

Fallout

WASTELAND WANDERER



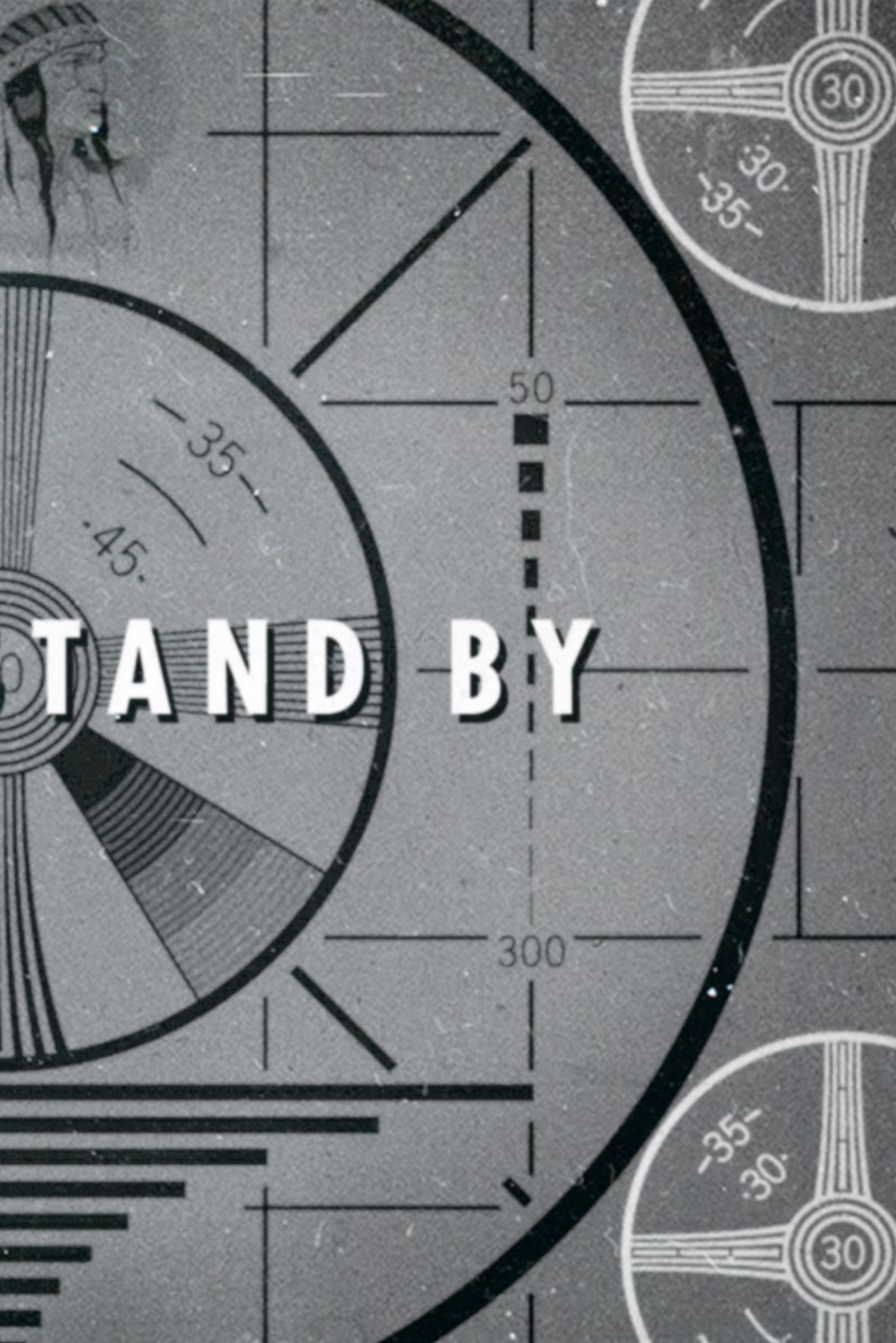
A SOLO ROLEPLAYING GAME

Bethesda

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Product Number:

MUH0580244

ISBN: 9781802813845

Batch Code: 64231

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★ *Chapter 1* ★

INTRODUCTION

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INTRODUCTION



Welcome to *Fallout: Wasteland Wanderer*, the Solo Roleplaying game set in the grand yet terrifying Wasteland of the *Fallout* universe. Using this book, you will be able to create a Vault Dweller character, step out into the Wasteland, and write your own adventure throughout the various

rad—ruined locales, facing danger, finding loot, and above all, exploring the Wasteland!

"Just a word to my Wasteland friends out there. Stay safe, stay healthy, and above-all, stay happy."—Agatha

WHAT IS THE WASTELAND?

If you are familiar with the Wasteland and its many dangers, this book can be used to simulate them all and bring the post-apocalypse to life. If, however, you haven't interacted with the *Fallout* universe prior to reading this book, we recommend starting your reading with **Chapter 2: The Wasteland of America** (pg.18).

Following the **Great War of 2077**, the United States of America no longer exists, at least not in the traditional sense. Towering cities have been reduced to ash-packed skeletons, bounteous farmlands have been blasted into arid desertscapes and the innumerable monuments of the past have been rendered into meaningless husks of themselves—bedecked with bullet holes and graffiti. On the whole, the surface of a once great nation has been reduced and reformed into the Wasteland of America; a new world, and a new world, requires a new people.

Monsters, Raiders, Super Mutants, and more call this new world home, carving up portions of its mutated flesh for

themselves, using violence and the threat of it to keep others of their own kind and the few wary Survivors subjugated and afraid. For the violent, life up here is short but easy to understand; for those trying to live otherwise, life is still short but far more complex. However, there are those who are raised apart from the chaos, the Vault Dwellers (pg.44), men, women, and children packed away in grand underground **Vaults**, safe from the worst the world has to offer.

Many, though, were not as safe as the advertisements promised, finding themselves suddenly exposed to all manner of experimentation secretly organized by the same company that promised them a new home. Many Vault Dwellers, as well as their extended bloodlines, live in blissful ignorance of these bizarre experiments, whereas others can't help but be aware of the atrocities doled out upon them—chems pumped into the air, killer robots demanding sacrifices and the like aren't exactly fates one can ignore. Regardless of what fates befall

them in the Vaults, many Dwellers manage to make their way out from the confines of their homes and into the Wasteland beyond, to whatever fate awaits them.

In *Fallout: Wasteland Wanderer*, you will create one of these Vault Dwellers and begin to tell their story, from their life

within the Vault to their first step outside of it and perhaps even their last breath in the landscape beyond.

"Like I said, there's a lot you can learn from old books."—**Caesar**

USING THIS BOOK

Fallout: Wasteland Wanderer provides you all the information you need to begin telling your own stories in the Wasteland, as well as the Rules needed to engage in this Solo 2d20 roleplaying experience. Across the eight chapters of this book, you will learn:

Chapter 1: Introduction

Chapter 2: The Wasteland of America (pg.18)—In this Chapter we discuss the world of *Fallout*, its inhabitants, and the themes that consistently appear within *Fallout* stories.

Chapter 3: Character Creation (pg.50)—In this chapter, we discuss how to build your first character in *Wasteland Wanderer*.

Chapter 4: How to Play (pg.82)—In this chapter, we discuss the core mechanics of *Wasteland Wanderer*.

Chapter 5: Telling Your Story (pg.106)—In this chapter, we discuss how you will be recording and telling your character's story.

Chapter 6: Quests (pg.146)—In this chapter, we discuss how to generate Quests during your time with *Wasteland Wanderer*.

Appendix 1: Perks (pg.150)—This appendix lists all the Perks available in *Wasteland Wanderer*.

Appendix 2: Roll Tables (pg.158)—This appendix houses all the Random Roll Tables.

Appendix 3: Foe Stat Blocks (pg.219)—This appendix houses all the Stat Blocks for the Foes of *Wasteland Wanderer*.

Appendix 4: Pip-Boy Diagrams (pg.248)—This appendix houses a photocopiable version of the Pip-Boy Sheets required for play.

Designers Note: Table References

Throughout *Fallout: Wasteland Wanderer*, you will find numerous references to the tables in the appendix section of this book. These will always be in reference to generating either a number of things or a specific story instance (a creature, item, weapon, or location, for example). When these are used, they will often follow the below format: Generate [QUANTITY]pg.167 of [SUPPLIES]pg.172 In these examples, the page reference of the appropriate Generation Table will always be listed, allowing for rapid access to that information. All Tables, except those used in Character Creation, are held in the Appendix for ease of reference throughout your time with *Fallout: Wasteland Wanderer* and are noted in the contents page as well as in page references.

GETTING STARTED

Besides this book, a few things are needed to begin telling your own *Fallout* adventure, which are listed here:

PIP-BOY SHEETS

The Pip-Boy Sheets are one of the main tools you will make use of during your adventures, made up of three double-sided sheets (called **Tabs**—namely the Stats and Inventory Tab, the Data Tab, and the Map Tab). The Pip-Boy Sheets are where you will track all of the important information that makes your Vault Dweller yours, from their Statistics to their Gear to where they're going next. The usage of these sheets is explained more as the book continues.

Pip-Boy Sheets are available on the Modiphius Downloads page or can be photocopied from the diagrams found in **Appendices 4: Pip-Boy Diagrams** (pg.248).

A NOTEPAD OR VOICE RECORDER

Whereas the Pip-Boy Sheets will help you organize and control the rules and mechanics of your adventure, your Notepad or Voice Recorder is how you will record the story of it. You may use either a notepad, diary, random assortment of musty old papers, or even a voice recorder to tell your story. This tool acts as your way of giving your character a voice and tracking their adventures over the length of your time with Wasteland Wanderer.



NOTETAKING TOOLS

Pencils, erasers, pens, and any other items that will help you record, track, and alter the information you will be listing on both your Pip-Boy Sheets and possible Notepad.

TWO TWENTY-SIDED DICE

Often abbreviated to 2d20 (with the 2 representing the number of dice and the d20 representing the number of sides on those dice), every player of *Wasteland Wanderer* will use these dice throughout their adventure to determine the success or failure of their actions and help direct their overall narrative. How the dice are used is described more in **Chapter 4: How to Play** (pg.82).

If you need dice or simply want to pick up a set with more of a *Fallout* feel, the Modiphius webstore has several variations to offer!

ALL ACCOUNTED FOR?

Once you've assembled all of the above, you're ready to begin telling your own *Wasteland* story. Different people have different ways of starting out with a game like *Wasteland Wanderer*; some may choose to grab their Pip-Boy Sheet and delve straight into Character Creation, getting to the meat of their adventure as quickly as possible. Others may elect to read this book cover-to-cover first, learning all they can before starting off—neither option is wrong; neither option is right. Use your best judgment and, above all, enjoy yourself.

"Wally said my Pip-Boy was a piece of junk!"—**The Wasteland Wanderer**



THE PIP-BOY SHEETS

In order to create your character and play *Fallout: Wasteland Wanderer*, you will need access to a Pip-Boy Sheet, as discussed in **Getting Started**. These three double-sided sheets are broken down into Tabs, The **Stats and Inventory** Tab, The **Data** Tab, and The **Map** Tab.

Each Tab is used to track different information, all of which will be invaluable to you during your adventures! The Tabs and the most relevant information on them are listed here::

THE STATS AND INVENTORY TAB

The Core use of this Tab is to track your character, all your character's **Statistics** (i.e. Level, S.P.E.C.I.A.L Attributes, Skills, HP, LP, AP, Perks, and Injuries), and their **Inventory** (Supplies, Caps, and Gear). These sections begin blank but get filled in and added to as you start and playthrough your character's adventure.

Stacks of Caps

Caps in *Wasteland Wanderer* are a valuable resource, but not one we count individually. Instead when gaining or losing caps you will be instructed to gain, loose, or pay in "stacks". These range from 1 stack of caps, which is enough to get by, to 5 stacks of caps, which is a small fortune.

The Stats and Inventory Tabs consist of the following elements:

1. Vault Dweller Name

The name of your character, chosen during Character Creation.

2. Level

Your character's current Level.

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

Your character's Attribute ratings.

4. Skills

Your character's Skill ratings.

5. Health Points (HP)

Your character's current and maximum Health Points.

6. Luck Points (LP)

Your character's current and maximum Luck Points.

7. Action Points (AP)

Your character's current and maximum Action Points.

8. Supplies

Your character's current stack of Supplies.

9. Caps

Your character's current stack of Caps.

10. Gear

A list of all the equipment and Gear your character is carrying with them

11. Perks

Your characters chosen Perks.

12. Injuries

The Injuries your character is currently suffering from.

1.	NAME			2.	LEVEL	XP	7.	AP

3.	S	P	E	C	I	A	L

4.	SKILLS		5.	HP MAX													
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6.	LP MAX		8.	SUPPLIES		9.	CAPS	

11.	PERKS	

10.	GEAR		QUANTITY/AMMO	12.	INJURIES	

THE DATA TAB

The Data Tab is used to track a list of the important NPCs your character has met along their journey, as well as the Quests they are currently working on. It contains the following elements:

1. NPCs

A list of the most important and most relevant NPCs your character has met along their journey. This section lists their Name, Truth, and Location.

VAULT DWELLER			REGION		
NPC NAME			NPC NAME		
TRUTHS			TRUTHS		
LOCATION			LOCATION		
NPC NAME			NPC NAME		
TRUTHS			TRUTHS		
LOCATION			LOCATION		
NPC NAME			NPC NAME		
TRUTHS			TRUTHS		
LOCATION			LOCATION		
NPC NAME			NPC NAME		
TRUTHS			TRUTHS		
LOCATION			LOCATION		
NPC NAME			NPC NAME		
TRUTHS			TRUTHS		
LOCATION			LOCATION		
NPC NAME			NPC NAME		
TRUTHS			TRUTHS		
LOCATION			LOCATION		
NPC NAME			NPC NAME		
TRUTHS			TRUTHS		
LOCATION			LOCATION		

2. **Quests**

A list of your character’s Active Quests, both their Side and Main Quests. This section lists the Quest name, Notes, Location, and Reward.

QUEST NAME NOTES LOCATION REWARD		QUEST NAME NOTES LOCATION REWARD	
QUEST NAME NOTES LOCATION REWARD		QUEST NAME NOTES LOCATION REWARD	
QUEST NAME NOTES LOCATION REWARD		QUEST NAME NOTES LOCATION REWARD	
QUEST NAME NOTES LOCATION REWARD		QUEST NAME NOTES LOCATION REWARD	
QUEST NAME NOTES LOCATION REWARD		QUEST NAME NOTES LOCATION REWARD	
QUEST NAME NOTES LOCATION REWARD		10: NOTES LOCATION REWARD	
MAIN QUEST NOTES BLOCKER LOCATION			

THE MAP TAB

The Map Tab helps you track where your character has been and where they may choose to go. The Map and how to expand it are explained in various sections of this book, but mostly in **Travel** (pg.108). When you create a new Map, it is made up of 25 separate squares called Locations. The most central location is your Vault, your

starting point. Four additional Locations should be randomly selected and marked as Impassable; these are spaces in the Wasteland too dense, dangerous, or topographically difficult to actively travel into or out of. The remaining 20 spaces should still then be blank. Now, mark those Locations numbers 1-20 in ascending order from the top left to the bottom right corners.

1. VAULT DWELLER

2. REGION

1	2	3	4	5
6	 5.	7	8	9
10	11	 4.	12	13
14	15	16	17	 5.
18	19	20	 5.	

STATS

ITEMS

DATA

The Map Tab consists of the following elements:

1. Vault Dweller Name

Your character's name.

2. Region

The name of the Region in the Wasteland your adventure takes place in.

3. The Map

A grid of 25 squares, either designated by a Number, a Vault, or as an Impassable Location.

4. The Vault

The square at the center of the Map is your Vault, where your adventure will start.

5. Impassable Locations

Four squares on the Map are Impassable Locations, usually denoted by a graphical location such as a coastline or mountain range.

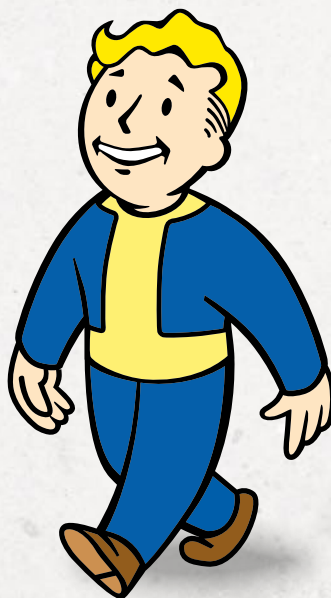
6. Vault Information

This section is used to keep track of your Starting Vault, its Truths, and any known NPCs there.

7. Location Information

The 20 specific Location Information sections on the reverse of the Map Tab are used to keep track of the 20 Locations, their Truths, and any NPCs that may call them home.

"Who are you, that do not know your history?"—Ulysses



6

VAULT

TRUTH

SETTLEMENT

REPUTATION

7

LOCATIONS

1:

TRUTH

SETTLEMENT

REPUTATION

2:

TRUTH

SETTLEMENT

REPUTATION

3:

TRUTH

SETTLEMENT

REPUTATION

4:

TRUTH

SETTLEMENT

REPUTATION

5:

TRUTH

SETTLEMENT

REPUTATION

6:

TRUTH

SETTLEMENT

REPUTATION

7:

TRUTH

SETTLEMENT

REPUTATION

8:

TRUTH

SETTLEMENT

REPUTATION

9:

TRUTH

SETTLEMENT

REPUTATION

10:

TRUTH

SETTLEMENT

REPUTATION

LOCATIONS

11:		12:	
TRUTH		TRUTH	
SETTLEMENT	REPUTATION	SETTLEMENT	REPUTATION
13:		14:	
TRUTH		TRUTH	
SETTLEMENT	REPUTATION	SETTLEMENT	REPUTATION
15:		16:	
TRUTH		TRUTH	
SETTLEMENT	REPUTATION	SETTLEMENT	REPUTATION
17:		18:	
TRUTH		TRUTH	
SETTLEMENT	REPUTATION	SETTLEMENT	REPUTATION
19:		20:	
TRUTH		TRUTH	
SETTLEMENT	REPUTATION	SETTLEMENT	REPUTATION





★ *Chapter 2* ★

THE WASTELAND OF AMERICA

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THE WASTELAND OF AMERICA



In this chapter, we discuss the world of *Fallout*—specifically the Wasteland of America, where your adventures will take place. This chapter is broken into three sections: The Wasteland, which details the Wasteland as a whole; The People, which details those who call it home; and The Story, which gives an overview of the themes of *Fallout* and how the world embodies them.

As a whole, this chapter will introduce you to the world of *Fallout* and act as a great jumping-off point to start building out your own story, giving you time to consider who you want to be in the Wasteland, helping guide your choices in **Chapter 3: Character Creation** (pg.50).

"If you want to see the fate of democracies, look out the windows."
— Robert House

THE WASTELAND

The America of 2077 was an idyllic place on the outside. Food was plentiful, the dawn of microfusion energy all but wiped out the nation's dependence on fossil fuels, and despite the very real nature of it, the Sino-American War was little more than a passing thought for the day-to-day American. Automation minimized the need for a blue-collar workforce, and the government worked hand-in-hand with mega-corporations to make sure that each day was better than the last. The rampant taxation, civilian abductions, shadow government, and blunt subjugation of Canada were nothing more than backward thoughts to ignore, red-spread propaganda to break apart the morals of true blue Americans. Or so the people were told, and few possessed the level of distrust or skepticism to do anything other than either accept the lies

or wallow in them. So, say what you will about the Great War, but at least sudden atomization is honest. Brutally, horrifyingly honest. Nuclear fire is simple like that.

There was no death toll; no one was there to track it, and the few who could have had more pressing matters. They were huddled in masses underground, watching from afar in bomb-proof bunkers, sipping cocktails with disinterested indifference, or otherwise spared from being turned into little more than atomized dust upon the blast wind. Regardless of how, they survived. Humanity, in one form or another, continued.

That was two centuries ago, and life, as it tends to do, has adapted. The old cities still stand, burnt-out corpses with barely the power to drive even the most vestigial

aspects of their once-thriving urban sprawls. Mutants, survivors, and more nest within rotting alcoves and the remnants of the world before, clutching at the trinkets of yesterday just so they can try and see tomorrow. Huge, scorched plains stretch out between places where once greenery, fields, and farms spread over the landscape, now just a cancerous skin - and stretching highways that once formed the veins of commerce, carrying goods from place to place, lie ruptured and open. Trucks full of items that one would have *killed* to own are now splattered with the blood of people who died just for a sip of water. Suffice it to say that America has changed, and the dream that founded it has mutated as much as its people.

Nature is no longer natural. Even the cockroaches and rats have had their genes

twisted into new helixes better suited to survive. Vermin that you could have crushed underfoot are now more than happy to chew that foot off before making a meal of the rest of you. Flora is near unrecognizable, flowers and fruit often bulbous with tumorous growths that, according to the new wave of farmers and fleecers, do nothing more than enhance the 'natural' flavors or properties. Despite everything, capitalism is alive and well in the Wasteland, with good old Nuka-Cola bottle caps as the new coin of the realm, one of the few unifying factors across the new United Wastes of America. Another is that even smothered in the fallout, with enough background rads to make a Geiger counter tick like a radio, America perseveres.

THE WEST COAST

All of the Wasteland has been the stage for change, though few areas have been a hub for it as much as the western coast of 'America,' or as it is now known, New California. Post-war California has grown, become powerful, fallen, and been rebuilt more than many spaces of the Wasteland, with numerous seeds of the future planted within its mostly barren soils.

As would be expected of a country bombed to hell and back, America underwent a severe climate shift from coast to coast, with huge swathes of once luscious farmland reduced to little more than a barren desert. The West Coast is an especially poignant example of this change—water shortages are commonplace in the extreme heat of the area, making well-supplied settlements and cities literal oases in the otherwise inhospitable climes.

Befitting a desert, cacti are commonplace—still remarkably similar to the specimens you would expect to see pre-war, but other flora have been twisted into new strains, cultivated by a new wave of farmers to try and eke out a living from the land. In more settled spaces, though, you would often forget that you were living in any form of post-apocalypse, with luscious green fields providing plentiful harvests of vegetables, fuel, and, importantly, grazing. Fields in which one would regularly find Brahmin, the heavily mutated cattle of not just the West Coast—but much of the Wasteland. Though the Brahmin are domesticated, they are the rarity rather than the norm—with a menagerie of deadly wildlife filling the space between settlements, Deathclaws, Radscorpions, and the regionally specific breed of Geckos make the prospect of travel always worth a second thought, to even the most renowned Courier.

Despite the harsh climate and dangerously ravenous inhabitants, the West Coast has been the birthplace of many of the Wastelands' most influential factions. Both the Brotherhood of Steel and the Super Mutant race originated in the same place, Mariposa Military Base. The Hub standardized bottle caps, the expected currency among the more 'settled' areas of the Wasteland, even if the numerous Raider clans happily substitute those for a few bullets and some spilled blood. Vault 15 opened and began down the long journey that would lead to the foundation of the New California Republic (NCR) and the numerous armed conflicts they would engage in...for the betterment of the people, of course.

In a similar vein, as grand factions grow, so do stories of grand heroes and their foes. The West Coast knows no shortage of people whose names have become Wasteland legend. The Vault Dweller's quest to save their Vault and struggle against The Unity. The Chosen One's conflict with the Enclave. A lone Courier's quest for vengeance. Even a young woman hunting to find her father. Each person to walk across the Wasteland has the opportunity to shape it, but it seems those from the West Coast just have a knack for it.

THE UNITY

When the Super Mutants first started to march out from Mariposa Military Base, they did so under the banner of The Unity. The dream of one Richard Gray, The Unity was a vision of the future where humanity had been 'perfected' via mutation, where each body was a canvas, F.E.V. (Forced Evolutionary Virus) the paint, and The Master the artist.

For years, The Unity operated under his rule, with Super Mutants significantly more advanced than the dull specimens that ravage the wastes now. Operating in secret, The Unity worked to create the next wave of dominant life for the world and was ruthless in the execution of their vision. If it wasn't for the intervention of a Vault Dweller on a simple quest for a water chip, who knows what could have happened?

THE BONEYARD

Once the 'City of Angels,' Los Angeles was one of many cities reduced to a skeleton by the Great War. The heart of the American cinema industry died the moment the bombs dropped, but thanks to nearby Vaults (both demonstratory and experimental), a handful of people survived. Those survivors went on to form gangs, found Adytum, and continue the regional tendency for resilience and innovation. In time, as the NCR grew in influence, The Boneyard was drawn into its structure, even holding power within the greater NCR Senate.

THE HUB

In the Wasteland, a lot of things are more valuable than life, bullets, caps, food, a (*barely*) mint GrognaK #1, and water. Clean water is the lifeblood of the Wasteland; everyone wants it, everyone needs it, few have it—and there certainly isn't enough to go around. In The Hub, though, water was readily available—if you had the caps. A conglomerate of various merchant caravans built up around an 'oasis,' it began as a few pitched tents, with goods and services offered and bartered—but time progressed and enough caps flowed through that those tents rapidly grew into one of the most

successful trading posts in the Wasteland. Of all the caravans that helped grow The Hub into what it is today, few are as noteworthy as the Water Merchants, whose trade has ensured the health and well-being of those with enough caps to pay their bills.

Now, The Hub has joined with the NCR, and its visible prosperity is a sterling example of what can be achieved by those who work long and hard enough. The Hub is also incredibly adept at hiding the worst of itself—the inequality of its people and the painfully wide economic variance between those on top and those crushed underfoot.

SHADY SANDS

From a small settlement to the capital of a republic, Shady Sands was the birthplace of the NCR. Beginning as a small farm sprawling out from Vault 15, Shady Sands was given the best start any Wasteland settlement could ask for by making use of a G.E.C.K. (Garden of Eden Creation Kit) to turn the soil into something actually capable of bearing life. From there, exponential growth led to an evolution from settlement to city, with a rare but fully functioning infrastructure. Compared to the rest of the Wasteland, Shady Sands was most akin to a pre-war city, offering all the safety and modern conveniences one would expect.

MOJAVE WASTELAND

When most of America was blown into the apocalypse, the Mojave was mostly spared. There is a curious irony in the fact that while most of the civilized world was bombed into a wasteland, the Mojave was already a dust bowl. The few bombs that did land did little more than alter the wildlife. The few targets of any value, for those missiles looking for them, were either too sparse to worry about or too well-defended to even reach.

Vegas was one such target. No small number of warheads were pointed at Sin City, and of that number, none managed to hit their intended location. Most were picked out of the sky by the various defense systems implemented by the head of Rob-Co industries, Mr House—who had more than a vested interest in the city's survival. The few missiles that weren't destroyed, disabled, or otherwise rendered little more than hunks of flying metal landed in the surrounding area—still ensuring

devastation for most of the poor souls who had nowhere to hunker away from the impending doom, but leaving most of the Mojave unspoiled.

Of course, humanity still hid away for a time, dealing with whatever new hell the rampant radiation had brought. Mutants, starvation, droughts, all of those classic post-nuclear-war problems. As the isolated communities of the Mojave dealt with their issues, the neighboring states did the same, though as powers further afield grew, they ignored the Mojave for the most part. Centuries passed, tribes germinated in the dust and sands, even claiming back some of the old casinos and forming themselves into reflections of the past, though with a certain Wasteland flair.

It wasn't until the NCR kicked down the door at Hoover Dam that the Mojave really sprung to life, and the lights of Vegas—New Vegas—blared back into life.

Mr. House had, by unknown means, survived and negotiated with the heads of the NCR to keep their military stranglehold to a minimum and maintain New Vegas's independence. Those negotiations gave way to the Treaty of New Vegas and started the 'peaceful' coexistence of the various groups who stayed within the Mojave. The NCR was happy sending power back home from Hoover Dam, Mr. House worked within the confines of New Vegas on his own aims, and everyone else was left more or less to their own devices.

Until, of course, Caesar's Legion crossed the state boundary, with their eyes firmly locked onto both The Strip and Hoover Dam. With no shortage of either warm bodies or bloody intent, the Legion announced itself violently, launching a doomed assault on Hoover Dam before pulling back to their own freshly carved slice of the Mojave. Which is where they've waited ever since, carefully probing the NCR's defenses, looking for weaknesses, as the NCR does the exact same in return. Both sides wait

for either to make a mistake as Mr. House watches from a distance, knowing that should anyone slip, he'll have every opportunity to prove that once again—the house always wins.

NEW VEGAS

Before the NCR's arrival, Vegas was little more than a playground for the Raider tribes lurking in the rubble of a city lost to disuse and a lack of maintenance. Once the New California Republic made itself known, revealing that civilization still existed in the world, a swarm of Securitrons rolled out at the behest of Mr. House. They summarily dragged the warring tribes into line, more a hostile takeover than anything else. Since then, power has been restored to the city, old tribes have become the Three Families of New Vegas, and Sin City has returned to the ways of old. Alcohol, prostitution, chems, caps, and chips are the lifeblood of the Strip, and Mr. House keeps a quiet hand pushing people in the right



direction, his direction. Of all the things one expects in the modern Wasteland, tourists aren't one of them, but The Strip has no shortage of visitors willing to risk all they have on the road just to risk it all again at one of the casinos. However, they often find that whatever game they play, it was rigged from the start.

CAMP MCCARRAN

The NCR holds two main garrisons in the Mojave, Hoover Dam, and Camp McCarran, with the latter being their primary headquarters. Previously McCarran International Airport, the structures of the area survived the winds of time better than most. Alongside the monorail system connected directly to The Strip, there are few spots that are easier reinforced and resupplied than Camp McCarran. Though Hoover Dam is a superior tactical asset, most of the day-to-day running of the Mojave arm of the NCR passes through McCarran, acting as the nerve center of their military campaign against Caesar's Legion.



THE FORT

Otherwise known as 'Fortification Hill,' The Fort forms the current main camp of Caesar's Legion. From here, Caesar himself dictates each move of the Legion and houses both his own Praetorian guard and the numerous slaves under his command. As far as he knows, it is the locus of his power in the Mojave, one of many locations destined to fall to his will. However, this is not wholly the case, as an easily ignored weather monitoring station just outside of his fortifications contains a legion of Securitrons built centuries prior by Mr. House. While Caesar forces slaves to fight to the death for his amusement, below ground, a system of robotic mechanisms wait to spring to life and forge an army of gleaming metal at a moment's notice. All it would take is the right person, with the right key, to hand the Fort to a completely different owner.

JACOBSTOWN

Outside of the triple-faced power struggle of the Mojave, Jacobstown rests upon Mount Charleston in an old resort, though the clientele are far different from what would have been expected Pre-war. A rare sight for most, Jacobstown is a refuge for Super Mutants, those looking for a life apart from the violence often (and fairly) attributed to their kind, under the leadership of a particularly aged Super Mutant, Marcus. Chiefly, Jacobstown acts as a home for the Nightkin, a breed of Super Mutant boasting a higher-than-average intelligence but suffering from severe mental degradation. Marcus is taking measures to try and protect his ailing kin while searching for a way to help them. All the while trying to ensure Jacobstown's prosperity and keep it from attracting the wrong kind of attention.

THE CAPITAL WASTELAND

Unsurprisingly, the Capital of the United States was one of, if not the most devastated section of the country when the Great War hit. With wave after wave of bombs causing untold devastation, rippling fires engulfed the city, monuments were toppled, and unaware civilians were torn apart by blast winds. When the heart of the USA died, it did so spectacularly.

Despite this, the government had been preparing for such an eventuality, reinforcing buildings, preparing back-up plans, and otherwise bracing for the impact to come. However, all the preparation in the world wouldn't have allowed them to weather the storm, and though the survival rate was higher in the Capital than in most places, the city to which the survivors returned was not a hospitable one.

Fires and radiation had rendered most of the Capital uninhabitable, and any efforts to keep control over survivors became more difficult each day as desperation and panic settled into those few who had just watched their entire world washed away by glowing flames. Many abandoned the city, fleeing to what they hoped were greener pastures. A handful stayed and tried desperately to make something, anything, work. Settlements were forged out of nothing more than that which could be scavenged in locations far from ideal, but perseverance was a requirement.

But each time a hopeful situation appeared, the Capital was quick to oppose it with some new horror. Raiders were more common than settlers, and mutated creatures were always eager for unaware survivors to be rapidly repurposed into lunch. To say nothing of the brutal strain of Super

Mutants that seemed to be tearing out of the ground itself to wage war on anything that wasn't them. No matter what, it seemed that the Capital Wasteland was lost to bloodshed; violence had become the only real method of communication left to most.

Even when the Brotherhood of Steel arrived, D.C. pushed back. As part of the Brotherhood's never-ending campaign to obtain advanced technology, they came with an objective in mind and rapidly found that objective changing to try and combat the Super Mutant threat building in the Capital's heart. And for every moment they spent battling mutants, Raiders and Slavers ran free. If they turned their attention to the human threat, the Super Mutants doubled in both aggression and numbers. In every direction was a danger, and there was never enough time, bullets, or bodies to adequately deal with any of them. So they took one of the few options left to them: they consolidated their power into one location and planned for their next step.

And in that moment, another group arose, eager to fill the space abandoned by the Brotherhood and use it to their advantage. The Enclave had returned with a new figurehead emboldened with the same purpose as the last time they had stood against the Wasteland. Genetic genocide. They sought to wipe the Capital clean again, to eliminate any trace of mutant life, no matter how minor the divergence. Now, only time will tell if the Capital will remain as it is or be purified.

MEGATON

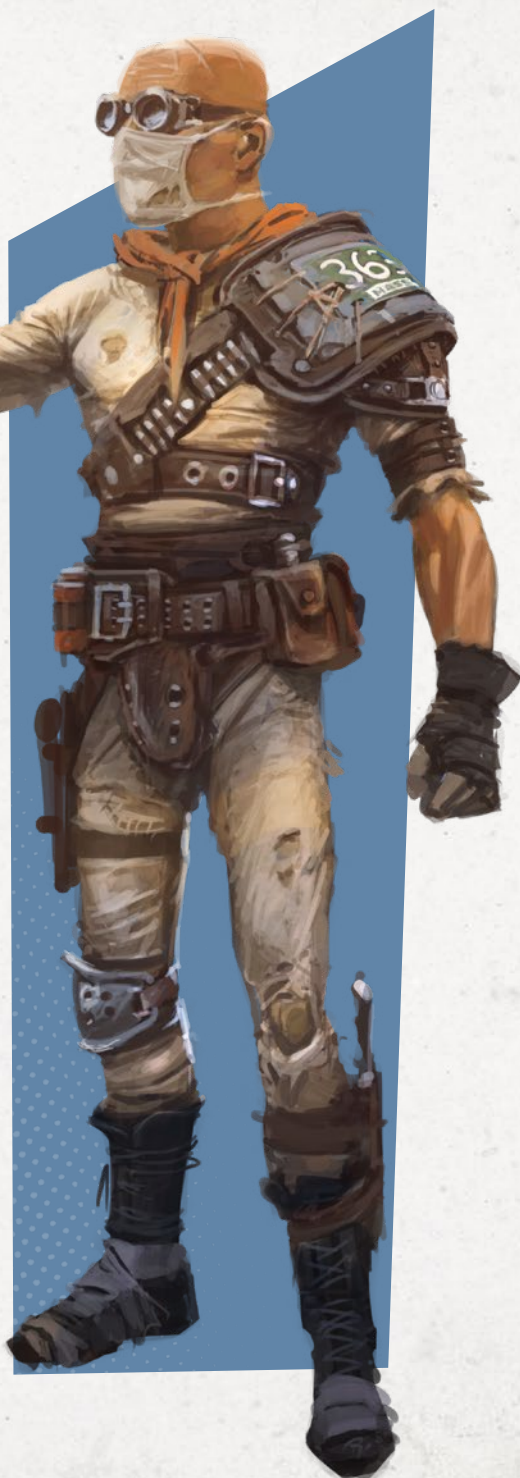
When all hope is lost, people look for it wherever they can. And to begin with, that's what Megaton was—a hope. Looking for and denied shelter from Vault 101, settlers took refuge in a nearby crater from dust storms. Time passed, and that crater grew

into a trade hub, which in turn grew into a town.

To protect itself from creatures, Raiders, and whatever else may come to threaten them, walls were erected, and most dangers were separated from the growing population. Though, curiously, one of the greatest dangers to the towns is nestled at its very center—even an object of worship to some—an unexploded nuclear bomb. Whereas those in the town see it as little more than a curiosity to show off to travelers, others are more interested in the weapon's original intent.

RIVET CITY

Sometimes, remnants of the old world offer up a bounty. Rivet City is one such bounty, one of the most secure locations in the Capital, and a source of clean food for those willing to trade with them. Founded by a member of the now-defunct Naval Research Institute, Rivet City started as a research station and rapidly evolved into a full-fledged settlement as the leadership expanded and allowed outsiders within their heavily armored bulkhead. With a hydroponic farm, trading floor, housing, and more, Rivet City is the closest thing to the new heart of D.C. Though it isn't



without its issues—like the Mirelurk infestation in the bow and regular attacks from Super Mutants and Raiders, to say nothing of internal politics. But if you consider the alternative, Rivet City may as well be paradise.

PROJECT PURITY

Built within the Jefferson Memorial is one of the best hopes for a new dawn in the Capital: Project Purity. Devised by a brilliant team of scientists, the project aims to purify all water within the Potomac River—an action that would bring a new wave of life to the Capital Wasteland. In every way, the actions of those attempting to finish the work are wholly good, but as is often said, no good deed goes unpunished. As eager as certain powers are to ensure safe, clean water is returned to the people, others wish to leverage the power offered by the project or even use it to completely reverse its intent and bring death, en masse, to the greater Wasteland. Regardless of who

presses the button, the activation of Project Purity will send ripples in every direction.

PARADISE FALLS

Malls, should they have survived into the modern Wasteland, would be interesting affairs. Sadly, Paradise Falls proves that. Built from the skeleton of a shopping center lies a haven for both Raiders and Slavers. Paradise Falls is a marketplace for anything with a pulse, well known across the Capital Wasteland for the common ‘shopping trips’ undertaken by its inhabitants. Anyone can buy anyone here—with explosive slave collars acting as the best version of ‘buyers’ protection possible. Those with a moral compass pointing anywhere but south seem to agree that no one would shed a tear should Paradise Falls be wiped off the map, but with just enough guns and a readily deployed wall of unwilling flesh to protect them, the Slavers know that they’re just not worth the trouble. Which is how they like it.

THE COMMONWEALTH

Boston, Massachusetts, one of the industrial workhorses of modern-day America—a state that dedicated every asset it could to the Sino-American war effort. Though not for patriotism, no, a far simpler methodology drove Boston: capitalism, the pursuit of profit. Few had the moral compunction to consider the human cost to their bottom line. Workers were treated as little more than commodities, to be exploited as one would exploit any other easily replaceable asset. The cost of living was driven so high that most were forced to work for days on end or rise to positions of power within businesses already so corrupt that it was

impossible to reach any heights without sullyng their spirit to do so.

Not that the brightly colored signs, logos, and advertisements liberally littering the streets of Boston would allude to that. There are always appearances to keep, and the Commonwealth has developed a real knack for hiding its nasty little secrets just below the surface. However, the inequality regularly boiled to the top; riots in the streets over food shortages, automation taking jobs from Average Joe Americans, and more were commonplace and were met with all the kindness the normal citizen

could expect from their loving government. Innocent blood filled the drains as American bullets put down American citizens in the name of America. Even before the bombs fell, people were fighting over food in Boston. So when the Great War came, it was little more than a pause from one legacy of violence directly into another.

Of the few mercies gifted to the Wasteland, Boston itself was spared any direct hits from the war, leaving the city standing and most buildings only at risk of disrepair and time. Not all of the Commonwealth was so lucky, with a singular explosion rocking the southwestern area of the map, blowing Sentinel Site Prescott and the surrounding landscape into a new existence as a glowing hellscape—with radiation levels so absurdly high that it would remain deadly even centuries later.

As is common following the Great War, mutation and transformation are rife in the Commonwealth, but the most curious change is that of the people. Prior to Armageddon, greed was the driving force in Boston, but forced to the edge, more people have banded together to look after one another than was ever the case beforehand. Old calls have gone out by the once forgotten Minutemen, underground cells move to save people built for servitude, and even the ‘criminal-scum’ of the world band together to try and just be good neighbors to one another.

Not to suggest that the blood stains on the roads are any less rife. Various factions vie for control over the area, and people are still more than willing to murder one another for a bite to eat or a sip to drink. In that way, Boston hasn’t changed much, and people still pass through for one reason or another. Even if it’s just for a mirelurk roll and a look at the ‘Great Green Jewel,’

some say that a trip to the Commonwealth is life-changing—you could leave a completely different person from when you arrived.

DIAMOND CITY

As Boston was spared a direct nuclear attack, most of the city’s structures were able to survive the worst of the blast waves. Among these were Fenway Park, which was poised to host the Baseball World Series mere hours after the bombs hit. Thanks to the robust walls, those inside the stadium survived and would go on to found Diamond City. Over time, the ‘Great Green Jewel’ would develop into one of the key settlements in the Commonwealth, weathering more than simple nuclear war and remaining strong throughout. Super Mutant hordes, cults, and their monsters, and more Raiders than you can count have broken against The Wall, and it seems unlikely that any threat outside the stadium will ever break their winning streak. Not all threats are so obvious, though, and rumors have begun to circulate that maybe the leadership of Diamond City is far less human than his anti-ghoul sentiments would lead some to believe. But those are just rumors—why trust those?

GOODNEIGHBOR

While some question the humanity of the Mayor of Diamond City, no one questions the humanity of the Mayor of Goodneighbor—because he’ll be the first to laugh about it. Goodneighbor is, above all, a place where neighbor looks after neighbor and no vice is turned down. Sex, chems, and rock and roll are core to the identity of the town; it’s the place you go when

you've got something to find or something to forget. John Hancock, the Mayor, is a firm believer in personal freedoms and will happily fight for people to live however they want to live, which is what Goodneighbor is all about. And while many have mistaken the town for a Raider haven, the truth couldn't be further from the truth as, despite appearances, the feeling of community here rivals even that of those in Diamond City.

THE GLOWING SEA

The main nuclear detonation in the Commonwealth wiped most of it from the map, replacing it with the Glowing Sea. Miles of rad-ruined landscape stretch as far as the eye can see. Radiation storms ripple across the sky, and blackened clouds blot out the sun as nuclear fallout still chokes the air. To the common man, there is no space in Massachusetts more antithetical to life, but to the teeming hordes of Ghouls, Deathclaws, and other mutants, the sea is a perfect home, with plenty of hunting

and nesting grounds and even the occasional overly confident scavenger to play with. Even though the surface belongs to the mutant, below lies uncounted riches to those brave enough to hunt for them—when the area was brutalized by nuclear weapons, it buried dozens, if not hundreds, of buildings and hid all of those potential riches beneath a crust of nuclear ash.

NUKA-WORLD

A short ride from Boston lies the most Nuka'Riffic place on earth, Nuka-World! A sprawling theme park built in the image of the pre-war Nuka-Cola Company, it boasted six separate wonderful locations for the people of America to walk and forget their worries in a sugar-induced haze. Since the Great War, the park has seen a few changes and certainly can't claim to meet minimum safety standards anymore. Raiders have moved in, the park is now theirs to play with, and the cost of entry is a lot higher than it used to be.

APPALACHIA

There are few spaces in America that felt the sting of automation like Appalachia. While Boston struggled to keep up with the speed of industrialization, and the few who could find work were in a constant battle to prove their superiority to the machines being built to replace them, in Appalachia, they weren't even given the chance. A region defined by the mining industry saw the back-breaking labor of extraction transferred to auto-miners, forcing families that had worked with pickaxes and stone for generations into poverty. The battle of man versus machine formed the center of

Appalachian politics for the days leading toward the Great War; riots were constant, and people were being driven from their homes. Even as the bombs fell, people were screaming for their rights until the air was ripped from their lungs and their bodies torn into atomic dust.

In the days that followed, Appalachia was quick to recover from the Great War, at least in a way. The state was split into six distinct regions, with new settlers trying to make a home out of the harsh spaces and new threats ready to dissuade them.

ASH HEAP

All of Appalachia is inhospitable, but in Ash Heap, even the air is out to kill you. Previously the heart of the state's coal mining industry, much of the Heap is dominated by vast machinery and deep mines—the air is gripped tight by thick clouds of radiation-laden ash, and mines still spew out goutts of smoke and toxins. There are few sane people in Ash Heap, with only a few scarce Raiders of the Blood Eagle clan laying claim to old mining facilities, scavenging the technology-rich environment for whatever they can find. Where humanity falters, mutants thrive, with new and dangerous breeds resting in the crevices of the landscape. When one chooses to brave Ash Heap, they do so with a full pack, a Gas Mask, and a plan to get in and out as quickly as possible.

CRANBERRY BOG

So called due to the iconic red hue of its local flora, the Cranberry Bog is a treat for the eyes if nothing else. Rolling hills of bright red plants surround the future-city of Watoga, where machines had all but the run of the town. The human element in governance had been reduced to a single position—not that it helped when a weaponized computer virus struck just before the Great War. Now, the Bog is rife with rogue robots acting on fractured programming, as well as hordes of the Scorched that swarm under the shadows of beating Scorchbeast wings. At one time, the Brotherhood of Steel took root in the region, hoping to fight back against the plague, but sadly, it fell before their efforts could amount to anything beyond a few lost holotapes.

THE FOREST

Mostly spared the wrath of atomic war, The Forest remains similar to its pre-war visage, more overgrown perhaps—and certainly with more aggressive critters nestling in the shadows of its trees. Running along the Ohio River, The Forest hides Vault 76 within its borders—and the Vault Dwellers that emerge from its confines don't often take long to meet The Forest's other residents, the Cult of the Mothman.

THE MIRE

A spreading swamp laden with thick vines and gently throbbing plants, The Mire more than earns its name. Born from the detonation of a G.E.C.K., the Mire is a dense place to penetrate, with thick mists obscuring the area even when deep inside its heart. Strange monsters, commonly referred to as Cryptids, are often hunted here by those brave enough to do so, convinced the spoils outweigh the dangers. Whether that's true or not is as difficult to see as anything else in The Mire.

SAVAGE DIVIDE

Great mountains tear their way through the center of Appalachia, carving through the region and efficiently blocking the East from the West. This region, known as the Savage Divide, has become home to Raiders, Super Mutants, and Mole Miners in equal measure—making any hike through the ranges a dangerous endeavor. One of the greatest issues caused by the Divide is how difficult it makes communication between the factions looking to better Appalachia, delaying any aid they may offer one another in times of dire need.

SKYLINE VALLEY

A yet unexplored area of Appalachia, Skyline Valley is perpetually trapped beneath the roiling winds of The Storm, a glowing red tempest that pulses out from a seemingly abandoned manor house deep within the region. Stories have begun to pass from mouth to ear about the region already, with tales of Vault suit-clad Ghouls, their eyes and mouths hollow, leaking with electrical barbs, becoming a new and horrifying campfire tale.

TOXIC VALLEY

Grafton Steel Mill sits in the very center of the Toxic Valley, so named for the pungent waters that inexorably ooze through pallid, diseased Wasteland. Mutated creatures of all kinds prowl the river shores in search of prey or any form of nutrition that the water simply cannot offer. Telling how rich the soil may have once been, farms are common within the Toxic Valley—once bounteous fields now barren and gray, the rotten shards of corn stalks brushing in the breeze against new, twisted flora that survives on what little the valley can spare.

THE PEOPLE

As before the Great War, America is but a bit part in the play of the Wasteland—the people that call it home are the true leads of the new stage, each more than willing to play their part. Innumerable settlements, factions, wanderers, and the like live their lives within the rad-soaked wilds of the Wasteland—forming societies and mirroring the birth of pre-war America with a new wave of frontiersmen and pioneers. It started slowly, of course, with the addled shadows of those lucky few who survived the bombs falling upon the now warped landscape. They took up what tools they could, tried to rebuild a foundation from which they may be able to help others. All the while, the others in question decided upon more violent means of survival—taking whatever they needed, no matter the cost.

Even after near-total extermination, it seemed that humanity could find something to fight over just as violently as before. But, in a rare case of one-upmanship, from the ruins and experiments of

the past came a new breed of creatures even more ‘unnaturally’ gifted in the ways of bloodshed than the humans whose rampant hatred led to the means of their creation. As is commonly said, hatred only leads to more hatred, and for the myriad mutants that came, that could not be more true. Humans hated the mutants for their existence, mutants hated humans for trying to punish their existence, more wars, more blood—more of the same. At least to start with.

In the ‘modern’ Wasteland, mutant and human life exists in a strained equilibrium—with each side occasionally making moves to unbalance that existence. Human settlements dot the landscape in every direction, from ten or so people taking what cover they can in once lavish homes to hundreds gathered in new ‘cities’ built up out of whatever was to hand. Within their hastily erected walls, mankind often rubs shoulders with ghouls—an offshoot of humanity that has been severely mutated by radiation. While it isn’t uncommon to

find a ghoul in a mostly human settlement, they are often discriminated against, persecuted, or sometimes even killed on sight—many ghouls elect to stay with others of their own kind. Some must even fear their ghoulish neighbors, as many have gone feral in the passing centuries—devolving to little more than raving ‘mad things’ with a fearsome desire for violence and blood and not a lick of their own minds to temper those needs.

Outside of human settlements, Raiders roam the Wasteland, bands of those who have long abandoned the idea of making anything new just taking whatever they need—be that via coercion, intimidation, theft, or just good old murder. Then there are the plethora of Wasteland mutants that have descended, or genetically ascended, from the species that came before them. Radscorpions with stingers sharp enough and long enough to pierce Power Armor. Radroaches that have grown to the size of a dog. Great lizard killing machines known far and wide for their unmatched lethality, the Deathclaws. And these only form the smallest part of the menagerie of wildlife, speaking nothing of the more intelligent mutated threats that stalk the pockmarked skin of the Wasteland, the Super Mutants, Cryptids, or others. The Wasteland is, if nothing else, a deeply varied locale; It’s just a pity that most who call it home would kill you without a second thought.

FACTIONS

The Wasteland is as much defined by those who call it home as the numerous dangers that make it difficult to be a home. Various Factions have appeared, made their impact—however minor it may be—and vanished once again into the radioactive dust storms of the Wasteland. Over the next few pages, you will find information on some of the largest, most successful,



and most well-known Factions you may encounter throughout your journey, as well as a series of small Plot Hooks to use as a jumping-off point for starting your own adventure!

BROTHERHOOD OF STEEL

“Ad Victoriam” or “To Victory” is but one of many sayings that pass the lips of those who call themselves members of the Brotherhood of Steel. ‘Founded’ June 20th, 2082, the Brotherhood was, and in many ways still is, intended to be a succession to what America was, what it represented, and more than anything, a warning of what it could become again. Originally led by Captain Roger Maxson, the ‘Brotherhood’ as it would come to be called was formed out of an act of brazen defiance against science gone mad. Treasonous in many eyes, Maxson acted against the actions of the United States Military and the inhuman experiments they carried out in the name of freedom.

Whatever actions bore the Brotherhood have been lost in the rad-ridden years that have passed. The intentions Captain Maxson had as he ferried survivors to the Lost Hills bunker from Mariposa have been warped as easily as the DNA of a mutant and been reborn as something new—something aggrandized, self-assured. Something violent.

To the Brotherhood of the now, technology in all its forms is akin to relics, mythological items to be hoarded and protected, not for the sake of preservation—but simply to keep them from the hands of those who may use them. And should anyone be forced to carry the burden of wielding such tools, then it is only fitting that the steady, Power-Armored hands of the Brotherhood do so. And woe betide anyone or anything that stands before or against those morals.

This has not always been the case.

Through the years, the Brotherhood has taken many forms, an ironic evolution of intent that is belied by their current dogmatic disposition. In Appalachia and the Commonwealth, the Brotherhood worked with, if not for, the people of the Wasteland, protecting and arming them against the worst that the new world could offer. In Boston, they imposed themselves on the inhabitants, arriving upon wings of steel with the intent of burning away every mutant, monster, and scientific malfeasance they could find.

And while their new leadership, Arthur Maxson, sought to eliminate the quasi-religious fervor that had fostered itself within the Brotherhood, the monastic formations of the order had already seeped into its being, becoming as much a part of the Brotherhood’s identity as the Power Armor they bedeck themselves in.

The sickening irony of the Brotherhood is a simple one: at its inception, the

Plot Hooks

- Brotherhood Aspirants are combing local settlements for potential recruits.
- A trader is on the run from the Brotherhood, hiding a piece of pre-war tech from them.
- A Brotherhood detachment has arrived to wipe out a particularly resilient Super Mutant tribe.
- You find an abandoned set of Brotherhood marked T-60 Power Armor; where is its owner?

Brotherhood was a force for positivity to protect humanity from the long-reaching shadows of the past. But now, with its new profundity for statecraft via enforcement, one of the last shadows the people of the Wasteland fear is that of a Brotherhood zeppelin overhead.

CHILDREN OF ATOM

Faith is a powerful thing. It can drive people to acts previously thought impossible, to believe the incomprehensible, and accept the inhospitable. Few people of faith demonstrate this better than the Children of Atom. Followers of the godly personification of both nuclear destruction and division, the Children may not believe they live in an Eden, but they see the works of their god across every inch of the Wasteland, and they are quick to remind themselves and others of that fact.

The Children have spread as readily as the fallout they idolize, though no one can identify their ‘ground-zero’ so to speak—and while their beliefs always follow the same core principles, often their method of reverence or the more esoteric factors of faith differ. But, at its center, the faith of Atom is built upon the precepts of one factor: each atomic body in existence bears within it another potential universe, a place where infinite lives are actualized and active. So, each being will, when divided by Atoms’ gift (or, more specifically, any demise tied directly to nuclear radiation), cascade apart into untold universes, a blossoming of new life from the ending of just one.

So, is death by division not just the allowance of new life? The elevation of the one into the many, the ultimate gift made possible by the touch of Atom? Such is the belief of the Children of Atom. However, it is easy for outsiders to hear this gospel and give into fear, believing that “those Atomites just want to

blow everyone up.” which may not be strictly true, though many variants of the Cult may indeed wish for such a world.

In truth, many Children only wish to divide themselves—to live in relative peace until such a time that the ‘Glow’ spreads their atoms apart from living in irradiated locations, consumption of ‘holy water,’ or by more bombastic means. They do, of course, wish to see the ‘Glow’ spread across the Wasteland so that Atom’s gift may touch more—and will encourage it where they can—with some of the more zealous Children even wielding weapons designed to cast great bursts of gamma radiation against their foes.

Different offshoots of the Cult take very different stances, and each is a reflection of their leader. Where one may adopt a position of peaceful coexistence with those they call neighbors, another may (and did) declare war on the entire Commonwealth in the name of their god. In a state of curious irony, regardless of their beliefs, the various cults of Atom are innately divided.

Plot Hooks

- A man with visions of a glowing city approaches you with whispers of a map.
- A group of Zealots have taken control of a nuclear silo and are feverishly searching for launch codes.
- A settlement has persecuted the otherwise peaceful commune nearby, threatening them with violence.
- A thick, radiation-laden mist is spreading from an old church with no end in sight.

However, one must ask the question: if Atom requires more from its followers, what more can be offered to it than the great prayer of 2077 when Atom drew the entire world into its burning embrace?

MINUTEMEN

Some things can survive even Armageddon: Fancy Lad Snack Cakes, cockroaches, and, of course, ideals. An ideal, if spoken of, recorded, or otherwise passed on, can survive things no human or irradiated mutant could dream of. It is that thought, that immutable fact, that saw the Minutemen return to America when it needed them most and aided in their survival through all that came to push against them.

Firstly, an idea. Secondly, a flag flying proudly from the walls of Diamond City, and then a name on the lips of Wastelanders all across the Commonwealth. The Minutemen promised to resurrect the words of their original namesake, “To protect the people at a minute’s notice.” and for a time, that is exactly what they did.

Operating from Fort Independence, commonly known as ‘The Castle,’ the Minutemen spread across the Commonwealth, offering aid where they could, supporting the ill-fated foundation of the Commonwealth Provisional Government, and being the one flag that no settler feared. They moved under the command of a single person, their General, but with squads organized by Colonels. This allowed them to act from multiple locations with just enough autonomy to honor their promise and arrive where and when they were needed. Armed with their homemade laser muskets, as well as a bevy of other weapons and some good-old-fashioned American spirit, they helped the Commonwealth for well over 50 years. But nothing can last forever.

Their downfall came slowly but began with the inexorable approach of a Mirelurk Queen and her brood upon the shores of The Castle. And, notwithstanding the fierce defense of their home, the Minutemen simply could not hold off the fury of the oceanic assault, abandoning the Fort and, with it, their traditional command structure. Over the next few decades, those who remained operated less like an army and more akin to bands of similarly intended soldiers, with the rivalries and squabbles one would expect of such an organization. Their unity of purpose gone, the clock was ticking on the remaining Minutemen, and finally ran down at the town of Quincy.

Tired of the failings of his old cause, a veteran by the name of Clint turned on his colleagues, joining up with the mercenary faction, The Gunners. He declared his betrayal suddenly at the town of Quincy, where he laid waste to not only the settlers but to the last remnants of the Minutemen who had been protecting them—to those he had called friends, who had seen his arrival as a sign of rescue, not execution.

Plot Hooks

- There were more survivors from Quincy, though the Gunners are making sport of them.
- Even if the Castle is lost, other Minutemen outposts still stand—keep it that way.
- Even with diminished numbers, the call for help still goes out; someone needs to keep the flag flying.
- At their height, Minutemen regularly patrolled the Wasteland. What if they still did?

Now, a handful of survivors flee back into the Wasteland, led by the only Minuteman left, who is armed with little more than the clothes on his back, a laser musket, and, of course, an ideal.

RAIDERS

In this beautiful new world, there tend to be two types of people. Those who build and those who take. When some Wastelanders come together to form a new community, somewhere they feel safe to try and cultivate something resembling normality or even a home, it's almost guaranteed that in time, someone will come and try and take it from them. And when they do, the same fearful cry often rings out: "Raiders!" Coming in every shape and size imaginable, Raiders are a varied bunch—from the chem-addled hopeless to bloodthirsty maniacs, anyone can pull the moniker of Raider onto themselves like a filthy sack hood and begin to take whatever they choose from the Wasteland. Though they are often arrayed into 'clans,' Raiders tend to be any group of people who band together and use excessive violence to solve most, if not all, of their problems. Where a Wastelander would spend days, if not weeks, combing through ruins to find food and scrap to sell, a Raider will simply wait for some stupid sap to do all the hard work and then slit their throat, gun them down, or otherwise relieve them of their 'burden.' Most Raider groups are small, numbering no more than two dozen members at most. Their way of life naturally lends itself to an inherently self-destructive end, often with one or two of their number killing the others and starting again with a new band elsewhere. However, some Raiders are either charismatic enough or, frankly, scary enough to form larger, longer-lasting groups, ones that go on to become Wasteland legends, a story told to keep wary settlers on their toes.

The Great Khans of the Mojave. The Pack, Disciples, and Operators. Sudden-Death Overtime. Jackals. Fiends. All are names readily recognized by those who dare to live anywhere near the blood-dappled courts of these wannabe Wasteland Overlords, all despised and feared in equal measure. And despite the numerous attempts of mercenaries, sheriffs, wanderers, and others, it seems to be that every single time you wipe out one band, three more appear from nowhere, eager and armed to take over the space lost by their predecessors.

One thing that both unites and divides each separate clan, though, is their flair for the dramatic, which is almost rivaled by their sheer brutality. Each group tends to style themselves according to some esoteric desire or another, "clean" pressed suits with armored decoration, spike-smothered cage plates, or even simply a beaten-up old teddy bear head—no one can claim the Raiders don't have a semblance of personal style. So yes, while they may gun you down for your gear, for bad-mouthing them, or just for something to do, you can at least rest in the knowledge they'll show your corpse off in a really *interesting* fashion.

Plot Hooks

- "Come one, come all!" Comes the cry from the traveling fighting ring, drawing the baddest Raiders from across the Wasteland.
- A new strain of chems is ravaging settlements, all pushed by a new Raider band.
- A particularly brave band of Raiders has taken to taming local Deathclaws.
- A Raider boss is building a religious following, with others spreading his gospel of bloodshed.

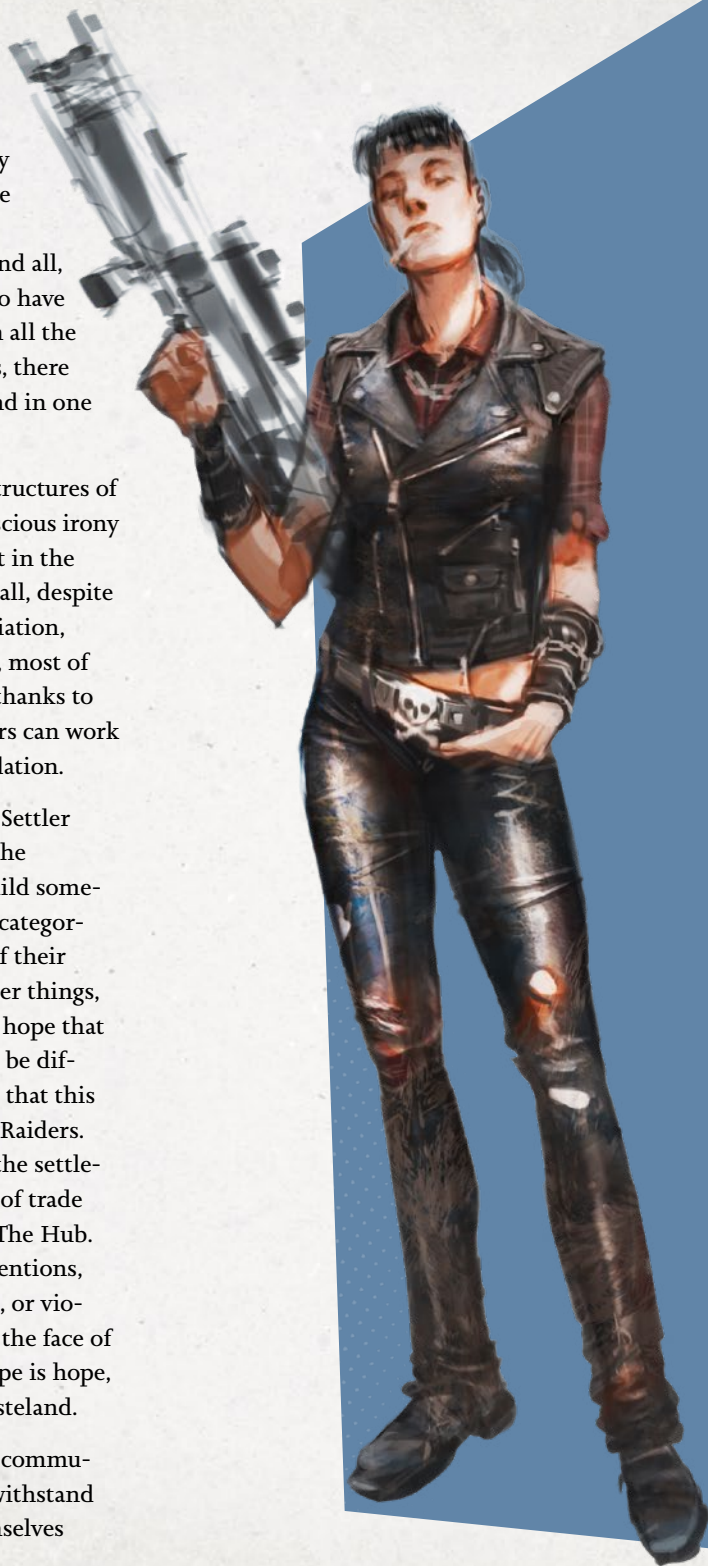
SETTLERS

Not everyone who calls the Wasteland home is a violent sociopath, just the vast majority of them. The remaining few go by many names depending on where it is they desperately try to keep calling home, but they are, one and all, Settlers. Those dedicated few who have decided to believe that even with all the evils that lurk beyond their walls, there is still some slim hope to be found in one another—in community.

Attracted to the semi-standing structures of the old world, there is an unconscious irony to the idea that the new will start in the ruins of what came before. After all, despite the mold damage, pockets of radiation, and often inhospitable residents, most of the 'intact' buildings remain so, thanks to strong foundations. And if Settlers can work with anything, it's a strong foundation.

Difficult to categorize, the name Settler refers to any group of people in the Wasteland who have begun to build something new in a world that seems categorically against the mere concept of their existence. They are, above all other things, survivors, drawn together with a hope that maybe, just maybe, this time will be different, that these walls will hold, that this group of people can fend off the Raiders. Sometimes, this is the case, and the settlements flourish—becoming hubs of trade like Megaton, Diamond City, or The Hub. Others, even with the best of intentions, are torn down by famine, disease, or violence. Some simply vanish off of the face of the earth in a single evening. Hope is hope, but the Wasteland is still the Wasteland.

It is far from uncommon to find communities that are tough enough to withstand the test of time. They build themselves



up and develop societies of their own, many fiercely isolationist in nature, with a distinct and clear focus on protecting their own. Others throw open their gates to newcomers, eager to become an oasis of security in the otherwise overtly hostile world beyond. Not to suggest that each and every Settler group is wholly positive; such a belief would be willingly ignorant. Some Settlers wear a face of civility like a mask and discard it as readily should the need arise. They smile one moment before planting lead into the bodies of those they just traded with. Sometimes, to survive, one must do awful things. Often, that burden falls to those in charge of a settlement, hiding the dirty secrets of their homes in dark corners so that the picture of safety can remain, so the music can keep playing—so hope can survive in this most hopeless of places.

Plot Hooks

- A band of Settlers have found an excellent spot for a new settlement. Shame about the locals.
- A Settler has been working on a range of Robots that could make farm labor a thing of the past, but he needs some rare parts.
- Two rival settlements are on the edge of war over local resources.
- Every full moon for the last two months, someone in the settlement has died—another full moon is coming tomorrow.

SUPER MUTANTS

The Great War changed many things; nations, species, and the world as we knew it passed in a series of blossoming mushroom clouds. The sun set, and whatever America was, died. As the sun rose the next day, a new world was born alongside the light spreading across the newly christened Wasteland, full of new life, of *better* life. Of the Super Mutant.

While not born in that wave of nuclear energy, the Super Mutants were certainly equipped for the new world that waited for them. Naturally immune to the effects of radiation, larger, more resilient, and twice as strong as even the strongest man, Super Mutants were everything their name promised. Surprisingly, however, not all Super Mutants sprang from the same place.

Yes, each of them was created from F.E.V. (Forced Evolutionary Virus), but their location and means of exposure changed from group to group, one tribe even springing up prior to the world's end in Huntersville, the unwilling victims of an experiment by West Tek. In the modern Wasteland, Super Mutants often clash with the Brotherhood of Steel, both groups eager to see the other annihilated, so there is an irony that both were effectively born in the same facility: the Mariposa Military Base. When Roger Maxson turned against the USA, sowing the seeds that would eventually grow into the Brotherhood, he was doing so in protest of the experiments he saw there, against F.E.V. So when Richard Grey arrived in 2102, beginning his long path to becoming the being that would one day be revered as The Master, it was impossible for him to know the connection that already existed between the two factions. The Master would go on to create The Unity, his perfect vision of the future of

life, the largest collection of Super Mutants ever seen in the Wasteland. In addition to their physical superiority over humans, the Super Mutants of Unity were intelligent, dangerously sophisticated, and possessed of a hive mind with their creator; some even possessed psychic abilities. In truth, The Master was successful. He had created a superior form of life. Had it not been for their inherent violence and the actions of a single Vault Dweller, the Super Mutant may well have inherited the earth.

However, this was not to be the case. The Unity was destroyed, Super Mutant society shattered, their numbers hunted down and massacred by those who feared them. And so the dawn of the Super Mutant waned but did not end. Even now, the Super Mutant is a common Wasteland sight, much to the despair of those who spot them. Though they differ in some details depending on their origin, bands of those 8ft tall hulking behemoths can be seen arrayed into war-tribes, crews, towns, or even as lone wanderers simply trying to make their way in the world. Few groups are the same beyond their rough physical description, however. Those in the Capital Wasteland, for example, are mostly of sub-human intelligence, capable of wishing for little more than bloody meat and war, whereas those in Boston are far more intelligent, with a distinct ethos of their own superiority to lesser races.

Despite where you find them, Super Mutants seem to enjoy the company of their F.E.V.-influenced kin, Super Mutant Hounds, Centaurs, and Floaters, for example. In truth, though they are often appropriately viewed as savage brutes, Super Mutants are as varied and complex as any other thinking species. While those who meet one should be justifiably cautious, who are we to say what they may become?

Plot Hooks

- Graffiti has started appearing on the outskirts of urban ruins: "Unity Rises."
- A particularly eclectic group of Mutants have been gathering people to watch them engage in some new *sport*.
- A new tribe has been building strength and numbers...a lot of numbers.
- A Super Mutant messenger has arrived at a known settlement carrying a letter of peace.

THE CULT OF THE MOTHMAN

Myths have existed long before the war and persist long after—stories passed between talkative voices around the campfire, in books and images. Myths have a power, and sometimes that power outstrips the idea of the thing—sometimes that power becomes manifest, and the myth becomes fact. Such is the case with the mysterious Mothman and the Cult that bears its name.

Even before the Great War, a Cult formed in worship of the Mothman, seeing the unseen being as a herald of things yet to come. Innumerable attempts to commune with their pseudo-deity failed, with prayers and questions falling on deaf ears—but faith requires commitment. Eventually, on the eve of the Great War, a vision came to the Cult, one of fire and floods, with a warning to rise above the floods from a Red-Eyed Mothman. But, in a moment of division, a single member of the Cult also received a vision from a Purple-Eyed Mothman, one that warned to hide below ground.

This second vision caused a splintering of the Cult, with half traveling below ground and half taking to rooftops, to be promptly atomized in nuclear fire.

But, as is appropriate following nuclear war, more division was guaranteed within the Cult, for below ground, in the Lucky Hole Mines they now called home, alien secrets leaked into the minds of the Cultists. Born from a darker thing that lurked deeper in the caves, those secrets fractured those who remained into two splinters: ‘The Enlightened’ who shunned the darker acts of those who gave into the thing below, and ‘The Dim Ones’ who gave themselves to a newer worship, one of darkness and blood.

And so, The Enlightened fled the caves, taking themselves into the new Wasteland that awaited them, fighting through fear, doubt, and the innumerable dangers that populated the landscape. With no shortage of pain and blood, they were guided to their new home by a vision, to The Lantern, where they waited for the next sign.

Meanwhile, like a tumor beneath the flesh of Appalachia, The Dim Ones grew and prospered, their acts ascending in debasement with every passing day. So, when they crawled from the dark back to the wilds, they did so with a feverish desire to spread the word of their Red-Eyed lord. The Dim Ones spread through Appalachia, recruiting those who would be swayed and sacrificing those who wouldn’t. From woodbound altars and communes, they erupt like rotten sap from a decayed tree, corrupting whatever they touch and wiping out anything that opposes the visions of their lord, a red-hued gaze dictating both life and death. But even as the wrathful lay waste, the Wise plan for the future—and look at the world with very different eyes.

Plot Hooks

- As the equinox comes, The Enlightened return and require help reclaiming their holy sites from The Dim Ones.
- In a burst of ear-piercing sonics, a purple-eyed Mothman has appeared in your settlement—what it wants is beyond you.
- A deserter has fled a nearby cult and is desperate for aid.
- Bizarre sounds have been echoing out from the Lucky Hole Mines, which have been abandoned for years...

THE ENCLAVE

Unlike many factions of the Wasteland, the Enclave existed before the Great War’s catastrophic end, though it did so in total secrecy. An association of the rich and powerful, the Enclave was, in every way, a shadow government, guiding the actions of the USA from the background, directing it to execute its desires. And when the doomsday clock hit twelve, those who made up their ranks were already hidden safely within reinforced facilities, presidential oil rigs, and secure locations, ready to enforce their will on whatever came next.

Soon after the Great War, the Enclave began to determine its new mission, but violent internal conflict sprang up as some arms of their group turned to a mission of revenge against their international enemies. Others sought instead to reaffirm their control over their own soil. Initially, movements were made to weaponize their assets in Appalachia, forcing dormant security systems to recognize domestic threats as foreign ones via the aggressive application of the Scorched Plague. This move not only threatened an extinction event but the

rapid amputation of their Appalachian arm.

Following this, the Enclave moved to better establish a foothold and work upon its new intent. What was once America was now a Wasteland, no longer populated with true blue patriots but with disgusting sub-human mutants. So a singular vision came to be, reclaiming America via the complete and total extermination of all mutant life, no matter how minor the aberration—if the life wasn't Enclave, then it was already beyond saving.

Since the establishment of this goal, the Enclave has come dangerously close to completion twice, once via the dispersal of a modified F.E.V. strain into the air and again into the water supply. Thankfully, for the continued existence of mutant life, both efforts were stopped dead. Each time the Enclave makes moves to enact its planned genocide of the Wasteland, the Wasteland strikes back, cutting down the Enclave and leaving them with less and less

of the advanced pre-war tech that offers them an edge.

Their most recent efforts in the Capital Wasteland were extremely costly, with two of their largest operational assets destroyed by the actions of a Vault Dweller and the Brotherhood of Steel. That was also the last time that the Enclave made actively visible movements within the Wasteland, with their current whereabouts, aims, and resources a mystery to everyone outside of their ranks.

One thing's for sure, though, if a nuclear Armageddon wasn't enough to stop the Enclave, can anything truly call an end to their machinations? No one knows the full extent of their reach, but everyone knows the lengths they will go to to achieve their goals.



Plot Hooks

- Hidden under a seemingly abandoned ruin, you find an old military bunker. Sadly, opening the door sent a signal to an unknown location.
- An NCR squad arrives, questioning you about an Enclave escapee spotted nearby.
- Rumors of an Enclave armory are rife, and everyone wants a piece.
- An Enclave assault force comes out of nowhere and wipes out a settlement in a single night. What were they after?

THE INSTITUTE

Many consider The Institute to be the boogymon of the Commonwealth. Monsters that appear in the night to abduct you, leaving a perfect replica in your place.

Their mere existence sparks panic, worry, and infighting—when an agency exists that can create your exact doppelganger, how can you ever truly trust anyone? How can you believe that the person you are speaking to is the person you think you know? Your mother, brother, sister, lover, friend—are they who you think they are? Were they ever? Are you? Are your memories really yours? Can you say, with total certainty, that everything you know is real?

These questions revolve around the minds of those in the Commonwealth, percolating in such a way that most are kept in a state of anxiety, which is exactly what The Institute wants.

Who The Institute is is a relatively simple question; what they want, though, is as complicated as the work they pursue on a daily basis. Simply put, The Institute is a scientific agency aimed at bringing forth technological advancement that will, in time, benefit all humanity and pull it



back from the brink of extinction. To help everyone else, however, The Institute must first help itself.

Beneath the ruins of the C.I.T. (Commonwealth Institute of Technology), the descendants of those first scientists who took shelter from the bombs work to develop technologies so advanced that to anyone from the outside, they may as well be magic. Teleporters, cybernetics, medicine, agricultural advancement, and, of course, their most renowned and feared creation, the Synth. It's no stretch to say that The Institute is, categorically, the most advanced faction in not just the Commonwealth but potentially the entire Wasteland. Though, with this scientific abundance, one may expect a modicum of generosity, which just isn't the case.

Though The Institute has every intention of eventually returning to the surface, using the fruits of its labor to better the world, it will do so only under its own guidance when it is ready. Until that point, The Institute must remain free to pursue its goals, unlabored by outside influence. It must be able to reach out into the Wasteland, take what it needs, and return to work, regardless of who else thinks their need is greater. So, to ensure that this remains the case, they dispatch Synths to watch the Wastelanders, replacing key figures to steer the world in the way it needs to go. They eliminate threats to the only plan that matters, theirs.

When others think about The Institute and see only immoral monsters, their only real failing is not being able to see the full picture to understand what is required. But that's okay; they don't need to. The Institute knows what's best.

Plot Hooks

- As you uncover a particularly rare piece of salvage, an electrical snap fills your ears as metal men walk out of thin air demanding your prize.
- A murder of red-eyed crows has been spotted departing and returning to an old military base. Why?
- A member of The Institute comes to you and offers you a very important job, with a promise of entry upon completion.
- A stranger speaks a series of strange words to you, and suddenly, your memories vanish.

THE NEW CALIFORNIA REPUBLIC

There are few examples of successful societies in the Wasteland. Settlements are isolated instances of communities, larger factions like the Brotherhood or the Enclave more akin to dogmatic agencies than functional bastions of humanity. It takes a lot to formulate something larger than just the select few, to reestablish fair government and a functional working civilization, and there are few better examples of that of the New California Republic.

From the confines of Vault 15, the inhabitants moved into the Wasteland and created the town of Shady Sands with the use of a G.E.C.K., the seedling of what would eventually grow into the NCR. Fair trade and the reestablishment of a true democracy became the pillars that held the NCR together, and within a few decades of its founding, it was the epitome of Wasteland society—an example of what could be attained by hard work, ingenuity, and the human spirit.

Their recapture of the Hoover Dam became tantamount to the success of their burgeoning state, allowing for the flow of both electricity and a spike in the quality of life experienced by those who called themselves citizens of the NCR. That, too, led to the development of their military arm, which focused on both the maintenance of internal law, the expansion into new regions, and, of course, the fighting of several wars that came to their door.

Through the years, the NCR has called several factions their enemy, including the Enclave and, most famously, Caesar's Legion. When forced to military action, the NCR is heavily modeled after the army of the now-extinct American past—with battalions of soldiers ready to deploy at the President's word, alongside a scant but well-maintained Air Force, mechanized division, and the most recent addition—the Rangers.

Formally brought into the NCR some years ago, the Rangers are both part of and separate from the NCR—maintaining autonomy within their own ranks while acting as a working component of the greater NCR Army. Despite their relatively small numbers, there are few sights across the Wasteland as ubiquitously known as the form of a black armored veteran Ranger.

Now, the NCR stands still as a primary example of what could be—a safe haven for its people, with a working government, plenty of food to go around, power, and all the security that one can expect of life within the Wasteland. Though, as with all things in this new, irradiated world, no single thing can remain constant forever. Times change, empires rise and fall, but one can bet on one factor: the Two-Headed Bear won't go anywhere without a fight.

Plot Hooks

- An NCR convoy has been hit by an unknown group. They're eager to find out who it was.
- The Rangers are on the move, en masse, and looking for aid.
- The President has put out the call for new recruits; rumor is war is coming.
- In a rare show of aggression, the NCR is forcefully annexing a large settlement for unknown reasons.

THE RAILROAD

When the Institute created the first Synth, they had distant ideas of what their purpose would be, menial tasks, hard labor, and the work they had no desire to do themselves. They gave little to no thought to what their work would eventually grow into, sentience, life, to some, even a soul. To them, the Synth was nothing more than another tool to be used and thrown away when its usefulness had expired or eliminated when it stopped working as planned. Anything that represented thought or feelings, just errant code, a malfunction to be removed and improved upon.

Not life, no, that would be the ramblings of a bleeding heart moralist. But what if that were the case? Synths may be simulated life, but is a simulated mind not still a mind? If the statement "I think, therefore I am" is to be true, does it matter where that thought originates? Does that mind not deserve to be free? This question is what gave birth to The Railroad, a clandestine organization whose core aim is Synth liberation.

Since the discovery of the first Gen 3 Synth, the question of their independence and rights has been asked. The Railroad have

a simple belief: Synths are as deserving of freedom as anyone else, and while The Institute exists, they will never know that freedom. So, unable to do anything about The Institute, they turn their assets to helping those who escape it and staying one step ahead of their creators so they can survive to continue their work.

Operating on a strictly “need-to-know” basis, The Railroad has fallen victim to The Institute’s relentless attempts to wipe them out on several occasions, though never to the point of total obliteration, and never without learning several important lessons from each attack. They decentralized, splitting their agents into sub-teams and keeping information compartmentalized. In effect, while many people work for The Railroad, some may never meet another member. It is, after all, the only way to maintain total safety for both the agents and the Synths they rescue.

Field agents work under aliases and pick up work from dead-drops; only those within Railroad HQ have anything close to all the information, and they are hidden behind a multitude of deceptions, distractions, and, of course, should those fail—heavily armed agents.

Once a Synth is picked up, the long process of exfiltrating them from the Commonwealth starts, changing their face, wiping their memories, and dodging Institute retention teams. It’s a difficult task, one that offers little in the way of thanks, no shortage of danger, and often ends with the deaths of numerous agents to save one life. But, to those who follow the Railroad, there’s only one question that matters, “would you risk your life for your fellow man? Even if that man is a Synth?”

Plot Hooks

- Weeks ago, your memories vanished, and you have been hunted ever since. Someone must be able to help.
- Two strangers enter your camp. One of them is badly wounded and begs you to help their companion get to a specific location.
- One of your old scavenging sites has a series of strange holotapes with locations and codewords hidden inside. They weren’t there last time you checked.
- Someone has offered you a lot of caps to hunt down and kill an escaped Synth, regardless of their protectors.

VAULT DWELLERS

Before the bombs fell, the world was doing little more than waiting for them to fall. Some tried to ignore it, to pretend that maybe, just maybe, it was all just going to blow over before the worst happened. Others prepared, digging out bomb shelters and hoarding cans of food, trying to guess what life after atomic Armageddon may look like. But the worst not only prepared for the bombs to drop, they encouraged them and happily prepared their quarterly reports.

The Vault-Tec Corporation (“*The first and last name in Vault technology*”) was, among other things, the American answer to post-war society, their ace-in-the-hole for the worst-case scenario. But of course, companies exist to make money, and how do you make money when the world is going to end? Well, you make the consumer the commodity. And it was that mentality that shaped the roll-out of the Vaults, their

experiments, and, of course, the lives of those who lived within them.

And so, when the bombs did fall, and people fled to their blue and yellow-painted *sanctuaries*, they had every hope that safety was all that awaited them. Sadly, for the vast majority of those trusting Americans, this was not the case. Now, locked within commercially viable sarcophagi, the 'Vault Dwellers' became suddenly exposed, knowingly or unknowingly, to numerous 'tests,' each concocted by a selection of interested individuals, each with their own intent to see just what could happen when people are exposed to whatever situation they could dream up.

What happens if a selection of chem addicts are 'cured' and then randomly reintroduced to their vice? What happens if a community is faced with sudden mechanical failure, forcing them to venture into the irradiated surface? What if there aren't enough men or women? Or one man was cloned over and over again? Or the air was replaced with a chemical agent? Just some of the possibilities, some of the 'tests' administered by people who designed them, knowing they may never see the outcome.

These days, even though most Vaults lie undisturbed, no small number have had their door slide open to let the thick, rad-laden air of the surface seep through and let their residents step free. However, the question always remains, how did what happened within the Vault affect those leaving it? What twisted mass sits behind their eyes—madness and violence? A spark of hope and the makings of heroism? Or simply a mind desperate to return to the taciturn safety of their industrial home? The answers are as varied as the Vaults themselves and will never match the answer before.

Plot Hooks

- A sudden emergency broadcast from an unknown Vault crackles over local radio.
- One Vault-Tec rep still wanders the Wasteland, looking for new residents, but why?
- A particularly vile Vault experiment has breached the door and is rapidly spreading.
- A Vault has opened for the first time in centuries, and word has reached the local Raiders...



THE STORY

As you read this book, it pays to bear in mind what the key themes of the *Fallout* universe are and how your story in it will reflect that. Each tale in the Wasteland matters, at least to those it directly involves, and often has far-reaching implications that many wouldn't even consider until those implications turn up at the door with a bad attitude and a laser rifle. As mentioned earlier in this chapter, every person, mutant, or monster you encounter in your quests will be part of the story, a unique character that will have their own wants and needs (even if those needs are as simple as wanting to eat you!). The same is true for the Wasteland itself; the varied spaces from the east coast to the west coast are all different, and those locales will be as much a character as any Power Armor-clad Paladin of the Brotherhood of Steel.

CHOICE

It was said that '*choices are the hinges of destiny*,' and in few stories is that more true than *Fallout*. In the past, the players of *Fallout* games have had to make choices, from those that seemed nearly pointless to those that were nearly impossible to make. Buy bullets or Stimpaks? Help a stranger or rob them? Blow up Megaton for the money, or spare it for morality? Every choice matters in *Fallout*, and there will always be consequences—immediately or long down the road, they will happen.

So as you chart out your own story, remember that facet—that you will have to make choices and, more often than not, no one option is better than the other. Maybe taking the moral high ground means

sacrificing food, water, or gear that would otherwise make it easier to see another sunrise. A clearly 'evil' action to a few could save dozens elsewhere. So think to yourself, what ripples do your actions bring to the NPCs of your particular world? And how exactly are those actions going to come back and bite you?

CIRCLES

"*War, war never changes.*" This maxim is known to every fan of the *Fallout* series, be they a diehard from game one or a fresh-faced enthusiast who watched the *Amazon Series*. It clearly demonstrates one of *Fallout's* greatest themes; circles, loops, or simple repetition, how, in essence, the more things change, the more they stay the same. In 2077, the human race had driven itself into such a state of rampant greed and paranoia that, in the space of an hour, they nearly wiped themselves out. Billions died in blossoming clouds of nuclear fury. You would hope that perhaps the few who survived would have learnt from that. But every day in the Wasteland proves that greed, paranoia, and hate are still common pastimes and that no matter what, war will always come. What does that mean for your story? Will you accept the cycle of violence or try and reject it? And will that choice even matter?

In addition to that, we see even more loops in the world of *Fallout*, ideas that are commonplace in our modern world reappearing long after the apocalypse—albeit twisted. Caesar's Legion adopts the viewpoints of ancient Rome, while the NCR attempts to rebuild modern democracy. The new world

is built up in the ruins of the old, often rebuilt as it was rather than as something new. In so many places, time and society repeat—and *Fallout* implies that this will likely never change.

IRONY AND DARK HUMOR

Fallout has always strived to hold up the mirror and laugh at the absurdity of the world. It finds fun in the hopeless environment of the Wasteland, where wit as dry as the soil often pokes and jabs at current world issues through the veil of fiction. Most of the humor of *Fallout* is observational, reflective of both the human condition and state of the world we live in—playing plain old human arrogance against the actions we undertake—laughing at the absurdity of it all. Advertisements for Nuka-Cola and anti-communist propaganda are more common than books, and the rampant consumerism of pre-war America hasn't vanished after the apocalypse; we just changed what we were consuming. So remember in your own stories that there is doom and gloom around every corner of the Wasteland, but there's always something to smile about, even in the darkest spot.

AFTER THE WORST

Say what you will about the Wasteland, but technically, the worst has already happened. *Fallout* starts with the apocalypse—and everything that follows after can't be any worse than Armageddon, surely? *Fallout* has us ask what comes after the end of the world once the dust has settled and we have been given the opportunity to learn from our mistakes. As we discussed earlier, often, this is where we see the circles creep in and repetition. But what does the worst mean not for humanity but for the individual? Who do we become as we transition from one world state to the next? Will we be better for the end of days or worse? Only you can answer that question.







★ *Chapter 3* ★

CHARACTER CREATION

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CHARACTER CREATION



The first step in telling your first Wasteland story in *Wasteland Wanderer* is to create a **Vault Dweller**, your persona in *Fallout*, and the viewpoint from which you will experience your adventure. Creating a character in *Fallout: Wasteland Wanderer* is a simple process, broken down into seven stages—at the end of which, you will have a filled-in Pip-Boy Sheet and all you need to start your adventure.

These steps are:

1. **Create your Vault—pg51:** Add your Vault to your Map Grid; determine what happened there and how it affected your character.
2. **Set your S.P.E.C.I.A.L. Attributes—pg61:** Determine your character's starting S.P.E.C.I.A.L. Attributes. Add S.P.E.C.I.A.L. Attributes to your character tab.
3. **Set your Skills—pg64:** Determine your character's starting Tag Skills and overall Skill Ranks. Add Skills to your character tab.
4. **Calculate Health and Luck Points—pg69:** Determine your character's maximum Hit and Luck Points. Add HP and LP to your character tab.
5. **Select starting Equipment—pg69:** Gain Equipment according to your character's skills. Add your character's starting equipment to your Inventory Tab..
6. **Character Description—pg71:** Name your character and add small finishing touches. Add your character's name to your character Tab.
7. **Create your Main Quest—pg72:** Generate your character's Main Quest, the backbone of their story. Add a Main Quest to your Data Tab.

Once the seventh step is complete, you will be ready to play! Remember that you will need a **Pip-Boy Sheet** to complete Character Creation, which can be photocopied from pg.248 or printed from the *Fallout: Wasteland Wanderer* Downloads page at Modiphius.com.

"It seems like they've finished the gene projection. Let's see what you'll look like when you're all grown up..."—James

STAGE 1: CREATE YOUR VAULT

One thing connects all Vault Dwellers, their time in their namesake Vault. Almost every Vault created by the eponymous Vault-Tec Corporation was created with some form of ulterior motive; an experiment, study, or even long-term business venture—each as varied as the numbers marking the Vault Door. This motive, no matter what it was, affected those who once called it home, and in this step, you will determine not only where your character's Vault is but what it is, who else called it home, and how it affected them.

To create your character's Home Vault, follow the presented Six Steps in order to determine the Vault's **Experiment**, **Population**, the character's **Starting Reputation**, any **Linked NPCs**, and finally, the **Vault Number and Region**.

STEP 1: EXPERIMENT

Almost every Vault created by Vault-Tec housed some form of experiment, some chemical, others social, others just for fun. In this step, you will determine the experiment that your character's Vault was subjected to.

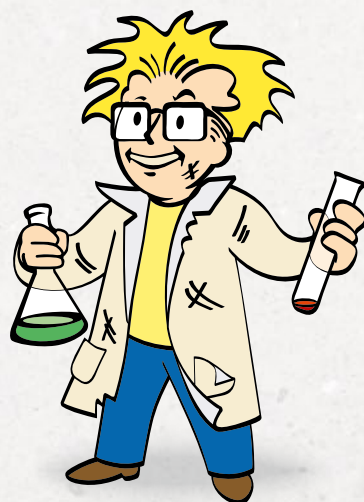
To do so, roll a die on the **Vault Experiment Table** and read the associated entry. This will outline the experiment that your character has been exposed to; once read, add the listed Truths to the Vault Truths section on your Map Tab.

What is a Truth?

Readers familiar with the Modiphius 2d20 Line of TTRPGs will be familiar with the idea of Truths; for those new to them, however, the natural question to ask is, "What is a Truth?"

Simply put, a Truth is a short descriptor of a location, NPC, or item and can range from a generalized concept to a specific fact, a method of quickly understanding a core feature of what makes something what it is. For example, Vault 101 (from *Fallout 3*) may have the Truths '*Isolated*, *Rad-roach Infestation*, *Isolationist*'. These Truths help quickly understand the Vault, its purpose, and the people within.

Truths have a minor impact on gameplay but are mostly used to justify your decisions when asking **The Oracle** (pg.93) or filling out your journal.



VAULT EXPERIMENT TABLE

D20	VAULT EXPERIMENT	DESCRIPTION	TRUTHS
1	Division	The people here were split into various groups and psychologically pushed to violently hate one another.	<i>Paranoid residents, Poster-covered</i>
2	Spiked Supplies	Various Chems were pumped into the Vault via both the water and air filtration systems, adding the minds of those inside.	<i>Unknowing addicts, Ruinous disarray</i>
3	Propaganda	Via print, audio, or other means, the Vault has been subjected to endless amounts of propaganda pushing a specific Vault-tec-approved message.	<i>Head-ache inducing messages, Fanatics</i>
4	Genetic tests	Vault Dwellers were tasked with unusual means to study and produce genetically modified crops and flora, which have, of course, been worked into food supplies.	<i>Moss-covered, Strangely humid</i>
5	2nd Amendment stress test	A wealth of firearms, armor, and other weapons were introduced into the Vault, just to see what would happen	<i>Bullet-holes, Overly polite residents</i>
6	Artificial Intelligence	This Vault is overseen by an artificial intelligence, with inhuman views on caring for its charges.	<i>Cameras, Security turrets</i>
7	Military Perfection	The Vault aims to create the perfect soldier through rigorous military structure and discipline.	<i>Spotless, Disciplined residents</i>
8	Pharmaceutical Trials	This Vault was charged with creating a series of revolutionary new Chems with a variety of uses—some humane, others less so.	<i>Laboratories, Test subject cells</i>
9	Sonic Acclimatisation	Endless blaring noise constantly wails from speakers across the Vault; peace is either rare or impossible to find.	<i>Blaring claxons, Constant music</i>
10	Long-Term Viability	The Vault Overseer was given a single directive: "DO NOT OPEN THE VAULT." Otherwise, they were given untempered command of those inside.	<i>Fastidiously obedient, cult of personality</i>
11	Anarchism by design	All of the systems in the Vault—Security, Life-Support, and Governmental—were designed to fail two decades after sealing the Vault.	<i>Ruined machinery, Ingenious inventors</i>
12	Calvinist Reversal	Upon entry, the previously high-value Dwellers-to-be were stripped of their possessions, which were promptly burned as fuel for the Vault. Wealth is no longer even a concept here.	<i>Communist ideals, Degeneration</i>

VAULT EXPERIMENT TABLE (CONT'D...)

D20	VAULT EXPERIMENT	DESCRIPTION	TRUTHS
13	Weighted Ecology	The Vault contains an inordinate misbalance in the genders of its inhabitants, wildly placing one in a position of authority by numbers.	<i>Unbalanced population, Patriarchal/Matriarchal.</i>
14	Control Vault	There was no experiment being run in this Vault, at least no recorded experiment.	<i>Friendly faces, Naive residents</i>
15	Blood Cult	The Vault Dwellers here have been participating in a yearly sacrifice under the terrifying mandate of something awful happening if they don't!	<i>Desperate cultists, Death lottery</i>
16	Ghoul Pit	A very precise dosage of radiation has been being leaked into the Vault from day one. This radiation has caused rampant mutation among the denizens, turning many of them into Feral Ghouls.	<i>Ghoul infested, Radiation shielding</i>
17	Gambler's Den	Each and every dispute in this Vault is settled with gambling and various games of chance.	<i>Wasteland casino, Roulette government</i>
18	Treasury	An 'impenetrable' inner Vault, filled to burst with pre-War valuables, was fitted into this Vault. Word of its wealth has spread far, causing it to draw all sorts to the door.	<i>Vault-of-Wonders, Locked inner Vault</i>
19	Unfinished	The Vault experiment was never introduced; in fact, the Vault was never fully constructed, forcing the residents who fled into its unfinished bulk to find new ways to survive.	<i>Jury rigged systems, Molerat infestation</i>
20	Cryogenics	Row upon row upon row of clean white Cryogenic pods line the walls of this Vault, without a single living soul walking its corridors.	<i>Eerily silent, pristine</i>

Inspiration

The Vault Experiment Table, as well as most of the information presented in this book, are, in fact, as much inspiration as they are hard and fast rules to how to run your own game

of Wasteland Wanderer. Should you roll on a table and be struck by a burst of inspiration, run with it and bring your own spark to the story—never limit your imagination by the constraints of a randomized roll table!

Character Creation

Example: Vault Creation Step One

Ben has picked up Wasteland Wanderer and is looking to build his first character, so he begins the process with Step One.

Rolling on the Vault Experiment Table, Ben gets a result of 2: Spiked Supplies. He decides that his Vault was running trials on human enhancement Chems, filling the water supply with variants of Buffout and Med-X. He lists two appropriate truths, *Unknown Addicts* and *Physically Stronger Dwellers*, to his Map Tab to note this. With this listed, he moves on to Step 2: Population.

STEP 2: POPULATION

Most Vaults were designed to house between 500 and 1000 people, though due to the sudden arrival of the Great War, very few actually reached their designated Vaults—instead being reduced to mere shadows on a pavement on the way to perceived safety. Accordingly, many Vault populations are far from expected, some boasting significantly fewer numbers and some significantly more; to determine the population of your character's Vault, roll on the **Vault Population Table** below, read the description, and apply the Truths to your Vault Truths as in the previous step.



VAULT POPULATION TABLE

D20	POPULATION	DESCRIPTION	TRUTHS
1-4	One, Including You	For one reason or another, you are the sole survivor of your Vault. Decide if this is a recent tragedy or the inevitable decline of your Vault's experiment. Skip Step 3: Reputation (pg.56)	<i>Abandoned, Modern mausoleum</i>
5-6	Less Than 10	There are just a few of you remaining. You may decide to randomly determine the number of remaining Vault Dwellers or even create all of them as named NPCs (pg.57), though we suggest keeping it vague for now.	<i>Bad memories, Boarded up rooms</i>
7-10	A Few Dozen	A handful of small families make up the residents of this Vault, a close-knit community trying to look out for one another.	<i>Family and friends, Smells of familiarity</i>
11-14	Insular Community	There are fewer of you now than in the days after the war. Even so, opening the Vault door is a taboo few dare to mention.	<i>Isolated residents, Fearful atmosphere</i>
15-17	Mixed Community	The doors were opened years ago, or else they were bypassed to allow traders and new blood into the settlement.	<i>Trading hub, Initiation rites</i>
18-20	Thriving Community	A thriving Vault with as many if not more than its original population. There is little space for more, even if they have opened their door.	<i>Bustling metropolis, Squalid slums</i>

Once you've listed the Population Truths in the Map Tab, move on to Step 3: Reputation.

Character Creation Example: Vault Creation Step Two

Having determined that his Vault Dweller has grown up in a chem-spiked Vault, Ben now needs to determine the population of his Vault. Rolling on the Vault Population Table, he gets a result of 8: A Few Dozen. This helps him to determine the set-up of his Vault and allows him to work out a little more about the people there. Looking at his previous truths, he determines that the Dwellers, all physically stronger but a bit addled by chems, will have different views on family dynamics than

others, creating the *Four teams, no Families* and *Yearly Competitions* Truths.

These Truths help create a more filled-out view on the Vault, that these chem-dependent Dwellers with enhanced physiques are divided into one of four teams rather than families, and that those teams engage in yearly competitions—though what those are is yet to be determined.

STEP 3: REPUTATION

Before leaving the Vault, your character lived a life, and that life touched those who also call the Vault home (unless the ‘One, Including You’ result was rolled on the Vault Population Table). In this step, we will determine your character’s Reputation within their home Vault. Roll on the Reputation Table to determine your character’s Vault Reputation, adding the

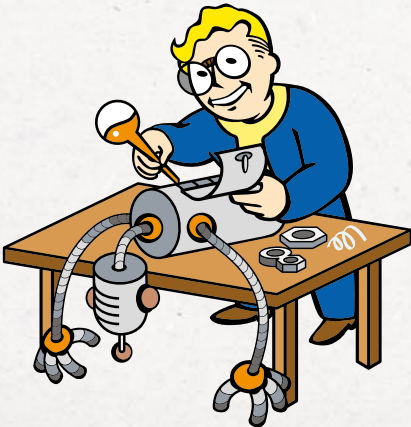
details to your Map Tab. After rolling, take a moment to think about what the event that caused this Reputation was and what it means for your character. You do not need to enter this onto your Pip-Boy Sheets, but it could be your first entry in your notepad or recorder—this step on your character’s journey may be the reason they left their home in the first place!

VAULT REPUTATION TABLE

D20	REPUTATION	DESCRIPTION	EVENT SUGGESTIONS
1-4	Hostile	You are despised by the inhabitants of the Vault. If they are not actively hunting you, they want nothing to do with you.	- I was framed for murder - I rebelled against the Vault experiment
5-8	Cautious	The Vault Dwellers have reason to mistrust you.	- I never fit into this society - I was not allowed to leave the Vault, so I disobeyed
9-12	Neutral	Either the Vault Dwellers here have mixed feelings on you, or you haven’t made much of an impression on them.	- I never stood out; that’s why I had to leave - I made a controversial decision
13-20	Friendly	You are on good terms with your former neighbours, and they are likely to help you in your endeavours.	- I saved the Vault from destruction - I left the Vault in order to help

What is Reputation?

In game, Reputation is used to quickly remind yourself how NPCs from a noted community will generally act toward you. By completing quests for a settlement, they may change their opinion toward you for the better! Conversely, damaging a settlement may negatively affect their opinion, making your character’s Reputation decline.



With your character's Reputation determined, you can now create your first NPC in Step 4, one linked to your character!

Character Creation Example: Vault Creation Step Three

Moving onto Step Three, Ben rolls on the Vault Reputation Table to see what his characters' fellow Vault Dwellers think of them. After rolling, he notes down result 2: Hostile; so now he knows that his Vault hates his character—but why?

He decides that in a Vault where competition is so important, an easy way of becoming disliked is to be accused of cheating, so he notes *I was accused of cheating in the yearly competition*. With that done, he moves on to Step 4.

STEP 4: LINKED NPCs

We all leave someone behind, and the same is true for your character. When they left their Vault, for whatever reason they chose to, they would have likely left people behind. Even characters who rolled the 'One, Including You' result on the Vault Population Table may have had friends, even if they've since been buried.

To represent these connections, roll four times on the **Vault Dweller NPC** table, and then write the name and additional details from those rolls into the Vault NPC section on your Data Tab. This NPC will be a representative of your character's Reputation in their home Vault, so it may be anything from a close friend, a disinterested neighbour, or even a violent rival.



VAULT DWELLER NPC

D20	NAME	APPEARANCE	PERSONALITY	VAULT POSITION
1	Silas	Lanky	Stoic	Youth
2	Marigold	Stocky	Cynical	Musician
3	Dorian	Gaunt	Charismatic	Engineer
4	Juno	Chiseled	Aloof	Stay-at-home parent
5	Rourke	Freckled	Hot-tempered	Troublemaker
6	Selene	Tall	Jovial	Hydroponics Specialist
7	Clive	Hollow-cheeked	Melancholic	Thief
8	Isabelle	Wiry	Ambitious	Medic
9	Harlan	Pale	Pragmatic	Cook
10	Sable	Broad-shouldered	Reckless	Radio operator
11	Mercer	Sun-kissed	Whimsical	Security
12	Ivy	Scarred	Conniving	Chemist
13	Ezra	Bearded	Compassionate	Sanitation Specialist
14	Cassius	Wrinkled	Gullible	Fitness Instructor
15	Lyra	Sallow	Pessimistic	Armorer
16	Orson	Piercing-eyed	Dutiful	Human Resources
17	Nova	Heavy set	Manipulative	Enforcer
18	Holden	Sharp-featured	Sarcastic	Therapist
19	Vesper	Muscular	Loyal	Computer Specialist
20	Magnus	Rosy-cheeked	Obsessive	Overseer

Once the character is generated, write down your first NPC in the Data Tab and move on to Step 5: Vault Number and Region.

Character Creation Example:
Vault Creation Step Four

After determining that his character was accused of cheating, Ben uses Step 4 to determine who accused them. He rolls a 5, 12, 18, and 17—creating a character called Rourke, a *Badly Scarred, Sarcastic* man who acts as a *Vault Enforcer*. Using this information, Ben records Rourke on the Map Tab, making a note to deepen the character.

"I badly injured Rourke during a competition one year. He's never forgiven me for that—it's why he's accused me of cheating!" Bringing more of the story forward before the game has even started!

STEP 5: VAULT NUMBER AND REGION

The final step in creating your starting Vault is to note its Vault Number, the numerical designation on the front door, and the back of every Vault Jumpsuit of its Dwellers.

The Vault Number can be any number between 1 and 122 (which is the currently understood number of Vaults at time of writing), though many numbers have already been applied to Vaults within the existing World of *Fallout* **Known Vaults**. At this stage, or in subsequent playthroughs of *Wasteland Wanderer*, you may even elect to play in one of the following Vaults, using the listed Truths and Region.

Known Vaults

These Truths do not align with those on the **Vault Experiment** or **Population** tables, instead showing how those tables can be used as a jumping off point for further exploration!

VAULT NUMBER	TRUTHS	REGION
3	<i>Control Vault, Overrun by Raiders</i>	Mojave Wasteland
8	<i>Control Vault, A seed for something bigger</i>	New California, Vault City
11	<i>False sacrifices, Lies of danger</i>	Mojave Wasteland
12	<i>Unsealed door, Ghoulish city</i>	New California, Necropolis
13	<i>Control Vault, Schism from fate</i>	New California
15	<i>Delayed opening, Birthplace of a future</i>	New California, Shady Sands
17	<i>Emptied by force, Mysteriously empty</i>	West Coast
19	<i>Split into 'blue' and 'red' factions, Misplaced hate</i>	Mojave Wasteland
21	<i>Under new management, Gambling solves everything</i>	Mojave Wasteland, The Strip
22	<i>Experimental Flora, Overrun by Spore Carriers</i>	Mojave Wasteland
29	<i>Full of snobs, Teenagers without guidance</i>	West Coast
34	<i>Overstocked armory, Abandoned to Rads</i>	Mojave Wasteland
51	<i>Overseen by AI, Finding the best—by any means</i>	Appalachia, The Forest
63	<i>Mad science experiment, Unfinished and Lost</i>	Appalachia, Ash Heap
75	<i>Why does it always end with eugenics?, Young Soldiers</i>	The Commonwealth, Malden Middle School
76	<i>Control Vault, Full of promise</i>	Appalachia, The Forest

KNOWN VAULTS (CONT'D...)

VAULT NUMBER	TRUTHS	REGION
77	One man, A lot of puppets	Unknown
79	Vault of gold, Secret service base	Appalachia, Savage Divide
81	Happy people, Abandoned and forgotten research facility	The Commonwealth, Boston
87	F.E.V. Test Site, Super Mutant home	Capital Wasteland
88	Test site for productivity-boosting tech, One driven woman	The Commonwealth, Quincy
92	Aggression experiments, Infested with bloat-flies and mirelurks	Capital Wasteland, Olney
94	Pascifist ideals, Killed to the last	Appalachia, The Mire
95	Chem addicts cleaned up, Free chems!	The Commonwealth
96	Wildlife Studies, Understaffed and overpressured	Appalachia, Savage Divide
101	Unlimited Overseer Authority, Isolationist society	Capital Wasteland
106	Chem-laced air, Maddened populous	Capital Wasteland
108	No leader-no-fun-lots-of-guns, GARY!	Capital Wasteland
111	Cryogenic Storage, Cold Tomb	The Commonwealth, Sanctuary Hills
112	Virtual reality prison, Tranquility Lane	Capital Wasteland, Smith Casey's Garage
114	Wealthy people made poor, Unfinished	The Commonwealth, Boston
118	10 Rich - 300 Poor, Robotic immortality	The Island, Cliff's Edge Hotel

Once you've chosen a Vault Number, select the Region from the **Region Table** and add that to your Map Tab, after which you have completed the first Stage of Character Creation and can move to Stage 2: **S.P.E.C.I.A.L.** Attributes (pg.61).

Character Creation Example: Vault Creation Step Five

In the final step of Vault Creation, Ben gives his Vault the number 113 and decides that it's set close to the Commonwealth, just on the wrong side of the Glowing Sea.

Vault Example: Vault 101

Experiment: Long Term Viability

Population: Insular Community

Reputation: Hostile

NPC: Butch DeLoria

Vault Number and Region: Vault 101 and the Capital Wasteland

Using this as a basis for the Vault, you decided that the Inhabitants in the Vault were fairly sane (as Vaults go), mainly focused on never allowing *any* residents to leave. You decided that perhaps your insistence on leaving the Vault has caused a rift between you and your former neighbours. In order to contrast this, you create the NPC Butch DeLoria, noting him down in the Data Tab.

You make a note of the elements that speak to you, then add the following truths to the location on your map:

Truths: *Unlimited Overseer Authority, Isolationist society*

STAGE 2: SET YOUR S.P.E.C.I.A.L. ATTRIBUTES

As we all know from the Vault-Tec reels, we are all S.P.E.C.I.A.L., and in this stage, we will determine exactly how S.P.E.C.I.A.L. your Vault Dweller is! By the end of this stage, you will assign points to each of your character's seven Attributes, which are Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck.

Each of these Attributes is ranked from 1-10; the higher the number, the greater the character's affinity with that Attribute. A character with a Strength of 10 will be known through the Wasteland for their incredible feats of brawn, whereas the only tales told about someone with a Strength of 1 will be about how they once got outwrestled by a Radroach.

ATTRIBUTE DISTRIBUTION

Before assigning any Attribute points, each Attribute starts with a value of 4. Note this, and then distribute 12 additional Attribute points, raising the selected scores as you see fit. No Attribute can be raised above a value of 10 at this stage.

Whether you favor balance over specialization or prefer to focus your character on a singular purpose, you can create any type of character you wish. A preassigned spread of points has been demonstrated here, so you can see what a **balanced**, **focused**, or **specialized** character may look like:

- **Balanced:** 6, 6, 6, 6, 6, 5, 5
- **Focused:** 8, 7, 6, 6, 5, 4, 4
- **Specialized:** 9, 8, 5, 5, 5, 4, 4

What makes you S.P.E.C.I.A.L.?

Each Attribute has its own usage, and here you will find a short description of each and why you may want to use it!

Strength (STR)

Strength measures a character's physical prowess. It is used by characters to make melee attacks, use Heavy Weapons, and exert themselves beyond their limits. Buy ranks in the Strength Attribute if you want to solve problems through brute force.

Perception (PER)

Perception influences how easily a character notices danger, how aware they are of their environment, and how it is used to make attacks with Energy weapons. Buy ranks in the Perception Attribute if you want your character to be an observant person and solve problems by studying your surroundings.

Endurance (END)

Endurance represents natural toughness and resilience. It influences how many Health Points a character has and how easy they find it to shrug off physical dangers. Buy ranks in the Endurance Attribute if you want your character to be hardy and resilient, and they push through problems rather than solve them.

Charisma (CHA)

Charisma influences how effectively a character can convince people of their opinions, change their minds, barter, and find safety among others. Buy ranks in the Charisma Attribute if you want your character to be persuasive and solve problems by talking their way out of them.

Intelligence (INT)

Intelligence measures a character's smarts, how able they are to apply their mind to an obstacle, and how much they remember and know from studying the world around them. Buy ranks in the Intelligence Attribute if you want your character to be cunning and clever and solve your problems by thinking through the most effective solution.

Agility (AGI)

Agility measures how fit and agile a character is, their balance, athleticism, and how precisely they can control their body. It is used to make ranged attacks with Small Guns. Buy ranks in the Agility Attribute if you want your character to be nimble and solve problems with accuracy and skill.

Luck (LCK)

Luck measures just how much fortune smiles on a character, how much random chance falls in their favor, and generally how often they come out on top against all the odds. Buy ranks in Luck if you always want your character to have the upper hand on their surroundings, avoid dangerous scenarios, and rarely be caught out.



Once you have decided how to spend your Attribute points, note them in the Attributes section of your Data Tab, and you're ready to move onto Stage 4: **Set your Skills**.



Character Creation

Example: Set your S.P.E.C.I.A.L. Attributes

With Ben's Vault created, he then moves to create the Vault Dweller, starting with the Attributes. Due to the Vault details he's determined, Ben decides to focus on the physical attributes of his character, as well as something to set them apart from the others in the Vault. Using his 12 points, he assigns them as such:

- Strength: 7
- Perception: 4
- Endurance: 8
- Charisma: 4
- Intelligence: 8
- Agility: 5
- Luck: 4

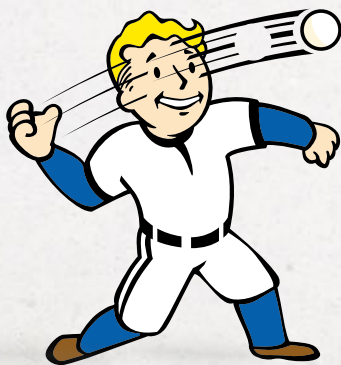
Once assigned, he moves on to the next stage to set his character's Skills.

STAGE 3: SET YOUR SKILLS

Before leaving their Vault, your character had developed a unique set of skills—either as part of their experiment, due to their job, or even just a hobby; now free to walk the Wasteland, they get to put those skills to the test in a completely new environment. In this stage, you will be either picking a Career Template to assign to your character, which will determine their Skills, or assigning them yourself.

Each Skill has a rank from 0-5; as with Attributes, the higher the number, the greater that character's affinity with the Skill. For example, a character with a Small Guns rating of 5 would be well known for their ability to shoot the wings off a bloatfly at 40 paces—whereas one with a rating of 0 may even struggle to understand how to load a pistol.

There are two methods to select your character's skills: selecting a Career Template by taking the G.O.A.T. or Assigning your Skills.



SKILL LIST

Each Skill in **Wasteland Wanderer** has a Governing Attribute that is usually used when making tests with that Skill. Even though this Attribute is most commonly paired with the Skill, there are many cases when you will find yourself needing to combine Skills with Attributes that are not the ones listed below.

SKILL	GOVERNING ATTRIBUTE	DETAIL
Athletics	STR	Lifting, pushing, pulling, jumping, running, and swimming.
Barter	CHA	Buying and selling.
Big Guns	STR	Using Heavy Weapons such as miniguns, the Fat Man, and gatling lasers.
Energy Weapons	PER	Using Energy Weapons such as laser guns and plasma guns.
Explosives	PER	Blowing things up or stopping them from doing that.
Lockpick	PER	Opening locks without the key.
Medicine	INT	Healing people and stabilizing the dying.
Melee Weapons	STR	Using Melee Weapons such as Bats, Clubs, Knives, Boards, Wrenches, and Sledgehammers.
Pilot	PER	Flying and driving. Note that, as standard, there aren't that many vehicles still working in the Wasteland!
Repair	INT	Fixing stuff, crafting things, and building machines.
Science	INT	Hacking, programming, and brewing chems.
Small Guns	AGI	Using Small Guns such as Pistols, Rifles, and Shotguns.
Sneak	AGI	Moving quietly and staying hidden.
Speech	CHA	Making friends, influencing people, and deceiving them if you have to.
Survival	END	Foraging, hunting, cooking, and enduring the Wastes.
Throwing	AGI	Launching Weapons from your hands, such as Grenades or Knives.
Unarmed	STR	Fighting without a Weapon by making unarmed attacks.

CAREER TEMPLATES

One of the two methods to determine your character’s Skills is to assign a Skill Template to them. To do so, roll on the **G.O.A.T. Table** and assign the list of noted Skills on your Data Tabs Skill section. You may also just pick one of the options that best suits your view of your character rather than roll on the table.

G.O.A.T. TABLE

D20	OCCUPATION	SKILLS
1	Youth	Athletics: 4
		Sneak: 1
		Speech: 2
		Survival: 2
		Throwing: 4
		Unarmed: 2
2	Musician	Athletics: 2
		Barter: 4
		Explosives: 2
		Lockpick: 1
		Melee WPN: 1
		Speech: 5
3	Engineer	Big Guns: 3
		Energy WPN: 2
		Explosives: 2
		Lockpick: 2
		Pilot: 2
		Repair: 4
4	Stay-at-home parent	Athletics: 2
		Barter: 4
		Repair: 1
		Sneak: 1
		Speech: 3
		Survival: 4
5	Troublemaker	Athletics: 2
		Lockpick: 3
		Melee WPN: 2
		Sneak: 2
		Throwing: 2
		Unarmed: 4
6	Hydroponics Specialist	Energy WPN: 2
		Medicine: 3
		Repair: 3
		Science: 4
		Survival: 3

D20	OCCUPATION	SKILLS
7	Thief	Athletics: 1
		Barter: 3
		Lockpick: 4
		Sneak: 4
		Survival: 2
		Throwing: 1
8	Medic	Energy WPN: 1
		Medicine: 4
		Melee WPN: 2
		Science: 3
		Speech: 2
		Survival: 3
9	Cook	Barter: 4
		Medicine: 3
		Melee WPN: 4
		Survival: 4
10	Radio operator	Barter: 3
		Explosives: 2
		Pilot: 2
		Repair: 2
		Science: 2
		Speech: 4
11	Security	Athletics: 4
		Energy WPN: 2
		Explosives: 2
		Melee WPN: 2
		Small Guns: 4
		Speech: 1
12	Chemist	Energy WPN: 2
		Explosives: 4
		Medicine: 1
		Science: 4
		Survival: 3
		Throwing: 1

G.O.A.T. TABLE (CONT'D...)

D20	OCCUPATION	SKILLS	
13	Sanitation Specialist	Lockpick:	3
		Melee WPN:	3
		Repair:	3
		Survival:	3
		Throwing:	3
14	Fitness instructor	Athletics:	4
		Medicine:	2
		Speech:	2
		Throwing:	4
		Unarmed:	3
15	Armorer	Big Guns:	2
		Energy WPN:	2
		Explosives:	3
		Pilot:	2
		Repair:	4
16	Human Resources	Small Guns:	2
		Barter:	4
		Lockpick:	3
		Medicine:	2
		Melee WPN:	1
		Pilot:	2
		Speech:	3

D20	OCCUPATION	SKILLS	
17	Enforcer	Athletics:	1
		Big Guns:	2
		Energy WPN:	2
		Medicine:	2
		Melee WPN:	3
18	Therapist	Small Guns:	3
		Throwing:	2
		Barter:	3
		Lockpick:	3
		Medicine:	3
19	Computer Specialist	Science:	2
		Speech:	4
		Energy WPN:	3
		Lockpick:	3
		Pilot:	3
20	Overseer	Repair:	2
		Science:	4
		Barter:	4
		Energy WPN:	2
		Medicine:	2
		Pilot:	3
		Speech:	4

After adding the Skill ranks from the table, you may distribute an additional number of Skill ranks equal to your **Intelligence**, adding them as you see fit. No skill may have more than 5 ranks at character creation.

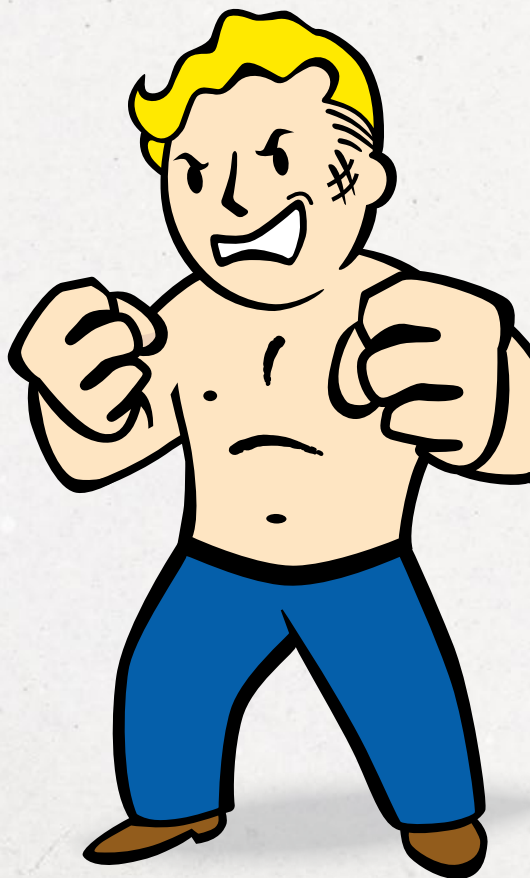
Once the additional points have been assigned, you select two skills to become Tag Skills; these are your character specializations, ones they may roll additional successes with via Critical Successes (Skill tests pg.82). Be sure to pick skills that will complement your character and that you intend to use regularly.



ASSIGN YOUR SKILLS

An alternative to selecting a Career Template is to Assign your own Skills. To do so, assign a total of 15 (+ your character's **Intelligence** attribute) Ranks across the available skills in an array of your choice, though no skill may be raised over 5 Ranks during character creation.

Once the Ranks have been assigned, select two skills to become Tag Skills.



Tag Skills

Tag Skills in the *Fallout* games are Skills important to your character that gain a small bonus during character creation. In *Wasteland Wanderer*, Tag Skills represent a similar mindset—with each Tag Skill representing a Skill your character has focused on developing. This manifests in *Wasteland Wanderer* by a Tag skill having an increased Critical Range, meaning you are more likely to roll multiple successes when making a Skill Test in that Skill.

Critical Range, Skill Tests, and Successes are discussed more in Chapter 4: How to Play (pg.106).

Character Creation Example: Set your Skills

Thanks to his character's relatively high Intelligence, Ben has 23 Skill ranks to distribute, which he spreads to further the mental image of his character as a tough but intelligent guy out to prove a point.

- Athletics: 3
- Medicine: 3
- Repair: 5
- Science: 3
- Survival: 4
- Unarmed: 5

His skill choices help to demonstrate his character more, focusing on a vision of a bare-knuckle boxer with a talent for mechanics. To further that, he picks his two Tags Skills, making them Unarmed and Repair, before moving on to the next stage.

Once you've assigned your characters Skills and selected their Tagged Skills, you're ready to move to the next step of character creation, Stage 4: **Calculate Health and Luck Points**.

STAGE 4: CALCULATE HEALTH AND LUCK POINTS

In the Wasteland, your physical well-being is as tied to luck as it is to any skills or knowledge you possess; you can be as prepared and trained as you like, but it means very little if you wander into a Deathclaw nest by accident. The same is true for your character in Wasteland Wanderer, and in this stage, we shall populate your Stats Tab with your character's **Level**, **Maximum Health Points**, and **Maximum Luck Points**.

LEVEL

In Wasteland Wanderer, your character begins play at Level 1; ensure that the Level section of your Stats Tab is marked to show this. You will increase your character's level during play.

MAXIMUM HEALTH POINTS

Your character's health points (HP) measure how tough they are and how much Damage it takes to knock them out or kill them. Their maximum Health Points are equal to $5 + \text{END}$. On your Stats Tab, write down your character's maximum HP above the HP Track (the series of boxes). This track represents your character's vitality and ability to take Damage (pg.96).

MAXIMUM LUCK POINTS

Luck points are a spendable resource distinct from your LCK Attribute that can be spent and regained throughout play. The maximum number of Luck points you can

have at any time is equal to half your LCK Attribute rounded up. On your Stats Tab, write down your character's maximum LCK Points above the Luck Track (the series of boxes). This track represents your character's remaining Luck (p.62). Once these above sections have been filled, you have completed this stage and can move to Stage 5: **Select Starting Equipment** (pg.69).

STAGE 5: SELECT STARTING EQUIPMENT

With your character's statistics now finished, we can determine the equipment they are carrying. A character's equipment is just as important as their skills; these are the tools they will rely on to not just complete their Quests but survive from day to day. It's a tough place out there, and those with only the clothes on their back and an old knife tend to not last long. To select your character's starting equipment, choose two Skills that have at least 3 ranks on your Stats Tab, and add the equipment listed in the **Skill Item Table** that is tied to those two Skills to your **Inventory Tab**. Then add two Supplies to your Supplies Track; once this is done, you move to Step 6: **Character Description** (pg.71).

Character Creation Example: Health and Luck Points

In a quick step, Ben notes down the level of his character (1) and his HP and Luck. For HP, he adds 5 to his Endurance of 9, totaling 14, and then halves his Luck of 4, giving him a Maximum Luck Points of 2. Clearly, his character is a healthy one, but not overtly lucky!

SKILL ITEM TABLE

SKILL	ITEMS RECEIVED
Athletics	x3 Buffout
Barter	x3 Vault-Tec Bobbleheads
Big Guns	A bulky Flamer
Energy Weapons	A shiny Laser Pistol
Explosives	x3 Molotov Cocktails
Lockpick	x6 Bobby Pins
Medicine	x3 Stimpaks
Melee Weapons	A personalised Baseball Bat
Pilot	x3 Fusion cores
Repair	A well-oiled Multi Tool
Science	A Inexplicably clean Lab Coat
Small Guns	A marked 10mm Pistol
Sneak	x3 Calmex
Speech	A well-cared-for set of Formal Clothing
Survival	A Radstag antler Hunting knife
Throwing	x3 Throwing knives
Unarmed	A set of tarnished Brass Knuckles



EQUIPMENT AND ENCUMBRANCE

Equipment represents physical items your character has and can be used when making tests (Skill Tests pg.82). Equipment listed with a quantity number (i.e., x3 Stimpaks) is used upon use, meaning that you have a limited supply. Equipment not marked in such a way (A Flamer) will last until it is damaged through a story event. Using equipment creatively is a key element to surviving the Wasteland.

If you're looking for a more realistic experience, restrict the amount of equipment your character can carry by using common sense, taking a look at what they are carrying, and imagining how they achieve that. Otherwise, you may prefer to stick to an abstract system where your inventory is mostly ignored until you use it. Either approach works, and it is up to you to decide how you want to handle encumbrance.

Character Creation Example: Starting Equipment

Thanks to the pre-selected Tag skills from the last stage (Repair and Unarmed), Ben writes down the linked items; a well-oiled Multi tool and a set of tarnished Brass Knuckles, giving his Vault Dweller what they will be starting their adventure with—who needs a gun anyway?

STAGE 6: CHARACTER DESCRIPTION

Now that you have built a clear view of where your character came from, what they can do, and what they're carrying—now it's time to nail down the final few details; what their name is, what they look like, and so on.

A series of questions has been presented below, each helping to give more details on who your character is. When answering a question, you can either do it in your head or write it down in your Journal (Journal pg.141).

- What is their name?

Example: Elias, Marlowe, Tessa, Jaxon, Delilah, Boone, Iris, Thorne, Cassidy, Gideon, Sawyer, Ramona, Flint, Odessa, Luther, Sable, Rex, Maeve, Tobias, Vex

- What do they look like?

Example: Redheaded, Balding, Freckled, Wrinkled, Scarred, Pale, Gaunt, Stocky, Lanky, Muscular, Wiry, Bearded, Sharp-featured

- How would others describe their personality?

Example: Optimistic, Suspicious, Cynical, Aloof, Hot-tempered, Jovial, Melancholic, Pragmatic, Reckless, Stoic, Whimsical, Compassionate, Pessimistic, Dutiful, Manipulative, Sarcastic

- What is their main motivation?

Example: Hope, Greed, Vengeance, Fear, Faith, Duty, Love, Spite, Honor, Curiosity, Discipline, Obsession

Character Creation

Example: Character Description

With the character creation steps finished, Ben opens up the journal he's dragged through the dirt outside to make it feel more "Fallout'y" and prepares to lock down a few more aspects of his character. Starting with a name, he writes down '*Nicholas Rose*' and begins to think about what they look like; imagining the Vault that Nick grew up in and the way they have been treated, he writes down '*Tall, muscular man, marked with scars, shaved head, and a full beard.*' Then, thinking about the personality, he believes Nick would be a '*Hot-tempered but honest and dutiful person*' acting out of a sense of '*duty, discipline and curiosity.*'

As he thinks on this, he writes in his character journal, outlining these core Truths about Nick, and once done, he has a solid grasp on who Nicholas Rose is, which will help in the next step—setting up his Main Quest.

each of these by the end of this stage, after which you will be ready to begin your story!

GOAL

The first step to creating a Main Quest is to create an overarching goal and write it onto your Data Tab. This Goal should be something that will take a lot of effort to accomplish—no one's interested in a story about fetching the milk! A Goal is the living heart of your character's journey; it's the main reason they left their Vault. Without this, the story would never have begun, so take your time considering it.

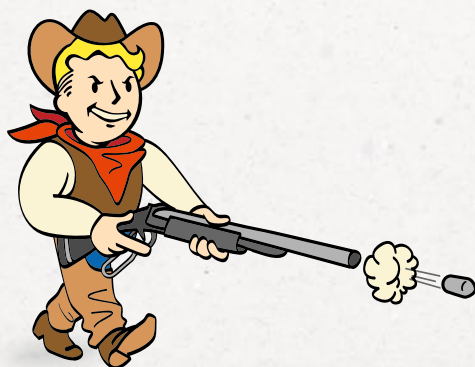
You can either come up with your own or generate a result from the **Goal Table**. Once you have decided on a goal, you should then take some time to consider why your character wants to achieve it, what drives you, and what you risk if this goal is not achieved?

Note down both your **Goal** in the Main Quest section of your Data Tab and any additional notes in the Main Quest Notes section. Once this is done, you generate your Blocker (pg.74).

STAGE 7: SET UP YOUR MAIN QUEST

Now that you know everything about your character, it's time to determine their reason for heading into the Wasteland, their Main Quest. The focus of your character's story will revolve around this Main Quest, their time in the Wasteland will be led by this, and the manner in which their lives will change because of it.

To generate a Main Quest, you need a **Goal**, a **Blocker**, and a **Location** where that Main Quest is situated, and you will generate



Goal Table

D20	GOAL	DESCRIPTION
1	Abandoned	To find my parent and find out why he abandoned me and left the Vault.
2	Water Shortage	To discover a source of clean water before my Vault dies of thirst.
3	Vengeance	To track down the Raiders who attacked my home and make them pay.
4	Missing People	To find out why people in my Vault are vanishing without a trace.
5	Mysterious Signal	To uncover the truth behind the mysterious radio signal broadcasting my name.
6	A Cure	To locate a pre-War scientist rumored to have a cure for radiation sickness.
7	The Ultimate Weapon	To retrieve a lost nuclear launch key before it falls into the wrong hands.
8	End the Slavers	To dismantle a ruthless slaver operation and free their captives.
9	Reunited	To reunite with my missing sibling, who vanished into the Wasteland years ago.
10	Peace	To broker peace between my Vault and another before war is declared.
11	Power Failure	To recover an experimental power core that could bring life back to the Vault.
12	Warmachine	To track down a rogue sentient program that has taken control of an abandoned military bunker.
13	Destabalised	To find out who assassinated the leader of my Vault and why.
14	Legend Hunter	To hunt a legendary mutant creature* terrorizing the region.
15	Heist	To organize the heist of a unique weapon from the Brotherhood of Steel's arsenal.
16	Find Paradise	To find the perhaps-mythical ruins of a lost pre-War utopia.
17	Expose the Enclave	To infiltrate a secret Enclave base and expose their plans for the Wasteland.
18	Find the Secret	To retrieve a long-lost journal that holds the secrets of my birth.
19	National Treasure	To steal an American national treasure that rightfully belongs to your Vault.
20	Cult Slayer	To stop a deranged cult from awakening something buried beneath the earth.

*If you roll this result, determine what creature you are hunting by consulting the [CREATURES] section (pg.189) and picking a threat that feels appropriate. Remember, the bigger the foe, the greater the story!

Character Creation Example: Main Quest Goal

With Nicholas Rose now a known quantity, Ben begins the process of creating his Main Quest, rolling on the Quest Table with a result of 14: **Legend Hunter**. With Nick's past of being accused of being a cheater in his Vault, Ben feels it makes perfect sense that the only way Nick can prove himself is to best some mythical Wasteland beast and return to the Vault with its head. By consulting the Creatures section, he makes the rather short-sighted decision that Nick is hunting an infamous Deathclaw, who he intends to beat with nothing more than his fists! With this in mind, he writes it all down in the Main Quest section of his Data tab.

Now that he has his suicidal Main Quest, he just needs to determine what stands in his way.

BLOCKER

Next, you must decide what the most important and immediate problem you face in completing your goal. Again, you can either choose a logical Blocker for your goal or roll on the **Blocker Table** for inspiration.

The Blocker is the thing stopping your character from achieving their goal, a significant threat or obstacle that actively acts as a stop point for your character. No story is complete without opposition, and every protagonist requires an antagonist—so when determining your Blocker, also think about why that Blocker exists and how it interacts with the goal itself.

Blockers will apply to different Goals in different ways; for example, rolling the **Politics** Blocker will be characterized vastly differently depending on the goal. Should the goal be **A Cure**, then perhaps the two Factions are arguing over how best to use it, whereas if the goal were **Destabilized** then



perhaps one of the Factions is responsible for the assassination—but both Settlements are blaming the other. Think about the implications of the Blocker and how it will best drive your narrative forward.

Once selected, note down your Blocker in the Main Quest Notes section of your Data Tab. After which, move to generate a **Blocker Location**.

BLOCKER TABLE

RESULT	BLOCKER	DESCRIPTION
1-2	Unknown Location	You don't know where you're going and will need additional information. You will need to find a map or a knowledgeable NPC to tell you where to look first. Skip the Blocker Location step (pg.77). Whenever you gain a reward from a Side Quest, you may replace the reward with the missing information and re-roll on this Table, re-rolling any additional rolls of 1 or 2. Replace this Blocker with the newly rolled one, and then generate a Blocker Location.
3-4	Guarded	Your goal is heavily guarded by a set of threats that will require eliminating, bypassing, or distracting. When you arrive at the Blocker Location, [GENERATE A FOE] (pg.189).
5-6	Restricted Area	Your goal lies in an area of the Wasteland that you are not allowed, such as a hostile settlement or a private area of a friendly location. Generate a Settlement (pg.112), owned by a generated [FACTION] (pg.217).
7-8	Locked Down	Your goal is hidden within a facility that requires either a Key, Passcode, or a Difficulty 4 Lockpick or Science Skill Test to open. Whenever you gain a reward from a Side Quest, you may replace the reward with the Key or Passcode for this Blocker.
9-10	Irradiated	Your goal lies within a heavily irradiated location you will need to protect yourself from in order to reach it. The Blocker Location gains the <i>Irradiated Truth</i> (Irradiated Locations pg.111).
11-12	Mobile	The goal moves often, and you will need to find out how to track it down. Each time you Travel to a Location that is not the Blocker Location, roll a d20. On any result of 5 or lower, the Blocker Location moves to an Adjacent Unexplored Location, which becomes the Blocker Location. How your goal moves is part of the story; think over what makes this interesting and devise a way your character could work to overcome it.

BLOCKER TABLE (CONT'D...)

RESULT	BLOCKER	DESCRIPTION
13-14	Cost	Completing this goal will come with some form of great personal cost to either you or a loved one. After rolling this Blocker, determine what that cost may be. For example, if your character's Goal is 'Power Failure,' perhaps the power core is in the care of a powerful Raider who will only trade it for one of your family. Or in the case of 'A Cure,' the cure is locked within a room so overwhelmingly radioactive that no amount of protection could save your character from dying in its retrieval. This Blocker either requires acceptance of the cost or clever thinking to find a way around it.
15-16	Hunted	There are those who would stop you from completing your goal. Generate a Foe (pg.189) who is constantly hounding your footsteps; the more dangerous the foe, the more thrilling the chase! Whenever you Travel, there is a chance your Hunter will arrive on your heels; roll a d20 each time you Travel. On the roll of a 19-20, your Hunter will appear during your next Encounter. Each time you Travel without meeting your Hunter, the range of this roll increases by 1 (e.g., from 19-20, to 18-20, then 17-20, and so on); if you meet your Hunter, though, the range resets to 19-20.
17-18	Politics	Your goal is at the centercenter of a political dispute between two rival settlements, a dispute that must be settled before you can move to reach it. When you determine your Blocker Location, generate two Settlements in directly adjacent locations, then generate two different Factions that are opposed to one another. Both Factions are militarized against one another to lay claim to your goal, and you must either side with one or deescalate both to claim the goal yourself. Doing anything else will inevitably turn both Factions against you.
19-20	Split	Your goal has been split between two locations, either actually physically broken apart or with something in one Location actively blocking the other. When you reach your Goal for the first time, you find half of your Goal (be that another clue to find your sibling, half a power core, or details of where the water may be) and generate a Side Quest (pg.194). The reward for this Side Quest will always be the Location of the other half of your Goal. Once you complete the Side Quest, generate another Blocker and Blocker Location in an Unexplored Location, which is now where the other half of your Goal resides.

Character Creation

Example: Quest Blocker

With the hunt for a Deathclaw in mind, Ben rolls on the Quest Blocker table to see what lies between Nick and his goal of out-punching a Deathclaw. After rolling, he has the result of 15: **Hunted**, so it appears that Nick is being chased down by another threat, even as he hunts for the Deathclaw. Immediately, Ben knows that the NPC Hunting Nick should be his Rival from the Vault, the man who accused him of cheating in the first place—Rourke, the NPC he generated way back in the Create a Vault Stage of character creation. So now that he knows that Rourke is on his back, he needs to see where Rourke and the Deathclaw are.

BLOCKER LOCATION

The final step in creating your Main Quest is determining where it is; this step is the simplest but by no means the least important. The Blocker Location dictates where your Goal is. And what you need to overcome to reach it. It also creates the baseline of your character's journey. Location is as important as the Blocker in Wasteland Wanderer, as most of *Fallout* focuses not just on the destination but on the journey there. If the Wasteland Wanderer had stumbled out of Vault 111 and then met their father in Megaton, there simply wouldn't have been much to that story. After all, it is called the hero's journey.

To determine the Blocker Location, roll a D20 until you get a result that matches the number associated with a Location on the outer edge of your Map; that Location then becomes your Blocker Location.

Note this Location down in the Main Quest Blocker Location section on your Data Tab, after which your character is completed and has all they need to take their first steps outside of the Vault!

Character Creation

Example: Blocker Location

To determine the Blocker Location, Ben rolls a d20 and gets a result of 10, which is a Location on the outer edge of his Map. With that done, he now has the Location of the Deathclaw he's hunting. Now, he just needs to get there, kill the thing and take it home. Should be easy...

With all of this information known, Ben has completed his Character Creation, and Nicholas Rose is ready to step into the Wasteland for the first time.

How do I Complete my Main Quest?

Each time you reach a Blocker Location during your gameplay, you will complete an Encounter (pg.116) tied to that Blocker; once that is completed, you will be able to make a **Clear Main Quest Blocker** (pg.125) Action, which will determine if you are able to attempt your final step, or if another Blocker has appeared in your way. Once no Blockers remain, you can attempt to finish your Main Quest and close out your story.

NEXT STEPS

The next section in this Chapter lists how to Advance your Vault Dweller as they move through their story and Level Up, which you may either read now or return to once you have gathered enough Experience to need to worry about this. Otherwise, you could either move to **How to Play** (pg.82) to learn the rules of how to play or to **Telling Your Story** (pg.106) to begin your journey.

"You seem well educated. What are you doing here?"—The Vault Dweller

ADVANCEMENT

During your character's story, they will gain Experience Points (XP) whenever they complete a Quest; XP is a way of showing the character's growth on their adventure—their ability to adapt and change as a person, increasing their likelihood of both survival and success.

Upon the completion of a Side Quest, your character will gain 1 XP, and at the end of a Main Quest, they will gain 3. This XP is then listed on your Data Tab and can be spent by taking the Level Up Action (pg.130).

Each time the Level Up Action is taken, you will be able to pick a new Perk (pg.150) your character meets the prerequisites for, which is then added to your Data Tab. From that moment on, your character gains the Perks bonus, becoming better for all the trials and tribulations the Wasteland has dolled out to them.

PREREQUISITES

Each Perk has a prerequisite, which is a requirement that the character must meet to be able to take the Perk in the first place. If your character does not meet the prerequisites, then they cannot take the Perk.

Advancement Example

Ben's Vault Dweller 'Nicholas Rose' has just finished a Side Quest, and he has decided that after a hard day, Nick is going to kick up his feet, pop a Nuka-Cola, and Level Up. Ben removes the 1XP he has gained from the Side Quest from his Data Tab and then has a look over the available Perks to decide what he will buy.

Nick has been in a lot of fights recently, and Ben wants to ensure that Nick lives to see the end of his Main Quest—so he has a look over the Perks and finds two that appeal to him; Adamantine Skeleton and Dodger, so he checks the prerequisites.

Adamantine Skeleton has a prerequisite of END 6, whereas Dodger has a prerequisite of AGL 6. Nick has an END of 9 and an AGL of 5; therefore, he doesn't meet the requirements of Dodger, but he does meet the requirements for Adamantine Skeleton. As he can only pick one of the two, Ben picks Adamantine Skeleton and writes it into the Perks Section of his Data Tab, and Nick leans back, sips on his Nuka-Cola, and feels like he's just that little bit more secure in the stability of his bones.





★ Chapter 4 ★

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HOW TO PLAY



When playing through your character's story in *Wasteland Wanderer*, you will be regularly making decisions that will set the pace of the narrative, what your character does, and how they do it. But no story is complete without risk or an element of chance and failure; that is where the Rules and Tests of *Wasteland Wanderer* come into play.

In this chapter, you will learn the mechanical structure of *Wasteland Wanderer*, how

to perform a Skill Test, the Boons and Complications System, Action Points, The Oracle, as well as both Luck and Health. Once you've read through this section, you'll be prepared to move to **Chapter 5: Telling Your Story**.

"Truth is... the game was rigged from the start." —Benny

SKILL TESTS

Most of the gameplay of *Wasteland Wanderer* is led by the decisions you make during **Encounters** and **Travel**. However, to determine the outcome of your decisions, you will often be asked to perform a **Skill Test**; but what is a Skill Test?

Simply put, a Skill Test is when you roll dice to determine if you succeed or fail in the action you are attempting to take. It is assumed that your character is competent enough to deal with most everyday tasks, such as walking down the road, taking a drink, or tying their shoes; however, some tasks are more dangerous and inherently have a risk tied to failure. When this is the case, you will need to make a Skill Test. The Skill Test will ask you to check your character's Attributes and Skills, determine how your character intends to try and overcome the problem in front of them, and then roll dice to determine how well, or poorly, it goes for them.

To make a Skill Test, you will need to perform a four-step process: **Determine your Goal**, **Determine your Solution**, **Determine your Obstacles**, and finally, the **Skill Test**.

DETERMINE YOUR GOAL

The first step of a Skill Test is determining what you're trying to accomplish and how difficult that would be. As mentioned above, in *Wasteland Wanderer*, we assume your character is competent enough to deal with any run-of-the-mill situation, but more complex tasks carry risk, and risk offers the opportunity to tell a more interesting story.

Whenever you are deciding what your character's current goal is, ask yourself the following questions:

- Are there any repercussions if I fail this action?
- Is my character in danger while undertaking this action?
- Is there a time constraint on this action?

If you answer **yes** to any of these, then you will need to perform a Skill Test to determine the outcome of your attempt to achieve the set goal.

Skill Test Example: Determine your Goal

Ben's Vault Dweller 'Nicholas Rose' has just left the Vault and is walking the Wasteland in search of his prey; a Legendary Deathclaw. However, before he has any chance of achieving that goal, he has to deal with a much simpler one, finding some water.

Currently, Nick is in the Wasteland, and Ben needs to Determine his Goal, which is to find a drink of water. So he asks himself the questions listed above—and answers accordingly.

- Are there any repercussions if I fail this action? - *Yes, Nick will become dehydrated.*
- Is my character in danger while undertaking this action? - *Not right now.*
- Is there a time constraint on this action? - *Yes, Nick will need to drink soon.*

With the questions answered, Ben has determined that he will need to make a Skill Test to solve this problem, so he moves to the next stage: **Determine your Solution.**

DETERMINE YOUR SOLUTION

Once you have determined your goal and that you'll need to perform a Skill Test, you need to determine a solution. A solution in Wasteland Wanderer is always determined by three Factors: your character's Attributes, Skills, and Equipment, deployed in a manner that will help achieve the set goal.

When determining these Factors, you have two options:

Pick a Path: Select an Action that matches your goal from those listed in Actions (pg.122)

Make Your Own: Select a Skill (pg.65) that would help you achieve that goal.

Once you've selected your option, you need to determine if your character has what they need to execute your solution. In many cases, all they will need is their own Skills and a 'can-do' attitude; occasionally, however, a specific tool will be required—can't shoot a Raider without a gun, after all. When determining your solution, check your Inventory and make sure you have a piece of gear that will allow you to achieve what you want; if you don't, then you can't attempt the test.

Once you have selected one option and confirmed you have the needed Gear, **Determine your Obstacles.**

Skill Test Example: *Determine your Solution*

With his goal of 'Finding Water' in mind, Ben must **Determine his Solution**; to do so, he looks at his two options, Picking a Path or Making his Own. Checking over the **Actions** available, he doesn't find one that best suits his needs (although Scavenge comes close!), so he elects to **Make his Own** and decides that the Survival Skill will probably be best suited to help Nick find something to drink. With that in mind, he moves to **Determine his Obstacles**.

"You will be faced with many challenges throughout your lifetime, and the most difficult of these will be dealing with your fellow man."—Cameron

DETERMINE YOUR OBSTACLES

The mechanical Obstacle in front of you when creating your Skill Test is the **Difficulty**—the number of Successes you will need to obtain during the Skill Test to complete your goal. Normally, all Skill Tests will be Difficulty 1 (meaning it requires 1 or more Successes to overcome), although some listed in Actions (pg.122) will have different starting difficulties.

However, additional Obstacles may increase the Difficulty of a test or even block those tests from being performed in the first place. When determining your goal, you will have already determined that there are likely small things standing in your character's way on their path to achieving their goal, be that danger, time, or something

entirely different. Things that stand between your character, and what they want are called Obstacles and are typically linked to the Location Truths in the area you are performing the Skill Test. These Obstacles could be any number of things, including but not limited to:

- **Dangerous Terrain** (A harsh climb, overheated sand, a radioactive river...)
- **Barriers** (A locked safe, building, forcefield...)
- **Inconveniences** (Hidden in a room, hungry character, unequipped...)

Each Obstacle in your way will alter the Difficulty of a test, increasing it by 1. Each Obstacle is treated as a **Negative Truth**.

Once each Obstacle has been determined, you can move to attempt **the Skill Test**.

Skill Test Example: *Determine your Obstacles*

Having decided to have Nick attempt a Survival Check to find some fresh drinking water, he quickly looks to see if there are any Obstacles. He starts by checking his Map Tab and the Location Truths of where Nick is located, which are *Wasteland* and *Barren*. The *Barren* Truth is an Obstacle in Nick's search for water—as there will be less to find—so the Difficulty of the test is increased by 1. Knowing this, Ben prepares to attempt **the Skill Test**.



THE SKILL TEST

Now that you know the Goal, Solution, and Obstacles, you can make the Skill Test! To make a skill Test, you gather up your two twenty-sided dice (2d20) and determine the **Target Number** you need to roll under on those dice to generate a Success.

A Target Number is determined in Wasteland Wanderer by the Skill you are using to complete the Skill Test and is equal to the character's Ranks of the Skill in question plus the value of the Governing Attribute. So a character with a Survival of 4 and an Endurance of 9 would have a Target Number of 13 when making a Survival Skill Test.

Target Number

$\text{Skill Rank (SR)} + \text{Governing Attribute Value (AV)} = \text{Target Number (TN)}.$

Once you have determined your Target Number, roll your 2d20; for each dice that shows a result equal to, or less than your Target Number, you gain one Success—if you gain Successes equal to, or greater than your Difficulty, you Pass the Test and achieve your goal! If you do not gain enough Successes, though, the Test is Failed, and you suffer the **Consequences** of that failure. Traditionally, simply not succeeding is consequence enough; however, in some situations, they may be greater.

If you Pass the Test and achieve your goal, the Skill Test ends, and your character does what they set out to do! They shoot the Raider, convince the barman to forget their tab, hack the computer, or otherwise move your story forward.

Skill Test Example: The Skill Test

Having determined the Obstacle for Nick's search for water, Ben picks up his 2d20 and prepares to make his Skill Test. As he established that using the Survival Skill was part of his solution, he checks his Target Number using Nick's Data Tab, whose Survival Skill Ranks are 4, and their Governing Attribute (Endurance) is 9—meaning that the Target Number for the test is 13. He established the Tests' difficulty in the Obstacles step, which only had 1 Obstacle, totaling a Difficulty 2 Test.

With all of the above information known, Ben rolls his 2d20, scoring a 4 and a 12—2 Successes, as both are below Nick's Target Number! This means that Nick has passed the Skill Test as a number of Successes equal to the difficulty were generated, so Ben then records in his Journal how Nick scours the Wasteland for a source of clean water.

When determining the amount of water he finds, Ben refers to the [QUANTITY] table in the Appendix (pg.167) to see how many Supplies he adds to Nick's Inventory Tab.

"You fought valiantly but to no avail. Your twisted and ruined body goes down in a hail of bullets and thus ends your life in the Wasteland."—**The Narrator**

CRITICAL SUCCESS, COMPLICATIONS, AND CONSEQUENCES

During a Skill Test, your roll can generate a **Critical Success** and a **Complication**—which are, in order, a way of generating additional Successes and a way in which your story becomes more complex.

A **Critical Success**, when rolled, generates two Successes rather than one. There are two ways in which you can generate a Critical Success, either by rolling a 1 on your d20 (otherwise referred to as a Natural 1) or by rolling under your Skill Rank when making a Skill Test when using a Tagged Skill (pg.68). You can only generate one Critical Success from any dice, so rolling a 1 on a Tagged Skill Test will still only generate one Critical Success, not two.

Critical Success

When rolling either a Natural 1 - OR - equal to or under your Skill Rank for a Tagged Skill Test, generate two Successes rather than one.

A **Complication**, however, is a narrative alteration to the situation that either makes the **Consequences** of the test worse or introduces a new problem even on a successful Skill Test. A Complication is generated when you roll a 20 on your d20 (otherwise referred to as a Natural 20) but does not affect the number of Successes generated on the roll.

A Complication, when generated, will introduce one of three potential effects to your scene.

- **A Blocker:** If the Test is Failed but can be attempted again, then the Complication creates a Blocker. Follow the guidance in **Skill Test Blockers** (pg.88) to create a Blocker that feels narratively appropriate for the situation.
 - *Example: Not only do you miss a shot with your combat rifle, but the magazine falls out and slips into a small crevice nearby. You need to pass a Small Guns Test of difficulty 1 to reload before you can use the gun again to reload under fire!*
- **A Greater Consequence:** If the Test is Failed but cannot be attempted again, then the Consequence becomes more severe; think about how a failed situation can be worse and adapt the scene appropriately.
 - *Example: In failing to hack a terminal, you set off a series of alarms across the NCR base you're infiltrating—it won't be long until security arrives!*
- **A Hiccup:** If the Test was Successful but a Complication was rolled, something goes minutely wrong with attaining your goal. This should still be problematic for the character, but not so that it undoes all of your hard work.
 - *Example: After successfully sprinting away from a Deathclaw using the Retreat Action, you realize that your pack was open the whole run and you lost a few pieces of gear in doing so—you reduce your supplies by 1.*

Complications should always act as an addition to the situation as a whole, not detract from it, and certainly not as a punishment—when dictating the Complication affecting your character, always ask the question, “What’s a way this could get slightly worse without ruining the fun?”

Skill Test Blocker

When you Create a Blocker as part of a Skill Test, you must determine what the Blocker is. Normally, this will be an impediment that wasn't immediately obvious when beginning the test, such as:

- A door that has an electronic deadlock after the lock was picked, meaning that the character must hack the electronic system...
- A Yao Guai drinking from the same water-hole you've been looking for...
- Sudden power loss turning out the lights in a room...
- A tripwire hidden among a food supply you notice just in time...

When this occurs, you will need to perform a separate Skill Test to overcome the Blocker before you can continue to your original goal. Follow the same steps as previously listed to determine the difficulty of the test and move through the stages as per usual, **Determine your Goal > Determine your Solution > Determine your Obstacles > the Skill Test**.

Once the Skill Test is overcome, the Blocker is removed, and you can continue with your original goal. Keep in mind, however, some Blockers may force your character into a fight, in which case you'll need to defeat your Foe to remove the Blocker instead—see **Combat** (pg.98).

Complication

When rolling a Natural 20, introduce a narrative Complication to the scene.

CONSEQUENCES

When you Fail a Skill Test, there are always Consequences. Failing to shoot a chem-frenzied Raider charging your way is likely going to have the Consequence of that Raider smacking you with a large piece of metal. Failing to barter for a lower price in Diamond City may end with you actually being charged more for goods just to teach you a lesson.

Consequences are what happens when your character Fails a Skill Test—the repercussions. As noted in the two examples above, Consequences are normally immediate pay-back for failing a course of action, often the removal of your goal or an inversion of it.

When starting the process of taking a Skill Test, you will normally already know what happens should you Fail; however, remember that this is a story, and no story should end because the hero failed to unlock a door that one time.

Failing forward is a common term in tabletop role-playing games, meaning that even when we fail, we should still advance the story in some way—be sure to ask yourself how that could affect any failures your character encounters. For example, Failing a Repair check to fix up an old Mr. Handy breaks the robot but allows the character to find the manufacturer's address on the inside of the chassis; now this failure has expanded into a potential Side Quest.

Sometimes, a Consequence will lead to the Skill Test being unable to be completed, meaning that there is no way to reattempt it; other times, this won't be the case.

Determine for yourself the narrative feeling of closing an avenue to yourself during play, whereas failing an explosives check to disarm a mini-nuke clumsily attached to an alarm clock could be catastrophic; having the timer merely half could be an exciting alternative.

PICK A PATH ACTION

When **Determining Your Solution** in a Skill Test, you may elect to use one of the prewritten Actions written in this book. If you do so, check over the list of Actions available on (pg.122).

These Actions are intended as quick ways of determining answers to common situations

and should be used as templates for making informed decisions on how to curate your own Skill Tests and Actions based on the **Make Your Own** Solution choice. There is no wrong way to prepare a Skill Test, and it will often fall to you to make a call on what feels the most narratively satisfying for your character's story.



Pick a Path Action Example - Find Supplies

1. GOAL NAME AND SUGGESTED DIFFICULTY:	
Find Supplies - Difficulty 1	
2. SOLUTIONS	
- Search for Supplies in the Wasteland: END (Survival) - Barter with locals: CHA (Barter)	
3. SUGGESTED MODIFIERS	
+ If the location is short on naturally occurring food or water + If the location is badly irradiated (Survival) + You have a bad reputation with the locals (Barter) - The location has an abundance of naturally occurring food or water - You have a good reputation with the locals (Barter) - You expend a Stack of Caps (Barter)	
4. SUCCESS	5. FAILURE
You obtain a [QUANTITY] (pg.167) of [SUPPLIES] (pg.172).	You obtain no Supplies. This test can be attempted again.
6. ADDITIONAL SUCCESS	7. POTENTIAL COMPLICATIONS
For each AP spent, generate 1 additional Supply.	1 of your Supplies is spoiled; reduce the number received by 1. - Your Supplies are coveted by another! Generate a [FOE] (pg.189) interested in getting ahold of your Supplies.

Each of these Actions is broken down into seven distinct data points:

- 1. Goal Name and Suggested Difficulty:** The intended goal of the Action and the suggested starting difficulty of the needed Skill Test.
- 2. Solutions:** Example solutions to choose from. These are only suggestions, and you can substitute alternatives you feel could also help achieve the goal.
- 3. Suggested Modifiers:** A list of common obstacles and aids to the solution. Some will have a bracketed skill attached, demonstrating a modifier that would only be prevalent if using the noted Skill as part of your solution.

- 4. Success:** What happens if the test is successful.
- 5. Failure:** The consequences of failure and if you could attempt the solution again.
- 6. Additional Success:** Additional rewards you can gain if you spend Action Points following a successful test.
- 7. Potential Complications:** A few example Complications that could occur if one is generated.

Each Action is listed in **Chapter 5: Telling Your Story** (pg.106).

ACTION POINTS

Action Points are an additional resource your character generates through Successful Skill Tests and Actions. Action Points are not a physical currency they can spend; instead, they are representative of adrenaline, extra effort, and the like, expended to gain benefits during and after Actions or Skill Tests.

GAINING ACTION POINTS

Whenever a character passes a Skill Test with more Successes than the test requires, they gain 1 Action Point. This is then added to the Action Point (AP) section on their Character Tab. No character can have more AP than their Agility Attribute.

EXPENDING ACTION POINTS

Once you have Action Points, you may expend them in one of two ways; to **Re-roll a Skill Dice** or to gain **Additional Success**.

- **Re-Roll a Skill Dice:** When making a Skill Test, after rolling your dice but before determining if you Succeed or Fail the Test, you may expend 1 AP to re-roll one dice in the test. Once a dice is re-rolled in this manner, it cannot be re-rolled again, and you must accept the second result.
- **Additional Success:** Upon a successful Skill Test, you may expend 1 AP to generate an Additional Success reward, which is extra benefits from the completion of the test. In Pick your Path Actions, there is always a list of example Additional Successes you can choose from, but when Creating your Own,

Additional Successes will traditionally be additional numeric benefits—e.g., Dealing more damage with a weapon, finding more loot, unearthing more information, and the like. If multiple Additional Successes are available, you may spend more AP to select multiple rewards, but each can only be chosen once.

"The truth is you lost an expensive piece of army-issue equipment. That suit is going to come out of your pay, and you will remain in this man's army until you are five hundred and ten years old, which is the number of years it will take for you to pay for a Mark II Powered Combat Armor you have lost!" —Arch Dornan



TRUTHS AND EQUIPMENT

The world of *Fallout* is filled with things that can make your life easier, harder, or simply end it all altogether, be that a new set of Power Armor, a missile heading in the wrong direction, or even the overwhelming nuclear fallout left by a war few even remember. In *Wasteland Wanderer*, most, if not all, of these things are represented by Truths.

We briefly discuss Truths in **Chapter 3: Creating your Character** (pg.50), but here, we will instead discuss the mechanical use of Truths when you engage in the moment-to-moment gameplay of *Wasteland Wanderer*.

Mechanically, a Truth helps represent a definitive fact in the world of your game.

Example: Using Truths in an Encounter

Ben's character, Nicholas Rose, has entered a **Help!** Encounter (pg.164) with a generated NPC and some Foes, which in this case are a Trader and two Raider Scavvers, all arguing over a locked safe on the road. It's likely that the Raiders will kill the Trader if they don't, so Ben decides that Nick will attempt to **De-escalate** the situation (pg.137). He decides that Nick will try to make some threats, intimidating the Raiders into backing off from the situation with a **STR (Speech)** Skill test, and checks Nick's Truths to see if anything might help. In his character description, Ben has listed that Nick has the Truths *Tall*, *Muscular*, and *Marked with scars*—Truths he believes would make intimidating the Raiders easier, so he reduces the difficulty of the upcoming Skill Test by 1.

For example, a Deathclaw with the Truth *Hungry* will always make actions to satiate their hunger, a location with the Truth *Irradiated* is going to be dangerous to enter, and a .44 Revolver with the Truth *Reliable* is likely to not misfire.

Equipment in *Wasteland Wanderer* fulfills a similar space; each piece of equipment your character carries is a Truth to them; your Inventory Tab acts as a correlating point for these Truths and demonstrates what they have access to when moving through their story.

In short, Truths tell us how something operates in the world.

In game, Truths come up most often to inform our decisions for our characters and to help us determine both Obstacles and Aids when making a Skill check.

For these purposes, they fulfill four different distinct effects:

- **They make something possible:** The fact that this Truth is present allows you to achieve a goal. For example, a character wanting to perform a *Small Guns* skill test will require a Gun! Another example would be a Yao Guai with the *Deaf and Blind* Truth would now be nice and easy to sneak by—something a Yao Guai without certainty wouldn't be.
- **They make something easier:** This Truth reduces the difficulty of a Skill Test linked to it by 1 (to a minimum of 0). For example, an *Expertly Crafted* set of Binoculars would make Survival tests using them easier due to the increased level of vision, or a *Pliable* Merchant would be easier to Barter with.

- **They make something impossible:** This Truth prevents an action from being taken, completely blocking a potential solution. For example, a *Reinforced Door* would be unable to be blown apart, no matter how many explosives are used, a *Broken Combat Shotgun* cannot be fired, and a Raider with a *Broken Leg* could not sprint after anyone.
- **They make something harder:** This Truth increases the difficulty of a Skill Test linked to it by 1 (to a maximum of 4). For example, a *Rusty Machete* doesn't

cut as well, a *Crumbling Building* offers less cover for someone hiding out from a Radstorm, and a *Sharp Eyed Brotherhood Paladin* is harder to Sneak past.

Use Truths to help guide your decision-making when possible and to aid in the formation of the narrative you are crafting with your *Wasteland Wanderer* story. Truths are an excellent framework for quickly determining the matter-of-fact states within an encounter, and when understood, allow for quick and natural choices.

THE ORACLE

Sometimes, it doesn't matter how well you've planned or how many roll tables you have access to; sometimes, an answer just doesn't present itself; when that happens, we turn to The Oracle. Rather than a mystic old woman who dabbles in far too much jet, the Oracle is a simple system of generating a yes/no answer to an otherwise difficult-to-answer question. In simplest terms, the Oracle is used when the answer is more important than the mechanical structure of how you obtain it.

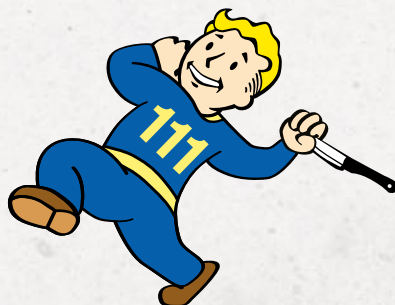
When you need to 'Ask the Oracle' a question, follow these five steps:

STEP 1: ASK YOUR QUESTION

First, ask yourself a simple yes/no question. You can ask all sorts of questions like "Will this barrel explode if I shoot it?", "What's the likelihood I get stopped by Raiders on my way to Diamond City?" or "Does getting hit by this deathclaw throw me across the room?". Once asked, move to...

STEP 2: DETERMINE HOW LIKELY IT IS

After asking the question, you need to determine whether you think the thing is **Likely**, **Unlikely**, or a **50/50 Chance**. Use your gut and choose based on what feels right; this process is all about feel, not statistics. If you want something to be extremely likely or unlikely, we suggest splitting the question up into two or more smaller questions.



STEP 3: ROLL FOR IT

After determining how likely the outcome is, consult the bullet points below and roll as directed, following the answer you're given by the Oracle.

- **50/50 Chance:** Roll 2d20 and note the lowest result; the answer to your question is 'No' on a result of 1-10 and 'Yes' on a result of 11-20.
- **Likely Chance:** Roll a d20; the answer to your question is 'No' on a result of 1-5 and 'Yes' on a result of 6-20.

- **Unlikely Chance:** Roll 2d20 and note the highest result; the answer to your question is 'No' on a result of 1-15 and 'Yes' on a result of 16-20.

STEP 4: INCORPORATE YOUR ANSWER

Having rolled your dice, you have a simple answer to your question and can continue with your story!



LUCK

Luck is a measure of your general fortune and works a little differently from your other Attributes. Luck, amongst other things, gives you access to a number of Luck points that can be used to change your fate. You start the game with a number of Luck points equal to half of your Luck Attribute.

When you use a Luck Point in one of the ways noted below, you reduce the number of Luck Points you have by 1. Each time you complete a Blocker on your Main Quest, you gain 2 Luck Points; each time you complete a Side Quest, you gain 1 Luck Point.

You may never have more Luck Points than your maximum or fewer Luck Points than 0.

USING LUCK POINTS

During play, you can use Luck Points in three ways, to **Cheat the Oracle**, **Play the Odds**, or **Trying your Luck**.

- **Cheat the Oracle:** Any time you 'Ask the Oracle' and would like to change the result, you may expend a Luck Point to re-roll one dice. You may only Cheat the Oracle once per question asked of it.
- **Play the Odds:** After rolling on any table, you may expend a Luck Point to increase or decrease the result of your roll by up to your Luck Attribute Rating.
- **Trying your Luck:** When you are about to make a Skill Test, you may instead expend a Luck Point to "Try your Luck," in which case, instead of determining your Target number normally, use your Luck Attribute as your Target Number. Rolling under your Target Number always results in a Critical Success in this way; however, rolling over it will always result in a Complication.

"Are you hurt? You don't look hurt. What do you need?"—Red

HEALTH

If you want your character to live a long and healthy life (a rarity in the Wasteland), then you will need to keep an eye on their Health Points. Health Points (HP) are a representation of your character's physical well-being, how much blood they have left in their body, and how many bones are broken/unbroken.

Over the course of your adventure, your character will inevitably lose and gain HP, representing your character taking and then healing wounds or other forms of

damage. HP is tracked on your Character Sheet and starts with a value of your character's **Endurance Attribute + 5**; this is both your character's Maximum Health and starting Health.

Throughout play, you will be instructed regularly to Gain or Lose HP; whenever you are, you will also be given a numeric value (For example, **Gain 2 HP**, or **Lose 2 HP**). When you do, adjust your Health Track accordingly, either marking down Lost HP or adding back any Gained HP.

Outside of being actively informed when to Gain or Lose HP, your character can also Lose HP when they take **Damage**.

DAMAGE

Characters will inevitably suffer Damage, which always equates to that character Losing HP equal to the Damage taken. More often than not, your character will take Damage when attacked by a Foe, suffer from a trap or hazard, or be exposed to **Radiation**.

When you are instructed to take Damage, you lose HP equal to the Damage value. The Endure Action (pg.126) will allow you to reduce the amount of Damage you take when in Combat (pg.98).

Example: Taking Damage

Following the example in **Using Truths in an Encounter**, Nick Rose failed his Speech check and found himself in a nasty fight. One of the Raiders, not willing to back away from their prize, pulled a Pipe Pistol and shot Nick—causing him to take 1 Damage. Accordingly, Ben reduces Nick's HP by 1, as Damage is always converted into Lost HP, and decides he knows which Raider is getting punched in the face first.

RADIATION DAMAGE

Sometimes, your character will not just suffer Damage; they will suffer Radiation Damage. Radiation Damage is a special kind of Damage that occurs when your character is exposed to radioactive materials, radiation-infused creatures, or other rad-laden threats.

Radiation Damage acts in a similar manner to normal Damage, converting into Lost HP as usual; however, in addition to this, each time a character suffers Radiation Damage, they also gain the Injury *Radiation Damage 1*. Each time they suffer additional Radiation Damage, the value of this Injury increases by 1.

While your character is suffering from this Injury, they reduce their Maximum HP by the Injury's Value. I.e., if a character has the *Radiation Damage 2* Injury, their Maximum HP is reduced by 2.

Like any other Injury, Radiation Damage can be treated (**Patch Up** pg.130), but often, only RadAway is of any use in the purging of Radiation—though if a more narratively fulfilling opportunity arises, it would make for an interesting story!

INJURIES

When your character Suffers enough Damage to be reduced to 0HP, they will also Suffer an **Injury**. Injuries are additional Truths that are applied to your character in some circumstances, like being reduced to 0 HP, although other situations may cause the same to happen.

Injuries are listed on your Character Tab and have no directly listed mechanics, instead being treated as a Truth that you must bear in mind while continuing your story in *Wasteland Wanderer*.

When you would suffer an Injury, grab 2d20 and roll for [INJURY]pg.217, declaring one dice as the location of the Injury and the second dice as the Injury itself. When rolling for the Injury, add one to your result for every point of Damage you Suffer beyond the amount needed to reduce you to 0. For example, if a character has 1 HP and Suffers 5 Damage, they would add 4 to their roll, as only 1 point of Damage would reduce them to 0, leaving 4 points left.

Some injuries are more severe than others and should have more severe effects. For example, a character who has suffered a *Destroyed Arm* will no longer be able to make use of a Big Gun or many other things. Meanwhile, a character suffering from a *Crushed Tooth* will just have a new smile—not even an uncommon one in the Wasteland.

However, some Injuries are so severe that they may bring your character close to **Death**.

DEATH

In *Wasteland Wanderer*, the death of your character is in your hands, to a degree. During your adventure, your character will likely gain multiple Injuries throughout

their time in the Wasteland, and each time they do, you will need to ask yourself the question, “*Would this kill them?*”

You are the only person who can answer this question, and if you struggle to, make use of The Oracle (pg.93). But a few guideposts for lethality would be asking yourself these additional questions:

- *In their current situation, would this Injury make it impossible for my character to survive?*
- *Does this Injury remove a core aspect of the character I enjoy playing?*
- *Would this be a narratively satisfying moment for my character to die?*
- *Has my character accrued so many Injuries that it would make no sense for them to survive?*

If your answer to any of these questions is Yes, then it may be time for this character’s story to come to an end. In which case, you will need to write their **Epilogue** (pg.142) and begin a new story—perhaps one linked to the first, where a new Vault Dweller emerges to try and find the remains of their predecessor?



Miraculous Escape

Sometimes, a situation where it makes sense for your character to die, but it is in no way a narratively satisfying moment for it to happen. In those cases, you may spend all of your Luck Points (you must spend at least 1)

to instead have a **Miraculous Escape**.

To do so, roll a d20 to [MIRACULOUS ESCAPE] (pg.218) when you would suffer a fatal Injury. Instead, you are knocked unconscious and awake in a new situation, as dictated by the description on the table.

COMBAT

Violence isn't just a promise in the Wasteland; it's a necessity. Your character is doomed to having to defend themselves eventually, be that against the smallest radroach or a bellowing Super Mutant Behemoth.

At times, you will find your character **In Danger** (pg.120); when this happens, they are either being attacked or about to be attacked. At this time, you will have multiple methods of dealing with the issue, but in this section, we will be discussing how to meet violence with violence; other options are listed later in this book (pg.122).

Oracle pg.93). The **Foe Stat Block** (pg.219) will state how a Foe acts, which once done, ends their Turn and allows you to take another Turn. Once all Foes have taken a Turn, then the highest Threat Foe will be the next to act, before following the same order as before.

Once every Foe is Defeated (or you die alone and afraid in the Wasteland, with nothing but the Rad-vultures to pick at your bones), the Combat ends, and your story continues.

"Enough words, then. Let our strength settle this."—Legate Lanius

COMBAT FLOW

Once you begin an **Encounter** (pg.116) where Combat is a factor, you will take Turns against your enemies, with you taking one Action at a time, then a Foe acting once, before you acting again; continuing in this manner until either all the Foes have been defeated, or you have.

Foes act in Threat Order (see **Foes** pg.100), with the Foe with the highest Threat acting first and then lower threat foes acting in a reductive order; if more than one Foe has the same Threat Value, then randomise which acts first with a d20 roll (or **Ask the**

YOUR TURN

When you take a Turn in Combat, you will be able to **Make an Action** and **Move**.

In Combat, **Movement** is abstracted rather than a hard and fast rule—so how you move is mostly up to you and should be treated as a Truth for the Combat itself.

For example, when a Combat starts, you decide according to the Encounter where your character is in relation to your enemies, be that *In Reach*, *Close*, *Medium*

Distance, Long Distance, or Extreme Distance. This is a fluid Truth and may differ from *Foe to Foe*, but normally it's easier to picture this in your mind as you describe your scene. When you *Move*, simply change that Truth by a step, i.e., from *Close* to *Reach*, or from *Long* to *Medium*.

You can always choose to not move if you'd like, perhaps stating that your character is

lining up their shot, or winding up for a particularly brutal swing with their *Super-Sledge*. An **Action** in *Combat* is always a Skill Test, following all the rules presented in Skill Tests (pg.82); meaning you may either **Pick a Path** or **Make your Own**. For ease, the **Oppose Action** (pg.138) is used to demonstrate making an attack in *Wasteland Wanderer*.

GOAL	
Oppose Foe - Difficulty X* When selecting a Foe to Oppose, the Difficulty of this Test is set to match their Threat Value.	
SOLUTIONS	
■ Use a Thrown Weapon: AGI (Throwing) ■ Use a Ranged Weapon: AGI (Small Guns) or PER (Energy Weapons) or END (Big Guns) ■ Use a Melee Weapon: STR (Melee Weapons) or STR (Unarmed)	
SUGGESTED MODIFIERS	
+ Your target is within <i>Reach</i> (Small Guns, Energy Weapons, Big Guns) + Your target is in cover or protected in some way + You are surrounded or outnumbered (Melee Weapons, Unarmed) - You don't <i>Move</i> this Turn to aim - You have an ally fighting with you - Your Foe is Injured	
SUCCESS	FAILURE
You Defeat the Target Foe.	Reduce the Threat of the Foe by 1, to a minimum of 1.
ADDITIONAL SUCCESS	POTENTIAL COMPLICATIONS
■ Reduce the Threat of one Foe Close to your Target by 1 (to a minimum of 1) ■ Gain a [COMBAT STATE]pg.166 ■ Choose which Foe acts next ■ If using an Explosive Weapon, Defeat X additional Foes with lower Threat than the original target, where X is the number of Action Points spent	■ A Foe gets a free Turn ■ Your weapon runs out of ammunition and needs to be reloaded next Turn ■ Your weapon breaks or gains a new negative Truth ■ A Foe gains a new [COMBAT STATE] pg.166

Using the *Oppose Action* is the core method by which you will use an *Action* to Defeat a Foe, and follows all of the same guidance set forth in Skill Tests for determining a Goal, Solution, Obstacles, and making the Skill Test.

To make the *Oppose Action*, you simply decide which Foe you wish for your character to try and Defeat, and follow the guidance of making a Skill Test. Once the Test is completed, if you have either made or summarily make your *Move*, you end your Turn and a Foe takes theirs.

Defeating a Foe

When you succeed on an Oppose Action, you will Defeat one or more Foes; a Defeated Foe is removed from Combat as no longer being a threat, after they have been

either beaten, bludgeoned, shot, or otherwise dealt with.

Once you have Defeated enough Foes to not be **In Danger**, you can [LOOT]pg.170 each Defeated Foe once.

FOES

A story is often only as good as its antagonist, and in *Wasteland Wanderer*, your Foes are your antagonists. During Combat, after each of your Actions, the Foe with the highest Threat will take a Turn. To determine what a Foe will do, we look at their Stat Block. Each Foe in *Wasteland Wanderer* has a Stat Block that informs you of

Who your Foe is (1), their Threat Value (2), their background (3), their Actions (4), and any Special Abilities (5).

"Mutants sure are hard to kill, huh? Thanks for the assist." —**Diamond City Security**



1.	NAME		
2.	THREAT VALUE		
3.	Background		
4.	ACTIONS		
5.	Special Abilities		

FOE ACTIONS

When you are **in Danger** or in Combat, after you have taken a Turn, one Foe will take their Turn. To do so, they take one of the Actions listed in their Stat Block, either an **Aggressive**, **Cautious**, or **Crafty** Action. To determine which is taken, you can either Roll a d20 and resolve the selected Action,

pick the most appropriate Action to match the story, or Ask the Oracle.

Should you choose to roll, and the result feels narratively incorrect, instead change the Action to the one that feels right. Remembering that the Foes you face will all have their own agendas and will try to fulfill them however they can.



Once you have decided which Action the Foe is taking, read through the Action and have the Foe do as it says. If the Action has an **-OR-** clause, pick the option that makes the most sense. If the Action has an **-AND-** clause, have the Foe complete the Action in the order presented, from top to bottom.

Once the Action has been completed, the Foe completes its Turn, and your character may Act again!

Example: Combat Turn

After taking a bullet, Nick Rose (Ben's character) turns on the two Raider Scavvers around the safe, clenching his fingers through his knuckle dusters; Combat has begun. In the first Turn, Ben decides to have Nick, who is within *Reach* of one of the Raiders, use the Oppose Action to try and punch that Raider unconscious.

Running through the Skill Test steps, he rolls a **Str (Unarmed)** Skill Test at Difficulty 2 against one of the Scavvers and succeeds, Defeating the Raider with a quick hay-maker to the side of the head. As he chose to not move, this ends Nick's Turn. As there is only one Foe left, Ben rolls a d20 for that Scavvers Action, rolling a 12, which causes the Scavver to take the Cautious Action of diving for cover to get away. Ben decides that the Scavver is a little afraid of Nick, having watched him nearly punch a friend's head clean off, which means the Action makes perfect sense.

With the Scavvers Action completed, it's Nick's Turn once more, leaving him to crack his knuckles and descend on a Raider about to have a really bad day.



COMBAT STATES

When entering a Combat with Foes, you will need to determine the **Combat State**. A combat state is a Truth linked to the Combat and its Location, rather than any one combatant.

When stating a Combat, you may either roll for a [COMBAT STATE]pg.166 or choose one from the table that is the most appropriate for the Encounter as it has been demonstrated so far. Many of the combat states listed are purely descriptive, while others represent things that could have specific effects—as always, use these tables as a baseline, rather than the exact description to follow.

“If I was the assassin, I’d be up on that ridge. Or if I didn’t care about escaping, maybe that near tower, or the landing pad behind us.”—Craig Boone

Some effects may allow you to change the combat state during Combat; if they do, remember that the states also represent positioning, unnoticed dangers, and even reinforcements, so don’t be afraid of writing in sudden and varied alterations in combat states to keep things interesting.







★ Chapter 5 ★

TELLING YOUR STORY

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TELLING YOUR STORY

Now that you have your character and an understanding of the Core rules of play for *Wasteland Wanderer*, it's time to begin! This

chapter covers all you need to know about playing a Round of *Wasteland Wanderer* and how to use that to tell your character's story.

WHAT IS A ROUND?

If you were to think of a full game of *Wasteland Wanderer* as a book, each Round would represent a chapter, a specific block of action and adventure that frames a step in your character's journey. A Round is broken down into four distinct Stages: **Travel**, **Encounter**, **Action**, and **Journaling**.

Travel—Page 108

Each Round begins with Travel to an adjacent Location on your Map Tab. If you are moving to an unexplored location, then you will generate the features of that location before you enter it and move to the Encounter step.

Encounter—Page 116

Once you reach your destination, something happens. An event beyond your control takes place and creates an interesting demonstration of Wasteland life before you continue your journey.

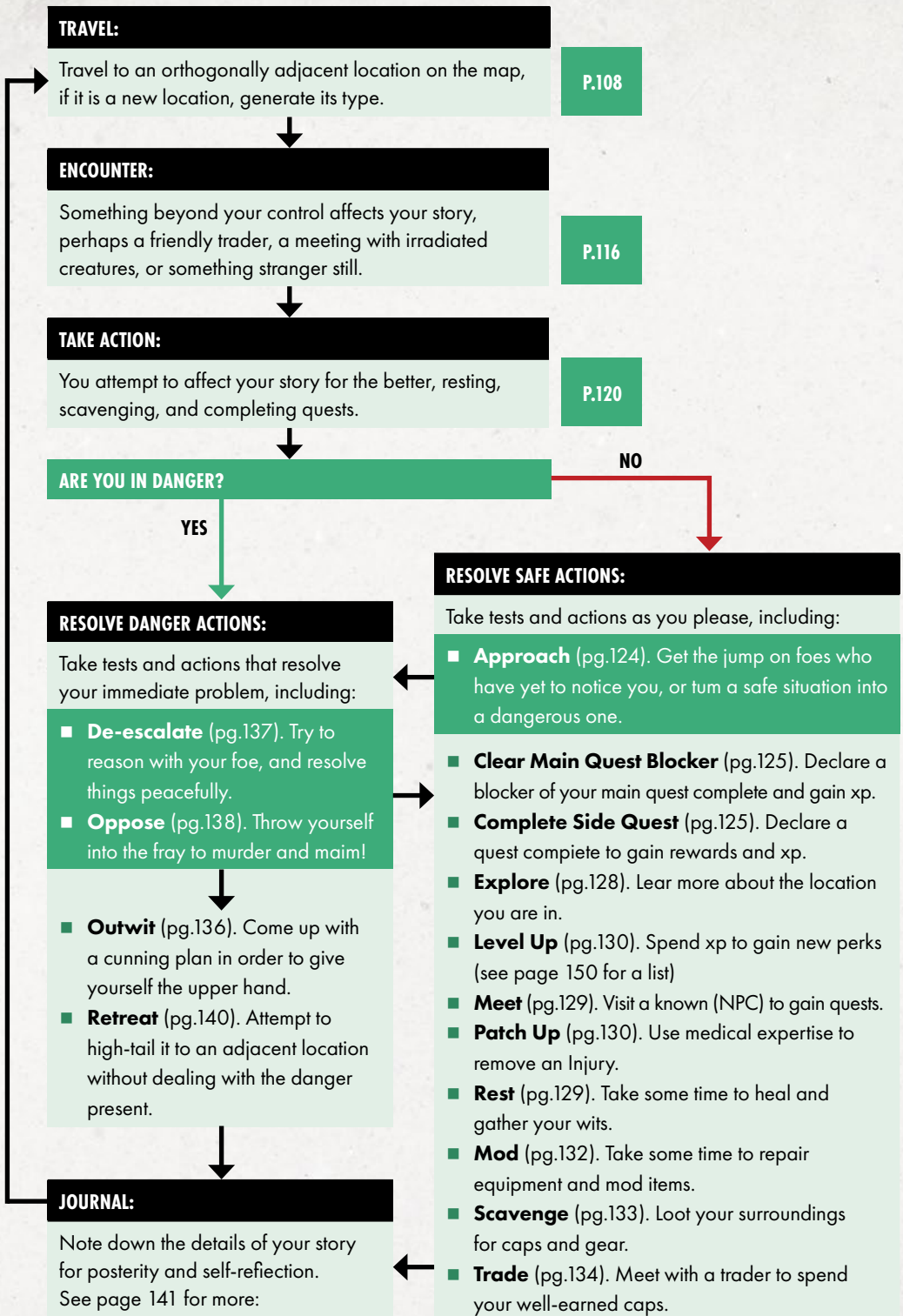
Action—Page 120

Starting with your Encounter above, you take Actions to move from the Encounter, and then undertake any additional actions you would like within your location to further your story.

Journal—Page 141

Before preparing to set off on the next leg of your journey, record this piece of your adventure and prepare for your next!





The near-endless roads of America are as much a part of it as the people who walk them. In the Wasteland, the only thing that has changed is the state of those roads. Every story in the *Fallout* series is a story about Travel, about the Vault Dweller venturing out to find a water chip, the Courier walking the Mojave to enter New Vegas; each time the journey was as, if not more important, than the destination. So, it's only right that in *Wasteland Wanderer*, you begin each round of play by putting dirt under your boots and walking the Wasteland.

The first step of a Round is the Travel step, where you pick your character's next destination on the Map, before determining what they find there, and encounter along the way. Travel is broken down into four Steps: **Pick a Location, Determine Inhabitants, Generate Icons and Truths**, and finally, **Flesh it Out**. If you are travelling to a new Location, you complete all three parts, but if you have travelled to a previously visited Location, you only need to complete the first.

At the beginning of your story, your character will have just left their Vault, meaning that they inhabit the same location as the Vault—which should be the central location on your Map Tab.

"Now come on. Let's hit the road."

—Piper Wright



Tracking your Location

When using your Map Tab, it's important to remember where your character is. At the start of your story, this will be easy, as there will only be a few locations where they could be, but as the tale goes on and the Map opens up, it will become harder. Therefore, it is recommended that you find a way of tracking that location that works best for you. A few methods could be:

- Write your current Location in your Journal.
- Note your current Location with an easily erased pencil mark.
- If your Map Tab is in a stable location, mark your Location with a token of some kind.

PICK A LOCATION

The first step of Travel is determining where you want to go. To do this, pick a Location adjacent to your current location on the Map Tab (diagonal locations are not adjacent) and determine if it's **Unexplored** or **Explored**. This process is as simple as checking your Map Tab and seeing if you have populated any information about that location yet; if the answer is no, the location is Unexplored, otherwise it is Explored.

- **Explored:** Spend 1 Supply to Travel; if you cannot, Lose 2HP. Then Travel to the selected Location and generate an Encounter (pg.116).

- **Unexplored:** Spend 1 Supply to Travel; if you cannot, Lose 2HP. Then Travel to the selected Location and Determine Inhabitants (pg.110).

When you are choosing a Location, you cannot elect to remain where you are

already; as there is no limit to the number of Actions you can take after an Encounter in a Location, you should not need to remain in one space.



Impassable Locations

Some locations are Impassable; these can be identified by the fact that they do not have a location number. You cannot enter these locations for any reason, though you may decide that you find a tunnel or similar, allowing you to pass through them—it's up to you!

If you are Traveling to an Explored Location, you now generate an Encounter. Otherwise, Progress to Determine Inhabitants.

DETERMINE INHABITANTS

When entering an Unexplored Location, there is no way to know if someone has already been here until you arrive. Whenever you Travel to an Unexplored Location, you will need to determine if that location is inhabited.

To do so, you roll a d20 to [GENERATE INHABITANTS]pg.159, which will determine if the area is an empty **Wasteland** or if it contains a **Settlement**.

- **Wasteland:** If a Wasteland is generated, note that in the Map Tab and then progress to **Generate Icons and Truths**.
- **Settlement:** If a **Settlement** is generated, note that in the Map Tab and then either select, or generate a [FACTION] pg.217 that is in control of that Settlement, then progress to **Generate Icon and Truths**.

Is Home even Home anymore?

For the purposes of determining if a Location is near a Settlement, your Starting Vault is not considered a Settlement.

GENERATE ICONS AND TRUTHS

No two places in the Wasteland are quite alike, that's as true in the *Fallout* games as it is in *Wasteland Wanderer*. Once you've determined if a location is inhabited, it's time to determine the Icons and Truths of that location and what marks it out from the other spaces in the Wasteland.

ICONS

Icons are landmarks, places within a location that are iconic in one way or another; the type of place that others would use to note the location apart from another one. For example, the space around *Tenpenny Tower* is relatively unimpressive; it's the enormous tower that singles it out. An Icon is a great starting-off point for listing interesting features about a new location, and it will massively warp how we distinguish a Wasteland location from a Settlement one. For example, a Wasteland locale with a farm at the center could be an eerie, upsetting sight as it lies barren and dead, whereas a farm within a lively settlement is a pleasant, welcome sight.

Once you've determined if a location is a Wasteland or a Settlement, roll a d20 to generate an [ICON]pg.159. Once you have, note the Icon in the Map Tab for this location and then generate a **Location Truth**.

LOCATION TRUTH

Once an Icon is generated, it's time to generate a Truth about the location; as mentioned earlier in this book, a Truth is a definable fact about the location you are creating, something that will affect everyone who travels or lives within it.

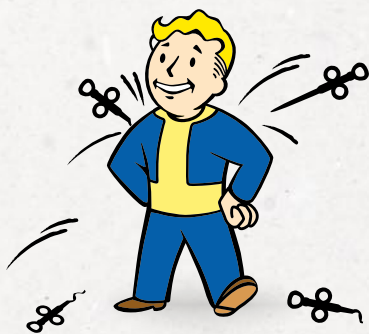
Depending on whether the location is a Wasteland or a Settlement, roll a d20 to:

- **Settlement:** [SETTLEMENT TRUTH] pg.161
- **Wasteland:** [WASTELAND TRUTH] pg.160

Once you have rolled to generate the Truth of this location, apply it to the Truths section of the location on your Map Tab. All that is left now is to **Flesh it Out**.

"Here, take a few radiation Chems, as my little way of saying, 'I'm sorry I twisted your DNA like a kitten with a ball of yarn.' "

—Moria Brown



Irradiated Locations

When generating a location Truth, there is a chance that you may end up with an *Irradiated* location. In *Fallout*, most of the Wasteland is irradiated in one way or another, but the *Irradiated* Truth here is more indicative of a location overburdened with Rads, like the *Glowing Sea* (*Fallout 4*) or the entrance to *Vault 87* (*Fallout 3*).

When operating in an *Irradiated* location, your character is near constant danger, which can be represented however you choose, but we advise the following method.

When in an *Irradiated* location, follow these rules:

- When **Traveling** into or out of an *Irradiated* location, suffer 1 Radiation Damage.
- When starting or finishing an Encounter within an *Irradiated* location, suffer 1 Radiation Damage.
- After completing any **Safe Actions** within an *Irradiated* location, suffer 1 Radiation Damage.

Items, Truths, or Perks that would allow your character to resist the effects of Radiation may allow your character to avoid this Damage; such as taking a dose of Rad-X will allow you to avoid suffering the Damage for an action, or wearing a Hazmat Suit allowing you to avoid it entirely.

How you interact with Radiation is up to you, but we advise approaching it with the same mentality as you would in any other *Fallout* game.

FLESH IT OUT

Having a baseline of information about a location, as well as an Icon and Truth is a wonderful way of giving any space a strong description; but the wealth of a story is in the details—so in this section, you will be able to add details to these locations, should you so choose.

You can, of course, add as much or as little as you would like, but the more you focus on bringing the world you're inhabiting through your character to life, the more rewarding you will find your time with *Wasteland Wanderer*.

Bringing out the details of a location can be as simple as asking yourself some questions about the area, and then answering those questions in your Journal or on the Map Tab. These questions often fall under two core categories:

What do you see?

What is left to see?

Both of these questions are relevant to both Settlements and Wasteland locations, but we will now look at how you can elaborate on them.

SETTLEMENTS

Settlements are often a welcome rest stop for exhausted travelers, but can also be dangerous compounds run by the most well-armed factions in the Wasteland. How Settlements present and what they feel like are as varied as the people who live there.

Before you work out anything else, however, you must first note your **Settlement Reputation**.

Settlement Reputation

What people think of you isn't always as important as you may think, unless those people are heavily armed Wasteland Dwellers. In *Wasteland Wanderer*, what a settlement thinks of your character is dictated by their Reputation within that Settlement. Each Settlement has its own view on your character, which should be listed in the Settlement Truths section for each Settlement.

When you first visit a Settlement, roll a d20 to generate [SETTLEMENT REPUTATION] pg.218. This represents the Settlement's initial view on your character and can be adapted as time goes forward by completing Side Quests for the people who call it home.

Building interesting Settlements is easy if you keep in mind the following questions:

What do you see?

When you first arrive, there are a number of things that you can answer about the Location in question. Think about how these answers differ from other places you have been and what the underlying reason might be.

- Are there any monuments visible from outside?
- What are the defenses like?
- How do people react to your arrival?
- Are there any requirements to enter?
- Is there anyone else arriving at the same time?
- What do the surroundings look like?

What is left to see?

You'll be able to discover more about the Settlement once you've been there a while. Pick a few of these questions to answer about each Settlement you visit, and always feel free to add in your own questions.

- How was the Settlement founded?
- Who is in charge, and how do they rule?
- Who are the most important people?
- What do people eat?
- Why is this Settlement here?
- What interesting groups call this place home?
- What are the dangers of living here?
- Does this place have any interesting holidays?
- What are the key events in this Settlement's history?
- What do the residents think about this place?
- What do others think about this place?
- What resources does this Settlement have access to?
- Are there any residents who are disliked by others?
- Are there any resident Ghouls or Robots?

Once you have answered a few of these questions, you should have a much stronger mental picture of what this Settlement looks like! Do not feel like you need an

answer to every question above before you can finalise your Settlement and move onto your Encounter, as you can always return to flesh out more about the Settlement as time progresses. When you're finished asking these questions, you only have one more to answer before moving to the **Encounter** (pg.116) step of your Round—what is the **Name** of your Settlement?

Using the Existing Locations of *Fallout*

You can always visit the bevy of locations found in *Fallout* rather than inventing your own. Visit Megaton to see the bomb, pop by the Valentine Detective Agency in Diamond City, or talk to the acolytes at the Cathedral.

There are no specific rules for using pre-existing locations in *Fallout*, so feel free to use any in-game map as a basis for your Map Tab, and travel around it as you see fit.



WASTELAND

The Wasteland is everywhere between Settlements. Just because it is (largely) wrecked and ruined, this doesn't mean that the Wasteland is devoid of life—some of it might just want to kill you.

Developing Wasteland Locations is easy if you keep in mind the following questions:

What do you see?

When you first arrive, there are a number of things that you can answer about the location in question. Think about how these answers differ from other places you have been and what the underlying reason might be.

- Are there any signs of people or creatures living here?
- If you had to defend yourself, what pieces of the nearby area would be useful?
- What was this place used for before the bombs dropped?
- Are there any signs of Pre-War America around, such as advertisements or vehicles?

- What do the surroundings look like?
- How big is the Location?

What is left to see?

You'll be able to discover more about the Location once you've been there a while. Pick a few of these questions to answer about each Location you visit, and always feel free to add in your own questions.

- What are the stories of the people who used this place before the bombs dropped?
- Did a Wasteland [FACTION]pg.217 use this Location at some point? Why?
- Could this Location work as a Settlement? Why?
- Is the loot here protected by something? What?
- Is there any graffiti that has been left on the walls? If so, what does it say?
- What interesting groups call this place home?
- What are the dangers of living here?



- Has an enterprising Wasteland storyteller left any gnomes or teddy bears in funny scenes?
- What Pre-War posters can still be found around the place?
- What do the residents of nearby Settlements think about this place?
- What clues can be found here for your Quests?
- What resources could be collected from here for use elsewhere?
- Is any of the Location inaccessible currently? Why?

END OF THE ROAD

Once you have finished fleshing out the details of your location, and all of those notes have been entered into your Map Tab and recorded in your Journal, it's time to see what was waiting for you at the end of that journey, and generate an **Encounter**.

"You've gotten a lot farther than you should have, but then you haven't met Frank Horrigan either. Your ride's over, mutie. Time to die." —**Frank Horrigan**

Example: Travel

Ben is preparing for his character's first step outside of the Vault and into the real Wasteland. So he begins his first Round of play by beginning the **Travel** Step.

To start, he selects a Location adjacent to his starting location, heading East into Location 12. He pays 1 Supply to begin Nick's Travel, and as he is moving into an Unexplored location, he rolls a d20 to **Determine Inhabitants**. Rolling a 2, Ben determines that Nick is heading into the wide-open Wasteland of Location 12, and notes that on his map tab.

Next, he rolls another d20 to **Generate an Icon** for this new location, rolling a 17 and determining that an abandoned Red-Rocket Gas Station lies within, and is the first thing Nick sees when entering the area. However, when he then rolls to **Determine the Location Truth**, he gets a 14, giving the area the *Festering Truth*. Something in that Gas Station isn't right, though right now, Nick has no idea what. He adds all this information to his Map Tab.

Before moving on to his Encounter, Ben asks himself a few questions about the location, writing them in his Journal:

What does Nick see? *He sees a large abandoned gas station, a skeleton of the old world splashed in red paint that stands out against the murky, soiled browns of the Wasteland around it. A thick smell hangs in the air, something like rotten eggs mixed with petroleum oil, used to cover up the smell of corpses. No one has chosen to come here in a long time—or hasn't been able to.*

What is left for Nick to see? *The numerous ruined cars still littering the place are full of potential scrap parts, as is the garage workshop hidden behind a sliding metal door, though it will need opening. As Nick approaches, he sees a place that could become a reliable place to work and sleep, if he can work out the source of the smell.*

With the area now **Fleshed Out**, Nick has arrived at his destination, and Ben prepares to see what awaits him now that he's here by preparing an **Encounter**.

ENCOUNTER

As much as *Fallout* is a story about the open Wasteland, it's also a story about those who call it home—the men, women, beasts, mutants, and other things stranger still that walk its expanse. When people meet for the first time in the Wasteland, it is rarely a dull experience. Often, bullets and blood are traded far more eagerly than words, but on occasion, caps and goods swap hands, and people part ways as something partly resembling friends.

Encounters are what bring a narrative step to your character's travels throughout the Wasteland, a randomized meeting or event that occurs once the character arrives at their destination. Encounters are often chance meetings, poor timing, and luck bringing one party in contact with another; other times, they are carefully planned interactions organized by whoever the character meets. Either way, an encounter is a rich opportunity to expand your narrative in an interesting way.

CREATING AN ENCOUNTER

Generating an Encounter is a quick process intended to give you the groundwork to expand on and decide your own reasons for the Encounter occurring.

To generate an Encounter, do one of the following:

- If you are in a **Settlement**, roll a d20 to generate a [SETTLEMENT ENCOUNTER]pg.162
- If you are in the **Wasteland**, roll a d20 to generate a [WASTELAND ENCOUNTER] pg.164

Some results will ask you to generate NPCs, Items, or other things, whereas other results will only give a description of what you will encounter, but all will come with a single question. This question is the jumping-off point for your storytelling, so once you've rolled up the Encounter, note it in the Journal and answer the question posed before you move to the next step and **Take Action**.

Blocker Encounters

Throughout your adventure, you will be aiming to complete your *Main Quest*, a goal that will require you to travel to Blocker Locations. When you do so, you will need to check your Blocker Table and remind yourself of what your Blocker is. Some Blockers will specifically tell you what to do when you arrive at the Location; others will not. When they don't, use your initiative when generating your Encounter to tie the two together; or rather than rolling to generate, select the choices that best match the Blocker you're facing.



Example: Creating an Encounter

In the last example, Nick Rose arrived at a foul-smelling Red-Rocket Garage deep in the Wasteland, and was already setting plans in his head about reworking the beat-up old joint into a new workshop; however, the Wasteland is never so eager to just hand things out. After finishing the Travel step, Ben grabs a d20 and prepares to create an Encounter, which he knows will be a Wasteland Encounter due to his Location.

Rolling a d20, he gets a result of 18, a **Musician** encounter! He notes down in his Journal that as Nick approaches the Red-Rocket, amidst the reek of rot, he hears the faint sounds of an old man crooning over the strum of a guitar emanating from inside. It seems that he's not the only one who saw potential here...

With that noted, Ben checks the suggested question in the result, and answers that "The man has no cap; there's no one else here. And the sounds fill Nick with a new sense of hope, to hear such music in such a desolate place."

GENERATING FOES AND NPCs

A lot of Encounters begin with your character meeting someone—a Raider, trader, or, as in the above example, a musician. When this happens, you will need to **Generate an NPC** or **Foe**. Both are simple processes that will introduce a new (and potentially dangerous) face into your story.

Both character types require rolling on a number of generation tables, but where you record this information and how you continue differs depending on the character type, which are listed in the appropriately named sections.

NPCS

When meeting an NPC, you should first decide whether you have met them before. If you decide that the information already presented by the Encounter means it makes sense for you to know them, then take a look at your Data Tab and choose an appropriate NPC to be here waiting for you.

Otherwise, you will need to generate a new NPC! To do so, you pick up 2d20 and [GENERATE NPC]pg.177.

Unlike many Generation rolls, an NPC generation takes several rolls on a variety of tables to pull together who the character is. It's recommended that, as you move through the tables, you record each roll in your Journal to make notes on who this character will be, which will start helping you determine their place in your story.

Once you have generated each of these, you will have created the NPC your character will be meeting, so all that remains is to add them to your Data Tab. To do so, note down the NPC's name, Truth, and Location in one of the NPC slots available; once this is completed, the NPC is finished!

Upon meeting a brand new NPC for the first time, your character **Gains 1XP**.

You may use this NPC throughout your adventure, adding more Truths to them each time you use the Meet Action (pg.129) to visit them.

FOES

Foes are regularly generated throughout *Wasteland Wanderer*, most commonly as part of an Encounter. To generate a Foe, grab a d20 and [GENERATE FOE]pg.189.

Unlike NPCs, Foes are generated in two steps: determining the **Foe Type** and then what the Foe (or Foes) are. This is done by rolling on the Foe Type table first, and then rolling on the indicated type table to determine who your Foes are—and what they're doing.

Once you have rolled on both, you have the basis of your Encounter and you can use your better judgement to determine the spacing of the Encounter—i.e., how far away you are from the foes, do they know you're there, etc. If neither the Encounter nor Foe description gave a clear enough description of the layout of the Encounter, remember you can generate a [COMBAT STATE]pg.166 to determine this for you.

Once you have generated your Foes and are aware of the layout of the Encounter before moving ahead, you need only determine if you are **in Danger**.



Example: Creating a Foe Encounter

In the last example, Nick Rose discovered there was a Musician living in the ruins of an old Red-Rocket garage—someone he had every intention of having a lovely chat with. However, what would have happened if Ben had generated a Foe instead?

In this example, let's imagine Ben had rolled a 6, a **Foe** Encounter instead. This means he must now Generate a Foe, so he begins by determining the Foe Type and rolls a 9, determining his Foes as **Feral Ghouls**. Knowing this, he moves to the **Feral Ghoul Generation Table**, rolls a 13, and reads the result.

Now, instead of a potentially lovely conversation with a musician, Nick hears no music, only the low rasping breath of a **Glowing One** inside the building. Closing toward it, he can see the creature is leaning in to stare at a cracked terminal screen, its face pressed against the broken glass. The Ghoul has no idea he's here yet, as the description suggests its focus is elsewhere. It also gives a clear idea that the Ghoul is likely inside, meaning that Ben doesn't need to generate a Combat State, as the setup of the Encounter is fairly straightforward.

DANGEROUS NPCs

Sometimes, over the course of your travels, your character may come across a hostile NPC, or even just an NPC on the road with enough reason to distrust your character that they could be considered a potential threat. When this happens, you will need to create a **Dangerous NPC**. Dangerous NPCs differ from Foes in that they often do not cleanly fit into any of the aforementioned

Foe Types, and are more likely to be characters who may have a significant impact on your story. In short, Dangerous NPCs pg.185 are potential crux points for your narrative, characters that may change the direction of your story in a way that a Foe may not.

When called to create a Dangerous NPC, follow all the normal steps to [GENERATE NPC]pg.177. Once you have done so, you can use the [DANGEROUS NPC]pg.185 tables to modify the character and generate them a Stat Block.

Once that has been completed, the NPC can still be interacted with as any other NPC; however, should you ever alter your Reputation with that character (or their Faction) to Hostile, or take a hostile action against them—you will become **in Danger** (pg.120) and they will be treated as any other Foe in regards to Actions and Combat.

Multiple Dangerous NPCs

In some Encounters, you may be asked to generate Dangerous NPCs, rather than create one from the natural progression of your story. When this happens, you roll for [DANGEROUS NPC GROUP]pg.188, which will generate the number of NPCs and what they're actively doing.

From there, create a single Stat Block using the [DANGEROUS NPC]pg.185 to represent each member. If you wish, you may then [GENERATE NPC]pg.177 for as many of the groups as you choose, though their Faction should match that generated during the Dangerous NPC Group process. This will allow you to add as much, or as little characterization to the group as you wish, depending on how you want the Encounter to appear within your story.



PREPARING TO TAKE ACTION

Once you have finished creating your Encounter, generating any and all NPCs and/or Foes, you're ready to do something about the situation and **Take Action**. In the next step, you will engage with the Encounter, and whatever comes afterwards.

"Hey, c'mon, we're not going to learn anything if you don't get out there and make like a Raider."—Rose

TAKE ACTION

Taking Action is what gives us the onus in our stories, the ability to dictate how we act and therefore how we interact with situations beyond our control. In this stage of the Round, you will direct your character to Take Action in the Encounter and then decide what they will be in the Location afterwards.

Once you have generated both your Encounter and any NPCs or Foes present within it, it's time to decide how your character will interact with it. However, how they will interact depends on whether the Encounter will put them **in Danger** or not.

In the Take Action stage, your character is looking to resolve the Encounter that you generated in the previous stage. This is a mostly self-led experience, with you determining what Action your character takes and using the results of those Actions to weave the next stage of the story.

When an Encounter begins, you should have a clear Goal you are trying to achieve, like 'Trade with the Trader', 'Survive the Raider ambush', or 'Make friends with the stranger'. Once you have achieved or failed at that goal through the use of Actions, you will know to finish the Encounter itself.

1. **Determine Danger**—In this Step, you determine if the Encounter is Dangerous at its onset.
2. **Complete the Encounter**: In this Step, you take Actions to try and Complete the Encounter.
3. **Take Additional Actions**: In this Step, after completing the Encounter, you make any additional Actions you would like to take in the Location.
4. **Complete Stage**: In this Step, you finish the Take Action Stage and prepare to Journal.

Take Action Example: Set Up

As covered in an earlier Example, Ben's Wasteland Wanderer character Nick Rose has come across a Glowing One in an abandoned Red Rocket Gas Station; this forms the opening of his Encounter—with Nick outside of the building looking in to see the Glowing One inside. From the setup, Ben determines that his main aim for this Encounter is to remove the Glowing One as a threat.

TAKE ACTION FLOW

The Take Action stage is the most freeform portion of a Round, where you aim to finish your Encounter, take any other Actions you wish to take in the location, and then finish the stage; this is broken down into four steps:

DETERMINE DANGER

The Wasteland is an inherently dangerous place; between the radiation, raiders, and radscorpions, it's difficult to find anywhere that could even remotely be considered "safe." In *Wasteland Wanderer*, however, we use the term Danger, to represent when the decisions you are making could actively

cause your character to enter Combat, or otherwise cause them to suffer Damage.

To determine if your character is in Danger, ask the following questions:

- Did the Encounter rolled imply Danger or threat?
- Does the location I am in have a Truth that implies immediate Danger or threat?
- Does the location I am in have a Blocker or Quest that implies immediate Danger or Threat?

If the answer to all of these questions is 'No', then your character is not considered to be in Danger at the start of the Encounter and may therefore make **Safe Actions** (pg.122). However, if the answer to any of those questions is Yes, then the character is in active Danger, and may only make Dangerous Actions; instead, they will only be able to take actions that will remove the threat from the situation or otherwise make the Encounter Safe.

Take Action Example: Determine Danger

Looking at the situation from the previous example, Ben determines that right now the Encounter is Safe as the only threat (the Glowing One) is inside a building and unaware of Nick, so he could perform any number of Safe actions he chooses to try and remove the threat.

However, he knows that going inside the building would make the situation Dangerous, and that any complications rolled during Safe Actions may lead to the Ghoul becoming aware and leaving the building, also making the situation Dangerous.

What is Dangerous?

The determination of being in Danger or not is mostly up to you as you play through *Wasteland Wanderer*, and it can often be a case of gut feelings over a hard and fast rule. In short, being in Danger means that every time you make an Action, there is a chance of an immediate and potentially dangerous consequence.

For example, being locked in a room with a Feral Ghoul that doesn't know you're there is a Dangerous Encounter, because there is a chance with everything you do that the Ghoul may become aware of you and attack. Whereas being outside of that room and able to look through a reinforced window to see that Ghoul would not be considered Dangerous as it cannot directly affect you.

Remember that how an Encounter starts may not be how it continues. In the same example as above, the Encounter remains Safe until you elect to open the door to the room containing the Ghoul, at which point it becomes Dangerous. Though if you were to then defeat that Ghoul, the situation once more becomes Safe.

COMPLETE THE ENCOUNTER

In this step, you make whatever Actions you feel will help you overcome and complete the Encounter that you've generated. Depending on the Encounter itself, there could be any number of variances in how to achieve this, but regardless of the method itself, it will be undertaken by completing a set of Safe or Dangerous Actions.

SAFE AND DANGEROUS ACTIONS

When making Actions as part of an Encounter, your **Pick a Path** Action choices are split between Safe and Dangerous Actions, which dictate when they can be used.

- **Safe Actions** can be used without putting yourself at immediate risk of taking Damage. Mostly, these Actions are resolved around resting, exploring, investigation, and meeting friendly NCPS.
- **Dangerous Actions** are used to try and get you out of a Dangerous Encounter and hold inherent risk of leading to Damage if failed.

You cannot use Safe Actions while in Danger, but you can use Dangerous Actions while Safe, though doing so will often make the Encounter Dangerous. When in a Dangerous Encounter, it will only become Safe once you have taken Actions that would render it safe, either by removing whatever threat is present or leaving the Location.

Make Your Own Actions

As the **Make Your Own Path** Skill Tests are more freeform than the **Pick a Path** Actions, it's impossible in this book to determine the variance of every possible interaction of Skill Tests; therefore, it is advisable to use your best judgment when deciding if a Skill Test is Safe or Dangerous.

Safe Actions

- **Approach (pg.124)**: Put yourself into a Dangerous situation on purpose, or get the jump on foes who have yet to notice you, or turn a Safe situation into a Dangerous one.

- **Clear Main Quest Blocker (pg.125)**: Declare a Blocker of your Main Quest is complete. Gain XP.
- **Complete Side Quest (pg.125)**: Declare a Side Quest is complete. Gain Rewards and XP.
- **Explore (pg.128)**: Learn more about the Location you are in.
- **Find Supplies (pg.131)**: Hunt for or purchase Supplies to keep you fed during your travels.
- **Level Up (pg.130)**: Spend XP to gain new Perks.
- **Meet (pg.129)**: Visit a known NPC to gain Quests, improve your Relationship, and catch up with the local news.
- **Patch Up (pg.130)**: Use Chems and your Medicine Skill to remove Injuries.
- **Rest (pg.129)**: Take some time to Heal and gather your wits.
- **Mod (pg.132)**: Take some time to Repair equipment and Mod items.
- **Scavenge (pg.133)**: Loot your surroundings for Caps and Gear.
- **Trade (pg.134)**: Meet with a trader to spend your well-earned caps. Usually, this can only be done in settlements.

Dangerous Actions

- **De-escalate (pg.137)**: Try to reason with your Foe, and resolve things peacefully.
- **Oppose (pg.138)**: Try to use force to defeat your Foe.
- **Outwit (pg.136)**: Try to use cunning to defeat your Foe.
- **Retreat (pg.140)**: Try to escape the Location and end the Encounter.

ACTIONS IN DETAIL

In this section, we outline the various **Pick a Path** Actions available to you during the Take Action Stage. Refer to **Skill Tests** (pg.82) for details on how Actions function if you need a refresher at any point.



APPROACH

Safe Action

“Throw yourself into danger, sometimes the direct route is the best route.”

To take this Action, you must be Safe, and there must be a Foe in your Location.

GOAL	
APPROACH—Difficulty 1	
SOLUTIONS	
Sneak up on the threat: AGI (Sneak) Greet the threat: CHA (Speech) Distract a Creature: END (Survival)	
SUGGESTED MODIFIERS	
+ The Foe has improved senses (Sneak) + The Foe has reason to distrust you (Speech) + The Creature is agitated (Survival) - The area has lots of obscuring cover (Sneak) - You are known and trusted in a nearby Settlement (Speech) - You have access to raw meat (Survival)	
SUCCESS	FAILURE
Your situation becomes Dangerous. The Difficulty of your next Skill Test is reduced by 1.	Your situation becomes Dangerous. Your Foes become Hostile, Combat begins.
ADDITIONAL SUCCESS	POTENTIAL COMPLICATIONS
■ Defeat a Foe with Threat equal to the number of Action Points spent (Sneak) ■ One Foe becomes Friendly towards you (Speech) ■ You notice a route that allows you to bypass the Threats for now (Survival).	■ The situation rapidly escalates; a Foe takes a Turn. ■ The Difficulty of your next Skill Test is increased by 1. ■ An additional Foe you had failed to notice arrives on the next Turn.



CLEAR MAIN QUEST BLOCKER

Safe Action

“One more problem out of the way, hope another doesn’t spring out of nowhere!”

GOAL

CLEAR MAIN QUEST BLOCKER—No Skill Test required

To take this Action, you must have been at the Blocker Location for your Main Quest and be able to say that you have Cleared the Blocker or be otherwise able to prove that a Blocker is no longer impeding your progress on your Main Quest.

In general, a Blocker is considered Clear if:

- The Blocker no longer exists.
- The Blocker has been bypassed and cannot obstruct you again.
- The Blocker no longer makes sense in the story.

If one of the above is true when you make this Action, the Blocker is removed! Remove it from the appropriate Quest, and make a note of this in your Journal. Once that is done, roll a d20 on the [CLEAR BLOCKER TABLE]pg.158 and add your character Level to the result.

Many of the Results on the Clear Blocker Table will introduce new Blockers—further complications to your story. If no new Blocker is created, you will instead have the Opportunity to **Complete your Quest**.

If a new Blocker was created, gain 1XP and 2 Luck Points.

COMPLETE SIDE QUEST

Safe Action

“With hard work and determination, you change the Wasteland, for good or for ill.”

GOAL

COMPLETE SIDE QUEST—No Skill Test required

To take this Action, you must be able to prove that you have Cleared one of your Side Quests, and be in the same Location as the Quest Giver (Side Quests pg.146).

In general, a Side Quest is considered Clear if:

- The Quest Giver is alive and non-Hostile.
- The Goal of the Quest has been Resolved.

If both of the above are true, you complete the Side Quest and gain the following:

- The Side Quest Reward (pg.146)
- A [NPC SECRET]pg.183 about the Quest Giver
- 1XP

ENDURE

Reaction

“Grit your teeth and soldier on.”

Endure is a **Reaction**.

GOAL

ENDURE—Difficulty X*—Trigger (Suffering Damage)

The Difficulty of this Test is equal to the Damage Suffered.

SOLUTIONS

Roll with the blast: **END (Explosives)**

Roll with the hit: **END (Athletics)**

Avoid Gunfire: **AGL (Athletics)**

Parry the Attack: **AGL (Melee Weapons)**

SUGGESTED MODIFIERS

- + You're Injured
- + You're not wearing any Armor
- You are wearing Heavy or Powered Armor
- You have cover from a Ranged Attack

SUCCESS

You Suffer 1 Damage instead of the Triggering Damage.

If you are wearing Heavy Armor, you cannot be reduced to 0 HP by the above Damage.

—OR—

If you are wearing Power Armor, you suffer 0 Damage instead of the Triggering Damage.

FAILURE

Suffer the Triggering Damage.

If you are reduced to OHP after making this Reaction, suffer an [INJURY]pg.217, and Heal half (rounding up) of your maximum HP.

ADDITIONAL SUCCESS

- Defeat a Foe with Threat equal to the number of Action Points spent (**Sneak**)
- One Foe becomes Friendly towards you (**Speech**)
- You notice a route that allows you to bypass the Threats for now (**Survival**).

POTENTIAL COMPLICATIONS

- Gain an [INJURY]pg.217
- Your worn armor is damaged, gaining a new Truth to represent that.

Reactions

In *Wasteland Wanderer* Endure is unusual as it is the only Reaction in this Rulebook.

A Reaction is a special type of Action that can be taken once per Turn in reaction to a specific trigger. That trigger will be listed in

the Reactions Goal and Difficulty section. A Reaction can only be used when the specific trigger event is met; for example, Endure can only be used when your character has Suffered Damage, as it is specifically used to reduce the amount of Damage taken.





EXPLORE

Safe Action

“Explore the location you’re in and see what secrets you can uncover.”

GOAL

EXPLORE—Difficulty 0

SOLUTIONS

Explore a Wasteland Location: **END (Survival)**

Explore a Settlement Location: **CHA (Speech)**

SUGGESTED MODIFIERS

- + Each Truth the Location already has
- + The Location is overtly hostile
- The area is safe

SUCCESS

If the Location is a Wasteland, generate a new [WASTELAND TRUTH]pg.160, for it.

—OR—

If the Location is a Settlement, generate a new [SETTLEMENT TRUTH]pg.161 for it.

FAILURE

Spend 1 Supply or Suffer 1 Damage as you become lost.

ADDITIONAL SUCCESS

- Discover an additional [SETTLEMENT TRUTH]pg.161 or [WASTELAND TRUTH]pg.160.
- Meet a new [NPC]pg.177.
- Discover a new [ICON]pg.159

POTENTIAL COMPLICATIONS

- Generate a [CREATURE]pg.189 Encounter if in the Wasteland.
- If in a Settlement, Generate a [DANGEROUS NPC]pg.177 Encounter.



MEET

Safe Action

“Make a connection, catch up with a friend.”

GOAL

MEET—Difficulty 1

To perform this Action, your current Location must have an NPC in it that you are not performing a Quest for.

SOLUTIONS

Talk to an NPC: **CHA (Speech)**

Encourage an NPC: **CHA (Barter)**

SUGGESTED MODIFIERS

- + The NPC doesn't trust you
- The NPC is friendly to you
- You spend a Stack of Caps on the NPC

SUCCESS

Learn the NPC's [SECRET]pg.183 and generate a [SIDE QUEST]pg.146 they give you.

FAILURE

The NPC becomes distrustful of you and refuses your company.

ADDITIONAL SUCCESS

- Discover an additional [SECRET]pg.183 about the NPC.
- The NPC becomes a Friend.
- Add an additional [REWARD]pg.146 for the Side Quest.

POTENTIAL COMPLICATIONS

- The NPC takes a dislike to you and becomes a [DANGEROUS NPC]pg.185.
- The NPC's Side Quest gains an additional [BLOCKER]pg.75.

REST

Safe Action

“Take a moment, breathe. And if you could stop bleeding, that would be a help.”

GOAL:

REST—No Skill Test required

When you take this Action, either:

If you are in a Wasteland Location, expend any number of Supplies and Heal an equal amount of HP.

—OR—

If you are in a Settlement Location, expend either any number of Supplies or Stacks of Caps, and Heal an equal amount of HP.

PATCH UP

Safe Action

"Most medications are actually very easy to use. It's mostly just knowing which one is right for which problem."

GOAL

PATCH UP—Difficulty 2*

To perform this Action, you must have less HP than your maximum value or be suffering from an Injury.

SOLUTIONS

Patch yourself Up: **Int (Medicine)**

*Pay a Doctor: **Special**—If you are in a Settlement with a Doctor, you may spend a Stack of Caps to Automatically Succeed at this test. You cannot Spend Action Points for Additional Successes this way.

SUGGESTED MODIFIERS

- + You have multiple injuries.
- You spend a suitable resource (Stimpaks, Bandages, etc.)

SUCCESS

Remove an Injury.

—OR—

Heal 4 HP.

FAILURE

Lose 1 HP.

ADDITIONAL SUCCESS

- Heal 1 additional HP
- Heal an additional Injury.

COMPLICATIONS

- Lose 1 HP
- Lose a Medical Item or Chem from your Inventory.
- You're met by [FOES]pg.189, after your Skill Test, generate a Foe encounter.

LEVEL UP

Safe Action

"Learn something new, and grow into yourself."

"I feel like I've passed an arbitrary experience point limit and gained more power." —Myron

GOAL:

LEVEL UP—No Skill Test required

To perform this Action, you must have at least 1XP.

Spend any amount of XP and gain an equal number of Perks (pg.150), adding them to your Character Tab.

After listing your acquired Perks, increase your Level by the number of XP spent.

FIND SUPPLIES

Safe Action

“Scavenge and barter, whatever you need to do for clean water and passable food.”

GOAL

FIND SUPPLIES—Difficulty 1

SOLUTIONS

Search for Supplies in the Wasteland: **END (Survival)**

Barter with locals: **CHA (Barter)**

SUGGESTED MODIFIERS

- + If the location is short on naturally occurring food or water
- + If the location is badly irradiated (**Survival**)
- + You have a bad reputation with the locals (**Barter**)
- The location has an abundance of naturally occurring food or water
- You have a good reputation with the locals (**Barter**)
- You expend a Stack of Caps (**Barter**)

SUCCESS

You obtain a [QUANTITY]pg.167 of [SUPPLIES] (pg.172).

FAILURE

You obtain no Supplies.

ADDITIONAL SUCCESS

- Generate 1 additional Supply.

POTENTIAL COMPLICATIONS

- 1 of your Supplies is spoiled; reduce the number received by 1.
- Your Supplies are coveted by another! Generate a [FOE]pg.189 interested in getting hold of your Supplies.



MODIFY AND REPAIR GEAR

Safe Action

“A good workman can also blame their tools.”

GOAL	
MODIFY AND REPAIR GEAR—Difficulty 3* To perform this Action, choose an Item you wish to Modify or remove a Condition from; then either remove an item as Scrap from your Inventory or spend three Stacks of Caps (see ‘Pay an Expert’). You cannot Modify or remove Conditions from items that cannot gain Conditions.	
SOLUTIONS	
Use your know-how: INT (Repair) *Pay an Expert: Special—If you are in a Settlement that contains a skilled mechanic (or gunsmith, etc.), you may spend three Stacks of Caps to Automatically Succeed at this test. You may not Spend AP on Additional Successes in this way.	
SUGGESTED MODIFIERS	
+ The chosen item has the Broken condition + The chosen item has already been modified - You expend a suitable resource to modify the chosen item - You expend an item of the same type as the chosen item - You have access to a Workbench	
SUCCESS	FAILURE
Choose a [MODIFICATION]pg.168-169 for the chosen item to apply. —OR— Roll a [CONDITION]pg.168 for the chosen item; you may replace the item’s condition with the new one. —OR— Remove a condition from the chosen item.	The item gains the Broken condition. If it already has the Broken condition, it is destroyed; remove it from your Inventory.
ADDITIONAL SUCCESS	POTENTIAL COMPLICATIONS
■ If rolling a new [CONDITION]pg.168, roll twice, and pick one to gain. ■ You gain Scrap that can be used to make this Action again on a similar item.	■ You must spend an additional item, or the Action is Failed. ■ If making a modification in a Settlement, a [DANGEROUS NPC]pg.185 approaches and tries to steal the modified item.

SCAVENGE

Safe Action

“Finding loot in the wasteland is the key to survival.”

To take this Action, you must be in a wasteland location or be looting a settlement that is hostile to you. You can only scavenge once each time you travel.

GOAL

SCAVENGE—Difficulty 1

To perform this Action, you must be either in a Wasteland Location or a Hostile Settlement. You may only Scavenge once per Round.

SOLUTIONS

Search the Location: **PER (Survival)**

Open a Safe: **PER (Lockpick)**

Hack a Terminal protected cache: **INT (Science)**

SUGGESTED MODIFIERS

- + You have used the Scavenge Action in this Location before
- You defeated a Foe in this Location this Round
- You spend a Bobby Pin (**Lockpick**)
- You use a dose of Mentats (**Science**)

SUCCESS

Roll [LOOT]pg.170 twice
—OR—
Choose a piece of [LOOT]pg.170

FAILURE

You find [LOOT]pg.170 protected by a [FOE]pg.189. Generate a [COMBAT STATE]pg.166 to determine if you are in Danger.

ADDITIONAL SUCCESS

- Find an additional piece of [LOOT]pg.170

POTENTIAL COMPLICATIONS

- After Scavenging, you are Ambushed by a [FOE]pg.189.
- The Loot pg.170 is booby trapped! Suffer 1 Damage.

TRADE

Safe Action

GOAL	
TRADE—Difficulty 2 To perform this Action, you must be in a Settlement or appropriate Encounter. Roll [Loot]pg.170 three times (re-rolling any results of Caps) when you select this Action, either on random item types or specific types if you elect that the trader only sells those wares (i.e., a gunsmith). Pick any item you would like to Trade for and perform the Skill Test.	
SOLUTIONS	
Barter with what you have: CHA (Barter)	
SUGGESTED MODIFIERS	
+ The Trader distrusts you + One or more Item(s) is in particularly good Condition + You have already Traded this Round - The Trader is friendly or allied with you	
SUCCESS	FAILURE
You may Spend a Stack of Caps per Item you wish to Trade, plus one Additional Stack for each Positive Condition or Modification the Item has. You may also Spend two of your Items instead of a Stack of Caps. Add the Traded Item to your Inventory. —OR— Trade an Item in your Inventory for a Stack of Caps.	You may Spend two Stacks of Caps per Item you wish to Trade, plus one Additional Stack for each Positive Condition or Modification the Item has. You may also Spend three of your Items instead of a Stack of Caps. Add the Traded Item to your Inventory. —OR— Trade two Items in your Inventory for a Stack of Caps.
ADDITIONAL SUCCESS	POTENTIAL COMPLICATIONS
■ You may Trade one Item instead of Two instead of a Stack of Caps. ■ You may Trade an Item in your Inventory for Two Stacks of Caps. ■ The Trader becomes friendly.	■ The Trader refuses to sell an Item, but offers it as the Reward for a [SIDE QUEST] pg.146. ■ The Trader becomes distrustful of you.

Item Value

Some Items in *Wasteland Wanderer* have an associated Value listed on the appropriate [LOOT]pg.170 table. When performing the Trade Action, these items are treated as

being worth a Stack of Caps for each point of their value. I.e., A suit of Power Armor has a Value of 5 and is therefore worth five Stacks of Caps.

OUTWIT

Using the Outwit Action

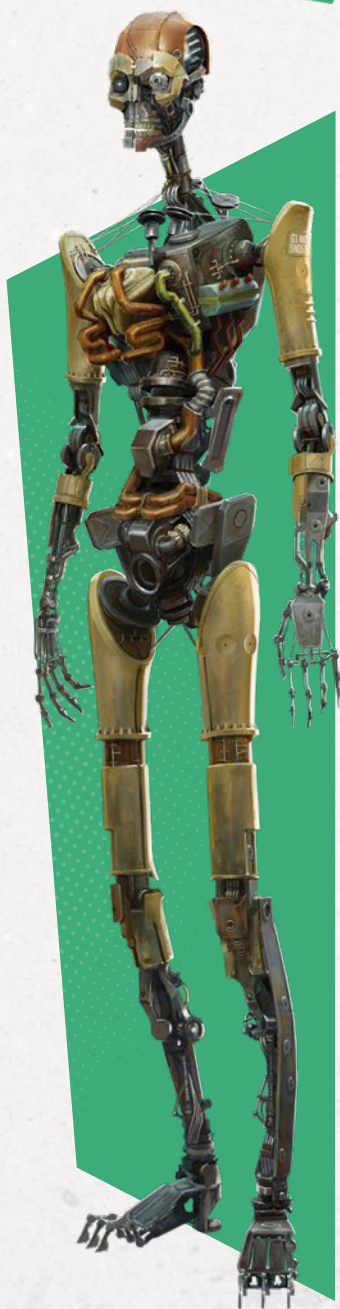
The Outwit action is the most variable Action available during danger; it covers everything you would want to do in combat that falls outside of Opposing, De-escalation, and Retreating. Some examples of an outwit action are:

- Tricking enemies into shooting each other
- Knocking a foe into a pit
- Toss a flashlight to distract a foe
- Hack a nearby terminal to take control of a turret
- Create a barricade or block an exit
- Shoot a Pipe to release super-heated steam

To take this Action, you must have a plan that uses at least one of the following elements in a creative way:

- The environment
- Your Foe's disposition
- The current Combat State
- A piece of equipment

Outline your plan and what you are hoping to achieve. Then decide what might be at risk if your plan goes wrong. Both of these pieces can be simple or complex, but must be impactful to your current situation.



OUTWIT

Dangerous Action

“Your greatest weapon is your mind.”

GOAL

OUTWIT—Difficulty 2

See ‘Using the Outwit Action’ (pg.135).

SOLUTIONS

Trick Foes into Attacking each other: **Cha (Speech)**

Knock a Foe into a pit: **STR (Athletics)**

Hack a Terminal to gain control of a Turret: **Int(Science)**

Shoot a Pipe to release super-heated steam: **AGI (Small guns)**

Any other Solution (see ‘Using the Outwit Action’)

SUGGESTED MODIFIERS

- + You are outnumbered
- + Your Foe is familiar with you
- You haven’t used the Outwit Action on this Foe
- You outnumber your Foe

SUCCESS

You achieve the Goal you have set yourself.

This may cause:

- You Defeat a Foe.
- Reduce the Difficulty of your next Skill Test by 1.
- Gain [LOOT]pg.170.
- You may use a Safe Action in your next Turn.

FAILURE

You fail to achieve the Goal you have set for yourself. This may cause:

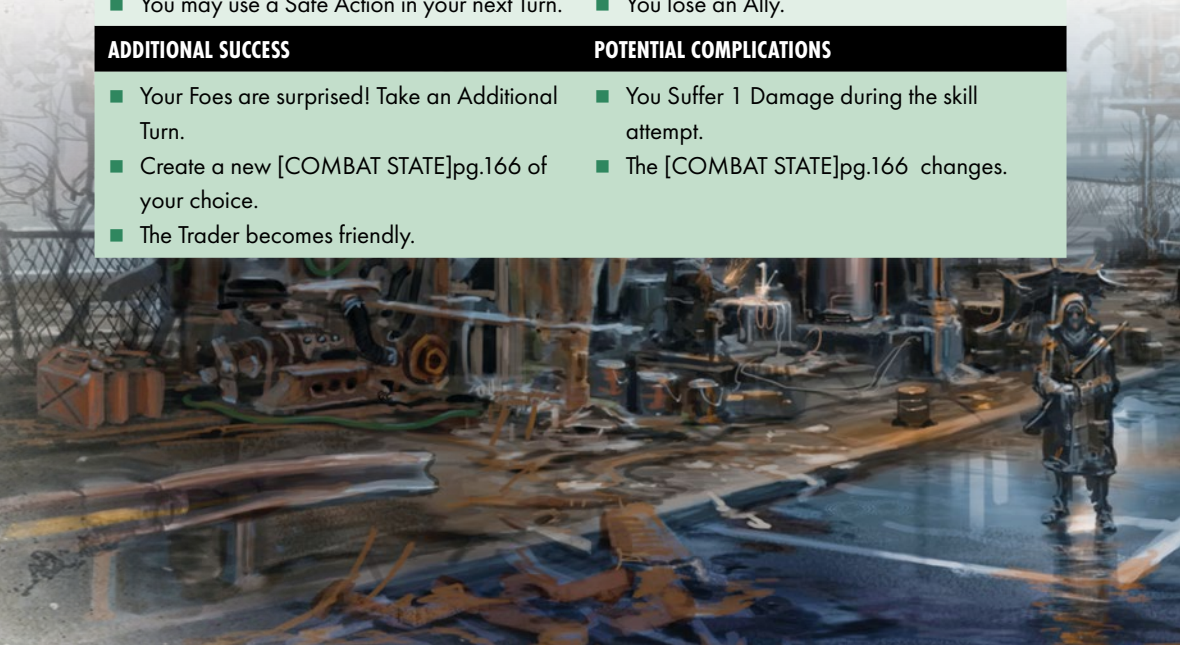
- Two Foes to Activate next Turn.
- Losing the item you were using to attempt the Action.
- You to suffer Damage from a Foe’s attack.
- You lose an Ally.

ADDITIONAL SUCCESS

- Your Foes are surprised! Take an Additional Turn.
- Create a new [COMBAT STATE]pg.166 of your choice.
- The Trader becomes friendly.

POTENTIAL COMPLICATIONS

- You Suffer 1 Damage during the skill attempt.
- The [COMBAT STATE]pg.166 changes.



DE-ESCALATE

Dangerous Action

“Sometimes a word will do where a bullet does not.

GOAL

DE-ESCALATE—Difficulty 2

To perform this Action, you must be in the same Location as a Foe that presents a threat.

SOLUTIONS

Tame a Creature: **CHA (Speech)**

Talk down a dangerous Situation: **STR (Athletics)**

Buy your way out: **CHA (Barter)**

Scare your Foes: **STR (Speech)**

SUGGESTED MODIFIERS

- + You are outnumbered
- + The Foe has a reason to hate you
- You make yourself less threatening
- You outclass your foe
- You spend a Stack of Caps (**Barter**)

SUCCESS

You de-escalate the situation and cause the encounter to become Safe. The Foe becomes Unfriendly to you, but not Hostile.

FAILURE

Two Foes take an Action next turn.

ADDITIONAL SUCCESS

- One non-Creature Foe becomes an [NPC] pg.177.
- The Foe becomes Neutral to you.
- If there is an [NPC]pg.177. Foe, they become a Quest giver with a [SIDEQUEST]pg.146.

POTENTIAL COMPLICATIONS

- The [COMBAT STATE]pg.166 changes.
- The Foe mock your attempts; if you later Retreat, the nearest Settlement hears stories that paint you as a coward.

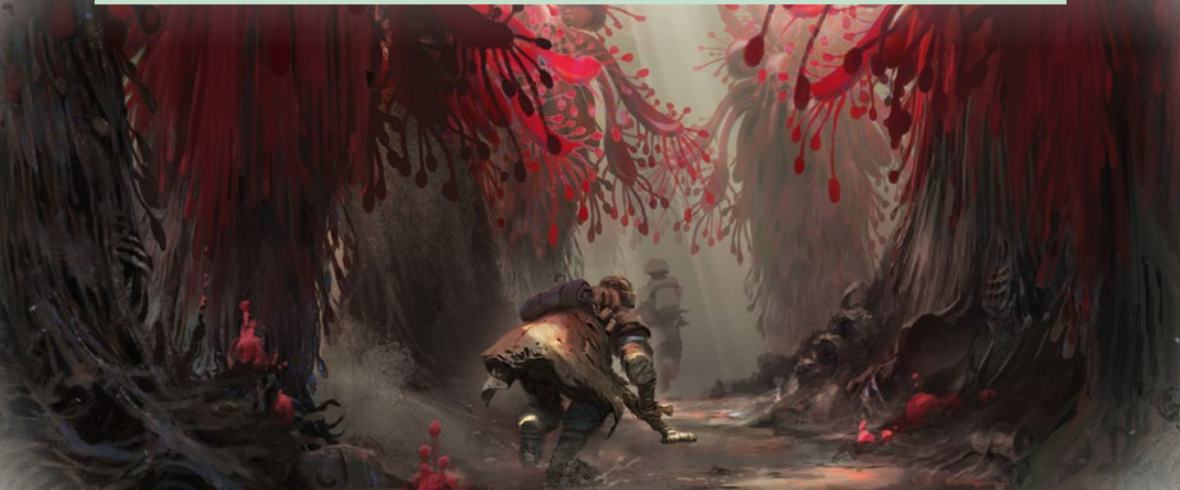


OPPOSE

Dangerous Action

“Take aim and fire upon the enemy, or take up your ripper and tear their throat out.”

GOAL	
OPPOSE FOE—Difficulty X* When selecting a Foe to Oppose, the Difficulty of this Test is set to match their Threat Value	
SOLUTIONS	
Use a Thrown Weapon: AGI (Throwing) Use a Ranged Weapon: AGI (Small Guns) or PER (Energy Weapons) or END (Big Guns) Use a Melee Weapon: STR (Melee Weapons) or STR (Unarmed)	
SUGGESTED MODIFIERS	
+ Your target is within Reach (Small Guns, Energy Weapons, Big Guns) + Your target is in cover or protected in some way + You are surrounded or outnumbered (Melee Weapons, Unarmed) - You don't Move this Turn to aim - You have an ally fighting with you - Your Foe is Injured	
SUCCESS	FAILURE
You Defeat the Target Foe.	Reduce the Threat of the Foe by 1, to a minimum of 1.
ADDITIONAL SUCCESS	POTENTIAL COMPLICATIONS
■ Reduce the Threat of one Foe Close to your Target by 1 (to a minimum of 1) ■ Gain a [COMBAT STATE]pg.166 ■ You choose which Foe acts next ■ If using an Explosive Weapon, Defeat X additional Foes with lower Threat than the original target, where X is the number of Action Points spent	■ A Foe gets a free Turn ■ Your weapon runs out of ammunition and needs to be reloaded next Turn ■ Your weapon breaks or gains a new negative Truth ■ A Foe gains a new [COMBAT STATE]pg.166



Group combat

The oppose Action allows you to take out enemies a few at a time, which is a great way to deal with small groups and tense tactical fights, but when fighting

large groups of enemies, you can take the alternate Slaughter action below to speed things up, group up a section of a larger fight, or finish off a group of weaker foes.

SLAUGHTER

Dangerous Action

“Sometimes, the only answer is unending, wanton violence.”

GOAL

SLAUGHTER—Difficulty X*

X is equal to the highest Threat level among foes, +1 per Foe.

SOLUTIONS

Use Throwing Weapons: **AGI (Throwing)** or **PER (Explosives)**

Use Ranged Weapons: **AGI (Small Guns)** or **PER (Energy Weapons)** or **END (Big Guns)**

Use Melee Weapons: **STR (Melee Weapons)** or **STR (Unarmed)**

SUGGESTED MODIFIERS

- + The Foe has a major tactical advantage
- + The Foe outnumber you by 3-to-1
- You have a major tactical advantage
- You have an ally fighting with you

SUCCESS

You Defeat all your Foes.

FAILURE

Suffer Damage equal to the amount you failed the test by. (e.g. If the test was difficulty 5 and you rolled 2 successes, Suffer 3 Damage).

ADDITIONAL SUCCESS

- A Foe drops a piece of [LOOT]pg.170.

POTENTIAL COMPLICATIONS

- Your weapon gains the Broken Condition.
- You run out of ammunition with your weapons.

RETREAT

Dangerous Action

"When things seem against you, it's time to hightail it out of danger."

GOAL

RETREAT- Difficulty X*

The Difficulty of this test is Equal to the number of Foes in your Location.

SOLUTIONS

Sneak Away: **AGI (Sneak)**

Run Away: **STR (Athletics)**

SUGGESTED MODIFIERS

- + The area is difficult to traverse for you
- + One or more foes is particularly mobile
- The area is difficult to traverse for your foes
- There is a useful distraction

SUCCESS

You end the Encounter and Travel (pg.108) to an Adjacent Explored Location.
Immediately end the Round and Journal (pg.141) what has happened.

FAILURE

All Foes take an Action. If you are alive, you then succeed in the test.

ADDITIONAL SUCCESS

- You regain 1 HP.

POTENTIAL COMPLICATIONS

- One Foe follows you into the Location.



TAKE ADDITIONAL ACTIONS

After resolving your Encounter, your character becomes Safe. Now, you may undertake any number of additional Actions that

you would like while within this Location. Once you have undertaken the Actions you want, you end the Take Action stage of the Round and progress to **Journaling** (pg.141).

JOURNAL

The final stage of a Round in *Wasteland Wanderer* is journaling what you've done during the Round—or, in other words, writing your story!

After encountering the inhabitants of the Wasteland, surviving its many horrors, and exploring a new part of the world, it is time for you to set pen to paper (or voice to dictaphone) and create a journal entry covering the time since your last entry (or, if this is your first entry, the time since you left your Vault).

Exactly how you choose to write your Wasteland Journal is down to personal preference, and may even change as you play. There's no right or wrong option—it's up to you. However, as a jumping off point, we have listed a few prompts below.

WRITE IN THE MOMENT

Some will prefer to tell their tale in the first person, recording their adventure from their own perspective. While writing like this, take particular note of your thoughts and feelings, what you saw and heard.

Making notes during play about how your character is reacting to the events happening around them is a great way of

reinforcing this writing style and will further embed yourself into your character's head during active play.

KEEP TO THE INTERESTING POINTS

Since your last journal entry, you may have done a lot, tangled with enemies, made new friends, found amazing items. This journal should not become a list of the things that have happened; the other Tabs can be used to keep track of that information. This journal is for you to record the most important aspects of your journey.

How did that combat affect you, and why are you worried about what lies ahead? Remember, at the end of your story, you may choose to share it with other *Wasteland Wanderers*, so keep it punchy and interesting—the more engaging the story, the more exciting it becomes!

"Dear Diary, Today marked an unusually boring start to my day..."—Ben's Diary

ADD A DATE

Most of your adventure is likely to take place in the 2280s, two centuries after the end of the old world. It can be useful to pick a date and add it to the start of each journal entry (updating it by a day or so each time you travel). This helps give a sense of time and can make a particularly long adventure feel like an epic.

There is no hard and fast rule on how long a period of time a Round represents, so use your best judgment and go with what feels right.

USE A DICTAPHONE

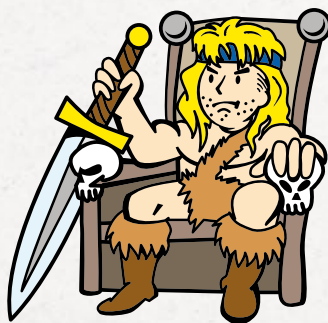
Rather than a written journal, some wastelanders prefer to record their voice to catch a more natural style. When creating a dictaphone recording, it can be fun to feel the weight of your situation. You are most likely sitting in a dank metro, whispering your fears into the device in the hopes that whoever finds this will do better than you.

EPILOGUE

At some point, your adventure will come to an end, whether it is due to the completion of your Main Quest (pg.77), succumbing to your Injuries (pg.96), or simply deciding to settle down.

When this happens, it is time for you to write an Epilogue, a final journal entry that covers the last moments of your character's adventure. There are many ways to do this, and none of them are wrong. Some players like to make one last recording of the moments leading up to their demise, while others prefer to take their previous journal entries and summarise their entire adventure in memory.

"I'm sorry, my companion, but no. We all have our own destinies, and yours culminates here. I would not rob you of that." —Fawkes









★ *Chapter 6* ★

QUESTS

CREATING A SIDE QUEST.....146

QUESTS

Side Quests

In *Fallout*, the narrative has always been driven by Quests. The missions undertaken by the various protagonists of the series help define not only them but also the marks they leave on the Wasteland. Each character, your own included, has a Main Quest—their main driving force and the reason they left the Vault in the first place; but throughout their time moving after

their main Goal, they will inevitably pick up **Side Quests**. During character creation, you will have created your Main Quest, but as you play through the game, you will meet various NPCs and situations that will leave you able to take on a Side Quest. In this chapter, we will look at how to generate Side Quests, how they operate, and what types of goals you may take on.

CREATING A SIDE QUEST

In many Encounters, Actions, and other moments of play, you will be asked to generate a [SIDE QUEST]pg.146. When you are, you will engage in a three-step process that will outline the following information:

- The Quest's **Reward** (pg.146)
- The Quest's **Goal** (pg.146)
- The Quest's **Location** (pg.147)

Caps for hunting down a Deathclaw after all! In those situations, you may either Spend a Luck Point to re-roll the reward, or attempt a **Cha (Barter)** Skill test at difficulty 2 to 'renegotiate' the terms. After you have determined this, note the Reward in the Quest section of your Data Tab.

Once you have generated your Reward, it's time to determine the **Goal**.

STEP 1: REWARD

When being offered a Side Quest, the most often asked question is "What's in it for me?". The first step of Quest Creation answers this immediately. To do so, roll a d20 to determine your offered [REWARD]pg.194.

After you have completed the remaining Steps, you may find that the offered reward doesn't match the mission you're asked for. No one is going to accept a single Stack of

STEP 2: GOAL

Determining the Goal of your objective is a two-step process. You begin by determining what Type of Goal you have, followed by the Goal specifics. The Goal itself should be linked to the person giving it, as it's their Side Quest you're completing. So, as you're creating the Goal, think about WHY this NPC is giving you the Goal, what they

get from it, and why they haven't done it themselves.

To Generate a Goal, roll a d20 on [GOAL TYPE]pg.196 and then on the appropriate [GOAL]pg.197 type generator. Each Goal has both a Description of the Goal and a question to ask yourself when creating it, a small prompt that should aid in determining the narrative reasoning behind the Quest.

Once you have listed down the Goal of your Side Quest on your Data Tab, move to Step 3 to determine the **Side Quest Location**.

STEP 3: LOCATION

The final step of generating a quest is determining where it is! To do so, note down the name of the NPC that gave you the Quest in the Sata Tab, and then generate the Location of your Goal.

To do so, roll a d20 and list the result in the Location section of the Data Tab. If you happen to roll the location you are currently in, you may re-roll if you choose, or think about why the Goal is so close!

Now that you know where your Goal is, it's time to wrap the Goal and location together to determine the what and why of the Side Quest. This is completely up to your own imagination, but here are some common examples:

- If the Quest requires you to kill, fetch, or deliver something, this is the location to which you must kill, fetch, or deliver the something.
- If the Quest requires you to find something out or gather information, this location may have a clue that will help you find what you need.

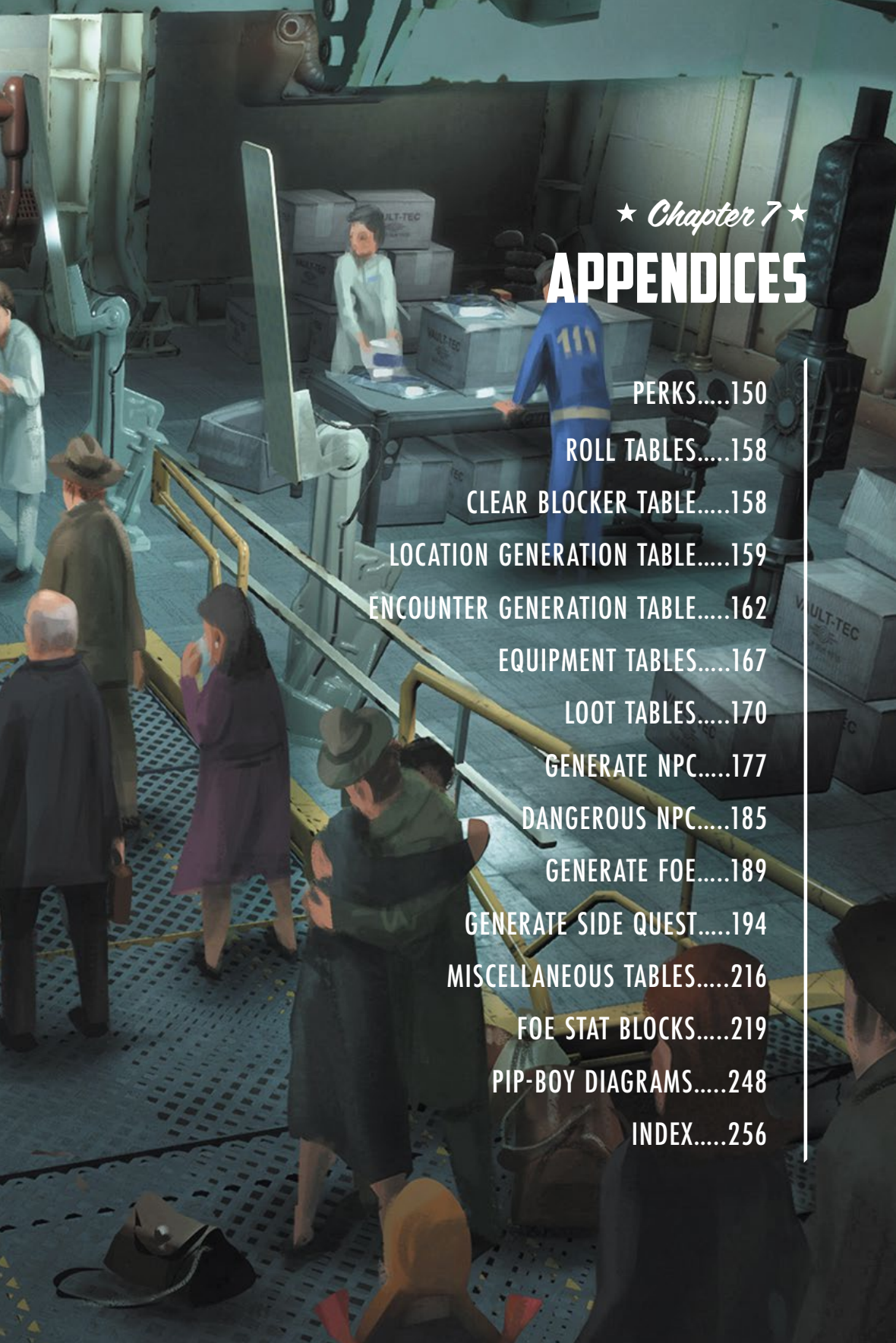
- If the Quest involves a certain faction, they may have an outpost here (which you can mark down on your map).
- If a Quest seems rather simple, perhaps the quest giver has traveled to this location, and you will need to collect your reward from them there.

Note that while visiting the related location is often the simplest way of resolving a Quest, it may not be the only way. If, during your travels, you feel that you are able to take the **Complete Side Quest** (pg.125) Action, you should do so, even if you have not visited the related location.

Once your side quest has a reward, a goal, and a related location, you are ready to head out into the Wasteland and complete it!







★ *Chapter 7* ★

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APPENDICES

PERKS

When you take the **Level Up** Action (pg.130), you will have the opportunity to spend XP in exchange for new Perks; special abilities that will boost your character's capabilities in one way or another.

In this section of the Appendix, you will find a list of all of the Perks available for purchase when making the Action. Once you have selected a Perk, record it in the Perks section of your Character Tab, and remember you can return here to reference what it does should you ever forget.

RANKS AND REQUIREMENTS

When choosing a Perk, you will need to check both the Ranks and Requirements of that Perk before adding it to your character. Ranks and Requirements are essentially limiters of what a character is, and isn't able to do, as well as a determination of how the Perk changes the more it is taken.

RANKS

Many Perks have a Rank, which is a note of how many times you can take each Perk. Whenever you take a Perk, you are assumed to take 1 Rank of that Perk, which will increase the value of your Perk each time you take it. For example, if a character takes the **Skill Mastery** Perk once, they are assumed to have 1 Rank in that Perk; should

they take it a second time, they would have Rank 2.

You cannot take more Ranks in a Perk than its Perk Rank listing; i.e., you may not take more than 2 Ranks of Skill Mastery as it has only 2 Ranks.

REQUIREMENTS

Most Perks have a Requirement, which represents something the character must have to be able to take the Perk in the first place. This will either be an Attribute with a certain value or for the character to be a specific level; on occasion, it will be both.

To take a Perk, the character must meet all the Requirements of that Perk. For example, a character with a Strength Attribute score of 6 could not take the **Adrenaline Rush** Perk, as it has a Requirement of STR 8, but a character with Strength 9 could.

As long as your character meets all the Requirements of a Perk, they may take it.

Rounds

Many Perks can be activated once per Round (pg.106), but since it can involve several actions, tests, and combats, it can be useful to put a little tick next to any perk on your Stats and Inventory Tab to keep track of a "once per Round" Perk.

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

Ranks: Unlimited

Requirements: None

Increase one
S.P.E.C.I.A.L. stat by 1
to a maximum of 10.



Skill Mastery

Ranks: 2

Requirements: None

Gain an additional tag
skill.



Adamantine Skeleton

Ranks: 1

Requirements: END 7

When you sustain an
Injury, you may re-roll
your [INJURY]pg.217
once and use either Result.



Adrenaline Rush

Ranks: 1

Requirements: STR 8

Once per Round, when
your health is below
half its maximum value,
you may count your STR
Attribute as 12 for one STR-based Skill test.



Animal Friend

Ranks: 2

Requirements: CHA 6

- **Rank 1:** You reduce the Difficulty of De-escalate Actions against Mammals, Lizards, and Insect Foes by 1.
- **Rank 2:** You automatically succeed when making the De-Escalate Action against a Mammal, Lizard, or Insect Foe.

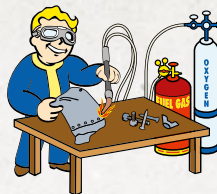


Armorer

Ranks: 2

Requirements: STR
5, INT 6, Level 1+

When you make the
Modify and Repair
Gear action to modify Armor, you may add
an additional Modification to that Armor,
rather than just one. You must pay for the
Modification as normal. For each Rank
of this Perk, you may add one additional
Modification.



Awareness

Ranks: 1

Requirements:
PER 7

When you gen-
erate a Combat
State, you
may select one Foe. Until the end of the
Encounter, all Oppose checks made against
that Foe using a Ranged Weapon have their
Difficulty reduced by 1 to a minimum of 1.

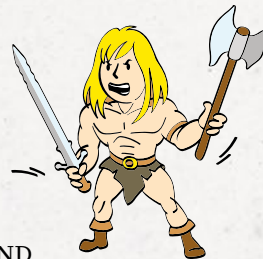


Barbarian

Ranks: 1

Requirements: STR 7,
Level 4+

Once per Round, you
may elect to automat-
ically succeed on an END
Skill Test.



Better Criticals

Ranks: 1

Requirements: LCK 9

After a successful
Oppose Action, you
may spend 1 Luck
Point to immediately
Defeat a random Foe in the combat.



Black Widow/Lady Killer

Ranks: 1

Requirements: CHA 6

When you attempt a CHA test to influence an NPC who is attracted to you, you may re-roll 1d20. In addition, reduce the Difficulty of Oppose Actions against that NPC by 1 to a minimum of 1. If you are unsure if a character is attracted to you, ask the Oracle (pg.93).



Blacksmith

Ranks: 2

Requirements:

STR 6, Level 4+

When you make the Modify and Repair Gear action to modify a Melee Weapon, you may add an additional Modification to that weapon, rather than just one. You must pay for the Modification as normal. For each Rank of this Perk, you may add one additional Modification.



Bloody Mess

Ranks: 1

Requirements: LCK 6

Whenever you defeat a Foe, you may Roll a d20. If the result is equal to or lower than your Luck Attribute, that Foe explodes and Defeats one nearby Foe with a Threat Rating of 1 or lower.



Butcher

Ranks: 2

Requirements: INT 3

- **Rank 1:** When you defeat a Creature and kill it, you may gain one Supply Stack of Animal Meat by butchering the corpse.
- **Rank 2:** Any Animal Meat in your Inventory has a Value of 2.

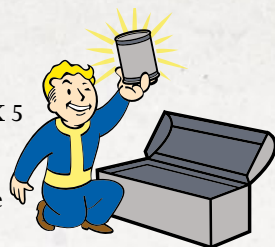


Can do!

Ranks: 1

Requirements: LCK 5

When you fail a test as part of a Scavenge Action, you may instead Try your Luck to re-attempt the test without spending a Luck Point.



Cap Collector

Ranks: 1

Requirements: Cha 5

Each time you succeed a test as part of the Scavenge Action, roll a d20; if the result is equal to or lower than your Luck, gain one Stack of Caps.



Cannibal

Ranks: 3

Requirements: Endurance 8

- **Rank 1:** When you defeat a Human and kill it, you may gain one Supply Stack of Strange Meat by butchering the corpse.
- **Rank 2:** When you defeat a Ghoul and kill it, you may gain one Supply Stack of Strange Meat by butchering the corpse.
- **Rank 3:** When you defeat a Super Mutant and kill it, you may gain one Supply Stack of Strange Meat by butchering the corpse.



Cautious Nature

Ranks: 1

Requirements: PER 7

After generating a Combat State, you may spend a Luck Point to replace the result with:

- **Distant Foe:** You spotted your enemy well before they spotted you. You may take two Dangerous Actions in a row at the start of the Encounter; a Foe does not get to take a turn between these actions.



Dodger

Ranks: 1

Requirements:

AGI 6

When you take the *Endure* Action, you may spend 1 Luck Point to reduce the Difficulty of the test by 1 to a minimum of 1.



Entomologist

Ranks: 1

Requirements: INT 7

Reduce the Threat of Insects you encounter by 1 to a minimum of 0.



Fast Metabolism

Ranks: 1

Requirements: END 6

Whenever you Heal HP, increase the amount of HP gained by 2.

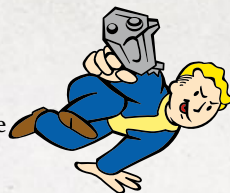


Finesse

Ranks: 1

Requirements: AGL 9

Once per Round before you make an Oppose Action with a Ranged Weapon, you may spend a Luck Point to reduce the Difficulty by 1.



Ghost

Ranks: 1

Requirements: PER 5,
AGL 6

Whenever you attempt an AGI(**Sneak**) test in shadows or darkness, you may re-roll 1d20.



Grim Reaper's Sprint

Ranks: 1

Requirements: LUC 8

When you Defeat a Foe as the result of an Oppose Action, you may immediately move to another part of the combat. Melee enemies must move toward you before they can strike.



Gun Fu

Ranks: 1

Requirements: AGI 10

When you defeat a Foe with a Ranged Weapon, you may spend 1 Luck Point to defeat a second target with equal or lower Threat.

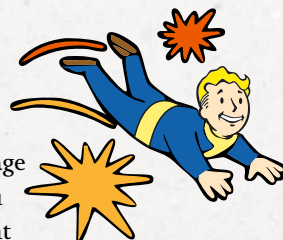


Hit the Deck

Ranks: 1

Requirements: STR 2

When you suffer Damage from an explosion, you may spend 1 Luck Point to half that Damage (rounding down).



Hunter

Ranks: 1

Requirements: END 6

Whenever you Travel, gain one [SUPPLY]pg.172.



Infiltrator

Ranks: 1

Requirements: PER 8

Whenever you use the Lockpick Skill, you may re-roll 1d20 in the test.



Iron Fist

Ranks: 2

Requirements: STR 6

- **Rank 1:** You may use your Fists as Weapons that cannot be broken.
- **Rank 2:** Reduce the Difficulty of Oppose Skill Tests by 1 when using the Unarmed Skill.



Life Giver

Ranks: 1

Requirements: END 3

Increase your Maximum HP by 3.



Light Step

Ranks: 1

Requirements: PER 3

You do not set off tripwires or mines.



Moving Target

Ranks: 1

Requirements: AGI 6

When you are not wearing Power Armor and move as part of your Action, reduce the Difficulty of Endure Tests by 1 until the beginning of your next turn.



Mysterious Stranger

Ranks: 1

Requirements: LCK 7

From time to time, a Mysterious Stranger comes to your aid, with lethal results. At the start of a combat, you may spend 1 Luck point and choose 2 numbers from 1-20. During that Encounter, if you roll either of those numbers, a Mysterious Stranger appears and immediately defeats one random Foe. Any attempt to find where the Stranger went after their attack Fails.



Night Person

Ranks: 1

Requirements: PER 7

You can see as well in the dark as in the light. Suffer no penalties for being in the dark.

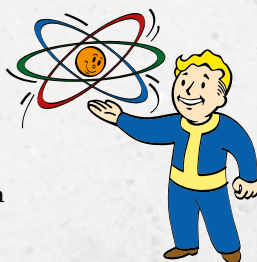


Nuclear Physicist

Ranks: 2

Requirements: INT 9

- **Rank 1:** The first time each Round that you roll a complication that would cause you to run out of ammo for an energy weapon, you may ignore it.
- **Rank 2:** You may eject the fusion core from an operable suit of Power Armor you are wearing and detonate it like a grenade. Doing so renders the Power Armor unusable until a new Fusion Core is fitted, but reduces the Difficulty of your next Oppose action by 2.



Paralyzing Palm

Ranks: 2

Requirements: INT 9

When you Oppose a Foe with an Unarmed test and Fail, you may spend 1 Luck Point to temporarily stun them. That Foe cannot Activate in the next Foe turn, if they are the only Foe, you may immediately act again.



Party Boy/ Party Girl

Ranks: 1

Requirements: END 6, CHA 7

Whenever you drink an Alcoholic Drink, Heal 2 HP.

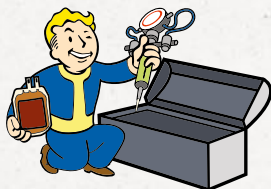


Pharma Farma

Ranks: 1

Requirements: INT 7

Whenever you generate [LOOT]pg.170 as part of a Scavenge Action, you may choose to find [CHEMS] pg.172 instead.



Scrounger

Ranks: 1

Requirements: LCK 6

Whenever you generate [LOOT]pg.170 as part of a Scavenge Action, you may choose to find [SCRAP]pg.177 instead.



Skilled

Ranks: Unlimited

Requirements: Int 6

Add +1 rank to two Skills, or +2 ranks to one Skill. No Skill may have more than 6 ranks.



Steady Aim

Ranks: 1

Requirements: AGI 7

If you roll no Success during an Oppose action, you may spend 1 Luck Point to re-roll both dice, keeping the new result.





ROLL TABLES

CLEAR BLOCKER TABLE

RESULT	NAME	EFFECT
1-20	New Blocker	You aren't there yet; generate a new Blocker. (pg.78).
21-23	Failure	You may either generate a new Blocker (pg.78) or give up on your Quest. If you give up, write a final journal entry detailing why you consider the quest impossible.
24-26	Sacrifice	You may either generate a new Blocker (pg.78) or succeed at your Quest at great personal cost. If you sacrifice, write a final journal entry detailing why you wish you had never succeeded.
27-29	Guilt	You may either generate a new Blocker (pg.78) or succeed at your Quest at the expense of others. If you choose to sacrifice someone, pick your favourite NPC and write a final journal entry detailing how they died to bring about your triumph.
30-32	Change	You may either generate a new Blocker (pg.78) or succeed at your Quest by giving up one of your most fervently held beliefs. If you do, write a final journal entry detailing what belief you had that has now been stripped from you.
33-35	Unforeseen Consequences	You may either generate a new Blocker (pg.78) or succeed at your Quest, only to realize the world is now worse for it. If you do, write a final journal entry detailing how your success made things worse.
36-38	Pyrrhic Victory	You may either generate a new Blocker (pg.78) or succeed at your Quest, but the rewards are far less than you hoped. If you do, write a final journal entry about the hollow feeling left behind.
39-41	Broken Bonds	You may either generate a new Blocker (pg.78) or succeed at your Quest by severing a relationship that once defined you. Write a final journal entry about who you lost and why they will never forgive you.
42-44	Redemption	You succeed at your Quest in a way that undoes past mistakes. Write a final journal entry about how this victory brings you peace.
45-47	Reunion	You succeed at your Quest while reconnecting with someone you thought lost. Write a final journal entry about how their presence changes everything.
48-50	Unexpected Reward	You succeed at your Quest and gain something wonderful you never even sought. Write a final journal entry about the unexpected joy or fortune that came from your journey.
51+	True Victory	You succeed at your Quest without compromise. Write a final journal entry about the moment you realize you have done what no one else could.

LOCATION GENERATION TABLES

Inhabitants Generator

RESULT	LOCATION TYPE
1-10	[WASTELAND]pg.114
11-15	If there are no other Settlements within 2 Locations, this is a [SETTLEMENT]pg.112. Otherwise, it is a Wasteland.
16-18	If there are no other adjacent Settlements, this is a [SETTLEMENT]pg.112. Otherwise, it is a Wasteland.
19-20	[SETTLEMENT]pg.112.

Location Icon Generator

RESULT	LOCATION TRUTH	RESULT	LOCATION TRUTH
1	Bunker	11	Office Tower/Business Park
2	Cave/Sewer	12	Playground/Park
3	Restaurant/Drumlin Diner	13	Heritage Site
4	Factory/Warehouse	14	Police Station
5	Farm	15	Mass Fusion Power Plant
6	Hospital/Medical Tent	16	Radio Tower
7	Junkyard	17	Red Rocket Gas Station
8	Metro	18	Super Duper Mart
9	Military Base	19	Satellite Station
10	Museum/Church	20	Stadium



Wasteland Truth Generator

RESULT	WASTELAND TRUTH	RESULT	WASTELAND TRUTH
1	Windswept: Constant gusts carry dust and whispers of the past.	11	Eerie: There's a strange silence, as if something is watching.
2	Flooded: Water pools in unexpected places, hiding dangers below.	12	Claustrophobic: Tight passages and debris make movement difficult.
3	Cracked: The ground is riddled with deep fractures and fissures.	13	Echoing: Every sound carries too far, making whispers feel like shouts.
4	Overgrown: Nature has started to reclaim the ruins, vines creeping over wreckage.	14	Festering: The air is thick with decay, rot, and something unidentifiable.
5	Charred: The remains of a fire still linger, the air thick with soot.	15	Marked: Graffiti and symbols of past [FACTION]pg.217 litter the walls.
6	Irradiated: The land glows faintly, twisted by years of radiation.	16	Littered: Skeletons, wreckage, and rusting vehicles choke the streets.
7	Bone-Dry: The air is parched, and nothing has lived here in a long time.	17	Choked with Fog: A thick mist clings to the ruins, muffling sight and sound.
8	Ash-Covered: A thick layer of fine, gray dust coats everything like snow.	18	Booby-Trapped: Every step could set off something deadly.
9	Quaking: The ground shifts unpredictably, as if ready to swallow intruders.	19	Battle-scarred: Bullet casings, scorch marks, and spent explosives tell of a violent past.
10	Crumbling: Buildings have collapsed into shapeless mounds of debris.	20	Almost Intact: Somehow, this place remains eerily preserved, as if expecting its old occupants to return.



Settlement Truth Generator

RESULT	SETTLEMENT TRUTH	RESULT	SETTLEMENT TRUTH
1	Haphazard: Buildings are stacked, patched together, and barely holding up.	11	Lawless: No real authority exists— whoever has the most guns makes the rules.
2	Crowded: Narrow streets packed with stalls, people, and makeshift homes.	12	Oppressive: A ruling faction or leader keeps the people in line through fear.
3	Fortified: Heavy barricades, guard towers, and a clear sense of paranoia.	13	Desperate: People here are just barely scraping by, clinging to survival.
4	Sunken: Built into a crater, canyon, or deep valley for protection.	14	Converted Vehicles: Buses, planes, or even rusting ships serve as homes.
5	Elevated: Perched on stilts, bridges, or the remains of pre-war skyscrapers.	15	Reclaimed Nature: Overgrown vines and gardens weave through the settlement.
6	Rebuilt: The bones of the old world are repurposed into something livable.	16	Music & Celebration: Regular festivals, performances, or impromptu parties.
7	Divided: Different factions, classes, or groups control distinct areas.	17	Struggling Farmers: Small plots of crops grow in unlikely places.
8	Underground: Tunnels, bunkers, or subway stations serve as the heart of the community.	18	Secretive Residents: People whisper behind closed doors, and something feels off.
9	Bustling: Noise, movement, and the smell of cooking food fill the air.	19	Hi-tech: Some central pre-War technology makes this settlement feasible.
10	Jovial: Laughter, music, and a sense of resilience despite hardship.	20	Vertical Living: People stack homes on top of each other, creating precarious walkways.



ENCOUNTER GENERATION TABLES

Settlement Encounter

RESULT	SETTLEMENT ENCOUNTER	RESULT	SETTLEMENT ENCOUNTER
1	Siege: [FACTION]pg.217 are attacking the settlement. If you decide to oppose them, the settlement will remember your aid. <i>'How well defended is the settlement? Could you use this attack to your advantage?'</i>	6	Drunk and Disorderly: Two [NPC]pg.177 settlers are arguing over a pointless topic. One of them turns to you for backup. <i>'Will you lose face if you stay out of it, or a few teeth if you get involved?'</i>
2	Security: A patrol of what passes for the law around here is questioning residents. They demand to see your papers. <i>'What are they looking for? How will they react if you refuse?'</i>	7	Runaway Brahmin: A loaded pack brahmin breaks free, scattering supplies everywhere as its owner [NPC]pg.177 runs after it. <i>'Can you help catch it, or grab something before its owner notices?'</i>
3	Friendly face: Someone in the settlement recognizes you, if the settlement doesn't have an NPC, then generate [NPC]pg.177, otherwise choose a random NPC to be visiting. <i>'What do they want?'</i>	8	Street Performer: An [NPC]pg.177 wastelander is juggling knives, playing music, or doing card tricks for caps. <i>'Are they actually talented, or just a distraction for a pickpocket?'</i>
4	Gathering Crowd: A charismatic [NPC]pg.177 is making a speech. People are listening intently. <i>'What are they rallying for?'</i>	9	Stray: A scruffy-looking Dog watches you from the shadows, tail wagging hopefully. <i>'Does it belong to someone, or is it looking for a new home?'</i>
5	Travelling Merchant: A friendly trader has set up shop in a back alley, offering rare goods. If you make the Trade Action (pg.134) this Round, you may roll twice for the [Condition] pg.168 of any goods they have to sell and choose the best. <i>'Why are they leaving soon?'</i>	10	Mysterious Note: A scrap of paper is slipped into your pocket without explanation. Gain a [SIDE QUEST]pg.146. <i>'Who gave you this, and why didn't they show their face?'</i>

Settlement Encounter (cont'd...)

RESULT	SETTLEMENT ENCOUNTER	RESULT	SETTLEMENT ENCOUNTER
11	Skeleton: Either pre-War or more recent, the body at the settlement's entrance tells a story of someone's final moments. <i>'These bones were a person once; how did they die?'</i>	16	Traveller. A non-local [NPC]pg.177 is visiting the town and catches your eye. <i>If you've met this [NPC] before, how might their opinion of you change? Why are they here?</i>
12	Border Town: The Settlement is built on the border of a new location. You may choose to immediately Travel to an unexplored adjacent Location. If you do, journal about this discovery and then begin a new Round. <i>Would you be able to find this path again?</i>	17	Billboard: An old advertisement torn and faded sits in the center of the settlement, the cause not only for the town's name, but a large portion of its community. <i>'What does it advertise? Why is it ironic?'</i>
13	Clue: Choose a side quest you have yet to complete. There is something related to that side quest here, from the item you're searching for to another [NPC]pg.177 with similar goals. <i>'How does this forward your goals? Does it also complicate them?'</i>	18	Charity. A cough can be heard from the side of the street. Huddled against the corrugated iron is the blanketed shape of an unfortunate [NPC]pg.177. <i>What draws your eye to them? Why can they not thrive in this settlement</i>
14	A symbol of hope: There is something here that reminds you of your purpose. <i>'What is it?'</i>	19	Trader. A suspicious trader offers deals too good to be true. You can make the Trade Action (pg.134) with them, halving the cost of whatever you buy (rounding up). <i>'Have you seen the trader before? Why do you trust them this time?'</i>
15	Mercenary Squatters: A band of [DANGEROUS NPCS]pg.185 have moved into the settlement and refuse to leave without good reason. They are disrupting trade and people and could turn violent at a moment's notice. <i>'Who are they? Why are they here, and what could I gain by moving them on?'</i>	20	Incursion: Somehow, a [FOE] pg.189 has made their way into the settlement, and you appear to be the first living soul to know. <i>'Why and how are they here?''</i>

Wasteland Encounter

RESULT	SETTLEMENT ENCOUNTER	RESULT	SETTLEMENT ENCOUNTER
1	Help!: An [NPC]pg.177 is surrounded by [FOE]pg.189. If you oppose the foes here, the NPC will immediately give you a [SIDE QUEST]pg.146. <i>‘Perhaps choosing not to help them would aid you in your next action?’</i>	8	Signal: A radio station crackles to life. Roll a random Location—that is its source. <i>What do they say across the radio? What might happen if you arrive at the source?</i>
2	Hunted: A pack of hungry [CREATURE]pg.189 has picked up your scent. <i>‘Are the creatures hungry or territorial?’</i>	9	Radstorm: A radstorm rolls in fast. Your Location gains the Irradiated Truth until the end of the Round. <i>‘How could your Chems and surroundings help you survive?’</i>
3	Raiders: A group of [RAIDERS]pg.192 are in the area. <i>Why are they here? What would they do if you failed to Oppose them?</i>	10	Holotape: An old Holotape is buried in the dirt. Playing it reveals a message, leading to a [SIDE QUEST] (pg.146). <i>What [NPC]pg.177 left this here?</i>
4	Not your business: You hear distant gunfire, then silence. <i>‘Perhaps your next encounter will explain the story you missed.’</i>	11	Malfunctioning Robot: A [ROBOT]pg.191 is repeating the same phrase over and over and over. <i>‘What is it saying?’</i>
5	Authority: A heavily armed patrol of [FOES]pg.189 demands to know your business. Failure to comply may lead to combat. <i>‘Why are they interested? What do you have to hide?’</i>	12	Lost Child: A small child [NPC]pg.177 is wandering the Wasteland, clearly lost. <i>‘Where are their parents, and why were they left alone?’</i>
6	Lost: Fog, night, or general incompetence leads you to immediately travel to a random adjacent location, then roll another encounter for the new location. <i>‘Could you roll a skill check to avoid getting lost?’</i>	13	War never changes...: A [FOE]pg.189 in open conflict with a [DANGEROUS NPC]pg.185 <i>‘What has caused this fight? What do each side have to gain from this?’</i>
7	Minefield: Beep. An old minefield lies along the main road of an old town. The stores are littered with untouched goods; if only you could bypass the minefield. <i>‘How could your skills and equipment help you across safely?’</i>	14	Stolen Item: A [DANGEROUS NPC] has captured an [NPC]pg.177 and seems to be threatening them for information on a stolen item. <i>Do you intervene, or mind your own business?</i>

Wasteland Encounter (cont'd...)

RESULT	SETTLEMENT ENCOUNTER	RESULT	SETTLEMENT ENCOUNTER
15	Supplies: A small settlement has been abandoned and picked clean; barring a single dose of a [CHEM] pg.172 you find square in the center of town. <i>'Who did these belong to?'</i>	18	Musician: An elderly busker [NPC] pg.177 plays old songs for a different age. <i>The cap in front of him—is it empty or full? Does his music fill you with hope or nostalgia?</i>
16	Tracks: Bloodied footprints lead directly inside a cave or building; even a cursory glance reveals they belong to a [FOE]pg.189. Who knows what they're doing in there? <i>'How have they defended themselves? Are they dangerous?'</i>	19	Stories: A half-dead traveller lies on the side of the road, coughing as they warn of dangers in a nearby location. Add the mysterious danger truth to the location rolled. <i>What type of danger did the traveller speak of? Monsters, raiders, radiation, or something stranger still?</i>
17	Mutants...: A [SUPER MUTANT] pg.190 war-tribe is in the area. <i>What is the tribe's style? What do they want?</i>	20	Weird Wasteland: A [FOE]pg.189 is found in an unusual circumstance. <i>What situation is the Foe in? Why and how did they get in that situation?</i>

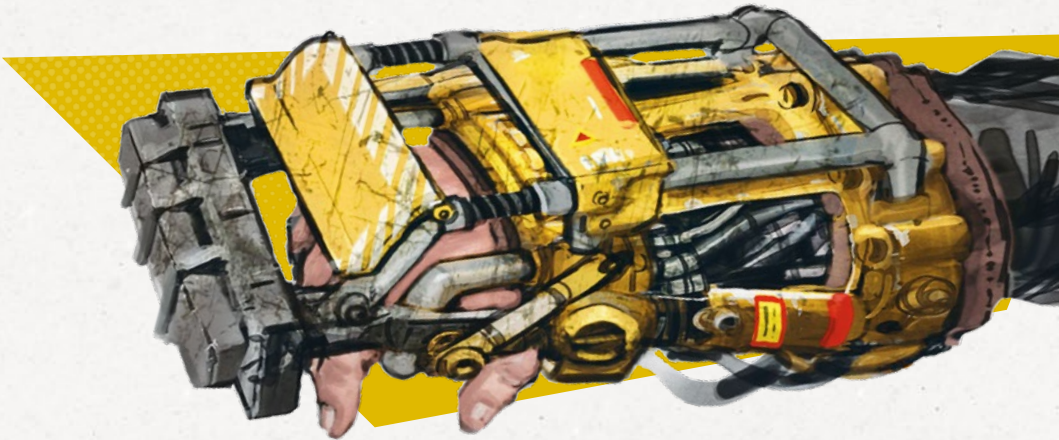


Combat States

RESULT	STATE	DESCRIPTION
1	High ground	Your foes have taken the high ground against you. Melee weapons will be of little use.
2	Low ground	You have the high ground over your foes. Melee weapons will be of little use, but a scoped or accurate weapon would be perfect.
3	Explosives	The area has explosives! As an Additional Success or Complication to any roll during this combat, an explosion occurs, either dealing you 2 Damage or reducing a Foe's Threat by 2.
4	Killing Field	An open street, an exposed bluff. There is no cover to speak of here.
5	High Morale	After rolling any Complication, a random Foe will take an action.
6	Heavy Cover	The area has ample cover, making ranged attacks and explosives less effective.
7	Difficult terrain	The area is difficult to traverse and will slow down most moving through it.
8	Light Cover	The area has thin cover, enough to stop pistols and small guns, but useless against heavy weaponry.
9	Rubble cover	The ample cover makes weapons that rely on direct line of sight less useful, but grenades and similar arcing weapons are perfect for the situation.
10	Traps	The area is infested with Traps. Any complications rolled will deal 2 Damage in place of any other effect.
11	Chokepoint	A clear view with a space to set up a heavy weapon. Whoever controls that space has solid eye-lines in every direction
12	Danger zone	A chasm, irradiated pit, or other dangerous area dominates the combat. If any creature enters the danger zone, they are defeated. If you enter the danger zone, you immediately gain an [INJURY] pg.217.
13	Clustered	The area has several chokepoints that it's impossible to not bunch up in. Explosives will be more effective in these spots.
14	Enclosed area	The area is enclosed, either made up of tunnels, corridors, caves, or the inside of a building. Close quarters combat is the standard.
15	Secret path	A tunnel's concealed entrance is nearby. If you were attacked, the encounter starts with you surrounded by ambushing foes.
16	Radiation	There is either a deadly level of ambient radiation or a sudden spike. At the end of each Action, the acting character suffers 1 Radiation Damage. Foes not immune to radiation have their Threat reduced by 1 after each Action.
17	Moment of silence	The combat momentarily pauses, or there is a relative peace before violence breaks out. Both the De-escalate and Retreat actions are at -1 Difficulty.

Combat States (cont'd...)

RESULT	STATE	DESCRIPTION
18	Dead End	Retreat is impossible.
19	Reinforcements	A [FOE]pg.189 arrives, allied with the enemy you are currently fighting. Re-roll the Combat State.
20	Low Morale	After any Foe is defeated, the rest will flee!



EQUIPMENT TABLES

Quantity

RESULT	QUANTITY
1	One
2	One
3	One
4	One
5	Two
6	Two
7	Two
8	Three
9	Three
10	Three

RESULT	QUANTITY
11	Four
12	Four
13	Four
14	Five
15	Five
16	Five
17	Roll Twice on this Table, re-rolling any results of 16+.
18	Roll Twice on this Table, re-rolling any results of 16+.
19	Roll Twice on this Table, re-rolling any results of 16+.
20	A seemingly endless supply, you will only run out as a Complication (see pg.87).

Conditions

RESULT	CONDITION
1	Shredded, broken, shattered
2	Irradiated
3	Rusted, mouldy, corroded
4	Warped, dented, frayed
5	Torn, brittle, fragile
6	Wobbly, fizzing, unstable
7	Jury-rigged, scrap-made, patchwork
8	Small, dainty, child's
9	Chipped, stained, scuffed
10	Grimy, weathered, scratched

RESULT	CONDITION
11	Dull, sun-bleached, faded
12	Lightweight, flimsy, thin
13	Battered, well-worn, scuffed
14	Heavy, clumsy, bulky
15	Well-loved, personalized, sticker-covered
16	Large, clunking, oversized
17	Grimy, dirty, greasy
18	Bloodstained
19	Sturdy, reliable, thick
20	Pristine, pre-war, mastercrafted

Modifications

RESULT	ARMOR MODS	WEAPON MODS
1-2	Lightweight: This item is lighter than usual. <i>It might aid in tests that rely on swiftness.</i>	
3-4	Padded: Useful at negating Damage from explosions. <i>It might reduce the difficulty of Endure Actions against explosions by 1.</i>	Armor Piercing: This weapon is particularly good at getting through armour. <i>It might reduce the difficulty of Oppose Actions against Armored foes by 1.</i>
5-6	Rubber lined: Makes you practically impervious to Electrical Damage. <i>It might reduce the difficulty of Endure Actions against Electrical Damage by 1.</i>	Electrified: This weapon stuns enemies hit by it. <i>All Oppose Actions made with this weapon gain the following Additional Success:</i> Stunning Wounds: Roll a d20 when the Targeted Foe next Activates, on an 11+, they lose their Action.
7-8	Asbestos lining: Heavily insulated against fire. <i>It might reduce the difficulty of Endure Actions against fire Damage by 1.</i>	Ignition: This weapon can set flammable targets alight. <i>This weapon might set foes on fire or interact with the environment in interesting ways.</i>

Modifications (cont'd...)

RESULT	ARMOR MODS	WEAPON MODS
9-10	Harness: You can carry large items strapped to your back. <i>It might allow you to carry something huge you otherwise wouldn't be able to.</i>	Shredding: This weapon deals terrible Damage to unarmoured foes. <i>It might reduce the difficulty of Oppose Actions against unarmored foes by 1.</i>
11-12	Hazard coating: Protects against radiation. <i>It might reduce the difficulty to Endure Radiation Damage by 1.</i>	Disguised: This weapon doesn't look like a weapon. <i>This weapon is easy to sneak into places, and could make Outwit actions using it easier.</i>
13-14	Autoinjector: Use Chems quickly in combat. <i>It allows you to use the Patch Up action in combat by spending a Chem.</i>	Silenced: This can only be applied to non-explosive ranged weapons. This weapon makes no sound when being used. <i>This weapon could be used in cunning ways to Outwit (pg.136) a foe.</i>
15-16	Hidden Compartment: Foes will never find something you put in here. <i>You may hide one small item in this that no one else can find.</i>	Scoped: This can only be applied to a ranged weapon. This weapon is excellent at long-range fighting. <i>This makes it easier to engage with Foes at longer distances and view far-off places.</i>
17-18	Camo: This armor makes you hard to spot. <i>It reduces the difficulty of actions using a Stealth Skill Test by 1 if the camouflage matches the environment.</i>	Explosive: This can only be applied to a non-explosive ranged weapon. This weapon fires explosives that can deal with multiple foes at once. <i>This weapon is now explosive.</i>
19-20	Spiked: Can be used as a melee weapon. <i>Useful when you've run out of everything else!</i>	Drum magazine: This can only be applied to a ranged weapon. This weapon rarely needs reloading. <i>You need to suffer the "out of ammo" complication twice before this weapon runs out of ammo.</i>

LOOT TABLES

Loot Generation Table

If you are looking for a particular type of loot, you may roll twice and choose the result.

RESULT	LOOT
1-2	One [CONDITION]pg.168 [RANGED WEAPONS]pg.174
3-4	One [CONDITION]pg.168 [MELEE WEAPONS]pg.175
5-6	A [QUANTITY]pg.167 of [THROWN AND EXPLOSIVES]pg.175
7-8	AMMUNITION*(See Ammunition Sidebar below)
9-10	One [CONDITION]pg.168 [ARMOR]pg.171
11-12	A Stack of [SUPPLIES]pg.172
13-14	A [QUANTITY]pg.167 of [CHEM]pg.172
15-16	[SCRAP]pg.177
17-18	[CAPS]pg.171
19-20	[ODDITY]pg.176

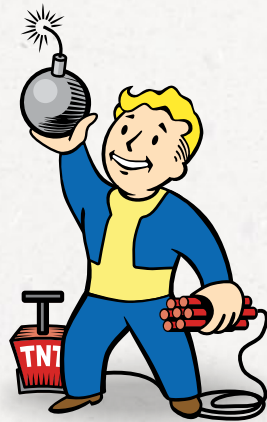
Ammunition

Whereas finding Ammunition in *Fallout* is a varied experience, with bullets for all manner of weapons found in the most unusual places, and often for a weapon you're not carrying. In *Wasteland Wanderer*, to simplify the process and reduce the chances of never finding what you need, when you roll Ammunition on the above Table, either:

- Remove the 'Out of Ammo' Truth from one Weapon you are carrying.

—OR—

- Gain an Ammo **Box** for a weapon of your choice. The next time you would be affected by the 'Out of Ammo' complication for that weapon, spend the Ammo Box to ignore it.



Armor

RESULT	ARMOR	VALUE
1-2	Vault Suit / Patchwork Armor / Harness	1
3	Football helmet / Baseball cap	1
4-5	Pre-War suit / Pre-War dress	1
6	Fedora / Summer hat / Sunglasses	1
7-8	[FACTION]pg.217 Uniform	2
9	Night-Vision Goggles	2
10-11	Leather Armor / Road Leathers / Raider Leathers	2
12	Welding goggles / Gasmask	2
13-14	Metal Armor / Scrap Armor	3
15	Metal helmet / Scrap helmet	1
16-17	Combat Armor / Scout Armor	3
18	Pre-war Combat helmet	2
19-20	Power Armor	5

Caps

RESULT	CAPS	DESCRIPTION
1-2	A Stack of Caps	Counterfeit, but if the next trader doesn't notice, who cares?
3-4	A Stack of Caps	Strung together like a necklace.
5-6	A Stack of Caps	Hidden out of sight.
7-8	A Stack of Caps	Stored under the floorboards, or encased somewhere strange.
8-10	Special edition bottle cap	Inside a glass case. Worth something to a collector.
11-12	Two stacks of Caps	Scattered across the floor.
13-14	Two stacks of Caps	A small mural made from bottle caps is stuck to the wall.
15-16	Two stacks of Caps	Broken Nuka-Cola bottles litter the floor with caps still intact.
17-18	Three stacks of Caps	In neatly arranged stacks.
19-20	Three stacks of Caps	A simple cloth bag filled to the brim.

Supplies

Whenever you gain an item from this list, you gain a Stack of Supplies. The item is Spent when that Stack of Supplies is used.

RESULT	SUPPLY	RESULT	SUPPLY
1	Nuka-Cola Quantum	11	Nuka-Cola
2	Yao Guai Ribs	12	Squirrel on a Stick
3	Stingwing Filet	13	Mutt Chops
4	Grilled Radstag	14	Noodle Cup
5	Mirelurk Cake	15	Insta Mash
6	Deathclaw Omelette	16	Pork 'n' Beans
7	Squirrel Stew	17	Squirrel Bits
8	Iguana Soup	18	Yum-Yum Deviled Eggs
9	Radstag Meat	19	Dirty Water
10	Ribeye Steak	20	Cram

Chems

Roll a d20 to determine the Result, on a roll of a one re-roll twice on the table.

RESULT	CHEM	DESCRIPTIONS	VALUE
2	Super Stimpak	A more potent version of the Stimpak.	2
3	Calmex	A light tranquilizer that relaxes higher, stressful brain functions.	2
4	Day Tripper	A mild hallucinogenic that trades an escape from reality for a mild numbness across the body.	2
5	Addictol	A quick and easy way to remove the physical and mental issues connected with Chem addiction. Warning! Will not prevent relapse.	3
6	Stimpak	A pre-War drug capable of boosting the body's regenerative capabilities	1
7	RadAway	An intravenous solution used to purge radiation.	1
8	Psycho	A military-grade combat drug that boosts aggression and physical performance, while blocking both pain and higher cognitive functions.	2
9	Med-X	An opioid based painkiller that turns off the brain's ability to perceive pain for a time.	2
10	Daddy-O	Popular among intellectuals, Daddy-O greatly increases intelligence but causes users to hyper-focus on tasks.	2
11	Healing Salve	A Wasteland-original, Healing Salve is used to treat minor injuries fast!	1

Chems (cont'd...)

RESULT	CHEM	DESCRIPTIONS	VALUE
12	Buffout	A performance-enhancing drug that removes the need for effort and time at a gym. Dangerously addictive, but efficient!	2
13	Jet	Mass produced in the Wasteland, Jet alters human perception of the passage of time while enhancing reaction time; a potent but dangerous cocktail.	1
14	Mentats	A mind-altering chem that better connects neural pathways to speed up mental processes, leaving one feeling unintelligent without it.	2
15	Mentats (grape flavour)	A variant of Mentats that focuses on increasing the social capacity of the user, making them far more fun to be around.	3
16	Rad-X	Boosts the user's natural resistance to radiation but does nothing to remove existing radiation poisoning.	1
17	Antibiotics	A term for a collective group of Chems that help combat infectious diseases.	1
18	Overdrive	A Psycho variant derived chem that massively enhances the user's violent potential.	3
19	Fury	A boosted version of Psycho that is nearly twice as effective, but infuses the user with a false sense of invincibility and overwhelming anger, so much so that everything but the fight disappears.	3
20	X-Cell	A prototype military-grade performance enhancer that would push the user to new heights, it never passed trial, but worked, enhancing everything about anyone who took it.	4

Ranged Weapons

Roll 2d20 and add them together to determine the Result for this Table.

RESULT	WEAPON	VALUE	RESULT	WEAPON	VALUE	RESULT	WEAPON	VALUE
2	Fat Man	5	15	Laser Musket	3	28	Combat Rifle	2
3	Fat Man	5	16	Submachine Gun	2	29	Scoped Hunting Rifle	3
4	Missile Launcher	4	17	10mm Pistol	1	30	Combat Shotgun	2
5	Missile Launcher	4	18	Pipe Bolt Action	1	31	Institute Laser Pistol	2
6	Railway Rifle	3	19	Auto Pipe Rifle	1	32	Laser Pistol	2
7	Junk Jet	2	20	Pipe Gun	1	33	Minigun	4
8	Flamer	3	21	Pipe Gun	1	34	Plasma Rifle	4
9	Plasma Pistol	3	22	Auto Pipe Gun	1	35	Gatling Laser	4
10	Laser Rifle	3	23	Pipe Revolver	1	36	Gauss Rifle	3
11	Institute Laser Rifle	3	24	Pipe Bolt Action Rifle	1	37	Heavy Incinerator	4
12	Syringer	3	25	10mm Auto Pistol	2	38	Heavy Incinerator	4
13	Hunting Rifle	2	26	Double-Barreled Shotgun	2	39	Gamma Gun	4
14	Assault Rifle	2	27	.44 Pistol	2	40	Gamma Gun	4



Melee Weapons

Roll 2d20 and add them together to determine the Result for this Table.

RESULT	WEAPON	VALUE	RESULT	WEAPON	VALUE	RESULT	WEAPON	VALUE
2	Deathclaw Gauntlet	4	15	Walking Cane	1	28	Pipe Wrench	1
3	Shishkebab	4	16	Walking Cane	1	29	Knuckles	1
4	Shishkebab	4	17	Pool Cue	1	30	Knuckles	1
5	Sledgehammer	2	18	Pool Cue	1	31	Tire Iron	1
6	Sledgehammer	2	19	Switchblade	1	32	Tire Iron	1
7	Ripper	3	20	Switchblade	1	33	Sword	2
8	Ripper	3	21	Board	1	34	Sword	2
9	Boxing Glove	1	22	Board	1	35	Baseball Bat	1
10	Boxing Glove	1	23	Lead Pipe	1	36	Baseball Bat	1
11	Baton	1	24	Lead Pipe	1	37	Power Fist	3
12	Baton	1	25	Rolling Pin	1	38	Power Fist	3
13	Machete	2	26	Rolling Pin	1	39	Super Sledge	4
14	Machete	2	27	Pipe Wrench	1	40	Super Sledge	4

Thrown Weapons and Explosives

RESULT	WEAPON	VALUE	RESULT	WEAPON	VALUE
1	Baseball Grenade	2	11	Nuka Grenade	4
2	Tomahawk	1	12	Pulse Mine	2
3	Tomahawk	1	13	Baseball Grenade	2
4	Throwing Knife	1	14	Molotov Cocktails	1
5	Throwing Knife	1	15	Pulse Grenade	2
6	Javelin	2	16	Frag Mine	2
7	Javelin	2	17	Plasma Grenade	3
8	Frag Grenade	2	18	Stick of dynamite	2
9	Plasma Mine	3	19	Cryo grenade	3
10	Bottlecap Mine	3	20	Nuke Mine	3

Oddities

RESULT	ODDITY	QUIRK
1	Note	Something left behind by an NPC. Who are they, and what is it about?
2	Holotape	A recorded note, either pre or post War, needs a device to be played.
3	Key	For what? Does it have an identifying mark?
4	Locked Container	How do you open it? What [LOOT]pg.170 is inside?
5	Radio	A working Radio pre-tuned to the old owner's favorite station. What is it?
6	A [QUANTITY]pg.167 of Bobby Pins	Always helpful. Are they in an interesting container?
7	Light or lantern	How is it powered and held? Does it have an interesting color?
8	Vault-tec lunchbox	A collectible! Who might want it?
9	Burned book	What parts are still legible?
10	Silver cigarette case	What ornamentation does it have? Are there any cigarettes still inside?
11	Prototype circuit board	What was the purpose of this item?
12	Sealed love letter	When was it written? What does it say?
13	Engraved hip flask	What is the engraving? What's the flask made of, and is it full?
14	Tattered comic book	What is the comic of? Was it part of a collection?
15	Pre-war vinyl record	Who is the record of? How scratched is the surface?
16	Set of old playing cards	What is the art of? Are some cards missing?
17	Strange, uncut gemstone	Where is it from? What gem is it?
18	Animal bone necklace	What animal was used? What is the binding?
19	Black-and-white photograph	Who or what is it of?
20	Exactly what you were looking for.	But what were you looking for?

Scrap

Most scrap can be used when making the **Modify and Repair Gear** (pg.132) Action. You can keep track of specific scrap or simply update your held scrap by 1. Roll 2d20 and add them together to determine the Result for this Table.

RESULT	SCRAP	RESULT	SCRAP	RESULT	SCRAP
2	Makeshift battery	15	Luxobrew coffee pot	28	Nails
3	Blowtorch	16	Magnifying glass	29	Saw blade
4	Biometric scanner	17	Rubber hosing	30	Barbed wire
5	Gas can	18	Telescope	31	Antique pipe wrench
6	Duct tape	19	Springs	32	Pile of gears
7	Hacksaw	20	Toy car	33	Scissors
8	Handcuffs	21	8-Ball	34	Asbestos slab
9	Human jaw	22	Fertilizer	35	Bag of cement
10	Bunsen burner	23	Giddyup Buttercup	36	Broken lamp
11	Microscope	24	Umbrella	37	Hairbrush
12	Yellow paint	25	Abroxo cleaner	38	Desk fan
13	Ball peen hammer	26	Battered clipboard	39	Aluminum can
14	Adjustable wrench	27	Wonderglue	40	Typewriter

GENERATE NPC

To Generate a new NPC, roll on each of the presented tables in the following order.

- Generate [FACTION]pg.217. This will help determine if the NPC may be non-human in origin.
- Generate [NPC NAME]pg.178-180
- Generate [NPC AGE]pg.180
- Generate [NPC Demeanor]pg.181
- Generate [NPC Distinctive Feature]pg.182
- Generate [NPC Profession]pg.182-183
- Generate [NPC Secret]pg.183
- Generate [NPC Truth]pg.184

NPC NAME

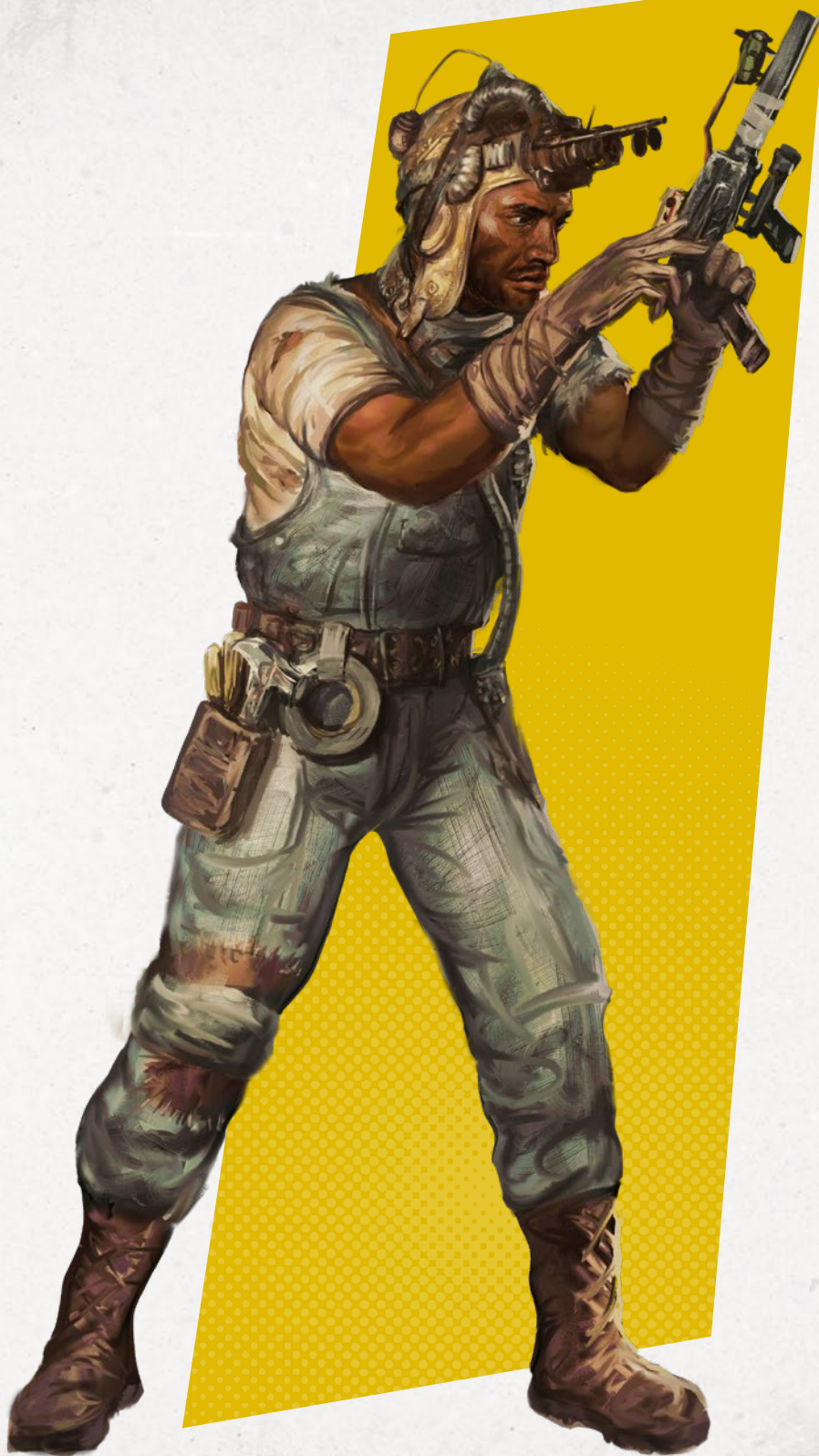
Instead of rolling, close your eyes and point at a random name presented here:

Feminine Names

Alice, Alya, Amy, Anita, Anna, Annette, Andrea, Angela, Aria, Arlene, Audrey, Ava, Barbara, Becky, Belinda, Beth, Betty, Beverly, Bonnie, Brenda, Camila, Carla, Carmen, Carol, Catherine, Cathy, Charlotte, Cheryl, Christine, Cindy, Claudia, Connie, Constance, Cynthia, Carolyn, Carrie, Dana, Darlene, Dawn, Deborah, Debbie, Denise, Diane, Doreen, Donna, Doris, Dorothy, Elaine, Ellen, Elizabeth, Eva, Evelyn, Frances, Gail, Genesis, Geraldine, Glenda, Gloria, Grace, Helen, Holly, Irene, Jacqueline, Jackie, Jan, Jane, Janet, Janice, Jean, Jeanne, Jennifer, Jill, Jo, Joan, Joanne, Judith, Julia, June, Jun, Joyce, Joy, Judith, Karen, Katherine, Kathleen, Katja, Kay, Kimberly, Kim, Laura, Laurie, Layla, Leslie, Leslie, Lillian, Linda, Lisa, Lois, Loretta, Lori, Lorraine, Louise, Lynn, Lynda, Mai, Marilyn, Margaret, Marcia, Marianne, Marsha, Martha, Mary, Maria, Marie, Marcia, Melanie, Melinda, Melissa, Michele, Mila, Mildred, Monica, Nancy, Norma, Octavia, Olivia, Ophelia, Pamela, Patty, Patricia, Paula, Penny, Peggy, Phyllis, Rachel, Rebecca, Regina, Ricca, Riley, Rita, Roberta, Robin, Rosa, Rosemary, Ruby, Roxanne, Rhonda, Sally, Sandra, Sarah, Sharon, Sheila, Sherry, Shirley, Skylar, Stephanie, Sue, Susan, Sylvia, Suzanne, Teresa, Theresa, Terri, Tina, Toni, Tommy, Tyche, Valerie, Vanessa, Vicky, Victoria, Virginia, Wanda, Wendy, Yuki, Yolanda, Yvonne, Zoe, Zoey

Masculine Names

Alfred, Allan, Albert, Alvin, Amir, Andrew, Anthony, Arthur, Barry, Benjamin, Bernard, Bill, Billy, Bobby, Brad, Bradley, Brent, Brian, Bruce, Caleb, Calvin, Carlos, Carl, Charlie, Christopher, Chris, Clifford, Craig, Curtis, Dale, Dana, Dan, Daniel, Danny, David, Dean, Dennis, Don, Donald, Donnie, Douglas, Dwight, Earl, Eddie, Edwin, Edward, Ernest, Eugene, Eric, Francis, Frank, Franklin, Freddie, Fred, Frederick, Gary, Gene, Gerard, Gerald, Gilbert, Glenn, Gordon, Greg, Gregory, Guy, Harold, Harvey, Harry, Herbert, Herman, Howard, Hugh, Isiah, Jack, Jackie, Jackson, Jaxon, James, Jay, Jayden, Jeff, Jeffery, Jerry, Jesse, Jim, Jimmy, Joel, John, Johnny, Jonathan, Jose, Joseph, Juan, Karl, Kaden, Keith, Kelly, Kent, Kerry, Kim, Kirk, Kurt, Larry, Lars, Lawrence, Lee, Leo, Leonard, Leroy, Lester, Lewi, Lloyd, Lonnie, Louis, Manuel, Marvin, Mark, Martin, Matthew, Mayson, Melvin, Micheal, Mike, Milton, Nathan, Neil, Nicholas, Noah, Norman, Oliver, Oscar, Owen, Patrick, Paul, Perry, Peter, Phillip, Philip, Quinn, Randy, Randall, Ray, Raymond, Reginald, Richard, Rick, Ricky, Robert, Robin, Rodney, Roger, Ronald, Ronnie, Roy, Russell, Samuel, Scott, Sean, Stephen, Steve, Stanley, Stuart, Ted, Theodore, Terry, Thomas, Tim, Timothy, Tom, Tommy, Tony, Vincent, Victor, Walter, Warren, Wayne, Wesley, William, Xavier, Yorick



Surnames

Adams, Alexander, Allen, Alvarez,
Anderson, Arnold, Bailey, Baker, Barnes,
Bell, Bennett, Black, Bobrov, Boom,
Boyd, Bradley, Brown, Bryant, Burns,
Butler, Campbell, Castro, Castillo, Carter,
Chavez, Chaing, Chou, Clark, Clements,
Cole, Coleman, Collins, Cooper, Cox,
Crawford, Cruz, Daniels, Davis, Diaz,
Dixon, Dunn, Edwards, Elliott, Ellis, Evans,
Fernandez, Ferguson, Fisher, Flores, Ford,
Fox, Freeman, Gardner, Garvey, Garcia,
Giovanni, Gibson, Gonzalez, Gonzales,
Gordon, Gray, Green, Griffin, Graham,
Hamilton, Hansen, Hall, Hart, Harris,
Harrison, Hawkins, Hayes, Henderson,
Henry, Herrera, Hicks, Hill, Holmes,
Hoffman, Howard, Hunter, Hunt, Jackson,
James, Jenkins, Jimenez, Johnson, Jordan,
Jones, Kawolski, Kelley, Kelly, Kennedy,
King, Kim, Knight, Lee, Lewis, Long, Lopez,

Martin, Marshall, Mason, Martinez,
McDonald, Medina, Mendoza, Meyer,
Miller, Mitchell, Moore, Morales, Morgan,
Moreno, Murray, Murphy, Nakano,
Nelson, Nguyen, Nichols, Olson, Ortiz,
Owens, Palmer, Pan, Parker, Patterson,
Payne, Perez, Perry, Peterson, Phillips,
Pierce, Powell, Price, Ramirez, Ramos,
Reyes, Richardson, Rivera, Robards,
Robertson, Robinson, Rodriguez, Romero,
Romara, Ross, Rubins, Russell, Sanchez,
Sanders, Savinelli, Schmidt, Scott, Shaw,
Simpson, Simmons, Smith, Snyder,
Spencer, Stevens, Stewart, Stone, Taylor,
Thomas, Thompson, Torres, Tran, Turner,
Vasquez, Wallace, Wagner, Walker,
Ward, Washington, Watson, Wells, West,
Weaver, White, Wilson, Wood, Woods,
Wright, Wu, Young

NPC Age

RESULT	AGE
1-3	Child
4-6	Teenager
7-12	Adult
13-16	Middle-aged
17-19	Old
20	Ancient

NPC Demeanor

Roll a d20. The result determines Odd or Even. Once determined, roll another d20 on the appropriate table.

RESULT	ODDS	EVENs
1	Angry	Brave
2	Bitter	Idealist
3	World Weary	Sincere
4	Excitable	Insincere
5	Enthusiastic	Friendly
6	Naive	Loner
7	Hardened	Resentful
8	Hopeful	Infamous/Famous
9	Optimistic	Helpful
10	Happy	Hostile
11	Resigned	Protective
12	Weird	Irresponsible
13	Suspicious	Reluctant
14	Nervous	Savage
15	Professional	Loyal
16	Addict	Lonely
17	Paranoid	Desperate
18	Insecure	Peaceful
19	Disreputable	Creative
20	Ruthless	Shifty

NPC Distinctive Features

Roll twice on this table.

RESULT	ROLL ONE RESULTS	ROLL TWO RESULTS
1	Dyed Hair	Addict
2	Missing limb	Overstuffed pack
3	Finely dressed	Unarmed and unarmored
4	Vault-Tec ID	Beans
5	Named weapon	Shackles
6	Well-maintained equipment	Visible Cybernetics
7	Emaciated	Exposed Wires
8	All Faction symbols removed from equipment	Thirst Zapper
9	Pre-War affectation	Sponsored
10	Pack Brahmin	Fancy hat
11	Scarred	Tin foil hat
12	Beat up	Deathclaw skull
13	Elegant	Unusual pet or companion
14	Limited edition bottle caps	Bobble heads
15	Refuses to be out in daylight	Thinks all monsters are adorable and can be trained if you just put your mind to it
16	Voice at odds with their appearance/distinctive voice	Impersonating someone
17	Has a potted plant	Wild-eyed
18	Imaginary friend	Unique style
19	Thinks they are [CREATURE]pg.189	Always has the radio on
20	Spotlessly clean	Seems to be affiliated with every Faction

NPC Profession

If you are rolling this NPC as part of an Encounter that dictates their Profession, skip this step.

RESULT	ROLE	RESULT	ROLE
1	Trader	6	Scout
2	Leader	7	Settler
3	Farmer	8	Informer
4	Guard	9	Tinkerer
5	Cook	10	Doctor/Scientist

NPC Profession (cont'd...)

RESULT	ROLE	RESULT	ROLE
11	Hunter	16	Courier
12	Scavenger	17	Traveler
13	Slave/Slaver	18	Survivor
14	Raider	19	Runaway
15	Rookie	20	Diplomat/Con Artist

NPC Secret Table

RESULT	SECRETS
1	Isn't who they appear to be.
2	Disillusioned with their Faction
3	Hid something of great importance.
4	Harbors deep regrets about their life.
5	Thinks they are destined for something great.
6	Has done everything in accordance with a complex plan.
7	Is deeply connected to an important event or person.
8	Is exactly who they appear to be
9	Never wanted to be what they have become.
10	Is in love with a known NPC.
11	Has information on a Faction that could change everything.
12	Is addicted to Nuka-Cola.
13	Meets up regularly with strangers, but nobody knows who or why.
14	Did something that nobody can find out about.
15	Is in possession of a legendary weapon and keeps it hidden.
16	Faked their own death to escape their past.
17	Is the puppet or puppet master of a powerful Faction.
18	Their reputation is built on a lie, and they're terrified that if anyone finds out, it'll all fall apart.
19	Collects Hubris Comics memorabilia at all costs.
20	Knows where there is a huge stash of Pre-War records, but hates the radio.

NPC Truth

RESULT	TRUTH	DESCRIPTION
1	Outdoorsman	They hate sleeping indoors and always prefer the open sky.
2	Pacifist.	They don't believe in violence but will defend themselves if absolutely necessary.
3	Supertaster	They can identify radiation levels just by taste—not that they recommend it.
4	Superstitious	They refuse to break certain rituals or taboos.
5	Explosives expert	They know how to build a bomb from almost anything but insist they're "retired."
6	Strange trinket	They always carry a small, seemingly useless item but refuse to explain why
7	Actor	They are an incredible liar and can weave believable stories on command.
8	Picky eater	They refuse to eat certain foods due to an obscure pre-war belief or personal experience.
9	Lockpicker	They can pick almost any lock, but they're not a thief—supposedly.
10	Sleeptalker	They talk in their sleep, and what they say might be disturbing.
11	Owed a favour	They once saved someone important, but never took credit for it.
12	Erudite	They are incredibly well-read, able to quote obscure pre-war literature.
13	Wrathful	They hold a grudge easily, and let it go hard
14	Old school	They distrust technology, even simple things like radios
15	Compassionate	They have a soft spot for all the sob stories of the wasteland.
16	Phobia	They have a fear of water, fire, heights, or similar.
17	Ruthless	They would sell out their own grandmother for a handful of caps.
18	Ambitious	They will not stop until they are the best at their chosen profession.
19	Informant	They secretly work for [FACTION]pg.217.
20	Deceptively young or old	They are much older or younger than they seem.

DANGEROUS NPC

To create a Dangerous NPC, first [GENERATE NPC]pg.177, and then populate the below Stat Block with their name before completing each step to finish populating the Stat Block.

Dangerous NPC Stat Block

[INSERT NPC NAME]		THREAT
		[GENERATE THREAT] pg.185
ACTIONS		
Aggressive (1-13)	Cautious (14-17)	18-20
The NPC attacks, dealing 1 Damage or 2 if they have a heavy or unique weapon. If the NPC is Threat 2 or 3, increase this damage by +1.	The NPC takes cover; they cannot be targeted by ranged attacks next action. —OR— The NPC rushes toward you, weapon raised.	[GENERATE SPECIAL ABILITY] pg.186
[GENERATE WEAPONS] pg.188		

Dangerous NPC Threat

RESULT	THREAT
1-8	1
9-16	2
17-20	3

Dangerous NPC Special Ability

If the NPC already has a Faction, add the corresponding Special Ability from this table. If not, generate as usual; the NPC becomes part of that Faction (or always has been if this is introduced during a story).

RESULT	FACTION	ABILITY
1	Children of Atom	Atom's Glow: Gain a Gamma Gun and Vestments. The NPC fires their Gamma Gun (1 Radiation Damage)
2	Gunners	Grenadier: Gain a Frag Grenade and Light Armor. The NPC hides behind cover and throws a Frag Grenade (Damage 2). They will do this even if allies would be caught in the blast.
3-4	Minutemen	Flare Gun: Gain a Flare Gun and Laser Musket. Firing their Flare Gun into the air, the NPC summons reinforcements. Two additional Minutemen arrive (Threat 1) at the beginning of the next Round. This cannot be used again this Encounter by any NPC.
5-6	Railroad	Follow the Freedom Trail: Gain a Railway Rifle. The NPC has prepared some traps in the area; the next time you roll a complication this encounter while in Danger, Suffer 2 damage.
7-8	Wasteland Survivors	Truce: The NPC attempts to call a truce, though it could be a trick... If you use the De-escalate Action (pg.137) its difficulty is reduced by 1 in your next turn. All other Skill tests difficulties are increased by 1.
9-10	Vault Dwellers	Gain a Vault jumpsuit. V.A.T.S.: The NPC uses their Vault-Tec Assisted Targeting System to get a shot off. Suffer 1 damage and an [INJURY]pg.217.
11-12	No Faction	Cut and Run: The NPC decides against the fight and flees. They are removed from the Encounter and may return in a later one.
13-14	Mercenary	Ready for Anything: The Mercenary takes aim. Pass a AGI (Athletics) skill test at difficulty 1 or Suffer double damage from the Mercenaries Aggressive Action.
15-16	New California Republic	Gain a Combat Rifle and Light armor. Sic Semper Tyrannis: Add a Threat 3 NCR Ranger NPC to the Encounter. If there is already one in the Encounter, they take a Turn.
17	Caesar's Legion	Gain a Pilum and Machete. For Caesar!: The legionary launches their pilum (1 damage), if you suffer the damage you gain an [INJURY]pg.217.
18	The Cult of the Mothman	Gain Immunity (Radiation) . He Comes...: In a sudden burst of noise, you suffer 2 damage. From this moment on, you get the strangest feeling of being watched...

Dangerous NPC Special Ability (cont'd...)

RESULT	FACTION	ABILITY
19	Followers of the Apocalypse	Offer of peace: The Followers attempt to call a truce. You may immediately attempt the De-escalate Action, its difficulty is reduced by 1 to a minimum of 1.
20	Enclave	Gain a set of X-01 Power Armor. (No more than three NPCs in an encounter may have Power Armor in this way.) Plasma Grenade: The Enclave soldier throws a Plasma Grenade (damage 3), they will not do this if an ally would be caught in the blast. Gain Immunity (Radiation) .



Dangerous NPC Weapons

RESULT	WEAPONS
1-2	Light melee weapons; Blades and Tire irons.
3-4	Heavy melee weapons; Sledgehammers and Rippers.
5-6	Light ranged weapons; Pistols and other Small guns.
7-8	Heavy ranged weapons; Miniguns and Flamers.
9-10	A mix of light melee weapons and light ranged weapons.
11-12	A mix of heavy melee weapons and light ranged weapons.
13-14	A mix of light melee weapons and heavy ranged weapons.
15-16	A mix of heavy melee weapons and heavy ranged weapons.
17-18	A mix of light melee weapons and explosives.
19-20	A mix of light ranged weapons and explosives.

Dangerous NPC Group

RESULT	NUMBER OF FOES	ACTIVITY
1-2	1	Scavenging
3-4	2	Resting
5-6	2	Travelling
7-8	3	Repairing their tools
9-10	3	Arguing among themselves
11-12	4	Healing their wounded
13-14	4	Guarding the area
15-16	5	Looting a [FACTION]pg.217 corpse
17-18	5	Wayfinding
19-20	Roll twice and add both results together	Burying their dead

GENERATE FOE

To Generate a new Foe first generate a [FOE TYPE]pg.189 for the Foe(s), before rolling on the appropriate table for that Foe.

Foe Type

RESULT	FOE TYPE
1-6	Creature (pg.189-190)
7-8	Super Mutants (pg.190)
9-10	Feral Ghouls (pg.191)
11-12	Robots (pg.191-192)
13-15	Raiders (pg.192)
16-17	Institute (pg.192-193)
18-19	Brotherhood of Steel (pg.193)
20	Zetans (pg.194)

Creature Foe Generation Table

Creature Stat Blocks can be found on page 219.

RESULT	CREATURE FOE	RESULT	CREATURE FOE
1	A Radroach skitters across the floor, leading you toward a pile of bones—something recently feasted here.	7	A Bloodbug is feasting on a lifeless Molerat .
2	A swarm of 6 Radroaches scatter from a half-eaten corpse, but one remains, gnawing persistently on a metallic limb.	8	A Deathclaw stands motionless ahead, sniffing the air. You realize that it's tracking something... and you might be that something.
3	A Radscorpion is eerily still, half-buried in the sand—until you step too close.	9	A pile of bones marks a Deathclaw's recent kill, but mixed in are shredded scraps of a Vault jumpsuit.
4	The ground trembles slightly as a Radscorpion scouts the area, circling like a shark.	10	A stray Dog barks frantically at a half-buried Radscorpion , scratching at the sand to expose it.
5	2 Stingwings twitch violently through the air.	11	A Molerat bursts from the ground, shaking dirt from its skin.
6	The remains of a bloatfly nest lie cracked open, 4 Bloatflies harass a Mirelurk .	12	A half-eaten dog lies in the dirt, and the culprit—a satisfied-looking Yao Guai —slowly lifts its head to meet your gaze.

Creature Foe Generation Table (cont'd...)

RESULT	CREATURE FOE	RESULT	CREATURE FOE
13	A Mirelurk corpse lies rotting in the sun before it suddenly twitches, releasing a swarm of 4 Mirelurk Hatchlings .	17	A wounded Dog limps toward you, whining pitifully, but before you can react, a massive shadow looms behind it—a Yao Guai is watching.
14	A Mirelurk Hunter watches from the shallows, submerged up to its eyes. The water ripples, revealing a Mirelurk Queen rising behind it.	18	A Bloatfly buzzes lazily over a shallow swamp, only to be yanked under in a sudden splash as a Mirelurk Hunter snaps it up.
15	A group of 3 Mirelurks trundle across the Wasteland in search of prey.	19	Roll twice on this table.
16	A Radroach scuttles across the floor, only to be speared mid-stride by a diving Stingwing .	20	Roll twice on this table.

Super Mutants Foe Generation Table

Super Mutant Stat Blocks can be found on page 227.

RESULT	SUPER MUTANT FOE GENERATOR
1-2	A Super Mutant stands over a ruined car, gleefully smashing it with a rebar club, completely unaware of your presence.
3-4	A Super Mutant Hound growls at a pile of meat, unsure if it's food or a trap.
5-6	A Super Mutant Brute shouts orders at a pair of Super Mutants , kicking one to the ground for questioning his commands.
7-8	A Super Mutant Suicider stands completely still, cradling its mini-nuke as if it were a newborn child.
9-10	Three Super Mutants are playing a game of "keep away" with a Super Mutant Hound and a "ball" that whimpers each time it is thrown.
11-12	Three Super Mutants hurl chunks of concrete off a rooftop, laughing at the sound of crashing metal below.
13-14	A Super Mutant , a Super Mutant Brute , and a Super Mutant Suicider are huddled around a fire, roasting what looks suspiciously like a Vault-Tec jumpsuit.
15-16	A Super Mutant Behemoth slouches against crumbling ruins, snoring loudly, bent metal crushed in its massive grip.
17-18	A Super Mutant Brute , a Super Mutant Hound , and two Super Mutants march in formation, loudly chanting, "HUMANS WEAK, MUTANTS STRONG!"
19-20	A Super Mutant Behemoth drinks from a broken fire hydrant while two Super Mutants cheer it on.

Feral Ghouls Foe Generation Table

Feral Ghoul Stat Blocks can be found on page 230.

RESULT	GHOUL FOE GENERATOR
1-2	A lone Feral Ghoul stands in the middle of the road, staring at the sky, completely still.
3-4	Two Feral Ghouls fight over a human skull, gnawing and pulling like wild dogs.
5-6	A pair of Feral Ghouls sit slumped against a rusted sign, their hands resting on long-empty Nuka-Cola bottles.
7-8	Three Feral Ghouls claw at a locked pre-war door, moaning in frustration as if something is inside.
9-10	Four Feral Ghouls suddenly stop and look up in unison, as if listening to something you can't hear.
11-12	Five Feral Ghouls stand in a circle around a skeleton, their heads jerking as they sniff the air.
13-14	A Glowing One presses its face against a cracked terminal screen, bathing the dead electronics in sickly green light.
15-16	A Glowing One stands atop a pile of corpses, its body pulsing with radiation as two nearby Feral Ghouls twitch with energy.
17-18	A Glowing One kneels over a pile of dead Feral Ghouls , its hands twitching as if trying to wake them up.
19-20	A Glowing One lies huddled together with four Feral Ghouls , light pulsing out from the pile with regularity.

Robots Foe Generation Table

Robot Stat Blocks can be found on page 231.

RESULT	ROBOT FOE GENERATOR
1-2	A Mr. Handy hovers over the bare ground, carefully watering non-existent plants while mumbling about crop schedules.
3-4	A Protectron (Medic) scans a skeleton with a broken leg and repeats, "ADMINISTERING FIRST AID".
5-6	A Mr. Gutsy patrols the area, its speakers crackling as it demands to see identification.
7-8	A Sentry Bot stands completely still in the open, then blasts a Molerat to bits with its minigun.
9-10	A Protectron (Fire Brigader) trudges through the ruins, spraying foam at the smoldering remains of a decades-old fire.
11-12	Three Eyebots hover in formation, broadcasting a distorted pre-war news report on repeat.
13-14	An Assaultron paces back and forth, muttering, "DEFENSE PROTOCOLS ENGAGED."

Robots

Robots Foe Generation Table (cont'd...)

RESULT	ROBOT FOE GENERATOR
15-16	A Mr. Handy is locked in a verbal argument with a Protectron (Utility) over who has jurisdiction in the ruins.
17-18	A Turret suddenly powers on, scanning for threats in the area.
19-20	An Assaultron and a Sentry Bot appear locked in a standoff, both weapons primed but neither making the first move.

Raiders Foe Generation Table

Raiders Stat Blocks can be found on page 236.

RESULT	RAIDER FOE GENERATOR
1-2	A Raider sits on a pile of bones, idly sharpening a knife and whistling an off-key tune.
3-4	Two Scavvers argue over a locked safe, neither willing to back down—but neither willing to be the first to crack it open.
5-6	Three Raiders stand around a battered pre-war vending machine, kicking it and yelling, “WHERE’S OUR NUKA-COLA?!”
7-8	A Scavver frantically loads a bag with loot while a Psycho screams at them to “Leave the boring junk behind!”
9-10	A Raider , a Psycho , and a Scavver sit around a fire, roasting what is very clearly a human arm.
11-12	A Raider Boss stands over a kneeling Raider , berating them for a botched ambush.
13-14	A Psycho spins in circles, waving a pipe wrench while chanting, “BLOOD, BLOOD, BLOOD!”
15-16	A Raider Boss , flanked by two Psychos , have set up a toll for passage through “Their land.”
17-18	A group of three Raiders cheer as two Scavvers are forced to fight each other for sport in a makeshift cage.
19-20	A Raider Boss sits on a wrecked car, flipping a pre-war coin and making 4 Raiders bet on which of them they’ll shoot first, curiously, they all seem happy about this.

The Institute Foe Generation Table

Institute Stat Blocks can be found on page 238.

RESULT	INSTITUTE FOE GENERATOR
1-2	A lone Institute Scientist stands in front of a disabled First Generation Synth , trying to repair it before something else finds them.
3-4	A First Generation Synth clutches a broken laser rifle, repeating, “Error. Recalibrating. Error.”
5-6	A lone Synth Strider patrols the area, repeating, “The Director will not be pleased,” over and over.

The Institute Foe Generation Table (cont'd...)

RESULT	INSTITUTE FOE GENERATOR
7-8	A wounded Institute Scientist frantically types on a holopad while a Synth Courser stands guard, scanning the area for threats.
9-10	A Synth Courser stands over a downed Synth Strider , running diagnostics while an Institute Scientist anxiously checks their notes.
11-12	Two Synth Striders methodically dismantle an abandoned radio tower while a Synth Courser supervises, stating, "No evidence must remain."
13-14	A Synth Trooper and a Synth Strider stand guard while an Institute Scientist carefully works on a blueprint, muttering.
15-16	A Synth Trooper , a Synth Strider , and an Institute Scientist are examining a human corpse, taking turns between scanning and taking notes
17-18	A Synth Courser , a First Generation Synth , and a Synth Strider stand in eerie silence, watching a pre-war holotape replay on a loop.
19-20	A group of three Synth Troopers stand in perfect formation, waiting silently while a Synth Courser uploads new orders.

Brotherhood of Steel Foe Generation Table

Brotherhood of Steel Stat Blocks can be found on page 242.

RESULT	BROTHERHOOD OF STEEL FOE GENERATOR
1-2	A Paladin and a Knight patrol the area, scanning for any signs of life.
3-4	A Scribe studies an old terminal, completely absorbed in their work while a Paladin keeps watch, muttering, "Hurry up, Scribe."
5-6	A Scribe quietly murmurs to themselves while cataloging ancient relics, while a Knight and Paladin argue over a tactical map.
7-8	A Paladin checks the power cores on their Power Armor, ensuring everything is charged, while an Initiate looks on, nervous about the upcoming journey.
9-10	A Paladin sternly orders an Initiate to stay behind while they scout ahead, the Initiate reluctantly nodding as they adjust their gear.
11-12	A Scribe hesitates as they try to repair a piece of pre-war tech, while a Knight impatiently urges them to hurry and keep up.
13-14	A Scribe is taking the Power Armor from his fallen knight, giving themselves an impromptu field promotion.
15-16	An Elder speaks with a Scribe , their conversation about rare pre-war tech while the Paladin listens with crossed arms, waiting for an order.
17-18	An Elder inspects a Scribe's findings, nodding approvingly before turning to the Paladin to discuss their next mission.
19-20	An Elder gives a stern speech to a group of three Knights , explaining their next mission in cold, military precision.

Zetans Foe Generation Table

The Zetan Stat Block can be found on page 246.

D20	ZETAN FOE GENERATOR
1-5	A Zetan has been carefully watching you from a distance, it has not been subtle about it—but the reason why still eludes you.
6-10	A pair of Zetans are carefully arranging the bodies of two farmers and a brahmin in a curated crop of tatoes.
11-15	A sudden explosion, the smell of ozone and burning oil and the sound of screeching metal alert you to a Zetan lying near dead in a nearby cave; luminescent metals destroyed all around it. It beckons for you.
16-20	Three Zetans advance towards the nearest Settlement, each armed and cackling madly in their alien tongue.

GENERATE SIDE QUEST

To Generate a new Side Quest, roll on each of the presented tables in the following order.

- Generate [REWARD]pg.194. This will help determine if the NPC may be non-human in origin.
- Generate [GOAL TYPE]pg.196
- Generate [GOAL]pg.197
- Generate [BLOCKER]pg.74

Generate Reward

RESULT	REWARD	DESCRIPTION
1-10	Mystery	The NPC is unable to confirm what they can offer you, or the outcome of the quest itself is unknown. When gaining this reward, roll again on this table, but add +10 to your result.
11	Caps	A Stack of Caps
12	More Caps	Two Stacks of Caps.
13	Even More Caps	Three Stacks of Caps
14	Ranged Weapon	Generate two [CONDITION]pg.168, [RANGED WEAPONS]pg.174 and pick one as a Reward.
15	Melee Weapon	Generate two [CONDITION]pg.168, [MELEE WEAPONS]pg.175 and pick one as a Reward
16	Chems	A [QUANTITY]pg.167 of [CHEMS]pg.172
17	Supplies.	A [QUANTITY]pg.167 of [SUPPLIES]pg.172
18	Training	When gaining XP for this Quest, gain an additional XP.

Generate Reward (cont'd...)

RESULT	REWARD	DESCRIPTION
19	Armor	Generate two [CONDITION]pg.168, [ARMOR]pg.171 and pick one as a Reward
20	A Favour	Increase your Reputation by one Step with a Settlement linked to the Quest. If you are already Allied to that Settlement, re-roll your result and add 10 to it.
21	A Pact	Increase your Reputation by two Steps with a Settlement linked to the Quest. If you are already Allied to that Settlement, re-roll your result and add 10 to it.
22	Nothing...	When you go to gain your reward, the NPC has vanished (or you find an ammo crate with an insulting note in it)! Gain a new Quest with the goal of hunting them down
23	Fortune	Five Stacks of Caps
24	Armor	A Pristine set of [ARMOR]pg.171.
25	Information	Immediately generate any adjacent unexplored Locations as if you had just Travelled to them.
26	Modifications	Apply a [MODIFICATION]pg.168 to any Weapon or Armor you choose. If you do not have an item you want modified at this time, you may return here at a later time with an item and have it modified then.



Generate Reward (cont'd...)

RESULT	REWARD	DESCRIPTION
27	A Backpack full of Chems	A Seemingly Unlimited quantity of [CHEMS]pg.172.
28	Quality Weaponry	A Pristine [RANGED WEAPON]pg.174, or [MELEE WEAPON] pg.175
29	Power armor	A [CONDITION]pg.168 set of Power Armor.
30+	Blocker bypass	You gain some method of clearing the Blocker from your Main Quest

Generate Goal Type

RESULT	GOAL TYPE	RESULT	GOAL TYPE
1	Vengeance (pg.197)	11	Obsession (pg.208)
2	Money (pg.198)	12	Excitement (pg.209)
3	Family (pg.199)	13	Purpose (pg.210)
4	Community (pg.200)	14	Redemption (pg.211)
5	Information (pg.201)	15	Distraction (pg.212)
6	Fame (pg.202)	16	Safety (pg.213)
7	Power (pg.203)	17	Escape (pg.215)
8	Love (pg.204)	18	Technology (pg.216)
9	Survival (pg.205)	19	Choose any result on this table.
10	Food (pg.206)	20	Choose any result on this table.



Goals

Vengeance

“Whoever gave you this Quest is angry. Angry enough to need payback.”

RESULT	GOAL	QUESTIONS
1-2	Something important was stolen from me. I want it back.	■ What was it, and why is it important?
3-4	Someone I cared about was killed. I want to get justice on the killer myself.	■ Who was killed, and was it someone you also know?
5-6	The person I wanted vengeance against is long dead. They buried a fortune; it should be mine.	■ Why haven't they retrieved the treasure already?
7-8	Someone showed me up. I want them humiliated.	■ Who are they? How would they be humiliated?
9-10	I was ousted from my old [FACTION] pg.217 by my rival. I took the fall for something they did. If I could prove it wasn't me, I could settle the score.	■ What were they accused of? What evidence would prove their innocence?
11-12	Arguments with my rival keep on escalating. I'm worried about what they will do next.	■ What started the feud? What was the last retaliation they made?
13-14	My home was taken from me, and the ones who took it from me still live there. I want them gone.	■ Who took their home?
15-16	I need you to deliver this package. Trust me, you don't want to open it.	■ Who are you delivering the package to? ■ Do you know what will happen after it is delivered?
17-18	I've uncovered secrets to ruin my enemy's life. Now I just need them spread.	■ Spill the beans, what's the secret? ■ Whose life are we ruining?
19-20	I'll pay good caps to know the whereabouts of my rival along with their schedule. And don't let anyone catch you.	■ Who am I tailing? ■ Do I know what the quest giver will do with the information?

Money

"There's only one thing that matters these days, Caps. Cold, hard, Caps."

RESULT	GOAL	QUESTIONS
1-2	I want to purchase goods to sell at a profit, I just need a go-between.	■ Why are the goods so cheap, or why are they so needed? ■ Why do they not get the goods themselves?
3-4	I give small loans to needy Wasters. [NPC]pg.177 payments are late. I need to be repaid.	■ Why haven't they handled it themselves? ■ What [QUANTITY]pg.167 of cap stacks do they owe?
5-6	I've got a brilliant idea that will make us both rich!	■ Why is it a bad idea? ■ Do you know it's a bad idea?
7-8	Could you convince my business partner to cough up some caps? Our new venture needs capital or it will fail?	■ What's the business? ■ Why is it failing?
9-10	I owe more than I can pay to debtors. I need caps, and quickly.	■ How are they going to raise those funds (roll again on this table, or come up with a desperate idea)?
11-12	I've always dreamed of becoming a trader, but I need help getting started.	■ What would they trade? ■ What stopped them until now?
13-14	I locked away most of my caps in a secure location. Could you help me get them back?	■ Why can't they get them themselves? ■ How were they secured?
15-16	I've got assets I need to transport. I need someone to protect them.	■ What makes the assets special? ■ Why do they need special protection?
17-18	I need help robbing [NPC]pg.177. I'll gladly share the spoils.	■ What skills do I provide? ■ What provides the reason or opportunity?
19-20	A [RAIDER]pg.192 gang has heard about my assets. I've heard they are sending people to take them.	■ What are they trying to steal, specifically? ■ Why is the quest giver attached to the item?



Family

"Family is the root of everything; without it, we're nothing, so we should do all we can to keep it."

RESULT	GOAL	QUESTIONS
1-2	My family is in danger, we need to disappear.	■ What is the supposed danger? ■ Where do they want to start their new life?
3-4	My sister didn't show up to our yearly family meeting. I want to know why.	■ What is the sister like? ■ Where did she come from?
5-6	I've always wanted to start a family; I've just never been able to find the right person.	■ Do they have a crush on someone already? ■ What stops them from making relationships?
7-8	My father sent me a concerning letter. I want someone to check up on him.	■ What did the letter suggest? ■ Why can't they go themselves?
9-10	My cousin is addicted to [CHEMS] pg.172. I'd do anything to get them clean.	■ How long have they suffered? ■ How do they get ahold of the drugs?
11-12	Raiders have kidnapped someone close to me. I can't rescue them alone.	■ Who did they kidnap? ■ What are the Raiders' intentions?
13-14	My brother wants to throw away everything our family has built. I need you to convince them to reconsider.	■ What are they throwing away? ■ Why would they listen to you?
15-16	My child wants to travel the Wasteland. Show them that it's far too dangerous for them out there.	■ What would scare them? ■ Why do they want to travel the Wasteland?
17-18	The world thinks my family and I are monsters. Help me prove them wrong/right.	■ What tales do they tell of the family? ■ What started the misconception?
19-20	A unique inheritance is ripping our family apart. Help us decide what to do with it.	■ What wealth is at stake? ■ Who is positioned to gain/lose the most?

Community

"This isn't about me, this is about everyone."

RESULT	GOAL	QUESTIONS
1-2	A close friend is getting married, and I want to throw them a party.	■ What does a good party need that they are missing? ■ Who's the lucky couple/polycule?
3-4	Our settlement is missing a luxury resource.	■ Well, what is it? Chems, drink, comics? ■ Why do they crave this in particular?
5-6	I want a group to truly call my own. I don't feel at home in this community.	■ Why aren't they comfortable/welcome here? ■ Who do they feel are "their people"?
7-8	I witnessed a heinous crime in my community. I don't know what to do.	■ What was the crime? ■ Why can't they bring it to the authorities?
9-10	We're not safe here anymore. Help us find a new place to live.	■ What's the danger? ■ Why is it a new problem?
11-12	Two rivaling [FACTIONS]pg.217 are looking to take over our community. We'd like you to be our spokesperson.	■ What can each faction offer/threaten? ■ Why is this community valuable?
13-14	There's been a massive influx of people. Find out where they're coming from.	■ Are the people welcome? ■ Are there enough resources for everyone?
15-16	The radio brings us together, but it's only playing static. Get the station back online.	■ How was the radio damaged? ■ How long has it been down?
17-18	Two [FACTIONS]pg.217 are bringing their rivalries into our community and disrupting our settlement. Make sure they settle their differences and leave us in peace.	■ What are the factions' beef with each other? ■ Why can't the community handle this on their own?
19-20	I suspect there's a rot at the heart of my community, but I can't investigate without arousing suspicion.	■ Who is at the heart of the corruption? ■ What power protects them from investigation?

Information

“Some people say Caps make the world go round. That’s half true, information does, but caps buy information.”

RESULT	GOAL	QUESTIONS
1-2	Knowledge is power. Hack an [NPC] pg.177 terminal to get me some leverage. And don’t get caught.	■ What are they expecting to find? ■ Why are you the right person for the job?
3-4	A commercial facility has schematics I’m very interested in seeing. You can keep any loot you find, just bring me those plans!	■ What pre-War company owned the facility? ■ What do the schematics show? ■ Are you told what you are looking for?
5-6	[FACTION]pg.217 is trying to hide their activities. I want to know what they’re up to and why they’re so secretive about it.	■ Why does the quest giver want to know? ■ What is immediately unusual about the activity?
7-8	I have recently come into possession of an important holotape. I need to deliver it to a [NPC]pg.177.	■ Who does it need delivering to? ■ Why can’t you listen to the tape?
9-10	I found this book on my travels. I’ve read it many times, and I think it’s time it found a good home.	■ What’s the book? ■ What fate does it deserve?
11-12	I am conducting research. I want you to gather some samples for me.	■ What are they samples of—creatures, plants, dust? ■ What’s stopping them from handling it themselves?
13-14	I’ve heard about you. There is a radio nearby that offers a finder’s fee for interesting stories. Would you accompany me?	■ What adventure have you been on they might have heard about? ■ Why might you want the information kept private?
15-16	I’ve stumbled upon something I didn’t want to know. What should I do now?	■ What’s dangerous about the information? ■ How can you help them resolve the dilemma?
17-18	I had an amazing idea when I was drunk, and now I can’t remember it. Help me get back to the perfect state of inebriation with liquid inspiration.	■ What’s your poison? ■ Why is this a bad idea?
19-20	All the robots are malfunctioning. I think I know why, but I need an assistant in my experiments.	■ What’s the hypothesis? ■ Why is it dangerous to test?

Fame

"Hey, they used to look at famous people like gods! And tell me, who doesn't want to be a god?"

RESULT	GOAL	QUESTION
1-2	I've got a show a week from now. I've been practicing my act and need someone to provide security. People are coming from far and wide to see me.	■ What is their show? ■ Why do they need security?
3-4	I worry that I will be forgotten. I need a monument that will put me on the map forever.	■ What is their monument? ■ What finishing touch does it need?
5-6	My sibling is famous around these parts. Unfortunately, we were separated years ago, and they no longer recognise me. If only I could have a proper meeting with them.	■ Why does the famous sibling not allow strangers close to them? ■ Why are you in a unique position to help?
7-8	I've found this old Eyebot and want to personalise it.	■ What does the Eyebot need to really pop? ■ What special function or personality should it have?
9-10	I need to know what people are saying about me!	■ Who would have the most useful gossip? ■ Why can't they ask around themselves?
11-12	Someone's been spreading rumors about me. I want to know who and why.	■ What is the rumor, and how damaging is it? ■ Who benefits from spreading it?
13-14	Everyone loves a radio station! Help me get one up and running.	■ What kind of content will it broadcast? ■ What obstacle is preventing it from going live?
15-16	Local famous [NPC]pg.177 snubbed my fanmail. Deliver this package to them, and make sure they know it's me who sent it.	■ What's inside the package? ■ Why might the recipient not want it?
17-18	I've heard of you. If what they say is true, you might be just who I've been looking for.	■ What have they heard about you? ■ What do they need you for?
19-20	Oh my! You're "Them" aren't you?! Can I have your autograph?	■ Why do they admire you so much? ■ What unexpected request comes with the autograph?

Power

"I know's they say absolute pow'a corrupts ab-so-lutely. But not me, I'm diff'ren't—you'll see!"

RESULT	GOAL	QUESTIONS
1-2	I used to rule this place, but now no one knows who I am. Help me get back on top.	- How did they lose their position? - What's the first step in reclaiming their power?
3-4	I've got dirt on [NPC]pg.177 and I need them to sweat. Just don't let them know who has the information.	- What is the incriminating information? - How can you make them feel the pressure without revealing your hand?
5-6	We are a completely fair and scrupulously democratic society, of course, and I need you to fix the next vote.	- What method do they want you to use? - Who stands to lose the most if you succeed?
7-8	Might makes right. With your help, no one will question my decisions again.	- What opposition do they currently face? - Why might helping them be dangerous?
9-10	Help me persuade people that we need a change of leadership.	- What's their vision for change? - Who will oppose this effort the most?
11-12	My predecessor alienated a lot of people. If we're to survive, I need to heal the rifts they left.	- What damage did their predecessor do? - Who is the hardest to win over?
13-14	There's a power vacuum within [FACTION]pg.217, time to put my hat in the ring. I trust I can rely on your support?	- Who are their biggest rivals? - What do they offer you in return for your help?
15-16	[NPC]pg.177 hasn't sent what they owe me. Go and find out what the hold up is.	- What were they supposed to send? - Why might they be stalling?
17-18	I am already powerful, but I do not know whether I want to be feared or to be loved. Which is better?	- What makes them ask this question? - What happens if they pick the wrong path?
19-20	There's an item out there that I can harness for great power. Get it for me and I'll share its secrets with you.	- What is the item, and what kind of power does it hold? - Who else is looking for it?

Love

"Every story's a love story, really! And all love stories always end all happy-like!"

RESULT	GOAL	QUESTIONS
1-2	I've noticed [NPC]pg.177 and [NPC]pg.177 making eyes at each other. I've always fancied myself as a matchmaker.	■ What is keeping them from getting together? ■ Is this true love, or is something else going on?
3-4	The [NPC]pg.177 I love is with another [NPC]pg.177. It would be terrible if something happened to their partner.	■ How happy is the target of the quest giver's relationship? ■ How far are they really willing to go?
5-6	I want to surprise my partner with a gift. I need help searching for the perfect thing.	■ What kind of gift would truly suit them? ■ Why is it difficult to find?
7-8	I am fighting with [NPC]pg.177 for the heart of the same [NPC]pg.177. I need to get the upper hand somehow.	■ What makes the person worth competing for? ■ How does the centre of the love triangle feel about the matter?
9-10	I'm planning a surprise. Help me scavenge the things I need.	■ What exactly are they planning? ■ Why is finding these items a challenge?
11-12	I feel that [NPC]pg.177 doesn't realize how much we appreciate them. Help me show them how much they mean to all of us.	■ What have they done to earn such admiration? ■ How can you make the gesture truly meaningful?
13-14	I've got a crazy idea to impress the person I love, I just need someone to help me execute it.	■ What's the plan, and why is it risky? ■ How could this go horribly wrong?
15-16	I'm in love with a member of [FACTION]pg.217, but their Faction doesn't approve. Help me get a message to them.	■ Why is the faction against their relationship? ■ How can the message be delivered without causing trouble?
17-18	My Cyberdog needs repairs. Please help.	■ What's wrong with the Cyberdog? ■ Why can't it be replaced?
19-20	I'll never love again after [FACTION]pg.217 took my partner. The best I can hope for is revenge.	■ What happened to their partner? ■ What form of revenge are they seeking?

Survival

"I'm gunna make it; I'll keep on survivin'"

RESULT	GOAL	QUESTIONS
1-2	There's a prime location for a Settlement not too far from here. The problem is it's already inhabited. Help us clear it out.	■ Who currently occupies the location? ■ What makes it worth fighting for?
3-4	I worry about running out of food. I need a renewable source of sustenance.	■ What options are available for long-term food supply? ■ What threats or obstacles make this difficult?
5-6	I believe that [NPC]pg.177 is out to get me. It's them or me.	■ What makes them think they're in danger? ■ Do they have proof, or is this paranoia?
7-8	Nearby Settlements are refusing to trade with us. Help us find out why.	■ What changed to cause the cutoff? ■ How can you regain their trust?
9-10	[FACTION]pg.217 is taking a worryingly high amount of interest in us. Can you find out why?	■ Do they come in peace, or with threats? ■ What might they want from the NPC?
11-12	Can you help me create a new edition of the Wasteland Survival Guide?	■ What new survival topics need to be covered? ■ What challenges come with gathering the information?
13-14	We need a better water source. Can you help us?	■ What's wrong with the current water supply? ■ What dangers might come with securing a new one?
15-16	Something is stalking me. I need your help to trap it.	■ What signs suggest they're being hunted? ■ What makes the predator particularly dangerous?
17-18	I've found something that's more than I can deal with. Can you get word to my [FACTION]pg.217 to send help?	■ What did they discover? ■ Why is it too dangerous to handle alone?
19-20	Our Settlement is under attack. We need your aid.	■ Who or what is attacking? ■ Which settlement is it?

Food

"A full belly is all I need to be happy, shame there ain't much food going round..."

RESULT	GOAL	QUESTIONS
1-2	I've heard a rumor that a famed cook is moving through the Wasteland. His next stop is nearby, and I'd give anything to be there.	■ What makes this cook so legendary? ■ Why can't they go there alone?
3-4	I'm working on a recipe, but I need a very hard-to-get ingredient. Get it for me and I'll reward you handsomely.	■ What is the ingredient, and why is it so rare? ■ What makes it dangerous to acquire?
5-6	I've got a craving for Deathclaw omelette, but not a death wish. That's where you come in.	■ Can Deathclaw eggs be found in the wild or through barter? ■ What craving does the quest giver believe a deathclaw omelette will fulfill?
7-8	If I have to eat another Salisbury Steak, I'll lose it. Get me something I've never had before.	■ What kind of thing do they like, savoury/sweet/pre-war? ■ Why can't they get it themselves?
9-10	I love the zip of Nuka-Cola. I've heard about an abandoned container nearby that supposedly contains the motherlode.	■ How much we talking? A crate, a barrel, a shipping container? ■ What dangers might be lurking near it?
11-12	There's a custom brewing robot in a brewery nearby. Get it back to me and I'll make sure your drinks are always on the house.	■ What makes this brewing robot special? ■ Why was it abandoned?
13-14	I crave the flavor only Radiation can add. Bring me the most irradiated food you can find.	■ What's the most dangerously irradiated food out there? ■ Can the quest giver survive eating it?
15-16	I'll pay good caps for blood packs, no questions asked.	■ Didn't you read the goal? No questions asked.
17-18	I've got some fresh meat in the pot. Come have a bite, just stay out of the cellar.	■ What is their secret? ■ What will the NPC do if you expose them?
19-20	At night I restock Nuka-Cola machines! Last night's run left me injured, and I need someone to take up the mantle while I recover.	■ What injured them? ■ Why do it at night?



Obsession

"If I can get this, everything else will be okay, it will, I promise. Just need to STOP THEM from getting it... Yeah... nearly there... all mine...all mine"

RESULT	GOAL	QUESTIONS
1-2	I'm missing a few issues of Grogna the Barbarian, then my collection will be complete. Please help me find them.	■ What's special about the missing issue? ■ Who else might be hunting for them?
3-4	The whole world is a simulation! I need your help to prove it!	■ What's their most convincing piece of evidence? ■ What do they plan to do once they "prove" it?
5-6	People don't understand my genius, but I will make them understand! And you'll help me!	■ What have they created that they believe proves their brilliance? ■ Who are they desperate to impress?
7-8	Someone stole a Vault-Tec bobblehead from my collection. I need it back, no matter what it takes.	■ Why is this particular bobblehead so important to them? ■ Who might have taken it and why?
9-10	The Port-A-Diner nearby is mocking me! Look at that perfectly preserved pie! I NEED IT!	■ What's stopping them from getting the pie themselves? ■ Why is this particular pie worth the effort?
11-12	Everyone's a Synth and I can prove it. I just need a few more parts to finish my EMP transmitter.	■ What parts are they missing? ■ Who might have a vested interest in stopping them?
13-14	I swear I saw a flying saucer crash nearby. If you help me get there, I can prove that they're real at last!	■ Why are they the only one who saw it? ■ What else might it have been?
15-16	Finally, the perfect weapon: part Shotgun, part Machine Gun, a decent amount of Rocket Launcher, and enough laser power to get the whole thing going. Now I just need help testing it.	■ What could go horribly wrong with this weapon? ■ Who might want to steal or sabotage it?
17-18	I gotta have the latest fashions. Are these the latest fashions? Are you sure? Go get me preserved pre-War clothes; they're the most in fashion right now.	■ What kind of pre-War fashion are they looking for? ■ Where might such pristine clothes still exist?
19-20	Nothing scratches the itch anymore. Help me find the ultimate Chem!	■ What effect are they looking for? ■ Why don't ordinary Chems cut it anymore?

Excitement

"I swear, the whole world gets blown to hell and it still manages to be insanely dull..."

RESULT	GOAL	QUESTIONS
1-2	I've never left the safety of my settlement before. Could you take me out on your next adventure?	■ What has kept them from leaving before? ■ What are they excited to see?
3-4	I need to blow off some steam. Let's go on a bar crawl and see where the night takes us.	■ What's been stressing them out? ■ What's the worst thing that could happen?
5-6	My [FACTION]pg.217 is so dull, I want to see how [FACTION]pg.217 does things. Can you sneak me in?	■ What do they dislike about their faction? ■ What are the consequences if they're caught?
7-8	My partner wants to experience the Wasteland life. I'll pay good caps for you to keep them safe.	■ Why does their partner want this experience? ■ What do they think the Wasteland is like compared to reality?
9-10	I heard a nearby location is crawling with [CREATURES]pg.189. Let's go see them up close.	■ Why are they so curious about this? ■ Why is their presence strange?
11-12	There's supposed to be some huge [CREATURES]pg.189 out in the woods. I wanna see it!	■ What rumors have they heard about the monster? ■ What do they plan to do if they actually find it?
13-14	I heard there's an unexploded nuke nearby. It must be worth a fortune; help me salvage it.	■ How do they plan to disarm or move the bomb? ■ What would be in danger if it went off?
15-16	I found a poor abandoned mutant puppy out in the Wastes. It can't be that hard to train, Super Mutants do it after all.	■ What kind of mutant [CREATURES]pg.189 will it grow into? ■ Why might keeping it be a terrible idea?
17-18	I never felt so alive as when I was in the midst of a firefight. Help me feel that again.	■ What event made them crave the thrill of combat? ■ What's the risk of indulging this obsession?
19-20	There's a rumor of a perfectly preserved [LOOT]pg.170 nearby. Could you imagine what it would be like to have one of those!?	■ What makes this item so special? ■ Who else might be searching for it?

Purpose

"I was lost when the Brotherhood found me, now I have purpose. You can too, if you stand with me."

RESULT	GOAL	QUESTIONS
1-2	I have the ashes of my mother that I want to spread in a special location. I feel drawn to take it where it needs to go.	■ What did the relation mean to the NPC (pg.182-183) ? ■ What was their final wish?
3-4	I've lost everything, but I refuse to be beaten. Help me find purpose again.	■ What did they lose, and how? ■ What kind of purpose are they searching for?
5-6	I will rise within the ranks of [FACTION]pg.217, no matter what.	■ What is their current standing in the faction? ■ What are they willing to do to climb higher?
7-8	My mother always hoped that I would carry on the family business, but my heart's just not in it. Truly, I want to take up [PROFESSION] pg.182.	■ What is the family business? ■ Why do they feel drawn to this new profession?
9-10	I can't go on. I need you to finish a task for me [SIDE QUEST]pg.146.	■ What prevents this character from continuing their purpose?
11-12	People rely on me, but I know I won't be around for much longer. Make sure I don't let them down.	■ Who relies on them, and for what? ■ Why won't they be around much longer?
13-14	No matter how I try, I can never beat my rival [NPC]pg.177. Could you help train me so I can take them down?	■ Why is this rivalry so important? ■ What kind of training do they need?
15-16	[FACTION]pg.217 must be brought down, and the best way is from the inside.	■ What did this faction do to earn their hatred? ■ How far are they willing to go to destroy it?
17-18	I was saved by a mysterious stranger. Help me find and repay them.	■ What happened when the stranger saved them? ■ What little details do they remember that might help find them?
19-20	My [FACTION]pg.217 should be in control of the Wasteland. Help me spread their influence.	■ What is their faction's vision for the Wasteland? ■ Who stands in their way?

Redemption

"The Enclave made me do awful things. I don't know if I'll ever get those stains from my hands."

RESULT	GOAL	QUESTIONS
1-2	A long time ago, I betrayed an ally. I want to make amends, but I've no idea where to find them.	■ What did they do to betray their ally? ■ Why do they want to make amends now?
3-4	I promised to help reclaim a nearby location for my [FACTION]pg.217 but abandoned them. I hope it's not too late to keep my promise.	■ Why did they abandon their faction? ■ What state is the location in now?
5-6	I stole schematics from [FACTION] pg.217 . I regret my actions and hope that making them a reality will ingratiate me to them.	■ What do the schematics contain? ■ What do the schematics need to become a reality?
7-8	I've done awful things to feed my habit. I need to get clean.	■ What is their vice? ■ What's stopping them from quitting?
9-10	I recognised [NPC]pg.177 as someone who left me for dead years ago. How can I tell them that I don't blame them for what they did?	■ What were the circumstances of being left for dead? ■ How do they think the NPC will react?
11-12	I've taken so much from others, now I want to give back.	■ What was the worst thing they've done? ■ How do they plan to give back?
13-14	People are getting hurt because of something I did. I need to put this right.	■ What did they do to cause harm? ■ Who is still suffering from their actions?
15-16	I've been sending people into traps for years, but it ends here.	■ What happens to the victims? ■ Why did they start?
17-18	I've realized my [FACTION]pg.217 methods have been doing more harm than good. I need to put things right.	■ What specific harm has their faction caused? ■ How much danger are they in by trying to change things?
19-20	So many people weigh down my conscience. Help me put them to rest.	■ Who haunts their conscience the most? What do they believe will bring them peace?

Distraction

"Rads got me all twisted inside, Doc says I got days left maybe. I just need to take my mind off of it."

RESULT	GOAL	QUESTIONS
1-2	Life is getting a little dull. I need something to spice it up.	- What have they done before to entertain themselves? - What's the wildest thing they've ever tried?
3-4	I've played this holotape to death. Bring me a new holotape game.	- What kind of game are they looking for? - What do they have to play it on?
5-6	I want to prank [NPC]pg.177 by doing something that'll really rile them up.	- What's the best prank they've pulled before? - Why do they want to mess with this NPC?
7-8	I'm putting on a show, but I need a few more acts. Will you be my talent scout?	- What kind of show is it? - What sort of talent are they looking for?
9-10	We deserve a party. I've got a list of stuff that every party needs.	- What's the theme of the party? - What's the most important item they need?
11-12	Someone's after me. I need you to throw them off my scent.	- Who is after them, and why? - How much danger are they really in?
13-14	This item needs to find its way into [NPC]pg.177 possession without them noticing.	- What is the item? - Why does it need to be placed secretly?
15-16	I have recently come into quite a fortune. I want you to help me spend it.	- How did they acquire this fortune? - What entertainment do they want?
17-18	I need a distraction tomorrow, and I don't plan on telling you why.	- What time do they need the distraction? - How long does it need to last?
19-20	[FACTION]pg.217 has their eye on a nearby location. Keep them away long enough for my faction to clear the place out.	- What's so valuable about the location? - How far is the other faction willing to go to claim it?

Safety

All any of us really want is a bed to sleep on, and a roof over our heads."

RESULT	GOAL	QUESTIONS
1-2	An old friend knows too much about me. They pose a danger that must be eliminated.	■ What exactly do they know? ■ Do they have any leverage, or is this purely precautionary?
3-4	I've always been a bad shot. Some experience would go a long way in helping me protect myself.	■ Have they ever been in a firefight before? ■ What's their preferred weapon?
5-6	I've planned defenses to keep my home safe. I just need the supplies to make them.	■ What kind of defenses are they planning? ■ Who or what are they defending against?
7-8	I've heard things moving around my home at night. I don't know what they are, but they have to go.	■ Have they seen any signs of intruders? ■ Do they suspect something supernatural?
9-10	[FACTION]pg.217 has been threatening me. Help me show them I'm not to be trifled with.	■ What started the conflict? ■ Do they want a show of force, or something more subtle?
11-12	I need better equipment if I'm going to stay ahead of my rivals. Can you help me?	■ Who are their rivals? ■ What kind of gear would give them the edge?
13-14	There has been an increase in [CREATURES]pg.189 in the area. Find out where they're coming from and stop them.	■ Have there been any survivors or witnesses? ■ What kind of threat are they dealing with?
15-16	Someone is trying to blackmail me. Find out who and put a stop to it.	■ What information are they using as leverage? ■ How far is the target willing to go to keep it secret?
17-18	My [FACTION]pg.217 has abandoned me. Can you talk some sense into them?	■ Why did the Faction leave them behind? ■ Why would you be able to help?
19-20	I am worried about the Raiders nearby spreading their influence across the Wasteland.	■ Why has this gotten worse recently? ■ Why does this affect the quest giver specifically?



Escape

"I NEED to get out of here, no matter what."

RESULT	GOAL	QUESTIONS
1-2	I need a new start. Help me fake my death and get out of here.	- Who are they running from? - What will their new identity be?
3-4	Help me spread wild rumors so people will leave me alone.	- What kind of rumors would be the most effective? - Who do they want to scare off or mislead?
5-6	No one must ever know who I was before. Can you help me bury my secrets?	- What are they hiding? - Is there anyone still out there looking for them?
7-8	[FACTION]pg.217 has information on me. Sneak into their base and get those files.	- What kind of information do they have? - Is destroying the files enough, or do they need more drastic action?
9-10	I've angered the wrong people. Help me lie low for a while until this blows over.	- Who's after them, and what did they do? - How long do they need to stay hidden?
11-12	I waited all night for my partner so we could get out of here, but they never showed. I can't leave without them.	- Where were they supposed to meet? - Is it possible their partner was taken or betrayed them?
13-14	I need the sweet relief of [CHEMS] pg.172, as many as you can get.	- What happens if they can't get their fix? - Why is this a terrible idea?
15-16	I used to sneak out all the time, but recent Raider attacks have led to tightened security. Help me get a taste of freedom again.	- Why is escaping so important to them? - Where do they want to go?
17-18	I'm being held against my will. Help me get out of here.	- Who is keeping them locked up, and why? - Are they truly a prisoner, or is there another side to the story?
19-20	[NPC]pg.177 is out to get me. I can't prove it, but I know it's true.	- What makes them so sure? - What lengths are they willing to go to in order to protect themselves?

Technology

"The old world made a lot of mistakes. But their tech was not one of them. Merely how they used it."

RESULT	GOAL	QUESTIONS
1-2	Not everyone can be trusted with technology. I need you to take technology from those who abuse it.	■ What kind of tech are we talking? ■ Who is abusing the technology, and how?
3-4	I need to upgrade my equipment. Can you help me scavenge the resources I need?	■ What equipment do they want to upgrade? ■ What new function do they want it to have?
5-6	I've lost the password to control my turrets, and they're going haywire. Help me fix this.	■ What do the malfunctioning turrets protect? ■ Who set the password in the first place?
7-8	I have the outlines of some old experiments designed to help everyone. I just need some suitable test subjects.	■ What kind of tests are these? ■ What happened to the pre-war test subjects?
9-10	[FACTION]pg.217 have no idea what they've got their hands on. Convince them it would be better in my hands than theirs.	■ What is the technology in question? ■ What makes them think they deserve it more?
11-12	I've heard there's some Power Cores nearby, but it's far too dangerous for me to retrieve them. You, on the other hand...	■ Why are they still there after all this time? ■ What dangers lurk in the location?
13-14	My old Power Armor is damaged beyond my skills to repair, but I've heard that [NPC]pg.177 can help. Can you get a message to them?	■ What's unique about this suit? ■ Why can't they go themselves?
15-16	I found a manifest for some undelivered robot parts. Help me locate the shipment and I'll share it with you.	■ What kind of robot parts are they looking for? ■ Who might already be after them?
17-18	I need a specific item to complete my project. Get it for me and I'll make it worth your time.	■ What is the project, and how will it change things? ■ Why is this item so hard to get?
19-20	I need to field test my latest invention. Run it through its paces for me, and you can have the prototype.	■ What does the invention do? ■ What could go wrong during testing?

MISCELLANEOUS TABLES

Random Faction Table

RESULT	FACTION	RESULT	FACTION
1	Super Mutants	11	Railroad
2	Brotherhood of Steel	12	Vault Dweller
3	Raiders	13	NCR
4	Atom Cats	14	Caesar's Legion
5	Enclave	15	Rust Devils
6	Wasteland Survivors	16	Followers of the Apocalypse
7	Institute	17	Mercenary
8	Children of Atom	18	Nuka-World
9	Gunners	19	Does not have a Faction
10	Minutemen	20	Invent your own

Injury

Roll 2d20, one for the Injury and one for the location of the Injury

RESULT	INJURY	LOCATION
1-2	Bruised, scraped	Foot (1 left, 2 right)
3-4	Sprained, twisted	Hand (3 left, 4 right)
5-6	Lacerated, punctured	Leg (5 left, 6 right)
7-8	Crushed, gashed	Arm (7 left, 8 right)
9-10	Burnt, bleeding	Shoulder (9 left, 10 right)
11-12	Crushed, flayed	Lower Torso
13-14	Dislocated, sliced	Upper Torso
15-16	Snapped, internally damaged	Eye (15 left, 16 right)
17-18	Cracked, deep cuts	Ear (17 left, 18 right)
19-20	Severed, destroyed	Teeth/mouth

Miraculous Escape

RESULT	ESCAPE	DESCRIPTION
1-2	Captured	Your foes took you alive, then dragged you back to their base for interrogation or slavery, depending on their temperament. Generate a [LOCATION]pg.159 and move there, you are now the captive of your foe and will need to pose an escape.
3-4	Fell	You fell through the floor, tumbling into an underground metro. You may Travel to any adjacent Location, which gains the Metro Truth.
5-6	Unconscious	You fall into a deep unconsciousness, awakening at the nearest settlement, with an [NPC]pg.177 watching over you.
7-8	Seeing red	You don't remember what happened, but you are covered in blood, and whatever caused the injury has been slaughtered
9-10	Mysterious Stranger	A man in a trenchcoat and pistol finished the job you couldn't. Immediately gain the Mysterious Stranger Perk (pg.155) even if you do not meet the requirements.
11-12	Grit	You are just too tough to die. Ignore the Injury roll and regain half (rounding up) of your maximum HP.
13-14	Dragged to safety	You were looted and left for dead. Lose all your equipment. You were awoken by a Dog licking your face. Name them, and add them under equipment.
15-16	Bigger fish	Something came along and scared away your foes before they could finish you off. Decide what it was and why it didn't kill you.
17-18	Hallucinations	The last few moments of your life were just a dream. Why are you hallucinating, and where did you wake up?
19-20	This is it..	The last few moments of your life were excruciating. Write an Epilogue (pg.142) and end your story.

Reputation

RESULT	REPUTATION	DESCRIPTION
1-4	Hostile	You are despised by the inhabitants of this settlement. If they are not actively hunting you, they want nothing to do with you.
5-12	Cautious	The inhabitants have reason to mistrust you.
13-17	Neutral	Either the inhabitants here have mixed feelings about you, or you haven't made much of an impression on them.
18-20	Friendly	You are on good terms with the inhabitants of this settlement , or perhaps they are just very friendly folk?

Vilification and Idolization

If you are particularly hated by those around you, you may end up **Vilified**. On the other hand, if a group believes that the sun shines from your every pore, you could end up **Idolized**. These two Reputations cannot be gained when encountering a community for the first time.

You become Idolized by a community if you gain a reputation rank above Friendly and become Vilified by one should you lose a reputation rank when already Hostile.

Instead, think about when they would apply best to your story. Perhaps a previously Friendly settlement begins to Idolize you after you defend them from a group of attackers. Folks who were previously Hostile could Vilify you after you shot their leader in the middle of the street.

APPENDIX 3: FOE STAT BLOCKS

CREATURE STAT BLOCKS

Bloatfly

CREATURE		THREAT
Bloatflies launch their spiked larvae from their abdomens. They usually keep their distance, but will close in if they sense food.		1
ACTIONS		
Aggressive (1-12)	Cautious (13-17)	Crafty (18-20)
The Bloatfly bobs as it drifts forward and fires its larvae dart. (1 Damage)	The Bloatfly slowly repositions itself to a better angle.	The Bloatfly drifts upwards. It cannot be Opposed by Melee Weapons until their next Action.
Flight: The Bloatfly can fly and is unimpeded by harsh terrain and can easily move over obstacles. Small: The Bloatfly is small and hard to hit, the difficulty to Oppose it with a Ranged Weapon is increased by 1. Vector of Infection: Bloatfly are carriers of infection. Make an END Test with a difficulty of 1 at the end of any Scene in which you took Damage from them. On a Failure you gain the Diseased Injury. Immunity (Radiation, Poison): The Bloatfly cannot be negatively affected by the sources listed in its Immunity types.		

Bloodbug

CREATURE		THREAT
Often found covering corpses, Bloodbugs spit irradiated blood if their blood sac is full or pierce their victims with their proboscis if not. Quick and difficult to target, in numbers, they can provide a significant challenge.		1
ACTIONS		
Aggressive (1-10)	Cautious (11-18)	Crafty (19-20)
■ If its blood sac is full, it will spit radioactive blood (2 Radiation Damage) —OR— ■ If its blood sac is empty the Bloodbug will fly toward you and suck your blood (1 Damage)	■ The Bloodbug flies high out of reach to get a better view of its prey. It cannot be Opposed by Melee Weapons until their next action.	■ If its blood sac is full, it will flee! —OR— ■ If its blood sac is empty, the Bloodbug will fly toward the player to suck the blood from its victim (1 Damage) The blood sac is now full.
Flight: The Bloodbug can fly, is unimpeded by harsh terrain, and can easily move over obstacles.		
Small: The Bloodbug is small and hard to hit; the difficulty to Oppose it with a Ranged Weapon is increased by 1.		
Immunity (Radiation, Poison): The Bloodbug cannot be negatively affected by the sources listed in its Immunity types.		
Blood Sucker: If the Bloodbug deals Damage to a living thing, it drains their blood and fills its Blood Sac . Otherwise, its Blood Sac is empty.		

Deathclaw

CREATURE		THREAT
Deathclaws are extremely intelligent foes, making use of surrounding terrain and fighting tactically. They rip into their foes using brutal claws and hurl rocks or other heavy objects to target more distant foes.		5
ACTIONS		
Aggressive (1-16)	Cautious (17-18)	Crafty (19-20)
■ The Deathclaw tears at you with its claws (5 Damage) —OR— ■ The Deathclaw throws a massive object (2 Damage)	■ The Deathclaw bodily leaps next to you, breathing down your neck.	■ The Deathclaw roars into the air, the difficulty of your next Skill Test is increased by 2. All creatures with a lower Threat than the Deathclaw flee the Encounter.
Immunity (Radiation, Poison): The Deathclaw cannot be negatively affected by the sources listed in its Immunity types.		

Dog

CREATURE		THREAT
Fiercely loyal, truly humanity's best friend. Tame dogs will obey its owner's commands and protect them at all costs, while feral dogs will work together to tear their prey apart.		1
ACTIONS		
Aggressive (1-8)	Cautious (9-14)	Crafty (15-20)
- The Dog's jaw locks on your arm. You cannot use two-handed weapons until it is defeated. (1 Damage) —OR— - The Dog's jaw locks on your leg. You cannot move until it is defeated. (1 Damage)	The Dog moves to protect its pack or master.	The Dog barks out a warning. Add another Dog to the scene.

Molerat

CREATURE		THREAT
Found in groups anywhere they can nest, Molerats are a common sight. They will burrow to avoid enemies and attack from behind while their prey is preoccupied.		1
ACTIONS		
Aggressive (1-12)	Cautious (13-20)	Crafty -
The Molerat leaps into the air, trying to bite at soft spots (1 Damage) If the Molerat was burrowing, it is now unburrowed.	- The Molerat burrows underground. - If the Molerat is burrowed, it moves toward you under the ground.	—
Immunity (Radiation): The Mole Rat cannot be negatively affected by the sources listed in its Immunity types.		
Burrower: The Mole Rat can burrow underground. When it does, it cannot be Opposed by non-explosive weapons, and all Skill tests to locate it or Oppose increase in difficulty by 2.		

Radroach

CREATURE		THREAT
Highly territorial and always found in numbers, Radroaches will launch themselves at foes many times their size if they feel their nest is threatened.		1
ACTIONS		
Aggressive (1-8)	Cautious (9-18)	Crafty (19-20)
Fluttering into the air, the Radroach attempts to bite you with its mandibles before scuttling back. (1 Damage)	The Radroach finds safety in numbers, add another Radroach in the Scene with this one.	Even Radroaches sometimes know when to run and hide. All Radroaches in the location flee!
Small: The Radroach is small and hard to hit; the difficulty to Oppose it with a Ranged Weapon is increased by 1. Immunity (Radiation, Poison): The Radroach cannot be negatively affected by the sources listed in its Immunity types.		

Radscorpion

CREATURE		THREAT
Radscorpions can take down even the most fearsome of prey. With a powerful sting, formidable claws, animalistic cunning, and ambush skills these insects are aggressive, intelligent, and deadly.		3
ACTIONS		
Aggressive (1-14)	Cautious (15-16)	Crafty (17-20)
- If the Radscorpion is underground, it bursts up from below right next to you. (2 Damage) —OR— - It grasps you with its powerful claws. (3 Damage) Until the Radscorpion is defeated, you cannot Retreat (pg.140) or move away.	- The Radscorpion scuttles forward. —OR— - If you are grabbed by the Radscorpion, it strikes at you with its stinger. (1 Damage) Gain the Poisoned Truth.	The Radscorpion burrows underground. It cannot be attacked, but if it is the only Foe in the combat, you may automatically Retreat.
Immunity (Radiation, Poison): The Radscorpion cannot be negatively affected by the sources listed in its Immunity types. Burrower: The Radscorpion can burrow underground. When it does, it cannot be Opposed by non-explosive weapons, and all Skill tests to locate it or Oppose increase in difficulty by 2.		

Stingwing

CREATURE			THREAT
Found swarming around their nests, Stingwings will divebomb any intruders in an attempt to drive them off before melding back into the swarm.			2
ACTIONS			
Aggressive (1-7)		Cautious (8-14)	Crafty (15-20)
■ The Stingwing flies toward you and makes an attack! (1 Damage)		■ The Stingwing zips overhead; it cannot be Opposed by Melee Weapons until their next action.	■ The Stingwing strikes at you with its stinger before flying away at incredible speed. (1 Damage)
Flight: The Stingwing can fly and is unimpeded by harsh terrain and can easily move over obstacles.			
Small: The Stingwing is small and hard to hit; the difficulty to Oppose it with a Ranged Weapon is increased by 1.			
Immunity (Radiation, Poison): The Stingwing cannot be negatively affected by the sources listed in its Immunity types.			

Yao Guai

CREATURE			THREAT
Immense strength combined with razor-sharp claws and teeth make Yao Guai formidable creatures. Their blows are strong enough to stagger any opponent. A charge from one of these beasts is something to remember. Briefly, at least.			3
ACTIONS			
Aggressive (1-14)		Cautious (15-18)	Crafty (19-20)
■ The Yao Guai barrels forward and bats at you with powerful claws, leaving deep scratches in the earth (3 Damage)		■ The Yao Guai rears back and lets out a roar, alerting any nearby creatures to its presence. Small animals run and flee. More bold creatures may come to check out what is happening.	■ The Yao Guai tears at you with its teeth. (2 Damage) If you are wearing armor, it becomes Damaged.
Immunity (Radiation): The Yao Guai cannot be negatively affected by the sources listed in its Immunity types.			

Mirelurk Hatchling

CREATURE		THREAT
Newly hatched and vulnerable, these Mirelurks swarm from their broken eggs towards the nearest food source, flinging themselves towards it with reckless abandon.		1
ACTIONS		
Aggressive (1-8)	Cautious (9-13)	Crafty (14-20)
The Hatchling climbs over you, sinking their razor-sharp teeth into the gaps in your Armor. (1 Damage) If there are other Hatchlings that have not yet acted, they automatically take this action.	The Mirelurk Hatchling moves towards other Hatchlings and attempts to group together.	The Hatchling eats some of your food, spoiling it. Remove one Stack of Supplies.
Small: The Mirelurk Hatchling is small and hard to hit; the difficulty to Oppose it with a Ranged Weapon is increased by 1. Immunity (Radiation): The Mirelurk Hatchling cannot be negatively affected by the sources listed in its Immunity types. Aquatic: The Mirelurk Hatchling is aquatic and can breathe and move underwater without being impeded.		

Mirelurk

CREATURE		THREAT
Lurking underwater or buried in the mud near their nests, Mirelurks burst out of the ground to confront anything that gets too close. They rush into combat before rearing back to rip and tear with their formidable claws.		2
ACTIONS		
Aggressive (1-10)	Cautious (11-18)	Crafty (19-20)
The Mirelurk rushes in to attack with its meaty claws. (1 Damage)	The Mirelurk scuttles about, slowly drifting closer.	The Mirelurk hunkers down, protecting its vulnerable face. All Oppose checks against the Mirelurk are at +1 Difficulty until it next deals Damage.
Immunity (Radiation): The Mirelurk cannot be negatively affected by the sources listed in its Immunity types. Aquatic: The Mirelurk is aquatic and can breathe and move underwater without being impeded.		

Mirelurk Hunter

CREATURE			THREAT
This is a fearsome foe, spitting acid from a distance and ripping with its powerful claws up close. Once the Mirelurk Hunter has your scent, it won't stop until one of you is dead.			3
ACTIONS			
Aggressive (1-13)	Cautious (14-16)	Crafty (17-20)	
■ The Mirelurk Hunter spits acid from a distance. (1 Damage)	■ The Mirelurk Hunter rushes forward, its head down. Increase the difficulty of opposing the mirelurk by 1 until it next attacks.	■ The Mirelurk Hunter rams you with a chitinous horn. (2 Damage) If you are wearing armor, it becomes Damaged.	
Immunity (Radiation): The Mirelurk Hunter cannot be negatively affected by the sources listed in its Immunity types.			
Aquatic: The Mirelurk Hunter is aquatic and can breathe and move underwater without being impeded.			

Mirelurk Queen

CREATURE			THREAT
The Mirelurk Queen lurks below water, strangely stealthy for its size. The Queen is aggressive, favoring its claws over its acidic spit if given the opportunity.			5
ACTIONS			
Aggressive (1-13)	Cautious (14-17)	Crafty (18-20)	
■ Spits acid from a distance. (3 Damage) —OR— ■ Slashes with crushing claws. (5 Damage) If you suffer Damage, pass a difficulty 1 END (Athletics) Skill Test, or suffer +1 difficulty to your next Skill Test.	■ The Mirelurk Queen hunkers down, protecting its vulnerable face. All Oppose checks against the Mirelurk Queen are at +2 Difficulty until it next deals Damage.	■ 3 Mirelurk Hatchlings are spawned from the Mirelurk Queen.	
Immunity (Radiation): The Mirelurk Queen cannot be negatively affected by the sources listed in its Immunity types.			
Aquatic: The Mirelurk Queen is aquatic and can breathe and move underwater without being impeded.			

SUPER MUTANT STAT BLOCKS

Super Mutant

CREATURE		THREAT	
Big, green, and mean. Super Mutants care little for tactics, using whatever is at hand to try and kill.		2	
ACTIONS			
Weapon	Aggressive (1-8)	Cautious (9-15)	Crafty (16-20)
Pipe rifle	■ The Super Mutant empties its gun and then throws it away. They are now armed with a Board . (3 Damage)	■ The Super Mutant opens fire with its Bolt-action Pipe Rifle from a distance. (1 Damage)	■ "DIE TINY HUMANI!" You are filled with fear as the Super Mutant roars. Until the end of the Encounter, INT based Skill Tests suffer +1 Difficulty.
Board	■ The Super Mutant takes wild swings with its Board, trying to smash you to pieces. (1 Damage)	■ The Super Mutant grits its teeth, enduring oncoming fire as it moves closer to you.	
Immunity (Radiation): The Super Mutant cannot be negatively affected by the sources listed in its Immunity types.			

Super Mutant Hound

CREATURE		THREAT
Super Mutant Hounds try to get in close and fast, using their teeth to rip you to shreds. Occasionally, they will let out a howl to alert their masters to the presence of intruders.		2
ACTIONS		
Aggressive (1-16)	Cautious-(17-19)	Crafty (20)
■ The Super Mutant Hound surges forward, attempting to tear at your heels with its brutal teeth. (1 Damage)	■ The Super Mutant Hound leaves the combat to find its master. The next time you face a Super Mutant, add this hound into the combat.	■ The Hound howls, alerting Super Mutants in the Scene to the fight. One Super Mutant joins the Encounter.
Immunity (Radiation): The Super Mutant Hound cannot be negatively affected by the sources listed in its Immunity types.		



Super Mutant Brute

CREATURE		THREAT	
These heavily armed Super Mutants can take as much punishing damage as they can deal. Caring little for strategy, they act much the same as Grunts despite their elevated social status.		3	
ACTIONS			
Weapon	Aggressive (1-12)	Cautious (13-15)	Crafty (16-20)
Gatling Gun	The Brute lets out a barrage from their Gatling Gun. (4 Damage) This action can only be taken if the Brute has already spun their weapon up. If the weapon is not Spun Up, treat this as if you had rolled Cautious.	The Brute yells as it advances towards you, spinning up its Gatling Gun.	The Brute gives an inspiring roar. All other Super Mutants may immediately make an Action.
Missile Launcher	The Brute fires a shot from their Rocket Launcher. (3 Explosive Damage) If you are next to any allies or foes with Threat 3 or lower, they are defeated.	The Brute takes cover. It cannot be targeted by Oppose Actions using Ranged Weapons until it moves.	

Immunity (Radiation): The Super Mutant Brute cannot be negatively affected by the sources listed in its Immunity types.

Super Mutant Suicider

CREATURE		THREAT
A Super Mutant Suicider wants only one thing: to tackle their foes and deliver a devastating touchdown. Throwing caution to the wind, these boneheads charge straight at their enemy, Mini nuke in tow.		3
Actions		
Aggressive (1-10)	Cautious (11-16)	Crafty (17-20)
■ Mini nuke beeping and howling with rage, the Suicider leaps at you and explodes in a wash of nuclear fire. (5 Explosive Damage) The Suicider is Defeated.	■ The Suicider charges toward you.	■ The Suiciders mini nuke starts beeping. ■ If they are defeated at any point from now on, they will detonate their payload. (5 Damage)

Immunity (Radiation): The Super Mutant Suicider cannot be negatively affected by the sources listed in its Immunity types.

Super Mutant Behemoth

CREATURE		THREAT
Behemoths are heavily mutated and stand at nearly thirteen feet tall. Their age and continued mutation have led them to lose the ability to speak; instead, they generally communicate via monstrous roars. Behemoths are usually solitary creatures, attempting to crush their enemies with their incredible strength.		5
ACTIONS		
Aggressive (1-13)	Cautious (14-18)	Crafty (19-20)
■ The Behemoth swings an enormous bludgeon. (4 Damage) —OR— ■ The Behemoth hurls a large rock! (3 Damage)	■ The Behemoth slams its foot down, sending anything near it flying backwards. —OR— ■ The Behemoth lumbers toward you.	■ The Behemoth grabs you, restricting your movement! Its eyes shift to the horizon, and you feel its arm tense. You cannot move or take any other Actions until you are free. Which requires a STR (Athletics) Skill test at difficulty 3. If the Behemoth takes another Action while you are grabbed, it hurls you away. (3 Damage)
Shopping Cart: The Behemoth carries a glut of scrap with it. When you Loot a Behemoth, you may roll [LOOT]pg.170 twice instead of once. Extremely Tough: The first time a Behemoth is Defeated, it takes an Action instead of being Defeated. Immunity (Radiation): The Behemoth cannot be negatively affected by the sources listed in its Immunity types.		



FERAL GHOUL STAT BLOCKS

Feral Ghoul

CREATURE		THREAT
Mindless and feral, these Ghouls have long lost their humanity. Ghouls spend most of their time playing dead or wandering aimlessly until food arrives. As soon as it does, they leap into action, running towards their prey as fast as their dilapidated bodies will carry them. They attack in swarms, barreling towards their target in a great wave.		1
ACTIONS		
Aggressive (1-12)	Cautious (13-16)	Crafty (17-20)
■ With no regard for its safety, the Ghoul tears at you with its hands. (1 Damage)	■ The Feral Ghoul lurches toward you.	■ The horde grows, and another Feral Ghoul appears from out of view with a screech.
Feral: This Feral Ghoul is unintelligent and driven purely by hunger. You cannot use the De-Escalate action on it.		
Immunity (Radiation, Poison): The Feral Ghoul cannot be negatively affected by the sources listed in its Immunity types.		

Glowing One

CREATURE		THREAT
These glowing green Ghouls are what happens when a Feral Ghoul, or someone predisposed to ghoulfication, absorbs radiation in extreme excess. These Ghouls act no different than any other Feral Ghoul, though they are significantly more dangerous.		3
ACTIONS		
Aggressive (1-12)	Cautious (13-17)	Crafty (18-20)
■ The Glowing One tears into you with its hands (2 Radiation Damage)	■ The Glowing One lurches toward you.	■ The Glowing One lets out a pulse of radioactive energy. If there are any Defeated Feral Ghouls near the Glowing One, they are no-longer Defeated.
Feral: This Glowing One is unintelligent and driven purely by hunger. You cannot use the De-Escalate action on it.		
Radioactive Nexus: Feral Ghouls nearby a Glowing One gain 1 Threat (to a maximum of 2) when they are nearby a Glowing One.		
Immunity (Radiation, Poison): The Glowing One cannot be negatively affected by the sources listed in its Immunity types.		

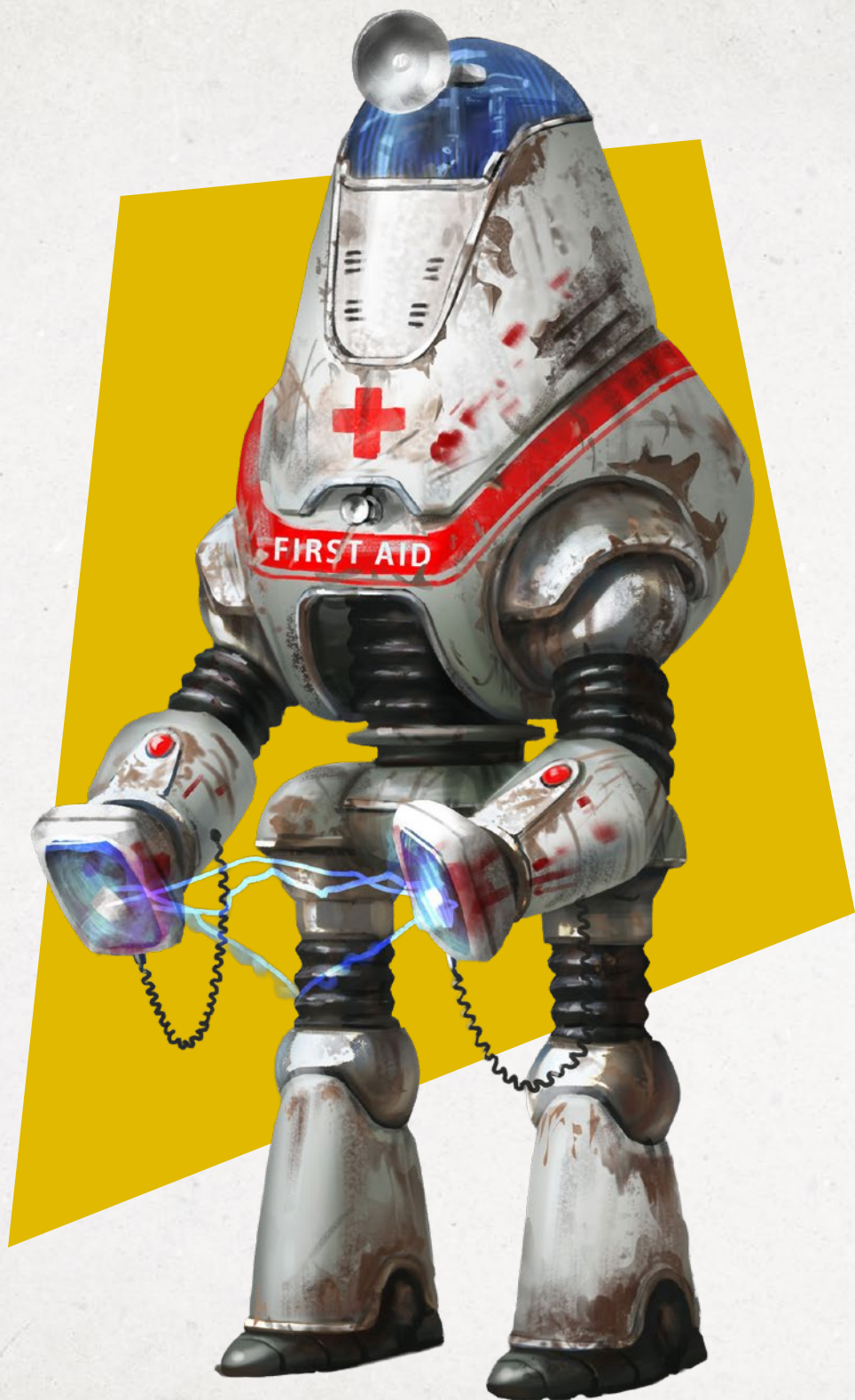
ROBOT STAT BLOCKS

Assaultron

CREATURE			THREAT
RobCo's answer to the US Military's needs. Armed with deadly blades and a powerful head-mounted laser, they can now be found across the Wasteland. They can be reprogrammed to follow the orders of any with the know-how, but their fundamental purpose is always the same: Kill the designated target.			3
ACTIONS			
Aggressive (1-13)		Cautious (14-15)	Crafty (16-20)
■ The Assaultron sprints towards you. —OR— ■ The Assaultrons' many weapons snap out towards you! (2 Damage)		■ The Assaultron sprints towards you, using cover as it goes. —OR— ■ If the Assaultron is adjacent to you and has a Threat rating of 2 or less, it explodes and is Defeated. (3 Explosive Damage and 1 Radiation Damage)	■ The Assaultron lets loose an intense blast from its head laser. (2 Damage*)
Immunity (Radiation, Poison, Disease, Starvation, Suffocation, Thirst, Fear): The Assaultron cannot be negatively affected by the sources listed in its Immunity types.			
Charging Laser: Each time an Assaultron makes an Action, the Damage of its Head Laser is increased by 1, to a Maximum of 5. If the Assaultron deals damage with it, the Damage resets to 2 afterwards.			

Eyebot

CREATURE			THREAT
Eyebots drift the Wasteland, disseminating information and music to the residents. Not designed for combat, these autonomous drones are more suited to surveillance, only attacking when threatened and unable to escape.			1
ACTIONS			
Aggressive (1-4)		Cautious (5-15)	Crafty (16-20)
■ The Eyebot releases a close-range burst of electricity. (1 Damage)		■ The Eyebot attempts to Flee the area as quickly as possible.	■ Blasting noise from its speakers as loudly as possible, the Eyebot disorients anyone who can hear it. Skill Tests using PER have their difficulty increase by 1 until the Eyebot's next action.
Flight: The Eyebot can fly and is unimpeded by harsh terrain and can easily move over obstacles.			
Small: The Eyebot is small and hard to hit; the difficulty to Oppose it with a Ranged Weapon is increased by 1.			
Immunity (Radiation, Poison, Disease, Starvation, Suffocation, Thirst, Fear): The Eyebot cannot be negatively affected by the sources listed in its Immunity types.			



Protectron

CREATURE		THREAT	
Protectrons trudge around the Wasteland attempting to perform the functions assigned before the war. Each Protectron’s behavior depends on its programming. Many Protectrons are peaceful until something is done that causes them to be hostile toward you.		2	
ACTIONS			
Job	Aggressive (1-5)	Cautious (6-8)	Crafty (9-20)
Medic	■ The Protection injects you with a helpful [CHEM]pg.172 (1 Damage)	■ The protectron lumbers to an advantageous position in a slow, awkward gait.	■ The protectron shouts out an encouraging message to those nearby, reminding them of safety precautions, before continuing on its programmed route.
Fire Brigadier	■ The Protection sprays you with cryo-foam. (1 Damage)	—OR— ■ If the Protectron is adjacent to you and has a Threat rating of 1 or less, it explodes and is Defeated. (1 Explosive Damage and 1 Radiation Damage)	
Utility	■ The Protection slams at you with its cargo loaders (2 Damage)		
Here to help!: When a Protectron appears, randomly determine its Job . All De-escalate Actions against a Protectron are resolved at -1 Difficulty if you can involve its job in the test.			
Immunity (Radiation, Poison, Disease, Starvation, Suffocation, Thirst, Fear): The Protectron cannot be negatively affected by the sources listed in its Immunity types.			



Mr. Handy

CREATURE		THREAT
General Atomics' finest! The Mr. Handy is the all-purpose robot for your everyday needs. Coming in a variety of configurations Mr. Handys can sport buzz saws, flammers (not to be used as a BBQ substitute), laser weaponry, or pincers, all designed to make your day to day a breeze.		1
ACTIONS		
Aggressive (1-5)	Cautious (6-16)	Crafty (17-20)
- Mr. Handy politely attempts to saw you in half with its buzzsaw. (1 Damage) —OR— - Mr. Handy hovers its way toward you.	- Mr. Handy attempts to spot-clean the stains on your clothing with its laser. (1 Damage) —OR— - Seeing you are a little cold, Mr. Handy tries to warm you up with its flamer. (1 Damage)	- Mr. Handy offers to help you in any way it can. - Roll a D20, if the result is equal to or lower than your Luck, it gives you a [CHEM]pg.172 before hovering off. If higher than your Luck, it provides verbal assistance completely at odds to the situation. —OR— - If the Protectron is adjacent to you and has a Threat rating of 0, it explodes and is Defeated. (1 Explosive Damage and 1 Radiation Damage)
Flight: The Mr. Handy can fly and is unimpeded by harsh terrain and can easily move over obstacles. Immunity (Radiation, Poison, Disease, Starvation, Suffocation, Thirst, Fear): The Mr. Handy cannot be negatively affected by the sources listed in its Immunity types.		



Mr. Gutsy

CREATURE		THREAT
Purpose built for the Military, these modified Mr. Handys are violent and aggressive. They are governed by faulty sub-routines commanding them to attack anyone not aligned with the now long-gone US Military.		2
ACTIONS		
Aggressive (1-13)	Cautious (14-15)	Crafty (16-20)
- Mr Gutsy tries to give you a little more than a military cut with its buzzsaw. (2 Damage) —OR— - Mr Gutsy hovers toward you, spouting patriotic slogans.	- Mr Gutsy introduces you to fine American craftsmanship as it opens fire with its Automatic-pistol. (2 Damage) —OR— - Mr Gutsy introduces you to the real Red Menace using its flamer. (2 Damage)	Mr Gutsy screams in valiant bravery and rushes toward you before detonating. It is Defeated. (2 Explosive Damage and 1 Radiation Damage)
Flight: The Mr. Gusty can fly and is unimpeded by harsh terrain and can easily move over obstacles. Patriotic Duty: De-Escalate Actions are made at -1 Difficulty if the character can demonstrate a link to the long-dissolved US Military. Immunity (Radiation, Poison, Disease, Starvation, Suffocation, Thirst, Fear): The Mr. Gusty cannot be negatively affected by the sources listed in its Immunity types.		

Sentry Bot

CREATURE		THREAT
Sentry Bots are the greatest combat robot developed by the US Military. They drown foes in unrelenting waves of Minigun fire and blast away cover with barrages of missiles.		4
ACTIONS		
Aggressive (1-13)	Cautious (14-18)	Crafty (19-20)
- The Sentry Bot opens fire with its Miniguns. (4 damage) —OR— - If you are in cover, the Sentry Bot fires its Rocket Launchers. This destroys the cover you are using. (3 Explosive Damage)	- The Sentry Bot reanalyses the situation and develops a new attack pattern, increasing its Threat by 1 to a maximum of 4. —OR— - The Sentry Bot tells you to immediately leave the area. If it is your only Foe, you may automatically succeed at the Retreat Action.	- The Sentry Bot moves to an advantageous position. —OR— - If the Sentry Bot is adjacent to you and has a Threat rating of 2 or less, it explodes and is Defeated. (4 Explosive Damage and 1 Radiation Damage)
Immunity (Radiation, Poison, Disease, Starvation, Suffocation, Thirst, Fear): The Sentry Bot cannot be negatively affected by the sources listed in its Immunity types. Immovable: The Sentry bot is a bulk of metal and firepower; it cannot be moved or displaced unless it chooses to.		

Turret

CREATURE		THREAT
Unlike other robotic enemies, turrets are incapable of movement, and often serve to protect important locations rather than as wandering foes.		2
ACTIONS		
Weapon	Aggressive (1-13)	Cautious (14-20)
Laser	■ The turret fires its lasers. (2 Damage)	■ The turret scans the area, unable to find a target.
Machinegun	■ The turret opens fire with its Machinegun. (2 Damage)	
Immunity (Radiation, Poison, Disease, Starvation, Suffocation, Thirst, Fear): The Turret cannot be negatively affected by the sources listed in its Immunity types.		
Static: The Turret is a bulk of metal and firepower; it cannot be moved or displaced, and it may not move.		

RAIDERS STAT BLOCKS

Raider

CREATURE		THREAT	
Never found alone, the lowliest members of a gang are more afraid of their bosses than they are of you. Taking you out could be their ticket to increased status and all the benefits that brings.		1	
ACTIONS			
Weapon	Aggressive (1-10)	Cautious (11-16)	Crafty (17-20)
Tire Iron	■ Hurling insults, the Raider swings at you with a Tire Iron. (1 Damage)	■ The Raider rushes across the open ground toward you.	■ If the Raider is the only Foe remaining, they Flee. —OR— ■ Otherwise, they call out an insult and inject themselves with a dose of Psycho. All damage dealt by the Raider is increased by 1. If a Raider takes this Action twice, they are Defeated.
Pipe Gun	■ The Raider lets rip with a Pipe Gun, taunting you in the process. (1 Damage)	■ The Raider takes cover; they cannot be Opposed by Ranged Weapons until their next action.	
Always Carrying!: Whenever you [LOOT]pg.170 a Raider, you gain one [CHEM]pg.172.			
Not the Boss!: If a Raider sees a Raider Boss get Defeated, roll a D20. If the result is equal to or lower than your Luck, the Raider Flees.			

Psycho

CREATURE		THREAT
Completely addicted and always hunting for that next hit, Psychos will charge into battle with little to no regard for their own safety.		2
ACTIONS		
Aggressive (1-12)	Cautious (13-18)	Crafty (19-20)
- The Psycho attacks with a Machete. (2 damage) —OR— - The Psycho charges directly at you.	The Psycho howls and takes a dose of Psycho. All damage dealt by the Psycho is increased by 1. If a Psycho takes this Action twice, they are Defeated.	The Psycho howls and takes a dose of Jet. When a Psycho makes an Action, it makes two instead. If a Psycho takes this Action twice, they are Defeated.
Always Carrying!: Whenever you [LOOT]pg.170 a Psycho, you gain two [CHEMS]pg.172.		
RAAAAGH!: When a Psycho is under the effects of Psycho or Jet, their Threat Rating cannot be reduced.		

Scavver

CREATURE		THREAT
As interested in taking your gear as they are in killing you. You might be able to bargain with them. Might...		2
ACTIONS		
Aggressive (1-10)	Cautious (11-14)	Crafty (15-20)
The Scavver raises their Combat Shotgun at you, yelling out a warning before opening fire. (2 Damage)	The Scavver lets out a quick warning to their allies, diving for Cover as they do so. They cannot be Opposed by Ranged Weapons until their next action.	The Scavver launches a Molotov Cocktail before running back into cover. (2 Damage)
A lot of Junk: Whenever you [LOOT]pg.170 a Scavver, you gain [SCRAP]pg.177.		
Loot Addict: You may reduce the difficulty of De-Escalate Actions against a Scavver by 2 if you give them an Item they might be interested in.		

Raider Boss

CREATURE		THREAT
Cruel, ruthless, and feared, Raider Bosses are the worst of the worst. They didn't get to where they are by playing nice, and are more than happy to let others die if it means getting what they want. Hell, it's probably a bonus.		3
ACTIONS		
Aggressive (1-10)	Cautious (11-14)	Crafty (15-20)
- The Raider Boss quickly lines up a shot with their Hunting Rifle. (2 Damage) —OR— - The Raider Boss throws a Grenade, arcing it over Cover (3 Explosive Damage) —OR— - The Raider Boss rams a jagged lump of sharpened metal into you. (3 Damage)	- The Raider Boss takes cover; they cannot be Opposed by Ranged Weapons until their next action. —OR— - The Raider Boss smiles and slams a dose of Overdrive into their neck. They increase their Threat by 1, and increase all damage dealt by 1. If a Raider Boss takes this Action twice, they are Defeated.	The Raider Boss shouts for concentrated fire. All Raiders, Psychos and Scavvers take their Aggressive Action.
Always Carrying!: Whenever you [LOOT]pg.170 a Raider Boss, you gain two [CHEMS]pg.172.		
Meat Shield: When a Raider Boss would be Defeated by a Ranged Attack and there is a Lower Threat Foe close to them, that Foe is Defeated instead.		

INSTITUTE STAT BLOCKS

Institute Scientist

CREATURE		THREAT
These individuals are proudly redefining mankind. They are specialists in every field, other than the rather barbaric areas of combat and survival. They are much happier safe at home within The Institute rather than out in the Wasteland.		1
ACTIONS		
Aggressive (1-4)	Cautious (5-10)	Crafty (11-20)
The Scientist fires at you with their Institute Laser. (1 Damage)	The Scientist takes cover, they cannot be Opposed by Ranged Weapons until their next action.	A well timed Pulse Grenade scrambles all electronics nearby. Increase the Difficulty of any Test involving the use of electronic aids by 1 until the Scientists next action.
Get me out of here!: If an Oppose Action made against a Scientist fails, they immediately try to Flee.		

First Generation Synth

CREATURE		THREAT
With skeletal alloy frames and exposed circuitry, Gen 1 Synths are expendable and run on preprogrammed commands. Armed with Institute Laser weaponry, they require frequent maintenance to keep them aiming in the right direction.		1
ACTIONS		
Aggressive (1-15)	Cautious (11-16)	Crafty (17-20)
■ The Synth carefully approaches, Stun Baton in hand. —OR— ■ The Synth strikes with its Baton in a fizz of arcing light. If you take Damage from this Attack, your next Skill Test suffers +1 Difficulty. (1 Damage)	■ The Synth moves into Cover and fires its Institute Laser. They cannot be Opposed by Ranged Weapons until their next action. (1 Damage)	■ The Synth rushes forward to grapple you, regardless of danger to itself. Unless you pass a STR (Athletics) test at difficulty 1 at the start of your next Action, you cannot move during that Action.
Always More: After a First-Generation Synth finishes an Action, roll a d20. If the result is higher than your Luck, another First-Generation Synth appears in a flash of blue light and joins the fight.		
Immoveable Orders: The First-Generation Synth follows orders without question. You cannot use the De-Escalate action on it.		
Immunity (Radiation, Poison, Disease, Starvation, Suffocation, Thirst, Fear): The First-Generation Synth cannot be negatively affected by the sources listed in its Immunity types.		

Synth Strider

CREATURE		THREAT
These Synths are second generation, more advanced than the first gen Synths, but far from human passing. They are programmed not to care for their own safety and are usually found defending Locations and assets The Institute doesn't want anyone interfering with.		2
ACTIONS		
Aggressive (1-10)	Cautious (11-14)	Crafty (15-20)
■ The Synth carefully approaches, Stun Baton in hand. —OR— ■ The Synth strikes with its Baton in a fizz of arcing light. If you take Damage from this Attack, your next Skill Test suffers +1 Difficulty. (1 Damage)	■ The Synth moves into Cover and fires its Institute Laser. They cannot be Opposed by Ranged Weapons until their next action. (1 Damage)	■ The Synth rushes forward to grapple you, regardless of danger to itself. Unless you pass a STR (Athletics) test at difficulty 1 at the start of your next Action, you cannot move during that Action.
Immoveable Orders: The Synth Strider follows orders without question. You cannot use the De-Escalate action on it.		
Immunity (Radiation, Poison, Disease, Starvation, Suffocation, Thirst, Fear): The Synth Strider cannot be negatively affected by the sources listed in its Immunity types.		

Synth Trooper

CREATURE		THREAT
More aggressive than other second generation Synths, Troopers make effective field units. They often act as a relay to control groups of Synths in the Commonwealth, especially when the Institute wants no survivors.		2
ACTIONS		
Aggressive (1-12)	Cautious (13-16)	Crafty (17-20)
The Trooper fires its enhanced Institute Laser. (2 Damage)	The Trooper moves into Cover and fires its Institute Laser. They cannot be Opposed by Ranged Weapons until their next action. (1 Damage)	The Trooper issues a static-like scream and marks you as a target, signalling all its allies to coordinate fire. (1 Damage) See Coordinate Fire.
Coordinate Fire: When dealing Damage with their Crafty Action, you suffer 1 Additional Damage for each other Synth in the Encounter that can see you and carries a Ranged Weapon.		
Immoveable Orders: The Synth Trooper follows orders without question. You cannot use the De-Escalate action on it.		
Immunity (Radiation, Poison, Disease, Starvation, Suffocation, Thirst, Fear): The Synth Trooper cannot be negatively affected by the sources listed in its Immunity types.		

Synth Courser

CREATURE		THREAT
Well-trained and equipped with the best The Institute can offer, these Third-Generation Synths are hunters. If you're their target you better run far and hide well. Coursers are enigmatic and terrifying, even if you're not a runaway Synth.		4
ACTIONS		
Aggressive (1-10)	Cautious (11-14)	Crafty (15-20)
- The Courser raises and fires its Institute laser with robotic precision (3 Damage) —OR— - The Courser falls back on its close combat programming. (2 Damage)	The Courser takes cover and activates a Relay Grenade. One Synth Trooper appears in a flash of blue light and joins the fight. The Courser cannot be Opposed by Ranged Weapons until their next action.	The Courser activates a Stealth Boy. Until the end of the Encounter, the Courser cannot be the target of Oppose Actions unless you succeed on a PER (Science) skill test at difficulty 2. If the Courser is already invisible, it moves to an advantageous position.
Assassination Orders: If you have a Reputation of Hostile or less with the Institute, the Synth Courser deals 1 additional damage.		
Immoveable Orders: The Synth Courser follows orders without question. You cannot use the De-Escalate action on it.		
Immunity (Radiation, Poison, Disease, Starvation, Suffocation, Thirst, Fear): The Synth Courser cannot be negatively affected by the sources listed in its Immunity types.		



BROTHERHOOD OF STEEL STAT BLOCKS

Initiate

CREATURE		THREAT
While suits of Power Armor are the most iconic element of the Brotherhood's forces, they also boast ranks of lighter armored foot troops. These Initiates prefer to fire at their enemies from range and if they survive long enough, attain the esteemed rank of Knight.		1
ACTIONS		
Aggressive (1-6)	Cautious (7-15)	Crafty (16-20)
The Initiate attacks with their Laser Rifle. (2 Damage)	The Initiate takes cover, they cannot be Opposed by Ranged Weapons until their next action.	The Initiate sticks to cover as best as they can, while seeking a better firing position.
The Chain that Binds: Whenever another Brotherhood Foe with a higher Threat Rating takes an Action, the Initiate may make their Cautious Action.		

Knight

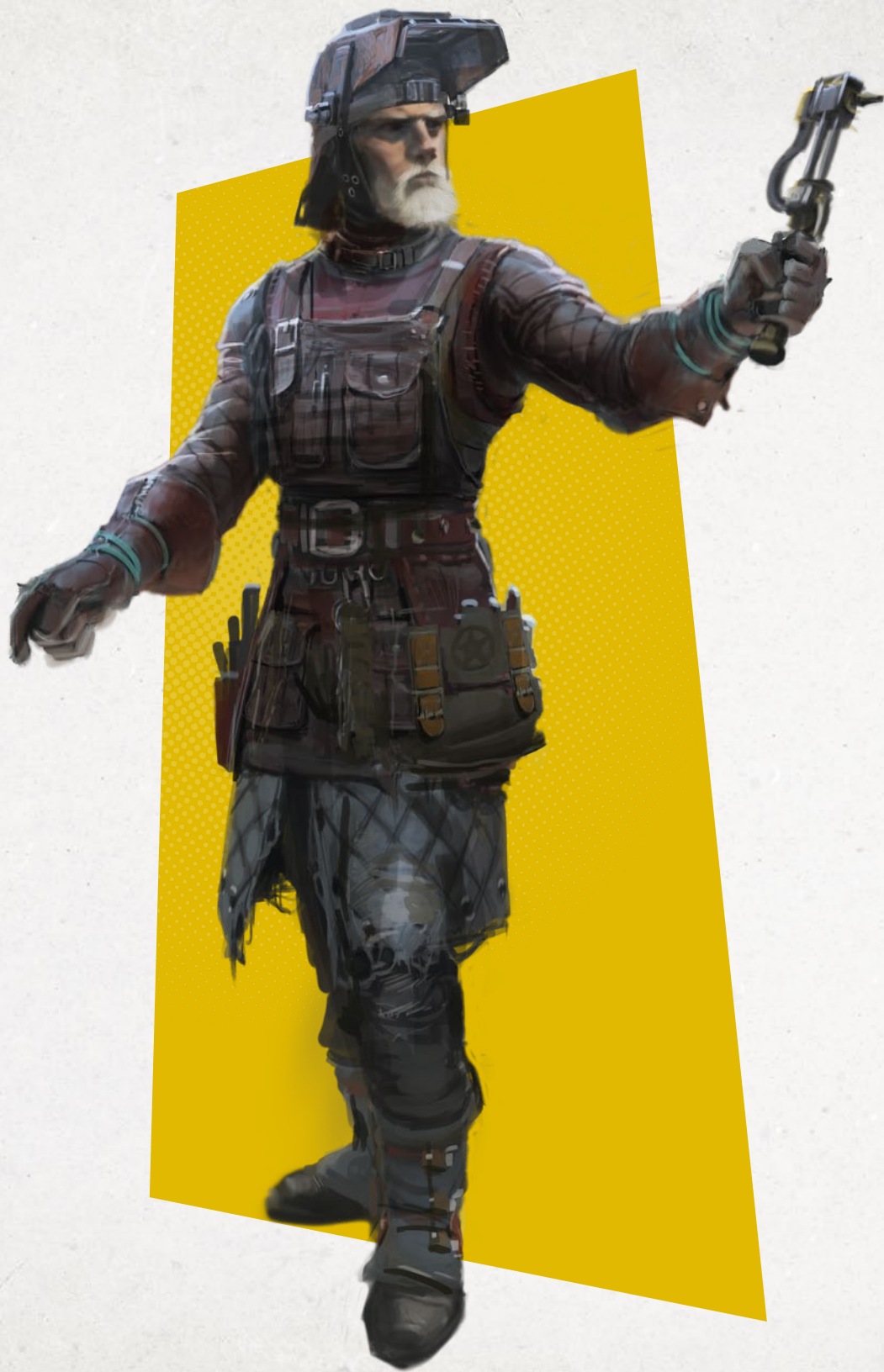
CREATURE		THREAT
Knights are the most common ground troop utilized by the Brotherhood of Steel. They wield a mix of Heavy and Laser weaponry, and can fight close up with powerful Melee strikes supported by their Power Armored frames.		3
ACTIONS		
Aggressive (1-14)	Cautious (15-16)	Crafty (17-20)
- The Knight barrels into Melee with their Power Armor enhanced strength. If you suffer Damage from this, make an END (Athletics) skill test at difficulty 2. If you fail, you are knocked Prone. (2 Damage) —OR— - The Knight fires concentrated bursts from their Laser Rifle. (3 Damage)	- Using their bulk, the Knight shields their allies and advances on your position. You cannot Oppose targets other than the Knight with your next Action. —OR— - The Knight orders a ceasefire to assess the situation. If you make the De-Escalate Action next turn, its difficulty is reduced by 1.	- The Knight issues an order to their immediate subordinates. Up to two other Brotherhood foes with lower Threat Ratings make an Action. —OR— - The Knight moves toward you, smashing obstacles with their Power Armor.
The Sword that Cuts: Knights deal an additional 1 damage to Mutated Foes (i.e., Wasteland Creatures, Super Mutants, Ghouls, etc.)		
Immunity (Radiation, Suffocation): The Knight cannot be negatively affected by the sources listed in its Immunity types.		

Paladin

CREATURE		THREAT
The Sword of the Brotherhood, Paladins are deployed when the Brotherhood wants to absolutely guarantee the success of a mission. Looming over others in their well-maintained Power Armor and wielding customized Gatling weapons, very few things can stand against a determined Paladin.		4
ACTIONS		
Aggressive (1-10)	Cautious (11-15)	Crafty (16-20)
■ The Paladin advances while laying down continuous fire from their Gatling Laser. If you do not have Cover, your next Action's difficulty is increased by 1. (3 Damage)	■ The Paladin provides covering fire for their allies. If you Oppose a target other than the Paladin with your next Action, the difficulty of the test is increased by 1.	■ The Paladin issues an order to their immediate subordinates. Up to two other Brotherhood foes with lower Threat Ratings make an Action. —OR— ■ The Paladin moves toward you, smashing obstacles with their Power Armor.
The Sword that Cuts: Paladins deal an additional 1 damage to Mutated Foes (i.e., Wasteland Creatures, Super Mutants, Ghouls, etc.)		
Ad Victoriam: If an attack from a Paladin causes an Injury, all Brotherhood Foes that saw it increase their Threat by 1, to a maximum of their starting Threat.		
Immunity (Radiation, Suffocation): The Paladin cannot be negatively affected by the sources listed in its Immunity types.		

Scribe

CREATURE		THREAT
Scribes are the technologists of the Brotherhood, rarely sent out in the field apart from to recover, investigate, and test new technologies. Lacking the Power Armor of the Knights and Paladins, they are nevertheless well equipped to deal with much of what the Wasteland throws at them.		1
ACTIONS		
Aggressive (1-6)	Cautious (7-15)	Crafty (16-20)
■ The Scribe relies on somewhat out of practice combat training, raising their Laser Pistol. (1 Damage)	■ The Scribe enacts emergency repairs to a suit of Power Armor. If any Knight or Paladin has had their Threat reduced, it is returned to its starting Value. —OR— ■ The Scribe runs over to a Knight or Paladin to offer their assistance.	■ The Scribe takes cover; they cannot be Opposed by Ranged Weapons until their next action.



Elder

CREATURE		THREAT
Elders lead their chapters and only take to the battlefield when necessary. Their wealth of knowledge and experience is second only to their tactical acumen, but even these lofty individuals are subject to the Chain That Binds.		3
ACTIONS		
Aggressive (1-7)	Cautious (8-15)	Crafty (16-20)
■ The Elder calls out for the Brotherhood to fire with them. Suffer 1 Damage for every Brotherhood Foe that has a clear line of sight on you. —OR— ■ The Elder attacks with their Laser Rifle. (3 Damage)	■ The Elder commands their forces with expert precision. Every Brotherhood foe may make their Cautious Action.	■ The Elder issues an order to their immediate subordinates. Up to two other Brotherhood foes make an Action. —OR— ■ The Elder takes cover, they cannot be Opposed by Ranged Weapons until their next action.
Fetch Me My Armor: You may elect to have an Elder be wearing their Power Armor in the field. If so, their Threat is increased to 4, and they gain the Immunity special ability as noted below.		
Immunity (Radiation, Suffocation): The Elder cannot be negatively affected by the sources listed in its Immunity types.		
The Sword that Cuts: Elders deal an additional 1 damage to Mutated Foes (i.e., Wasteland Creatures, Super Mutants, Ghouls, etc.)		

ZETAN STAT BLOCK

Zetan

CREATURE		THREAT
Mutated humans, animals, and insects all exist, so why not aliens too? These enigmatic little yellow-green aliens possess technology far beyond anything the Wasteland has to offer. But why are they here? And what threat do they pose?		2
ACTIONS		
Aggressive (1-13)	Cautious (14-17)	Crafty (18-20)
The Zetan lets out an indecipherable screech and fires its Alien Blaster. (2 Damage)	The Zetan sends a signal to their mothership. If this is the second time they have taken this Action, the mothership arrives to beam them up and the Zetan is removed from the scene.	After some nonsensical adjustments to their weapon, the Zetan fires a rapid blast that vaporises all it touches. (3 Damage, this Damage cannot be Endured.)



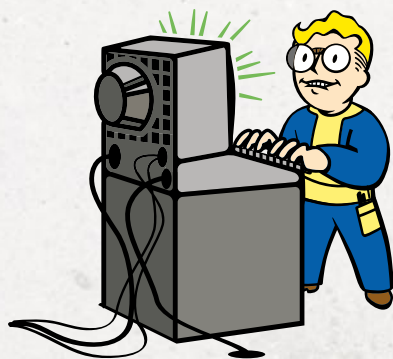


APPENDIX 3: PIP-BOY DIAGRAMS

NAME	LEVEL	XP	AP

S	P	E	C	I	A	L

[illegible][illegible]



VAULT DWELLER		REGION	
---------------	--	--------	--

VAULT	
NPC	

LOCATIONS

1: TRUTH SETTLEMENT		2: TRUTH SETTLEMENT	
3: TRUTH SETTLEMENT		4: TRUTH SETTLEMENT	
5: TRUTH SETTLEMENT		6: TRUTH SETTLEMENT	
7: TRUTH SETTLEMENT		8: TRUTH SETTLEMENT	
9: TRUTH SETTLEMENT		10: TRUTH SETTLEMENT	

LOCATIONS

11:

TRUTH

SETTLEMENT

12:

TRUTH

SETTLEMENT

13:

TRUTH

SETTLEMENT

14:

TRUTH

SETTLEMENT

15:

TRUTH

SETTLEMENT

16:

TRUTH

SETTLEMENT

17:

TRUTH

SETTLEMENT

18:

TRUTH

SETTLEMENT

19:

TRUTH

SETTLEMENT

20:

TRUTH

SETTLEMENT

VAULT DWELLER

NPC NAME		NPC NAME	
TRUTHS		TRUTHS	
LOCATION		LOCATION	
NPC NAME		NPC NAME	
TRUTHS		TRUTHS	
LOCATION		LOCATION	
NPC NAME		NPC NAME	
TRUTHS		TRUTHS	
LOCATION		LOCATION	
NPC NAME		NPC NAME	
TRUTHS		TRUTHS	
LOCATION		LOCATION	
NPC NAME		NPC NAME	
TRUTHS		TRUTHS	
LOCATION		LOCATION	
NPC NAME		NPC NAME	
TRUTHS		TRUTHS	
LOCATION		LOCATION	

QUEST NAME		QUEST NAME	
NOTES		NOTES	
LOCATION		LOCATION	
REWARD		REWARD	

QUEST NAME		QUEST NAME	
NOTES		NOTES	
LOCATION		LOCATION	
REWARD		REWARD	

QUEST NAME		QUEST NAME	
NOTES		NOTES	
LOCATION		LOCATION	
REWARD		REWARD	

QUEST NAME		QUEST NAME	
NOTES		NOTES	
LOCATION		LOCATION	
REWARD		REWARD	

QUEST NAME		QUEST NAME	
NOTES		NOTES	
LOCATION		LOCATION	
REWARD		REWARD	

MAIN QUEST	
NOTES	
BLOCKER LOCATION	

QUEST NAME		QUEST NAME	
NOTES		NOTES	
LOCATION		LOCATION	
REWARD		REWARD	

QUEST NAME		QUEST NAME	
NOTES		NOTES	
LOCATION		LOCATION	
REWARD		REWARD	

QUEST NAME		QUEST NAME	
NOTES		NOTES	
LOCATION		LOCATION	
REWARD		REWARD	

QUEST NAME		QUEST NAME	
NOTES		NOTES	
LOCATION		LOCATION	
REWARD		REWARD	

QUEST NAME		QUEST NAME	
NOTES		NOTES	
LOCATION		LOCATION	
REWARD		REWARD	

MAIN QUEST	
NOTES	
BLOCKER LOCATION	

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The index contains references to helpful stat blocks, items, rules tables, maps, and sidebars found elsewhere in *Wasteland Wanderer*. The book's final pages provide blank Pip-Boy Diagrams you can use to

keep track of variables, and general notes. To reference the page numbers for chapters, new rules, main quests, side quests, check in the Table of Contents in the front of the book.

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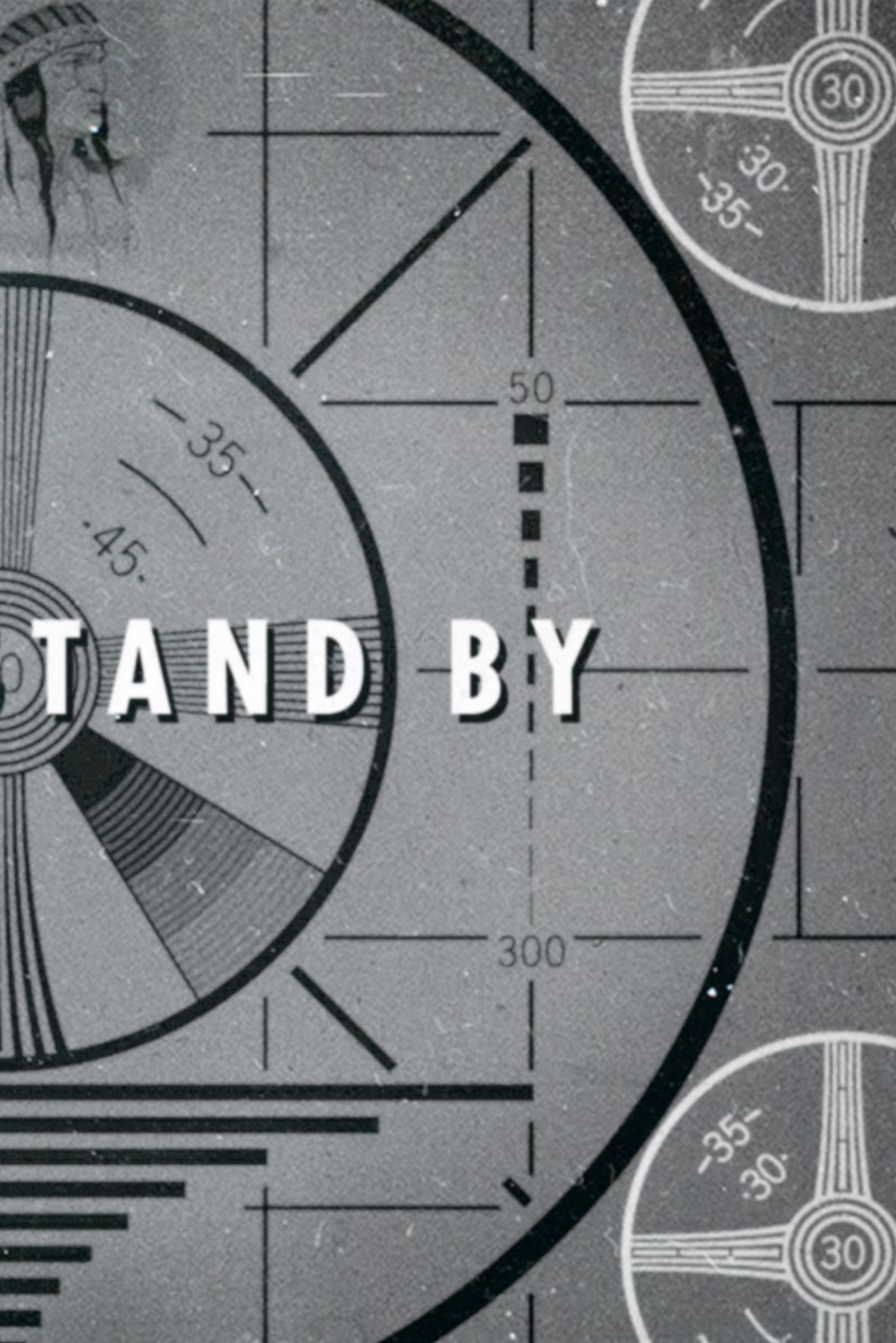
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P L E A S E



TAND BY

Welcome to Your Life on the Surface

CONGRATULATIONS!

If you're reading this, you've been selected to leave your vault and explore the surface! If it's Reclamation Day, see the accompanying leaflet VLPD-11-A. This survival guide has been prepared for your lone expedition, with instructions on how to navigate the possible dangers after decades of nuclear disaster. But don't worry, you won't really be alone, because thanks to your Vault-Tec issued Pip-Boy, you'll be able to record your expedition's progress. It is imperative that you record your progress so that if your Pip-Boy is reclaimed by your replacement, they will know what to do next!

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