uses a penetrating core made of depleted uranium, for use in the Browning M2HB. May be somewhat radioactive. This ammunition ignores the first 7 DR of the targets armor.

2mm EC
The cartridge manufactured for use in the various gauss weapons. It is very effective at penetrating armor.

12 ga.
EMP
A shotgun shell that utilizes a capacitor that is discharged when the gun is fired, damaging targeted electronics. This ammunition, when used against electronics changes the threat range to 18-20, and adds another die of damage. This ammunition will not affect living creatures.

Flechette
Similar to a shot shell, but uses small darts instead of bearings to deal damage. Works very well at close ranges. This ammunition deals +2 damage to targets wearing no or light armor. Against other types of armor, it receives a -1 to attack rolls, with no damage bonus. This is in addition to the standard rules concerning shotguns in the d20 Modern rulebook.

Slug
Instead of a number of small pellets, the slug is one large bullet. Less accurate than a rifle round due to the lack of rifling of the barrel of a shotgun, the slug does inflict heavy damage.

14mm
A round that is slightly larger than .50 cal.

Flamer Fuel
Flamer fuel normally comes in armored containers. It is a standard mixture of flammable liquids. Improved flamer fuel, however, burns much hotter than the standard fare. As such, it ignores the first 3 DR of a target.

Hypo needles

Poison needles
A needle with the capacity to be filled with various poisons.

AP needles
A needle that sports the ability to better penetrate armor than regular needler ammunition. Ignores 2points of target's Defense.

Micro Fusion Cells
Essentially a small fusion reactor. Used to power large items, such as laser rifles and the occasional car.

Rockets
EMP
A rocket that utilizes a capacitor as a payload instead of conventional explosives. Damages electronics. When used against electronics, it deals an extra die of damage.

AP
A rocket that uses a shaped charge to blow through armor. Has a much smaller blast radius that a high explosive rocket. This ammunition ignores the first 15 DR of the targets armor, and splashes damage in a 5' radius.

Small Energy Cells
A battery for the 23rd century. Used to power relatively small items, such as laser pistols, power fists, Rippers, and flashlights.

Table 5-13: Ammunition Types

Ammunition	Type	Quanity	General Price	Weight	Damage
.223	FMJ	20	110	2 lbs.	2d8
.30 cal	-	20	230	1 lbs.	2d8
.303 cal	-	20	220	1 lbs.	2d8
.44 Magnum	FMJ	20	200	1 lbs.	2d8
.44 Magnum	JHP	20	200	1 lbs.	2d8+1
.45	-	20	110	1 lbs.	2d6
.50	-	20	900	4 lbs.	2d12
.50 Depleted Uranium	-	20	1200	4 lbs.	2d12+2
2mm EC	-	20	800	1 lbs.	3d6/10+5
4.73mm Caseless	-	20	650	1 lbs.	2d8
5mm	AP	20	110	1 lbs.	2d4-1
5mm	JHP	20	110	1 lbs.	2d4+1
5.56mm	-	20	110	1 lbs.	2d8
5.7mm	-	20	200	1 lbs.	2d8
7.62mm	-	20	200	1 lbs.	2d8
9mm	Ball	20	100	2 lbs.	2d6
10mm	JHP	20	100	2 lbs.	2d6+1
12 ga.	-	20	200	1 lbs.	2d8
12 ga.	Slug	20	300	1 lbs.	2d8
12 ga.	EM	20	770	1 lbs.	2d8
12 ga.	Flechette	20	360	1 lbs.	2d8 (+2)
14mm	AP	20	370	1 lbs.	2d10-1
30.06 cal	-	20	440	1 lbs.	2d8
40mm grenade	-	1	700	1 lbs.	3d6
BBs	-	100	20	2 lbs.	1
Flamer Fuel (1 tank)	-	5	340	10 lbs.	3d6
Flamer Fuel MkII (1 tank)	-	5	540	10 lbs.	3d6
HCL (1 tank)	-	20	660	1 lbs.	1d6
Micro Fusion Cell (1 cell)	-	50	1140	5 lbs.	Per Weapon
Needlercartridge	-	20	340	1 lbs.	1d4+ payload
Needlercartridge	AP	20	400	1 lbs.	1d4+ payload
Rocket	Explosive	1	1200	3 lbs.	10d6

Table 5-13: Ammunition Types (continued)

Ammunition	Type	Quanity	General Price	Weight	Damage
Rocket	AP	1	1300	3 lbs.	10d6
Rocket	EM	1	2000	3 lbs.	10d6
Small Energy Cell (1 cell)	-	40	800	3 lbs.	Per weapon

In general, ammunition in Fallout costs anywhere from 2 1/2 to 5 times as much, depending on the type on bullet. Calibers common to rifles and most handguns cost about 2-3 times as much. Special or more powerful ammo usually cost much more than listed (pg. 103 in the D20 CORE RULEBOOK). Guns usually cost anywhere from 4-8 times as much as listed (pg. 96 in the D20 CORE RULEBOOK)

Weapon modification and reloading

Several types of weapons modifications can be made. Accessories such as scopes and flash suppressors can be attached. (See pg. 120 of the D20 MODERN CORE RULEBOOK) However, some weapons (namely pistols, revolvers, and almost all other personal firearms) will need to be modified for use by super mutants. For pistols and revolvers this usually involves removing the trigger guard, lengthening the handle, and modifying the trigger for use by larger mutant fingers. This modification will cost around the same price paid for the weapon, and take about a week for a skilled smith to do. Modifying a rifle or other long arm will usually require removal of the trigger guard, and modifying the trigger for use by larger mutant fingers. This modification will cost about 3/4 the price of the gun, and will take a skilled smith about a week to do the modification.

Table 5-14: Firearm Modification

Modification	Cost	Time	DC
Handgun	Weapon Cost	1 week	25
Long arm	Weapon Cost	1 week	20

Table 5-16: Reloading

Component	Skill	DC	Time	Amount	% Failure
Cartridge	Craft: Mechanical	20	1 hour	50 rounds	5%
Shotgun Shell	Craft: Mechanical	20	1 hour	30 rounds	5%
Rim-fire Cartridge	Craft: Mechanical	25	1 hour	50 rounds	25%
Bullet	Craft: Mechanical	25	1 hour	10 bullets	10%
Shot/Slug/Flechette	Craft: Mechanical	20	1 hour	20 loads	5%
EM shot	Craft: Electronic	25	1 hour	5 loads	10%
Casings					
Cartridge	Craft: Mechanical	25	1 hour	25 cases	5%
Shotgun	Craft: Mechanical	20	1 hour	20 cases	5%
Needler	Craft: Mechanical	25	1 hour	10 needler rounds	5%
Primer					
Cartridge	Craft: Chemical	25	1 hour	20 loads	5%
Shotgun	Craft: Chemical	25	1 hour	20 loads	5%
Rimfire	Craft: Chemical	30	1 hour	20 loads	25%
Powder	Craft: Chemical	25	1 hour	20 cartridge/30 shotgun	5%
Wad	Craft: Mechanical	10	1 hour	50 wads	5%

As ammunition is hard to come across in abundance in the wastes, it will often be necessary for PCs to reload their own if they have the means. Most any type of brass (the outer case for the bullet) can be reloaded. The only exception is case less ammunition (such as the 4.73 mm round).

With access to the right tools (primer, brass, bullet, powder, loading press), a person can turn out about 50 rounds in an hour with a successful Craft (mechanical) check. The table below lists the DC for the appropriate Craft skill, the amount of time, number of components created, and the percentage of them that will fail.

Handguns and long arms will mostly use cartridges, which will require a bullet, powder, primer, and case. Rim fire cartridges are more difficult to create, hence their higher rate of failure. Instead of having a primer cap, primer is placed inside the case, at the back end of the bullet. Shotgun shells will require a case, shot, primer, powder and a piece of wad.

When each component is created, the DM should check to see if that component has failed. If so, that percentage of bullets will automatically misfire, though the player making

them will not know which bullets will defective without making a Spot check (DC 25).

Additionally, ammunition can be loaded with greater (hot loaded) or lesser (cold loaded) amounts of powder. Hot loaded ammunition can be created to give either a +1 or +2 bonus to damage. Cold loaded ammo can be loaded to do -1 or -2 points of damage per range increment.

Hot loaded ammo with a +1 to damage is somewhat unreliable, and the gun firing this ammo will jam on an attack roll of 1 or 2. Ammo with a +2 bonus is more unreliable, not only will it jam on a roll of 1 or 2, but there is a 25% chance that the bullet cannot withstand the strain being put on it and will explode, dealing it's damage to everyone within 5' of the firer instead of it's intended target.

Cold loaded ammo with a -1 to damage per range band can be used in some weapons to make them operate more silently (weapons with silencers become harder to hear (25 DC to hear if not in visual range). Ammo with a -2 to damage can make a weapon very silent, (to hear DC becomes 35)but stand a 25%

As ammunition is hard to come across in abundance in the wastes, it will often be necessary for PCs to reload their own if they have the means. Most any type of brass (the outer case for the bullet) can be reloaded. The only exception is case less ammunition (such as the 4.73 mm round).

With access to the right tools (primer, brass, bullet, powder, loading press), a person can turn out about 50 rounds in an hour with a successful Craft (mechanical) check. The table below lists the DC for the appropriate Craft skill, the amount of time, number of components created, and the percentage of them that will fail.

Handguns and long arms will mostly use cartridges, which will require a bullet, powder, primer, and case. Rim fire cartridges are more difficult to create, hence their higher rate of failure. Instead of having a primer cap, primer is placed inside the case, at the back end of the bullet. Shotgun shells will require a case, shot, primer, powder and a piece of wad.

When each component is created, the DM should check to see if that component has failed. If so, that percentage of bullets will automatically misfire, though the player making them will not know which bullets will defective

Armor in the Wastes

Those people who choose to fight in the wastes, be they a lowly raider, or a skilled member of a paramilitary organization, will want to don something that will help keep them from harm.

Light armor is usually constructed from brahmin hide in the form of leather jackets and breastplates, or in the form of heavy clothes. Light armor is praised for it's lightweight, ease of concealability, and open construction when in hot or restrictive environments. For most denizens of the wastes, light armor may be the only type of armor they can get a hold of, with heavier suits being either too rare, or unavailable.

Medium armor is usually constructed from lightweight bulletproof materials, or metal plates. Medium armor is usually found among the ranks of soldiers in paramilitary organizations, and the bodyguards of crime lords. While not offering the same solid defense as heavy or power armor, or offering the lightweight of light armor, medium armor offers some of the benefits of both, as well as a few drawbacks.

Powered armor saw development as the Great War escalated. It turned the average foot soldier into a walking tank. Power armor packs several technological advancements into one wearable suit of armor. Not only does the suit enhance the physical strength of the wearer, but it also offers superior protection from radiation and airborne pathogens.

For those unable to afford or find a whole suit of armor, they can attempt to craft a suit of armor out of available materials. Generally, scratch built armor is inferior to most all manufactured armor. As such, it is always considered archaic, and suffers a -2 Defense penalty against conventional firearms and energy weapons.

More armor can be found on page 110 of the d20 MODERN CORE RULEBOOK.

Availability in the Wastes

Light armor, by far, is the most common type of armor available, as well as poor types of scratch built armor. The materials required, such as brahmin hides and light plastics, are abundant and easily shaped.

Medium armor and average scratch built armor are more rare. Due to the level of protection offered by these armor types, they are often in high demand by those people who need it. This is most often soldiers, bounty hunters, and criminal entities.

Powered armor, and scratch built armor in excellent condition is usually next to impossible to find. Powered armor is usually kept under strict security by those paramilitary organizations that have it, or found under heavy guard in abandoned per-war military compounds.

Light Armor

Leather Jacket
Price
250
Really more of a fashion statement than armor. Itls better than bare skin, and keeps the elements off you.

Leather Armor
Price
700
This thick leather chest piece was originally designed for use in contact sports such as Motorcycle Football, and other games that were popular before the war.

Leather Armor MkII.
Price
1000
The second version of leather armor is a more recent creation. Usually created out of tanned brahmin hide, this armor was created with combat in mind.

Medium Armor

Combat Armor
Price
7000
Combat armor is advanced personal armor for the 21st century police officer or military grunt. This suit covers a majority of the body, and includes boots, gloves, and a helmet with laser reflective goggles.

Combat Armor MkII.
Price
9000
An advanced version of the above. As it offers superior protection, it was often distributed to units that saw more intense fighting.

Brotherhood Armor
Price
12000
A further improved version of the standard combat armor used by elite military branches. This armor is usually only issued to members of elite paramilitary organizations, and anyone not affiliated with that organization caught wearing this armor will likely be seen as suspect.

Environmental Armor
Price
6000
Environmental armor is a combination of body armor, and the functions of an NBC suit. It is airtight, and features a helmet with an air filtration device, and the ability to block most of the radiation bombarding the wearer. Though it offers fair protection against both attacks and environmental damage, it comes with the price of limited mobility. Due to its nature, this suit protects the entire body. Its protection against the environment only is in effect when the helmet is worn with the rest of the suit.

Environmental Armor MkII
Price
7500
The MkII version of Environmental Armor increases the protection against environmental

damage, but sacrifices even more mobility.

Metal Armor
Price
1500
A suit of metal armor crafted from pieces of scrap metal. The rough construction interferes with movement, and tends to produce sound at the most inopportune times.

Metal Armor MkII
Price
2000
A more polished and refined version of regular metal armor. Though it sports a more refined construction, is weight still interferes with movement, and is still rather noisy to wear.

Tesla Armor
Price
5000
Armor designed with three electricity dissipating coils and silver coating to deflect and dampen the effects of plasma, pulse, and laser weapons. Its all-metal construction makes it hard to be stealthy while wearing it.

Powered Armor

Power Armor
Price
12500
The T-51b power armor was the pinnacle of person protection at the dawn of the Great War, with enough passive defenses to protect the wearer from both civilian and military threats. Its back mounted TX-28 Micro Fusion Pack generates 60,000 Watts, powering the suit's Hi Flo hydraulics system. It's lightweight, armored shell can absorb of 2500 Joules of kinetic impact, and its 10 micron ablative silver coating can reflect both laser and radiation without sustaining damage.

Hardened Power Armor
Price
15000
Using a complex chemical compound applied to the T-51b power armor, the outer armored shell can be made harder than normal, providing an extra layer of protection, though it makes the armor heavier.

Power Armor MkII.
Price
20000

This Powered Armor is composed of lightweight metal alloys, reinforced with ceramic castings at key points. In addition to weight saving alloys, it also sports more powerful servomotors enhancing the strength of the wearer more than previous versions of power armor.

Advanced Power Armor MkII.
Price
25000
The Advanced Mk. II version incorporates parts made almost entirely of ceramic, as opposed to the polymer/ceramic combination of the original Mk. II.
All power armor models have the following:

Strength Augmentation: The hydraulics system gives the user a bonus to their Strength (varies between models). If the operator does not have the Armor Proficiency (powered) feat, not only does this bonus not apply, but the operator suffers a -4 penalty to both Strength and Dexterity while in the armor.

Environmental Filtration: The suit can indefinitely filter out harmful radiation and airborne contagions. The helmet must be worn with the suit for this to take effect.

Communications Link: The armor's built in communications device has a range of 5 miles. It can transmit voice messages only.

Table 5-17: Light Armor (requires Light Armor Proficiency)

Armor	Type	Equip. Bonus	Non Proficiency Bonus	Max Dex Bonus	Armor Penalty	Speed	Weight
Leather Jacket	Impromptu	1	1	8	0	30	4 lb.
Leather Armor	Archaic	2	1	6	0	30	8 lb.
Leather Armor MkII	Tactical	3	1	5	-2	30	10 lb.

The Leather jacket and Leather Armor have a DR of 1, the MkII Leather Armor has a DR of 2.

Table 5-18: Medium Armor (requires Medium Armor Proficiency)

Armor	Type	Equip. Bonus	Non Proficiency Bonus	Max Dex Bonus	Armor Penalty	Speed	Weight
Combat Armor (1)	Tactical	6	2	3	-2	25	20 lb.
Combat Armor MkII (1)	Tactical	7	3	2	-2	30	25 lb.
Brotherhood Armor	Tactical	7	2	3	-1	25	25 lb.
Environ. Armor (2)	Tactical	5	2	4	-3	25	20 lb.
Environ. Armor MkII (2)	Tactical	5	2	4	-4	25	20 lb.
Metal Armor (1)	Archaic	5	1	2	-5	20	35 lb.
Metal Armor MkII (1)	Tactical	5	2	1	-5	20	35 lb.
Tesla Armor (3)	Tactical	5	1	5	-2	30	35 lb.

(1) Metal Armor has a DR of 2, while the MkII version has a DR of 3. Regular and Mk. II armor have a DR of 3, while Brotherhood armor has a DR of 4. The suit covers the whole body, including a helmet.
(2) Environmental Armor grants the wearer a 60% chance of avoiding radiation and airborne pathogens. The suit also grants a +6 Fortitude bonus against airborne pathogens and radiation. MkII armor grants a 90% chance, and a +7 Fortitude bonus. This suit is airtight, and the bonuses ONLY apply when the helmet is worn with the suit. Both suits have a DR of 3. However, due to their unwieldy construction, the wearer incurs a -5 penalty to their Move Silently check.
(3) Against Energy (EN), Electrical (Elec), and Laser (Las) weapons, Tesla armor has DR 10, against other attacks it has a DR of 3. Tesla armor also grants a +10 bonus to Fortitude saves when taking electrical damage. However, due to its unwieldy construction, the wearer incurs a -5 penalty to their Move Silently check.

27

Table 5-19: Powered Armor (requires Powered Armor Proficiency)

Armor	Type	Equip. Bonus	Non Proficiency Bonus	Max Dex Bonus	Armor Penalty	Speed	Weight
Power Armor	Tactical	12	2	0	-6	25	35 lb.
Hardened Power Armor	Tactical	13	3	0	-7	20	50 lb.
Advanced Power Armor	Tactical	14	3	0	-6	25	30 lb.
Adv. Power Armor MkII	Tactical	16	3	0	-6	25	50 lb.

Regular and Hardened power armor grants a +4 bonus to Strength, a +5 Fortitude bonus versus airborne pathogens, and a +5 Fortitude bonus versus radiation. Advanced power armor grants a +6 Strength bonus, a +5 Fortitude bonus versus airborne pathogens, and a +5 Fortitude bonus versus radiation. Regular power armor grants a DR of 7, Hardened grants a DR of 12, and both advanced models grant a DR of 10. Power armor protects the entire body, however the Fortitude bonuses only apply when the helmet is worn with the rest of the suit.

Armor modification

At some point it may be necessary to resize or modify armor to suit one's tastes. These modifications may range from resizing to adding spikes, or enhancing the protective ability of the armor.

Armor spikes

You can have spikes added to your armor. They allow you to deal 1d6 points of piercing damage (x2 crit) with a successful grapple attack. The spikes count as a simple weapon. If you are not proficient with them, you suffer a -4 penalty on grapple checks when trying to use them. You can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case. Armor spikes cost about 50-70, and weigh about 5 lbs.

Defensive Increase

For this people unable to get a hold of the abilities of a Brotherhood Scribe, they can always increase the protective abilities of their armor themselves (or pay someone else to do it). A +1 bonus to defense will cost about 25% of the armor, but due to the added bulk, the maximum movement for the armor will be reduced by 5 ft.. A +2 bonus costs about 35% of the armor, but the increased protection will incur an extra -2 to the Armor Check penalty, as well as the 5 ft. reduction.

Armor Adjustment

Generally, most armor is made to fit human sized bodies, giving humans and ghouls an advantage over super mutants and deathclaws. Some armor, however, can be resized or manufactured to fit much larger bodies. For super mutants, light armor can be resized to fit for around 50% of the armor's original cost, medium armor for 65%, and heavy for 75%, or it can be purchased ready made for twice the listed price. Unfortunately for super mutants (or fortunately for everyone else), power armor is much too complicated to be resized for their use without losing the armor's strength enhancement and environmental protection. While it is possible that facilities exist to make mutant sized armor (such as those owned by the Enclave for Frank Horrigan's special armor), these places are few and far between.

Optionally, some GMs may decide to allow Deathclaws to wear armor. Deathclaws can only wear light armor, as most any other armor will chafe against their scaly hides. Light armor can be resized for their use for 50% of the armor's original cost, or purchased ready-made for twice the list cost, provided they can find someone to make armor for Deathclaws. Despite the light armor's low weight, it will still be somewhat uncomfortable for the Deathclaw to wear, garnering an additional -2 Armor Penalty Check when worn.

Scratch-built Armor

While complete suits of armor are treasured items in the wastes, sometimes it is necessary to hobble together armor from bits and pieces of scrounged materials. Armor can be made from various types of materials, cover various body parts, and consist of different qualities.

Light Materials

Light materials are not very restrictive, and as such they do not impose an Armor Check Penalty unless a suit is made with all parts, then it imposes a -1 Armor Penalty Check.

Soft Wood - Thin sheets of plywood, or other lightwoods. Vulnerable to fire attacks (armor destroyed on a 1d20 roll of 5 or less.)

Soft Plastic - Thin, bendable plastic, such as that used to make milk jugs, or small plastic crates.

Bone - Bones from man sized or smaller animals. Brittle (Breaks on a 1d20 roll of 5 or less after suffering a critical hit)

Rubber - Rubber from small tires or car floor mats. Has a DR of 2 against Bludgeoning attacks.

Soft Metal - Soft metal such as tin or copper.

Medium Materials

Medium materials are somewhat bulky. Any two pieces will incur a -1 armor check penalty, with an additional -1 for each extra piece. At three pieces, the wearer's maximum movement is restricted to 25ft.

Hard Wood - Treated wood used in construction. Vulnerable to fire attacks (armor is destroyed on a 1d20 roll of 2 or less)

Hard Plastic - Thick plastic used in heavy duty trash barrels.

Metal - Thicker slabs of metal, such as aluminum or iron.

Thick Rubber - Thick rubber used in the construction of tires, usually steel belted. Has a DR of 4 against Bludgeoning attacks.

Thick Bone - Bones from animals larger than humans. Brittle (breaks on a 1d20 roll of 2 or less after suffering a critical hit)

Heavy Materials

Heavy materials tend to be very bulky. As such, any two items worn incur a -2 Armor Penalty Check. Each additional item adds another -2 to the Armor Penalty Check. Wearing three or more items reduces the wearer's maximum movement to 20ft.

Heavy Metal - Heavier pieces of metal,

such as steel or titanium. Due to its weight, the wearer incurs an additional -1 to Armor Penalty checks when worn.

Polymer Metal - A mixture of metal and other elements that create of light, but strong metal. Due to its light weight, it reduces movement penalties by 5 feet, up to a minimum of a 5 foot penalty.

Ceramic Plate - Heat-treated ceramic plates, extremely resistant to heat. Has a DR of 4 against fire attacks. Very heavy, adds an additional -2 to the Armor Penalty Check when worn.

Armor can cover various parts of the body, these are: arms (one or both), legs (one or both), torso, head. Due to the handmade quality of this armor, the wearer must have a an Armor Proficiency that covers the heaviest type of piece used in the suit. If a suit has 2 light pieces and a medium piece, the wearer must have the Medium Armor Proficiency. Should they later add a heavy piece to the suit, they will need to gain the Heavy Armor Proficiency to continue wearing the suit.

Armor also comes in three different qualities: poor, average, and excellent.

Poor - Poor quality items are either damaged, or have been poorly made. Piecing this armor together requires a Craft (Mechanical) check (DC 10). With regular use, this armor will fall apart in about 2 weeks if not meticulously taken care of. Poor items incur an extra -2 Armor Penalty Check for every piece over two worn. Poor items also reduce the wearer's maximum movement by 10ft.

Average - Average items have no obvious defects. Piecing this armor requires a Craft (Mechanical) check (DC 15). With regular use, this armor will fall apart in about a month if not given at least a minimum of 3 hours of care taken each week. Average items incur a -2 Armor Penalty Check for every piece over three worn. Average items also reduce the wearer's maximum movement by 5ft.

Excellent - Excellent items are made from quality materials. Piecing this armor together requires a Craft (Mechanical) check (DC 20). With regular use, this armor will fall apart in about two months if not given a minimum of

Table 5-20: Scratch Built Armor (requires Armor Proficiency equal to weight type)

Materials	Arm(s)	Leg(s)	Torso	Head
Light Materials				
Soft Wood	1(1)	1(1)	1	1
Soft Plastic	1(1)	1(1)	1	1
Bone	1(1)	1(1)	1	1
Rubber	1(1)	1(1)	1	1
Soft Metal	1(1)	1(1)	2	1
Medium Materials				
Hard Wood	1(2)	1(2)	2	1
Hard Plastic	1(2)	1(2)	2	1
Metal	1(2)	1(2)	3	1
Thick Rubber	1(2)	1(2)	2	1
Thick Bone	1(2)	1(2)	2	1
Heavy Materials				
Heavy Metal	1(3)	2(3)	3	1
Polymer Metal	1(3)	1(3)	4	1
Ceramic Plate	2(3)	2(4)	4	1

2 hours of care each week. Excellent items will incur an Armor Penalty Check of -2 for every piece over four worn, nor will it penalize movement.

All scratch built armor is considered archaic, and takes a -2 penalty to Defense when attacked by firearms.

Vehicles

Vehicles in the Wastes

In the pre-war world automobiles, fueled either by gasoline or fusion power, were quite a common sight. Most every family had at least one, if not two or three. When the world's oil supply dried up, there was a race to get fusion-powered cars on the road. With most of the remaining oil supply being diverted to the war effort, fusion cars became instantly popular. Fusion powered cars went a long way with a fully charged battery, and power was cheap.

In the post-war world, both gas and fusion powered cars are quite a common site. Their rusted out, destroyed bodies sit silently in what is left of ruined parking lots and city streets of the wastelands. While coming across entire fields of old, irreparably damaged cars is no big deal, finding the one car that does work is a miracle. Some estimates say that there is one working car for every 300 people alive in the wastes. Which may not sound like bad odds until one considers that most major cities might only have around the order of two-thousand people, while more common towns in the wastes might only number one hundred people or less.

In the post-war world, gasoline is a rare commodity, and even the few ruined service stations seem to have run dry. Fusion power, while more common, is still a very expensive commodity. Those communities that do happen across a working (or repairable) car are often placed in difficult position. While finding a useable car is a godsend for any village, enabling them to trade and travel much faster than they could before with brahmin-powered caravans, they often lack a skilled mechanic, spare parts, or fuel that could be used to keep the car running. This leaves them with an insanely valuable piece of machinery that they can't use, and don't want to sell on the odd occasion that they will one day be able to repair it.

In general, working fusion cars will be an easier find than working gasoline cars. Even before the war gasoline was becoming scarce, and consumers moved to fusion cars. Thanks to the arrival of abundant and cheap fuel thanks to fusion power, most fusion cars will run inefficiently, as most people did not bother to install the proper equipment to regulate the car's power usage. With the proper equipment, a modified car will travel twice as far as an unmodified car, and at least 1.5 times as far as a gasoline-powered car of the day. Sadly post-war gasoline powered cars are much less fuel-efficient. Seeing as most cars running in the wastes are usually hobbled together from parts from a variety of other vehicles, they tend to be wildly fuel inefficient and slow. These cars will usually use up twice as much gas and reach a top speed around as much as 75% of their original top speed. Only those cars that escaped the ravages of the elements and prepared for long-term storage, or those that are meticulously taken care of will reach their original operating specifications.

APC

The APC (Armored Personnel Carrier) is a tracked vehicle used to transport a squad of infantry across a battlefield. Carrying a moderate amount of armor, it also has firing ports on either side of the vehicle to allow the soldiers inside to fire upon targets outside, though the vehicle itself does not mount any weapons of its own. Its use of tracks, instead of road wheels, gives it excellent traction and control in open environments, though it is ponderously slow thanks to its completely rebuilt ICE (Internal Combustion Engine). It provides full cover to its occupants.

Buggy

The Buggy is a vehicle prized by the raider factions that can scrape together the resources to build one. The Buggy is a dune buggy, and mounts little more than thin sheet metal as armor, making it susceptible to small arms fire and melee weapons. Primarily used for scouting out new areas, the Buggy only holds one person in a small seat, and has only minimal space for cargo storage. This buggy primarily uses its speed (45 mph, making it a very fast vehicle in the wastes) as its best defense as it mounts no weapons of its own, and its cramped driver's area makes use of weapons larger than handguns difficult. It provides one-half cover to its occupants.

Highwayman

The Highwayman was the pinnacle of driving excellence of the pre-war world. Its roomy interior, large trunk space, and stylish good looks made it one of the best looking cars on the road. Unfortunately for the post-

war driver, few roads exist these days, making for a bumpy ride across the wastes in a car that wasn't designed for off-road travel. Still, the Highwayman is prized for being one of the few fusion powered cars available in the wastes, meaning they perform much like the did before the war, and use Micro Fusion Cells for power, a fuel much more available (though not much more) than gasoline. It provides three-quarters cover to its occupants.

Hummer

The Hummer was a pre-war vehicle that replaced the aging jeep. It is a large all-terrain vehicle used carry squads of soldiers into battle against light infantry and vehicles, as well as conducting a myriad of other tasks. Due to its role as a combat support vehicle, it does mount a certain degree of armor, and occasionally comes equipped with a turret-mounted machine gun. The Hummer also offers a modest amount of room for equipment storage, though this can easily be converted into extra room for passengers. It provides three-quarters cover to its occupants.

Scouter

The Scouter is a vehicle that has seen a great deal of use as a scouting vehicle among paramilitary units in the wastes. It appears to be based around the body of a small, two-door car. Like the Buggy, the Scouter is also crewed by only one person, the driver, but it boasts a larger crew compartment. This extra room can be used as space for equipment storage or to house another passenger. Thanks

to its heavier construction, the Scouter is a little slower than its raider counterpart. It provides three-quarters cover to its occupants.

Tank

While most MBT (Main Battle Tanks) were sent to the frontlines (and promptly destroyed or incapacitated), other older models of tanks were left behind in post-war cities to fill roles in anti-riot units. A lot of the tanks left behind appear to be old Sherman tanks, but the number of overhauls, customizations, repairs, and other miscellaneous modifications have made identification of tanks models sketchy at best. Even tanks left behind in second-line units are still formidable machines. Sporting armor so heavy that they only need fear other tanks (or well placed anti-tank weapons), and a 75mm cannon in addition to a M2HB heavy machine gun, these vehicles are prized by both raider factions and paramilitary units. Ammunition for its 75mm cannon is rare though, and most military installations may only have a handful. Even then the shells are quite old, and may not work. It provides full cover to its occupants.

Vertibird

The Vertibird assault VTOL was a top of the line mobile weapons platform developed towards the end of the Great War. Requiring a crew of two to operate (plus one Mr. Handy robot for maintenance and loading), this VTOL was meant for rapidly inserting and withdrawing troops from the battle field. It provides three-quarters cover for the crew, and nine-tenths cover for the passengers.

Table 5-21: Vehicles

Name	Crew	Pass	Cargo	Init	Man	Top Speed	Def	DR	HP	Size
APC	1	8	900	-4	-4	34(3)	6	15	58	G
Buggy	1	0	75	-1	1	80(8)	8	5	18	L
Highwayman	1	4	500	-2	-1	185(18)	8	5	34	H
Hummer	1	5	750	-2	-2	61(6)	8	10	38	H
Scouter	1	0	250	-2	1	63(6)	8	5	28	L
Tank	2	0	300	-4	-4	26(2)	6	20	64	G
Vertibird	2	9	5000	-4	-4	484(48)	6	5	52	G

Table 5-22: Vehicle Weapons

Weapon	Damage	Crit	Type	Rng	R.o.F.	Mag	Size
Sherman M3 75mm cannon	7d12	20	Bal	300	Single	1(75mm)	Huge

Bestiary

Beasts of the Wastes

While most life on earth was extinguished during the Great War, a mixture of radiation and FEV managed to create a few new species.

The most common mutated creature is the brahmin. Sporting two heads, this animal is used for almost everything in most every village, town, or city. A herd of brahmin supplies food, hides for clothing, pack animals, and fertilizer.

Outside the relative safety of civilization, a vast array of vicious beasts awaits the unprepared traveler. Radscorpions, wild dogs and wolves, and geckos are usually among the most common hazard. All three usually live near human settlements. They usually seek out lone human prey for meals. Further out in the wastes, it is not uncommon for travelers to come across floaters, centaurs, and wanamingos. These creatures, often of unknown origins, inspire fear and respect for the often mysterious and unexplored wastes.

Robots, on the other hand, are a relatively rare find. Most often the remains of an old Mr. Handy can be found amongst the rubble of ancient cities. Only those brave enough to penetrate the formidable defenses of ancient military installations will come across robots. However, only the most brave and resourceful will ever walk away from such an encounter.

Brahmin: CR2; Large Animal
HD 5d8+15
Init 0
Spd 40
AC (-1 size, +4 natural) 13
Atk +2 (1d8+2 head butt)
SQ: Scent
SV Fort +7, Ref +4, Will 1
STR 18, DEX 10, CON 16, INT 2, WIS 11, CHA 4.
Skills: Listen +8, Spot +5

Description
Thanks to a healthy dose of radiation during the Great War, all regular one headed cows were replaced with the two-headed brahmin that exist today. They are the livestock animal of choice, and provide entire towns with food, clothing, armor, housing, doggie treats, fuel, fertilizer, and two-headed tipping fun.

Centaur: CR9; Large Aberration
HD 9d8 +27
Init +3
Spd 30
AC (-1 size, +6 natural, +3 Dex) 18
Atk +9/+4 (2d6+2 bite)
SA: radioactive bite (moderate exposure)
SV Fort +5, Ref +5, Will +6
STR 19, DEX 16, CON 16, INT 10, WIS 10, CHA 6.
Skills: Balance +7, Hide +10, Listen +6, Move Silently +13
Spot +5
Feats: Alertness, Power Attack

Description
Centaurs, who are usually seen in conjunction with floaters, are yet another xample of the horrors that roam the wastes. Centaurs appear to be a mish-mash of both human and dog parts. They stand about 6 feet tall, and have bodies that run up to 5 feet long, with pink to brown skin. They walk on six malformed feet, with a human torso that sports two heads: one is human, the other canine. Neither appears to exhibit any intelligence. In combat, centaurs attack by biting or raking opponents with their two front legs. They usually travel in packs of five or six.

Dog, CR1/3;Small Animal
HD 1d8+2 (Animal) hp6
Init +3
Spd 40
AC 15
Atk +2 base melee, +4 base ranged; +2 (1d4+1,Bite)
SQ: Scent (Ex)
SV Fort +4, Ref +5, Will +1
STR 13, DEX 17, CON 15, INT 1, WIS 12, CHA 6.
Skills: Hide +7, Listen +5, Spot +5, Swim +5

Description
The statistics presented here describe fairly small dogs such as terriers. They also can be used for small wild canines such as coyotes, jackals, and African wild dogs.

Grey Wolf: CR3; Large Animal

HD 6d8+18 (Animal); hp45
Init +2
Spd 50
AC 14
Atk +10 base melee, +5 base ranged; +10 (1d8+10,Bite)
SA: Trip (Ex); SQ: Scent (Ex)
SV Fort +5, Ref +4, Will +3
STR 25, DEX 15, CON 17, INT 1, WIS 12, CHA 10.
Skills: Hide +5, Listen +6, Move Silently +5, Spot +6.
Combat: Grey wolves prefer to attack in packs, surrounding and flanking the foe when they can.
Special Attacks: Trip (Ex): A gray wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 152 in the D20 MODERN CORE RULEBOOK) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the gray wolf.

Wolf, CR1; Medium Animal
HD 2d8+4 (Animal); hp13
Init +2
Spd 50
AC 14
Atk +2 base melee, +3 base ranged; +3 (1d6+1,Bite)
SA: Trip (Ex); SQ: Scent (Ex)
SV Fort +2, Ref +2, Will +1
STR 13, DEX 15, CON 14, INT 1, WIS 12, CHA 6.
Skills: Hide +3, Listen +6, Move Silently +4, Spot +4. Feats: Weapon Finesse: Bite.

Description
Wolves are pack hunters infamous for their persistence and cunning.

Combat: A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.
Special Attacks: Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 152 D20 MODERN CORE RULEBOOK) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Deathclaw: CR8; Large Monstrous Humanoid
HD 7d10+14

Init 0
Spd 30
AC (-1 size, +8 natural) 17
Atk +11/+6/+0 (1d8+5 claw, bite) (1d10+5 gore) (1d6+5 slam)
SQ: DR7, Fast Heal 1, Fear Aura 13, lowlight vision 60'
SV Fort +2, Ref +5, Will +5
STR 21, DEX 11, CON 15, INT 7, WIS 10, CHA 8.
Skills: Intimidate +5, Jump +8, Listen +8, Spot +5
Feats: Multiattack, Alertness

Description
Once thought to be nothing more than cold-blooded killing machines, deathclaws are actually a breed of intelligent, upright walking lizards that mutated from much smaller lizards. Standing at an impressive 8 feet tall with skin colors ranging from light browns, to dark blacks, deathclaws are very intimidating race. Deathclaw society is based on the pack, and these packs number from 20 to 200 deathclaws. They almost never travel alone. While deathclaws will not attack humans outright, they have learned that humans sometimes cannot be trusted, so will keep their distance unless absolutely necessary.

Floater: CR8; Medium Aberration
HD 8d8 +24
Init +3
Spd 40
AC (+4 natural, +3 Dex) 17
Atk +8/+3 (2d6+2 bite)
SA: radioactive bite (moderate exposure)
SV Fort +5, Ref +5, Will +6
STR 15, DEX 16, CON 16, INT 10, WIS 10, CHA 6.
Skills: Balance +14, Hide +9, Listen +8, Move Silently +14
Feats: Alertness

Description
Bearing no resemblance to any animal before the Great War, floaters appear to be right out of some B grade sci-fi movie. Standing… err… floating at around 7-8 feet in height, floaters have brownish skin that is both warm and moist to the touch. The body of a floater consists of a stalk, atop which is a disc shaped… head? Floaters have no discernible sensory organs. They tend to live in underground areas, and seem to have no trouble navigating them. In combat, floaters

3

attack without mercy, lashing out at targets with their stalk, which is covered with dozens of sharp spines capable of tearing through armor and flesh. It is rumored that floaters, like centaurs, are genetic experiments from some lab deep in the wastes.

Gecko: CR2; Small Animal
HD 2d8+4
Init +1
Spd 30
AC (+1 size, +2 natural, +1 Dex) 14
Atk +3 (1d4+1 bite)
SA: radioactive bite (low exposure)
SQ: low-light vision 60', DR2
SV Fort +4, Ref +4, Will +1
STR 14, DEX 14, CON 14, INT 2, WIS 12, CHA 10.
Skills: Hide +4, Jump +2, Move Silent +3, Balance +3
Description
    Geckos are a mutated version of a much smaller species of lizard that lived before the war. Today's geckos have mutated to the point that they walk upright on their hind legs, reserving their front limbs for use in attacking. Geckos normally stand around 3-4 feet tall, however golden geckos, and the very dangerous fire-breathing gecko, have been known to stand about 5-6 feet tall.

Golden Gecko
As above:
HD 4d8+8
Atk +4 (1d6+2 bite)
Def 15
SQ DR5
SA radioactive bite (moderate exposure)

Fire
As golden:
Remove radioactive bite, replace with:
Firebreath Dmg Crit Type Rng R.o.F.
2D6 - Fire 3'x10' 1

Ghoul: CR2; Medium Humanoid
HD 2d8+4
Init -1
Spd 30
AC (-1 Dex, +2 natural) 11
Atk +3 (1d3+2 slam), or 0 ranged
SQ: Electricity Resist 2
SV Fort +4, Ref -1, Will +2
STR 14, DEX 9, CON 15, INT 12, WIS 12, CHA 6.
Skills: Computer Use +5, Drive +1, Knowledge

(any but arcane) +4, Profession +3, Research +2, Sense Motive +3
Feats: Simple Weapons

Description
    Ghouls are very unfortunate people that were exposed to a mixture of radiation and the FEV virus at the onset of the Great War. Instead of dying, these people found themselves with extraordinarily long life spans, though at the expense of looking as if they have been dead for several years, plus the need to live in somewhat radioactive surroundings to stay "healthy." Despite these differences, ghouls are just like normal humans, though most "normies" are loathe to invite ghouls into their towns. Those that are invited in are usually treated as second-class citizens, leading many ghouls simply to live in all ghouls' towns.

Mutant: CR5; Large Giant
HD 5d8+10
Init 0
Spd 30
AC (-1 size,) 9
Atk +7 (1d6+4 slam) or +3 ranged
SQ: DR 2
SV Fort +6, Ref +1, Will +1
STR 19, DEX 11, CON 15, INT 7, WIS 10, CHA 7.
Skills: Climb +5, Demolitions +1, Jump +5, Intimidate +1, Spot +3
Feats: Personal Firearms, Advanced Firearms

Description
    Super mutants are not the result of a post war accident, but the result of advanced research with the FEV virus done by a man known as the Master. The master built his army of super mutants by dipping them in a vat filled with the FEV virus. Humans subjected to this virus undergo a drastic change. They can grow up to 8-9 feet tall, and have green to sickly yellow skin covered with odd patches of hair, boils, and growths. While there are both male and female super mutants, all super mutants are sterile. Though they do have extremely long life spans like ghouls, they are usually cut short by the violent lives lead by most super mutants.

Robots

Mr. Handy, CR2; Medium Construct
HD 3d10+10
Init 0

Spd 30
AC (+4 natural) 16
Atk +3 (1d4+2 manipulators)
SQ: Construct
SV Fort 0, Ref 0, Will 0
STR 15, DEX 11, CON -, INT -, WIS 10, CHA 0.
Skills: None unless programmed
Feats: None

Description
Before the Great War, the Mr. Handy series of robot was designed as an affordable robot for home maintenance. Radio controlled, and equipped with a variety of tools for work around the home, Mr. Handy sold very well, and as a result, Mr. Handy models can still be seen around to this very day.

Brainbot: CR5; Medium Construct
HD 5d10+10
Init +2
Spd 30
AC (+5 natural, +2 Dex) 17
Atk +5 (1d6+1 claw), or +5 ranged
SQ: Dark vision 60', DR 5
SV Fort +1, Ref +5, Will 0
STR 15, DEX 14, CON -, INT -, WIS 10, CHA 10.
Skills: None unless programmed
Feats: None

Description
Brainbots are a unique combination of man and machine. While they have a robot bodies, instead of a CPU, brainbots use… you guessed it, human brains, or really any brain that will fit. Brainbots are a common site in both new and old military and research installations. Because of their unique "CPU", brainbots can be taught skills without having to program them.

Securitybot (floating): CR4; Medium Construct
HD 4d10+10
Init +3
Spd 40 (flight)
AC (+4 natural, +3 Dex) 1
Atk +4 (1d6 taser)
SA:Damage as taser
SQ: Darkvision 60', DR 5
SV Fort 0, Ref +3, Will 0
STR 13, DEX 16, CON -, INT -, WIS 10, CHA 10.
Skills: None unless programmed

Feats: None

Description
These floating security bots are commonly seen as part of a defense in old military installations. They are fast and agile, mounting a very powerful taser as a weapon.

Securitybot: CR10; Large Construct
HD 8d10+20
Init 0
Spd 20
AC (-1 size, +8 natural) 17
Atk +9/+4 (1d8+4 bludgeon), or +5/0 ranged.
SQ: Darkvision 60', DR 10
SV Fort 0, Ref 0, Will 0
STR 18, DEX 11, CON -, INT -, WIS 10, CHA 10.
Skills: None unless programmed
Feats: None

Description
Usually deployed in conjunction with other floating security bots, these robots are essentially walking tanks. They are more commonly found in large military installations, or other places where security was a high priority.
Carries: machine gun, rocket launcher

Humanoid Robot: CR7; Medium Construct
HD 6d10+10
Init +2
Spd 30
AC (+7 natural, +2 Dex) 19
Atk +8 (1d6+4 arm blade), or +6 ranged
SQ: Darkvision 60', DR 10, low light vision 60'
SV Fort 0, Ref +2, Will 0
STR 19, DEX 14, CON -, INT -, WIS 10, CHA 10.
Skills: None unless programmed
Feats: None

Description
Humanoid robots form the core of the Calculator's robotic army. These robots stand approximately 7 feet tall, and come in a variety of color schemes. Basic equipment includes a long blade on each forearm for close combat, as well as any other ranged or melee weapon that can be used by humans.
Carries: Most any ranged weapon.

Floating Robot: CR3; Small Construct

HD 2d10+5
Init +2
Spd 40 (flight)
AC (+5 natural, +1 size, +2 Dex) 18
Atk (1d6-1 ram), or +3 ranged, or 3d6 damage by explosion (10' radius)
SQ: Darkvision 60', DR 2, low light vision 60'
SV Fort 0, Ref +2, Will 0
STR 8, DEX 15, CON -, INT -, WIS 10, CHA 10.
Skills: None unless programmed
Feats: None
Carries: rocket launcher with 4 rockets.

Description
Floating robots serve as patrol and guard units. They are small, quick, nimble, and carry a rocket launcher as standard equipment. Their propulsion system is also very quiet, making these robots very deadly (DC 25 to hear).

Scurrybot: CR4; Small Construct
HD 3d10+5
Init +2
Spd 40
AC (+5 natural, +1 size, +2 Dex) 18
Atk +4 (1d6+2 blades)
SQ: Darkvision 60', DR 2, low light vision 60'
SV Fort 0, Ref +2, Will 0
STR 15, DEX 15, CON -, INT -, WIS 10, CHA 10.
Skills: None unless programmed
Feats: None

Description
Scurrybots are very stealthy patrol bots. With their small size and spider-like bodies, they can easily patrol confined areas, or burrow underground and wait for intruders to pass by. (DC 20 to spot a buried Scurrybot.) If they go unspotted, they can catch the opposition by surprise.

Security Robot: CR3; Medium Construct
HD 3d10+10
Init +2
Spd 30 (flight)
AC (+5 natural, +1 size, +2 Dex) 18
Atk +3 (1d6+1 slam) or +4 ranged
SQ: Darkvision 60', DR 5, low light vision 60'
SV Fort 0, Ref +2, Will 0
STR 8, DEX 15, CON -, INT -, WIS 10, CHA 10.
Skills: None unless programmed
Feats: None

Description
Security robots are a large mainstay of the robot army. Security bots are commonly found in great numbers in and around robot installations.
Carries: usually a laser rifle, or submachine gun.

Tankbot: CR12; Large Construct
HD 10d10+20
Init 0
Spd 40
AC (-1 size, +10 natural) 19
Atk +11/+6 (1d8+5 flail)
SQ: Darkvision 60', DR 12, low light vision 60'
SV Fort 0, Ref 0, Will 0
STR 21, DEX 10, CON -, INT -, WIS 10, CHA 10.
Skills: None unless programmed
Feats: None

Description
Tankbots are theorized to be a robot model for domestic use that was modified by the Calculator. It mounts a series of flails on a spinning drum as close combat weapons.

Construction Robot: CR9; Large Construct
HD 8d10+20
Init 0
Spd 30
AC (-1 size, +7 natural) 16
Atk +11/+6 (1d8+5 loading arm)
SQ: Darkvision 60', DR 7, low light vision 60'
SV Fort 0, Ref 0, Will 0
STR 21, DEX 10, CON -, INT -, WIS 10, CHA 10.
Skills: None unless programmed
Feats: None

Description
Another example of a utility robot modified for close combat use. This robot still retains its load lifting arms, and uses them to bludgeon targets.

Pacification Robot: CR13; Huge Construct
HD 12d10+40
Init 0
Spd 20
AC (-2 size, +12 natural) 20
Atk +9/+4 (2d6+2 slam), or +7/+4 ranged
SQ: Darkvision 60', DR 15, low light vision 60'
SV Fort 0, Ref 0, Will 0

STR 15, DEX 10, CON -, INT -, WIS 10, CHA 10.
Skills: None unless programmed
Feats: None

Description
Pacification robots are an integral part of the robot army. Not only do they coordinate the movements of other robot forces in the area, but they also sport heavy armor and a powerful antipersonnel weapon: the electro shock gun.
Carries: Electro shock gun

Electro Shock Gun					
Dmg	Crit	Type	Rng	R.o.F.	Mag.
3D8*	20	Elec	30	S,A	30 M.F.C

(*) Target must make Fort save (DC 15) or be paralyzed for 2d6 rounds.

Behemoth: CR19; Gargantuan Construct
HD 15d10+80
Init -1
Spd 20
AC (-4 size, +15 natural) 21
Atk +7/+2/-3 (3d8+1 slam) or +6/+1/-4 ranged
SQ: Darkvision 60', DR 20, low light vision 60'
SV Fort 0, Ref -1, Will 0
STR 13, DEX 8, CON -, INT -, WIS 10, CHA 10.
Skills: None unless programmed
Feats: None

Description
The largest robot in the Calculator's army to date. While Behemoths are slow and pondering, they mount an impressive amount of armor, and sport a powerful .50 cal mini gun capable of ripping through flesh and power armor with ease. Behemoths are usually deployed in a defensive position, in the most dire of situations
Carries .50 mini gun

Mini gun					
Dmg	Crit	Type	Rng	R.o.F.	Mag.
4d12	20	Bal	110	A	Internal

(usually 200 rounds) .50

Spitting Plant, CR2; Medium Plant
HD 2d8+2
Init 0
Spd -
AC (+3 natural) 13

Atk +2 (1d6+1 bite), or +1 (1d3 seed pod) ranged
SQ: Plant
SV Fort +1, Ref +3, Will 0
STR 13, DEX 11, CON 13, INT 1, WIS 10, CHA 10.
Skills: -
Feats: -

Description
Spitting plants stand around 6 feet tall, and appear to be very large versions of the Venus fly trap. They can usually be found growing almost anywhere, and tend to blend in with surrounding plants. When they sense heat, they shoot out thorny seedpods, and usually only stop when the heat source is dead. They usually grow in patches, and thankfully cannot move around.

Vermin

Rat: CR1/3; Small Animal
HD 1d8+1 (Animal); hp5
Init +3
Spd 40, Climb 20
AC 15
Atk +1 base melee, +4 base ranged; +4 (1d4,Bite)
SA: Disease (Ex); SQ: Scent (Ex)
SV Fort +1, Ref +3, Will +1
STR 10, DEX 17, CON 12, INT 1, WIS 12, CHA 4.
Skills: Climb +11, Hide +11, Move Silently +6. Feats: Weapon Finesse: Bite.

Description
Basically a larger version of the standard rat. They range anywhere from one foot to three feet long, and weigh up to 60 pounds. While they are not normally hostile to humans, they have been known to attack in packs when food is in short supply.
Combat: Giant rat packs attack fearlessly, biting and chewing with their sharp incisors. Special Attacks: Disease (Ex): Filth fever-bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see Disease, page 215 in the D20 MODERN CORE RULEBOOK).

Rad Rat: CR1; Tiny Animal
HD 1d8
Init +2
Spd 15, Climb 20

7

AC (+2 size, +2 Dex) 14
Atk +4 (1d3-4 bite)
SA: radioactive bite (low exposure)
SV Fort +2, Ref +4, Will -1
STR 2, DEX 15, CON 10, INT 2, WIS 12, CHA 2.
Skills: Climb +11, Hide +11, Move Silently +6. Feats: Weapon Finesse: Bite.

Description
    Rad rats are very similar to giant rats, except that they have adapted to living in areas of high radiation. Travelers should be warned that bites or scratches inflicted by rad rats to carry low doses of radiation. Rad rats tend to hunt and live in packs.

Mole Rat: CR2; Small Animal
HD 2d8+5
Init +2
Spd 30, Climb 20
AC (+1 size, +2 Dex, +1 natural) 14
Atk +3 (1d4+1 bite)
SA: radioactive bite (low exposure)
SV Fort +4, Ref +5, Will 0
STR 13, DEX 14, CON 13, INT 2, WIS 10, CHA 2.
Skills: Climb +11, Hide +11, Move Silently +6. Feats: Weapon Finesse: Bite.

Description
    Mole rats are a combination of moles and rats, though whether they are the result of cross breeding or some mutation due to radiation is unclear. Mole rats range from one foot to about four and a half feet tall, and weigh up to 70 pounds. Due to their mole heritage, they have mole-like faces and are sensitive to sunlight. They are usually found in subterranean areas, and travel in small groups.

Pig Rat: CR4; Large Animal
HD 2d8+8
Init +1
Spd 30
AC (+1 Dex, +3 natural) 14
Atk +4 (1d8+2 bite)
SA: radioactive bite (moderate exposure)
SV Fort +5, Ref +4 , Will 0
STR 15, DEX 12, CON 15, INT 2, WIS 10, CHA 2.
Skills: Climb +11, Hide +11, Move Silently +6. Feats: Weapon Finesse: Bite.

Description

Pig rats, like mole rats, also have an ambiguous genetic past. Pig rats grow anywhere from two and a half feet up to six feet long, stand up to four feet tall, and weigh up to 400 pounds. While tasty, they roam in packs and are very aggressive.

Giant Cockroach: CR4; Large Vermin
HD 7d8+21 (Vermin); hp52
Init +0
Spd 40
AC 19
Atk +10 base melee, +4 base ranged; +10 (4d6+9,Bite) (2d6 ranged)
SA: Trample (Ex), Poison Spit; SQ: Vermin
SV Fort +8, Ref +2, Will +2
STR 23, DEX 10, CON 17, INT –, WIS 10, CHA 9.
Skills: Listen +8, Spot +7

Description
    Not surprisingly, cockroaches survived the Great War in vast numbers. Postwar roaches measure from an inch in length up to three feet long. They can usually be found in trash heaps and dark and dirty areas. Giant cockroaches travel in packs of 10-20, and while not openly aggressive, they will defend themselves against aggressors.

Combat: Giant cockroaches charge opponents, biting with their huge, hornlike mandibles.
Special Attacks: Trample (Ex): A giant cockroach can trample Medium-size or smaller creatures for 2d8+3 points of damage. Opponents who do not make attacks of opportunity against the giant stag beetle can attempt a Reflex save (DC 19) to halve the damage. Poison spit (Ex) A giant cockroach may spit poison at one target up to 20 feet away. This spit causes 2d6 points of damage.

Huge Cockroach: CR 4; Huge Vermin
HD 8d8+24 (Vermin) ; hp 60
Init +0
Spd 40
AC 22; (Flatfooted:19, Touch:9)
Atk +11 base melee, +5 base ranged; +0 (4d6+9, Bite) (2d6, spit)
SA: Trample (Ex), Poison Spit ; SQ: Vermin
SV Fort +9, Ref +2, Will +2
STR 31, DEX 8, CON 21, INT –, WIS 10, CHA 9.

Skills: Listen +8, Spot +7.

Description
　　The much bigger and ugly version of the large cockroach Combat: Huge cockroaches charge opponents, biting with their huge, hornlike mandibles.

Special Attacks: Trample (Ex): A huge cockroach can trample Medium-size or smaller creatures for 2d8+3 points of damage. Opponents who do not make attacks of opportunity against the huge cockroach can attempt a Reflex save (DC 19) to halve the damage.
Poison spit (Ex) A giant cockroach may spit poison at one target up to
20 feet away. This spit causes 2d6 points of damage.

Giant Ant, Queen: CR2; Medium Vermin
HD 4d8+4 (Vermin); hp22
Init -1
Spd 40
AC 17
Atk +5 base melee, +1 base ranged; +5 (2d6+4,Bite)
SA: Improved grab (Ex); SQ: Vermin
SV Fort +5, Ref +0, Will +2; STR 16, DEX 9, CON 13, INT –, WIS 13, CHA 11.
Skills: Listen +7, Spot +7.

Description
　　Giant Ants are a hardy race of three foot long black ants. They usually travel in packs of 5-10, and due to their territorial nature they usually attack and kill trespassers on sight.

Combat: Giant ants fight with their powerful mandibles.
Special Attacks: Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack.

Giant Ant, Soldier: CR2; Medium Vermin
HD 2d8+2 (Vermin); hp11
Init +0; Spd Climb 20, 50
AC 17
Atk +3 base melee, +1 base ranged; +3 (2d4+3,Bite)
SA: Improved grab (Ex), Acid sting (Ex); SQ: Vermin
SV Fort +4, Ref +0, Will +1; STR 14, DEX 10, CON 13, INT –, WIS 13, CHA 11.
Skills: Climb +10, Listen +6, Spot +6.

Description
　　Giant ants are among the hardiest and most adaptable vermin. Soldiers and workers are about three feet long.
Combat: Giant ants fight with their powerful mandibles.

Special Attacks: Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack. A giant ant soldier that gets a hold can sting.
Acid Sting (Ex): The giant ant soldier has a stinger and an acid-producing gland in its abdomen. If it successfully grabs an opponent, it can attempt to sting each round using its full attack bonus. A hit with the sting attack deals 1d4+1 points of piercing damage and 1d4 points of acid damage.

Giant Ant, Worker: CR1; Medium Vermin
HD 2d8 (Vermin); hp9
Init +0
Spd Climb 20, 50
AC 17
Atk +1 base melee, +1 base ranged; +1 (1d6,Bite)
SA: Improved grab (Ex); SQ: Vermin
SV Fort +3, Ref +0, Will +0
STR 10, DEX 10, CON 10, INT –, WIS 11, CHA 9.
Skills: Climb +8, Listen +5, Spot +5.

Description
　　Giant ants are among the hardiest and most adaptable vermin. Soldiers and workers are about six feet long, while queens can grow to a length of nine feet.

Combat: Giant ants fight with their powerful mandibles.
Special Attacks: Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack.

Giant Praying Mantis: CR2; Large Vermin
HD 4d8+8 (Vermin); hp26
Init -1;
Spd 20, Fly, Poor 40
AC 12;
Atk +6 base melee, +1 base ranged; +6/+1 (1d8+4,Claws; 1d6+2,Bite)
SA: Improved grab (Ex), Squeeze (Ex); SQ: Vermin
SV Fort +6, Ref +0, Will +3

STR 19, DEX 8, CON 15, INT –, WIS 14, CHA 11.
Skills: Hide +1, Listen +5, Spot +8.

Description
Once thought to be nearly extinct before the Great War, giant mantises have become a familiar site in the wastelands. Whole swarms have been seen devouring both crops and cattle alike. Giant mantises usually travel in packs of 15-20.

Combat: A giant praying mantis uses both spiny claws as a single attack. It grabs smaller prey in its claws while it bites.
Special Attacks: Improved Grab (Ex): To use this ability, the giant praying mantis must hit an opponent of Medium-size or smaller with its claws attack. If it gets a hold, it squeezes.
Squeeze (Ex): A giant praying mantis that gets a hold on a Medium-size or smaller opponent automatically deals 1d8+4 points of claw damage and bites at its full attack value of +6 each round the hold is maintained.

Lesser Rad scorpion: CR2; Large Vermin
HD 4d8+8 (Vermin); hp26
Init +0;
Spd 50
AC 14
Atk +5 base melee, +2 base ranged; +5/+0 (1d6+3,2 Claws; 1d6+1,Sting)
SA: Poison (Ex), Improved grab (Ex), Squeeze (Ex), SQ: Vermin
SV Fort +6, Ref +1, Will +1
STR 17, DEX 10, CON 14, INT –, WIS 10, CHA 2.
Skills: Climb +11, Hide +3, Spot +7.

Description
Rad scorpions are the result of both radiation and the FEV virus, but are otherwise giant versions of regular scorpions before the war. Rad scorpions are known and feared for their deadly venomous tails. They can be found in rock or well-shaded areas.

Combat: Monstrous scorpions are likely to attack any creature that approaches, and they usually charge prey.
Special Attacks: Improved Grab (Ex): To use this ability, the monstrous scorpion must hit with its claw attack. If it gets a hold, it hangs on and stings.

Squeeze (Ex): A monstrous scorpion that gets a hold on an opponent of its size or smaller automatically deals damage with both claws, biting and stinging at its full attack value.
Poison (Ex): Sting, Fortitude save (DC 18), initial and secondary damage 1d6 Strength.

Greater Rad scorpion: CR6; Huge Vermin
HD 16d8+32 (Vermin); hp104
Init +0; Spd 50
AC 16
Atk +15 base melee, +10 base ranged; +15/+10 (1d8+5,2 Claws; 2d4+2,Sting)
SA: Improved grab (Ex), Squeeze (Ex), Poison (Ex); SQ: Vermin
SV Fort +12, Ref +5, Will +5
STR 21, DEX 10, CON 14, INT –, WIS 10, CHA 2.
Skills: Climb +12, Hide +0, Spot +7.
Combat: Monstrous scorpions are likely to attack any creature that approaches, and they usually charge prey.
Special Attacks: Improved Grab (Ex): To use this ability, the monstrous scorpion must hit with its claw attack. If it gets a hold, it hangs on and stings.
Squeeze (Ex): A monstrous scorpion that gets a hold on an opponent of its size or smaller automatically deals damage with both claws, biting and stinging at its full attack value.
Poison (Ex): Sting, Fortitude save (DC 26), initial and secondary damage 1d8 Strength.

Wanamingos

Wanamingo: CR10; Medium Aberration
HD 10d8 +40
Init +4
Spd 40
AC (+5 natural, +4 Dex) 19
Atk +11/+6/+1 (2d6+4 bite), (1d6 +4 slam)
SA: DR 10, dark vision 60'
SV Fort +6, Ref +6, Will +6
STR 19, DEX 19, CON 18, INT 10, WIS 10, CHA 7.
Skills: Balance +10, Hide +11, Jump +10, Listen +6, Move Silently +11, Spot +6
Feats: Alertness, Power Attacks

Description
At first thought to be members of some

alien race that landed on earth, or perhaps the result of a curse placed on America by vengeful Native Americans, wanamingos have proven to be very dangerous and misunderstood foes. Wanamingos stand around four feet tall, have skin that ranges from white to a ruddy brown, and are bipedal. In combat, wanamingos attack using their tentacle arms to bash targets, while biting them with their razor sharp teeth. Wannamingos usually travel in packs of ten.

Mother Wanamingo:
As above:
CR 15
HD 12d8+20
Atk +13/+8/+4 (2d6+4 bite, (1d6+4 slam)
SV Fort +8, Ref +8, Will +8

Templates

In the Fallout universe, no two other factors changed the world so much as FEV and radiation. These two forces are the primary reason so many new and unusual species of creatures sprung up after the Great War. These templates should be used to create FEV or radiation altered creatures.

The FEV template does not apply to creatures such as floaters, centaurs, and super mutants, as they are already FEV-altered creatures. The Radiation template does not apply to rad scorpions, giant ants and rats, or ghouls, as these are already radiation altered creatures. Super mutants and ghouls are not affected by their opposite templates due to varying amounts of FEV and radiation present when they were initially created.

FEV enhanced creatures

FEV enhanced creatures are those who have their DNA radically altered by FEV. The change is permanent, and is passed down to the creatures' offspring (provided they are still able to reproduce after being altered.) FEV altered creatures are particularly rare in the wastes. They are not a "normal" occurrence, and their presence should hint to the fact that someone or something is creating new creatures and has access to either pre- or post-war stocks of FEV.

Challenge Rating: Same as original +3

Hit Dice: Same as original plus an extra two hit die
Speed: Unchanged
Defense: Same as original +2
Base Attack: Same as original +2
Grapple Bonus: As normal
Attacks: As normal
Special Qualities:
Damage Reduction- Gains 1d10 DR
Saves: Same as original, with a +3 bonus to Fortitude saves
Ability Scores: FEV altered creatures gain +3 Strength and Constitution. FEV also has a chance to hinder or enhance a creature's intelligence. Roll 1d100 and consult the following chart:

1-10 Completely botched! Re-roll their intelligence using a 1d6.
11-20 Botched! Loses 1d4 points of intelligence.
20-85 Normal. Lose only 2 points of intelligence.
86-100 Surprise! The dip went successfully; gain 1d4 points of intelligence.

Usually, the less intelligent the creature (small mammals, insects, reptiles,) the greater the chance for an intelligence gain, as such they gain a +10% bonus on this chart. Smarter animals (apes, dolphins, horses) are usually at risk to lose intelligence, incurring a -10 modifier on rolls on this table.

Skills: No change
Feats: No change
Talents: No change
Traits: No change

Radiation enhanced creatures

Radiation enhanced creatures are those creatures who received a large dose of radiation during or after the Great War.. Radiation altered creatures are a common sight in the wastes, as radiation has irrevocably changed almost every animal still alive. In general, radiation (in this case, B-movie 50's radiation) causes creatures to grow to monstrous sizes, or simply mutate them in some way.

Challenge Rating: Depends on shift in original size:
One size category up: +1

Two categories up: +2
Three categories up: +3
Four or more: +4
Hit Dice: Gains a number of hit dice equal to the number of size categories grown (up to 4)
Speed: Same as normal
Defense: Gains an additional +1 for every size category grown (up to +4)
Base Attack: Same as normal
Grapple Bonus: Gains an additional +1 for every size category grown (up to +4)
Attacks: Same as normal
Special Qualities:
Irradiate: The creature gains the ability to inflict a certain dose of radiation on a
target when it attacks. Roll 1d10 and consult the following chart:
1-2 – Mild dose
3-4 – Low dose
5-6 – Moderate dose
7-8 – High dose
9-10 – Severe dose
Gain Damage Resistance: Gain 1d6 DR
Saves: Same as normal, but with a +2 save to Fortitude
Ability Scores: Strength and Con increased by +1 for every size category grown (up to +4)
Skills: Same as normal
Feats: Same as normal
Talents: Same as normal
Traits: Same as normal

fallout D20

ABILITIES

	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

CHARACTER NAME
PLAYER
ORIGIN

CLASS
CHARACTER LEVEL
STARTING OCCUPATION

AGE   GENDER   HEIGHT   WEIGHT   EYES   HAIR   SKIN   RACE

INITIATIVE MODIFIER   TOTAL = (DEX MODIFIER) + (MISC MODIFIER)

RADIATION EXPOSURE

BAB

SPEED

HP HIT POINTS   TOTAL   CURRENT HP

DEFENSE   TOTAL = 10 + (CLASS BONUS) + (EQUIPMENT BONUS) + (DEX MODIFIER) + (SIZE MODIFIER) + (MISC BONUS) + (ARMOR PENALTY)

SAVING THROWS

	BASE SAVE		ABILITY MODIFIER		MISC MODIFIER
FORTITUDE CONSTITUTION		=	+	+	
REFLEX DEXTERITY		=	+	+	
WILL WISDOM		=	+	+	

TOTAL

REPUTATION

ACTION POINTS

ATTACKS

	TOTAL		BASE ATTACK BONUS		STR MODIFIER		SIZE MODIFIER		MISC MODIFIER
MELEE attack bonus		=		+		+		+	
RANGED attack bonus		=		+		+		+	

TOTAL   BASE ATTACK BONUS   DEX MODIFIER   SIZE MODIFIER   MISC MODIFIER

Weapon
	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

Weapon
	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

Weapon
	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

Weapon
	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR / PROTECTIVE ITEM
	TYPE	EQUIPMENT BONUS	PROFICIENT
			Yes ❏ No ❏

ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	DR	SPECIAL PROPERTIES

ARMOR / PROTECTIVE ITEM
	TYPE	EQUIPMENT BONUS	PROFICIENT
			Yes ❏ No ❏

ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	DR	SPECIAL PROPERTIES

SKILLS

Cross-Class   Max Ranks _____ / _____

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
❏ Balance	Dex	=	+	+	
❏ Barter	Cha	=	+	+	
❏ Bluff	Cha	=	+	+	
❏ Climb	Str	=	+	+	
❏ Computer Use	Int	=	+	+	
❏ Concentration	Con	=	+	+	
❏ Craft (_____)	Int	=	+	+	
❏ Craft (_____)	Int	=	+	+	
❏ Craft (_____)	Int	=	+	+	
❏ Decipher Script ■	Int	=	+	+	
❏ Demolitions ■	Int	=	+	+	
❏ Diplomacy ■	Cha	=	+	+	
❏ Disable Device ■	Int	=	+	+	
❏ Disguise	Cha	=	+	+	
❏ Drive	Dex	=	+	+	
❏ Escape Artist	Dex*	=	+	+	
❏ Forgery	Int	=	+	+	
❏ Gamble	Wis	=	+	+	
❏ Gather Information	Cha	=	+	+	
❏ Handle Animal ■	Cha	=	+	+	
❏ Hide	Dex*	=	+	+	
❏ Intimidate	Cha	=	+	+	
❏ Investigate ■	Int	=	+	+	
❏ Jump	Str*	=	+	+	
❏ Knowledge (_____)	Int	=	+	+	
❏ Knowledge (_____)	Int	=	+	+	
❏ Knowledge (_____)	Int	=	+	+	
❏ Listen	Wis	=	+	+	
❏ Move Silently	Dex*	=	+	+	
❏ Navigate	Int	=	+	+	
❏ Perform (_____)	Cha	=	+	+	
❏ Perform (_____)	Cha	=	+	+	
❏ Perform (_____)	Cha	=	+	+	
❏ Pilot ■	Dex	=	+	+	
❏ Profession	Wis	=	+	+	
❏ Read/Write Lang. (_____)	–	=	+	+	
❏ Read/Write Lang. (_____)	–	=	+	+	
❏ Read/Write Lang. (_____)	–	=	+	+	
❏ Repair ■	Int	=	+	+	
❏ Research	Int	=	+	+	
❏ Ride	Dex	=	+	+	
❏ Search	Int	=	+	+	
❏ Sense Motive	Wis	=	+	+	
❏ Sleight of Hand ■	Dex	=	+	+	
❏ Speak Language (_____)	–	=	+	+	
❏ Speak Language (_____)	–	=	+	+	
❏ Speak Language (_____)	–	=	+	+	
❏ Spot	Wis	=	+	+	
❏ Survival	Wis	=	+	+	
❏ Swim	Str*	=	+	+	
❏ Treat Injury	Wis	=	+	+	
❏ Tumble ■	Dex*	=	+	+	
❏ _____		=	+	+	
❏ _____		=	+	+	
❏ _____		=	+	+	

*Skills marked with ■ can't be used untrained. *armor penalty, if any, applies.*

CAMPAIGN

EXPERIENCE POINTS

GEAR

ITEM	WT.	ITEM	WT.
		TOTAL WEIGHT CARRIED	

FEATS

TALENTS/SPECIAL ABILITIES

Combat Summary

Melee Attacks:
1d20 + Base Attack Bonus + Strength Modifier + Size Modifier

Ranged Attacks:
1d20 + Base Attack Bonus + Dexterity Modifier + Range Penalty + Size Modifier

Defense:
10 + Dexterity Modifier + Class Bonus + Equipment Bonus + Size Modifier

Actions:

Attack Action: Lets you make one attack or some other similaraction (i.e. skill checks)

Move Action:Lets you move or perform some similar action (standing up, drawing a weapon). If none of your actions in a round involve literal movement from one location to another, you can take a free 5-foot step.

Total Defense: Instead of attacking, you may defend your self, you can perfrom no other actions, but you gain +4 to your defense.

Full Round Action: If you take a full round action, it replaces both your move and action action for the round. These actions are:

Charge: You must move before your attack, and move at least 10 feet but up to twice your speed.This movement must be in a straight line, no moving backwards, and you must stop as soon as you are in striking range. After moving you may make a single melee attack, which gains +2 to hit due to your momentum, however you also take a -2 to your Defense for one round. This grants only one attack, negating bonus attacks. Additionaly, you may push your target instead of making an attack.

Full Attack: This allows you to use your additional attacks (normally you are only allowed one as an attack action) which must be used from the highest bonues to the lowest. This also allows the use of two weapons (which allows you to make 2 attacks that turn), and the use of both ends of a two handed weapon. You may take a 5 foot step with this action.
Fighting Defensively: This allows you to take a -4 penalty on your attacks to gain a +2 bonus to Defense.

Run: Running allows you to move up to 4 times your movement in a straight line (can not take a 5 foot step with this action). You lose any Dexterity bonus due to your inability to avoid attacks, though you gain a +2 bonus to Defense. You can run a number of rounds equal to your Constitution.

Withdraw: Withdrawing from melee allows you to move twice your speed (cannot take a 5 foot step)

Fortitude Saving Throw:
1d20 + base Fort save bonus + Constitution modifier

Reflex Saving Throw:
1d20 + base Ref bonus + Dexterity modifier

Will Saving Throw:
1d20 + base Will save bonus + Wisdom modifier

The starting square is not threated by attacks of opportunity, while all other threatened squares will allow for attacks of opportunity. You may not withdraw from melee with a form of movement tht requires a skill check (climbing, swiming)

Defense Modifiers

Circumstance	Melee	Ranged
Sitting/Kneeling	-2	+2
Prone	-4	+4
Stunned	-2	-2
Climbing	-2	-2
Flat-footed	0	0
Running	0	+2
Grappling	0	0
Pinned	-4	0
Helpless	0	0

Attack Roll Modifiers

Circumstance	Melee	Ranged
Flanking Defender	+2	-
On Higher Ground	+1	0
Prone	-4	+4
Kneeling	-2	+2
Firing into a melee	-	-4
Firing longarm @ >10'	-	-4

Cover

Cover	Def Bonus	Ref Save	Miss%
1/4	+2	+1	10%
1/2	+4	+2	20%
3/4	+7	+3	30%
9/10	+10	+4	40%
Total	-	-	50% &

must guess target's location.

* If an attack roll misses the target with cover, but would have hit the target without cover, the cover is hit instead.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE•Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell,

Introduction: This entire section is closed content.

Chapter 0: Race desriptions and individual descriptions are closed content.

Chapter 1: Character creation process and racial abilites are open content. Individual race descriptions are closed content.

Chapter 2: Trait modifiers, Feat modifiers, Talent trees, and Skills are open content. Introduction and individual descriptions are closed content.

Chapter 3: Class Information, Class Features, and Requirements are open content. Introduction and individual descriptions are closed content.

Chapter 4: Defense, Attack, Concealment, Cover, Radiation, Covering/Suppressing fireare open content. Introduction is closed content,

Chapter 5: All game mechanics are open content. Introduction and weapons descriptions and names are closed content.

Chapter 6: All game mechanics are open content. Introduction, descriptions for entries , and those entries unique to Fallout are closed content.