

Fallout

THE ROLEPLAYING GAME

GATHER YOUR COMPANIONS AND BUILD YOUR SETTLEMENT!

SETTLER'S

**GUIDE
BOOK**

SUPP.
BOOK

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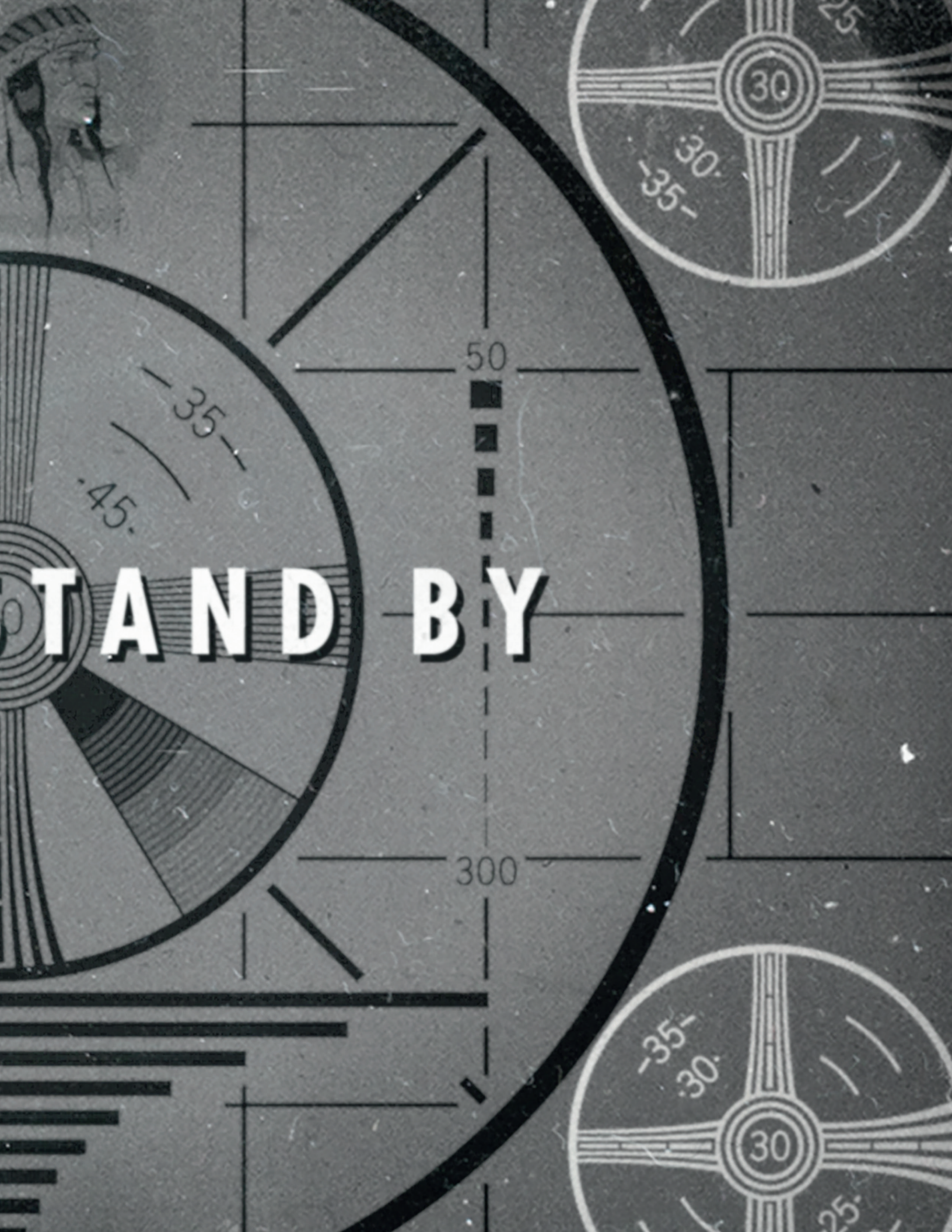
Fig. 1

Fig. 2 **MÖDIPHIUS**
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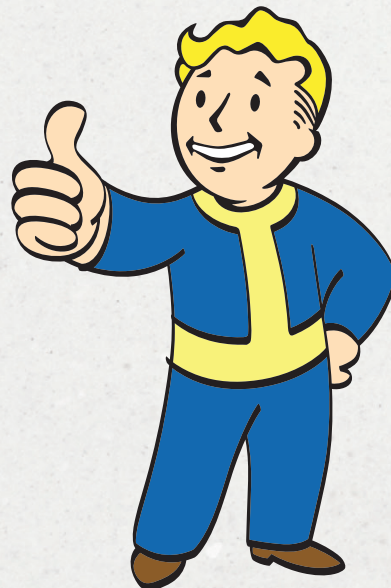
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★ *Introduction* ★

SETTLING IN THE WASTELAND

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Introduction

SETTLING IN THE WASTELAND

ANOTHER SETTLEMENT NEEDS YOUR HELP

In the shadow of nuclear annihilation in the North American Commonwealths, pockets of civilization endured its harsh nuclear winter. Deep underground and experimented on without their knowledge, small communities of fortunate candidates populated Vault-Tec facilities designed to save humanity, repopulate the surface, and test the edges of humanity's limits. Meanwhile, those who had survived the nuclear strikes across the continent did whatever they could to withstand the nuclear fallout, rebuild, and gather enough supplies to live. While some formed communities that helped one another and provided some law or order, it wasn't long before those without the means to sustain themselves turned to violence to take what they needed. Like the years before the Great War, resources are a constant struggle against cultivating the harsh environment and defending against raiders intent on taking everything they can.

As years turned into decades, some with prolonged exposure to the radiation of the atomic war began to mutate and turn into ghouls—a necrosis that ravaged human and animal bodies alike. Their flesh and bodies rotted away. Still, their mutations allowed them to endure the radiation that killed so many others and miraculously extended their lifespans. In the west, some ghoulish survivors of Vault 12 would form the settlement of Necropolis—a so-called “city of the dead”—a settlement with its own troubles and politics until a pivotal encounter with a vault dweller from Vault 13 to the northeast. In the east, ghouls emerged just as early as the west coast and eked out what lives they could amongst other human survivors. They did not always find themselves welcome, fleeing persecution from xenophobic neighbors or forming their

own secluded settlements. After decades of peaceful cohabitation in the green jewel of the Commonwealth in downtown Boston, ghouls were banished from Diamond City on a campaign promise by a newly elected Mayor McDonough. In the Capital Wasteland, Underworld is a safe haven for angry and disenfranchised ghouls in the region, taking up residence in Washington D.C.'s old Museum of History. While not overtly hostile, their suspicion and caution toward outsiders is well earned, but those looking to trade or escape the predatory super mutants of the Mall can find safety here for a brief time.

By far, the biggest example of civilization post-Great War is the formation and growth of the New California Republic, blooming from the tiny adobe-covered hovels of Shady Sands after the dwellers of Vault 15 left the safety of their shelter and followed their reclamation plans: build a settlement from scratch all thanks to the Garden of Eden Creation Kit kept in their vault. Shady Sands quickly established itself as a thriving settlement, able to farm the land, tend to the wasteland's unique brand of cattle, and defend itself from raiders jealous of their prosperity. The attraction of the protection and amenities that Shady Sands provided would allow it to grow into the largest population center in pre-War California, and soon the values and lifestyles it promoted would turn it into the heart of the New California Republic—a democratic society of personal liberty, freedom an economy, and law and order. New California would expand its borders over the decades to subsume several other settlements and form several ‘states’ from Arroyo in the north to Baja in the south.

Pockets of civilization endure along the east coast and south into the Appalachian Mountains, but not one polity claims to govern the whole area's inhabitants. In the Commonwealth Wasteland, survivors are scattered along the coast and centralized around the ruins of Boston, Massachusetts, where different factions fight for the little resources left among the devastation of the city hit directly by one of the atomic bombs that hit landfall. Emerging from the crater, settlers used the sanctuary of Fenway Park baseball stadium's high walls to build the Commonwealth's "Great Green Jewel"—Diamond City. There, settlers enjoyed sanctuary from the dangers of the wasteland around the city and its harbor. Internal politics shaped the settlement as much as its need to defend itself from external threats. From the evolution of a class structure within 'the stands' to the expulsion of its ghoul population, where overt attacks don't work, people interested in influencing the Green Jewel must resort to infiltration and exploitation.

Meanwhile, for a time, the Commonwealth would be under the protection of the Minutemen, a militia group with the honorable intent of protecting the people of the Commonwealth at a moment's notice, and this objective would lead them to a decisive battle protecting Diamond City against super mutants from

the Boston ruins. Their performance would raise their reputation around the Commonwealth to great heights, leading them to attempt to form a provisional government, only to be thwarted by a bloody plot that killed the delegates. Eventually, the Quincy Massacre would end this version of the Minutemen, as defection and outright assault by the Gunners would destroy the militia's command structure and manpower.

In Appalachia, the emergency services of the pre-War state of West Virginia would form a part crisis response team, part government merely dubbed "The Responders." These volunteers formed one of the first organized community-response groups after the war to help those struggling in the area. The Responders took to heart the philosophy "you teach a man to fish" and provided training on basic survival techniques to anyone able to access their automated terminals. Integrating with several settlements and being the best source of food and medicine allowed the Responders to hold out a good number of years, only a threat as pervasive as the Scorched Plague in the region being enough to wipe them out. However, that would not be the end of the Responders or the infrastructure they would leave behind.



WHAT THIS BOOK CONTAINS

Emerging from the ruins of the old world, survivors from all walks of life pick apart the scattered remains of life before the Great War to make themselves a life in this one. People, as they have for eons, group together for protection and mutual support while excluding outsiders from their communities. Resources, scarce before the devastating nuclear exchange, continue to be fought over—settlers cultivating food and water are hounded by those who find it easier to take than to create. Raiders, super mutants, and other hostile creatures are a scourge to those who try to bed down and reclaim safe places within the nuclear fallout of the wasteland... but done right, these settlements can thrive and become a glowing jewel in a rotting crown, providing shelter, food, water, and even a means to live a happier life in the shadow of the mushroom clouds of the past and the mutated horrors that plague the landscape.

Establishing such a settlement is a huge undertaking, perhaps daunting at first, given the dangers and the varied locations to settle down. Once the inhabitants can sustain themselves, defend themselves, and govern themselves, they can live, love, and prosper. Some pre-War ruins are ripe for the taking. Old military complexes, bunkers, and even Vault-Tec facilities are ideal locations if cleared of dangerous creatures or evil inhabitants. At the same time, more readily available places litter the surface with opportunities to rebuild the communities: old neighborhoods, farms, and city streets were located and designed for living and working, and so many built these settlements on the bones of the old.

This supplement explores resettling the wasteland, rebuilding communities, and the politics and relationships that those things bring to different groups and individuals. Inside you'll find tools to build a settlement, govern and organize its people, establish relationships with companions and settlements, build an army of automatrons, and provides gamemasters with new non-player characters (NPCs) that best fit those themes and style of play.

CHAPTER ONE: SETTLER CHARACTERS

This chapter provides a transcontinental series of new character origins for your players, ranging from the Commonwealth to the New California Republic. It includes a valiant Commonwealth Minuteman, citizens of the New California Republic, a sturdy Protectron, enigmatic securitrons, as well as a generation 3 synth.

All of the origins are compatible with the core rules and feature equipment packs to choose from based on the details of their background.

CHAPTER TWO: SETTLEMENTS

Building on the survival and crafting rules, this chapter details how you and your companions can set down roots and form a settlement that could one day grow into a thriving shelter away from the harshness of the irradiated wastes. It describes what you need to build the basic amenities and infrastructure needed for such a settlement, as well as how to organize your survivors to maintain it and keep everyone happy.

By establishing your own settlement, you can add more depth to your *Fallout* quests, becoming local leaders for those looking for a place to bed down and call home. Settlements of all sizes, from cozy bolt holes to bustling towns, need supplies and materials driving you to explore more of the wasteland around you and scavenging whatever you can find to provide your people with what they need.

CHAPTER THREE: COMPANIONS AND AUTOMATRONS

This chapter begins by detailing how you can recruit a companion and provides several options for those that might join you on your quests, and continues to explain how you can build your very own robotic companions. RobCo was just the beginning! Clever roboticists all over the wasteland can modify and even build their own bots using pre-War materials and schematics. This chapter provides rules for crafting and assembling robot parts from scratch using a handy robot workbench.

With a small army of automatrons to help protect and manage your settlements, your settlers can rest easy and focus on the things that will make them thrive. Your robotic allies can also assist you on dangerous scavenging excursions or as backup when facing a terrifying foe—just make sure you have the talents and skill to build and maintain them.

CHAPTER FOUR: EQUIPMENT

With new settlements comes new equipment! This chapter expands the equipment sections of the core rules, covering the new equipment that can be utilized by the new character origins in chapter one, as well as weapon options for the automatrons you can build: from the Tesla rifle and cryo jet to jury-rigged big guns like the Broadsider and the Cryolator.

CHAPTER FIVE: GAMEMASTERING

As you quest around the wastes, news of your deeds and decisions travels with you and out to neighboring settlements, building your reputation with them and the factions you meet. This chapter covers positive and negative reputation influences for the key factions you can find across the wasteland, giving you a detailed breakdown of what they will react to and how they will treat you and your companions depending on your reputation, as well as guidance on how to integrate player-character synths into your group and stories.

Your reputation in the wasteland can speak volumes. It can open many doors and opportunities amongst the key players in the wastelands—from the Brotherhood of Steel to the NCR or even the Institute. These rules build upon the reputation rules from the *Gamemaster's Toolkit* booklet, p.6.

This chapter also includes building your settlements, giving them an identity, making and maintaining allies, and optional quests to attack or defend settlements. You can construct a settlement near the Saugus Ironworks like the Forged raider gang or take the scenic Crater of Atom for an eerie, irradiated homestead for your Children of Atom settlers. Managing a settlement comes with beneficial perks—so long as you maintain their defenses, the settler's happiness, and use any income to improve its infrastructure.

CHAPTER SIX: SETTLERS OF THE WASTELAND

The Settlers of the Wasteland chapter provides new NPCs focused on settlers, survivors, traders, and robots. These NPCs can be used as helpful allies, on-the-road acquaintances, or to populate settlements the player characters encounter on their travels.

It includes a procedure for converting any human NPCs into ghouls, super mutants, or synths, to help GMs add variety to their wasteland locations. The chapter also includes various settlers, additional Minutemen NPCs as well as tabletop statistics for Preston Garvey, a variety of NCR characters including Craig Boone, the Railroad and its top agent Deacon, The Institute and the deadly courser X6-88, statistics for trade caravans and their entourages, as well as several new robots. The chapter rounds off with a selection of new turrets to serve as dangerous automated defense systems out in the waste or valuable protective measures for your settlements, as well as an expansion of traps and their effects.







★ *Chapter One* ★

SETTLER CHARACTERS

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Chapter One

SETTLER CHARACTERS

SETTLER ORIGINS

When you **choose an origin** while creating your character (*Fallout: The Roleplaying Game Core Rulebook*, p.51), you can select an origin from the following options in addition to those offered in the core rulebook. Your origin describes your character's background—their birth, upbringing, community, and way of life. Each origin defines limits on your character's S.P.E.C.I.A.L. attributes, skills, and gives them a unique bonus to surviving in the wasteland.

COMMONWEALTH MINUTEMAN

"Protect the people at a minute's notice." A promise to live by, you belong to a unique brand of survivors in the Commonwealth who put others before themselves. With the threat of raiders, radioactive mutants, and morally corrupt factions that travel the wastes, another settlement always needs your help.

You could be a long-standing veteran of the Minutemen, rising to prominence in your defense of Diamond City against super mutant attackers. You could have signed on later, as the group's founders tried to organize a government and unite settlements around the Commonwealth (only to be thwarted by the assassination of all the representatives in attendance), taking up residence in the old Fort Independence. "The Castle " could have been

Trait: United We Stand

Trade caravan posts in your settlements attract traders every 5 days rather than 7. Settlements you establish, by any means, have a base Defense resource of 4. You gain either Energy Weapons or Small Guns as a bonus tag skill (your choice). Your Damage Resistance is increased by +1 while in cover, and you deal +1  damage while you and your companions are outnumbered.



your home shortly before it was lost to a sea monster emerging from the Boston shoreline. Whatever your participation, the Quincy Massacre was a pivotal moment in your personal history, with Clint's defection to the Gunners, Colonel Hollis's capture and subsequent execution, and the Gunners slaughtering all but a few survivors in Quincy.

Preston Garvey believed himself the only Minutemen survivor of the Quincy Massacre, but what if he was mistaken? What if you also survived, split off from your fellow militiamen, or went along with Clint's plans just to live, but never losing the spirit of the Minutemen's pledge to protect the citizens of the Commonwealth? Maybe you left the group before the events of Quincy, disenfranchised by the politics and infighting after the death of General Becker, but ready to dust off the hat and coat once more for someone who can reunite the militia and bring it back to its former glory.

NEW CALIFORNIA REPUBLIC

As a citizen of New California, you are the progeny of West Coast survivors of the nuclear apocalypse, a legacy of civilization rebuilding and expanding from the humble beginnings of Shady Sands. Formed from the political differences and exodus of Vault 15 in California, its founding members left the vault with a G.E.C.K., allowing them to grow food, build their first amenities, and establish Shady Sands. Soon, a thriving, self-sustaining community became the foundation stone of the New California Republic, or NCR. From its humble beginnings, the NCR expanded, promoting many old-world values: democracy, with its presidents and a Congress; liberty, by exalting personal freedoms; and the rule of law, by protecting its citizens and holding them accountable for immoral actions. Whether you live these values yourself is up to you, but if you come from New California, your life is marked by it in some way.

Many citizens of the republic are just like survivors you'd find anywhere in the wastes: farmers, herders, mechanics, merchants, caravaneers, even mercenaries and soldiers. What sets you apart are the cultural touchstones other wastelanders don't have in their

everyday lives. The NCR Dollar, established at the turn of the 22nd century, dominates the New California economy and eclipses Nuka-Cola bottle caps as the default tender within NCR territory. You'll likely have seen much more built-up urban areas, like the Hub, Junktown, Vault City, and New Reno. These sprawling urban centers make the rest of the wasteland seem backward, deserted, and otherwise dangerous. The trade pouring in and out of these settlements provides food, medicine, and even civil liberties like the right to vote and to pursue justice for crimes committed. That being said, a strain on the agricultural and industrial output of the republic has driven an expansion east, into the Mojave Wasteland in particular, to find and develop more farmland. The ensuing annexations, wars, and expansion to the NCR's territory brought arguments of imperialism against its government, and its thinly-stretched military and prospecting frontiersmen lost the benefits of civilization for the benefit of everyone else.



Trait: New Californian

You may choose two of the following traits, two traits from the Survivor origin, or one trait from either list and one additional perk. Each trait has a benefit and may have an accompanying penalty.

TRAIT	BENEFIT	PENALTY
Good Natured	Tag two of either Speech, Medicine, Repair, Science, and Barter skills.	The maximum rating for the other skills listed is reduced from 6 to 4.
Grunt	+1  damage with submachine guns, combat rifles, assault rifles, frag grenades, and combat knives.	The complication range of tests while making an attack with big guns or energy weapons is increased by 2.
Home on the Range	Whenever you sleep by a campfire for at least 6 hours, the difficulty to recover from injuries through rest is decreased by 1.	You cannot gain a well rested bonus, as described in <i>Fallout: The Roleplaying Game Core Rulebook</i> p.35.
Trigger Discipline	When you make ranged attacks using small guns or energy weapons you may re-roll 1d20.	While you wield small guns and energy weapons, reduce their fire rate by 1.
Brahmin Baron	Each Brahmin Feed Trough provides upkeep for 3 Brahmin in each of your settlements. When you perform the Tend Crops settlement action, you gain an additional +1  Brahmin milk per feed trough.	Roll +1d20 for determining the risk of attack to your settlement if its Food resource exceeds the settlement's People. (see p.39).

Survivor Traits

The traits for New Californians provide rules that are tailored to the New California Republic origin, but they can be used by those with the Survivor background too. Survivor origin traits can also be used by characters with the New California Republic trait.

PROTECTRON

Manufactured by RobCo Industries as an inexpensive work drone, your model was one of the company's most popular robots that put many Americans out of work before the Great War. Protectrons were built for various construction, security, and administrative tasks. Factory models were used for manual labor. Office models were programmed with integrated administrative software. Firefighter models used internal cryojets to suppress dangerous flames. Medic models featured built-in defibrillators. Police models contained stronger armor and enhanced tasers for crowd control. You might have come from one of these manufacturing lines or another entirely.

Your body is humanoid in shape and covered in light armor plating. Not initially designed for combat, the wasteland is full of resources you can use to protect yourself and others. Unless you have received software or hardware upgrades, you speak in a robotic monotone like other Protectrons. Most Protectrons do almost anything to defend those their programming determines to be allies.

A long time has passed since your creation. You may have been a worker drone, but now you are much more. Your original programming still drives your behavior and actions, though it might have decayed or become twisted. You could be one of the few Protectrons to achieve true self-awareness and resist your programming. In the wild wasteland, it is up to you to decide whether your ancient programming will define you—or whether you define who you are by your own directives.

Trait: Protect or Destroy

You were built to survive in harsh environments. Once per scene, you may reroll a test to overcome an environmental **hazard** and use the new result. You are also immune to disease, and Radiation and Poison damage, but you cannot use chems, nor can you benefit from food, drink, or rest. You cannot recover from your injuries or heal health points without receiving repairs (see *Fallout: The Roleplaying Game Core Rulebook*, Chapter 2: Combat, Healing Robots, p.34).

Protectrons are designed for a specific purpose and contain additional mechanisms to support their programmed tasks. You cannot have more than two robot mods installed simultaneously. You may be a Fire Brigadier, Law Enforcer, Construction Worker, Medical Responder, or a model of your own invention. When making a test directly related to your model's purpose, the first d20 you buy using Action Points costs 0. Additionally, your carry weight is 225 lbs. and cannot be increased by your Strength or perks, but it can be increased by modified armor.

Protectron Weapons

WEAPON	EFFECT
Claws	You make unarmed attacks with a pair of opposable claws. The claws inflict 3  Physical damage and can benefit from your melee damage derived statistic and perks for unarmed attacks.
Cryojet	You can fire a jet of cryogenic spray, rapidly cooling targets. The cryojet uses cryo cells for ammunition, PER + Energy Weapons for attacks, causes 3  Energy damage with the Burst and Freeze damage effects. More information on the cryojet can be found on p 93.
Self-Destruct	You explode and are destroyed in the process, and cannot be repaired. When you make this attack, you make a ranged attack using END + Explosives, dealing 6  Energy damage, with the Blast effect at Close range.
Shock Hand	You make unarmed attacks with a pair of statically-charged defibrillators. These hands inflict 4  Energy damage and can benefit from your melee damage derived statistic and perks for unarmed attacks. You cannot manipulate objects that require fine dexterity due to the lack of claws.



ROBOBRAIN

Born from the cybernetic amalgamation of the human brain and robotic body, robobraines were the result of secretive research that produced a short run of prototype automatons across the pre-War United States. While most units lacked the personality of their life before being extracted from their human bodies, some robobraines exhibit strange personality traits, and even worse, some turn inexplicably violent.

Without any memory of your former life but having developed a sense of self, you are a robot built of the most elegant and advanced central processor ever known—the human brain. Is your brain another component, and you are the robot? Or are you still in there somewhere, trying to break out of the memory-repression inflicted on your consciousness through the CODE Conditioning Protocol? The wasteland may never know, but you can still travel the wastes and survive, defend yourself, and even form relationships with human survivors whose bodies might give you an eerie feeling of familiarity. Either way, you traverse the wastes on a pair of tracks, capable of getting through most terrains, and interact with the world using a pair of claws on the end of flexible extenders. These claws allow you to manipulate objects and equipment like a person would, but can equally be replaced by guns, emitters, weapons, or other accessories provided they can be mechanically incorporated. Your robust construction gives you incredible durability, and the biomedical gel inside the dome containing your brain can sustain its tissue potentially for centuries—who you will be by that point is unknown as you stray a little further from your programming every single day.

Regardless of your origins at a General Atomics or military laboratory, you can travel as far as your tracks and internal power plant can carry you. So robobraines can be found in all corners of the wasteland and many different circumstances. Who you call your friends, and what you consider your purpose, is up to you.

Trait: Robobrain Robot

You are a robot with a human brain as a central processor. You have visual sensors that can detect the visual spectrum and infrared, ignoring any difficulty increase to Perception tests in darkness. You are also immune to radiation and poison damage, but you cannot use chems, nor can you benefit from food, drink, or rest. You cannot recover your own injuries or heal health points without receiving repairs (see *Fallout: The Roleplaying Game Core Rulebook*, p.34).

You move on two continuous tracks, and have two tube-like manipulators as arms with opposable claws you can use to control tools and objects designed for humans with precision and make unarmed melee attacks. Your head has a built-in mesmetron, which you can use to make ranged attacks. Your carry weight is 150 lbs., and it cannot be increased by your Strength or perks, but it can be increased by modified armor.



SECURITRON

Created by RobCo Industries and manufactured by H&H Tools in pre-War Nevada to protect the Strip in New Vegas, the PDQ-88b securitron is a top-of-the-line private security robot capable of varied combat operations given the appropriate upgrades. Unique to New Vegas, some units have been given personalities outside the police and military defaults, ranging from human personas to cartoon creations—every single one loyal to Mr. House in some way.

You are designed to keep the peace in and around the Strip, built of a large, strong unicycle chassis, thick-plated main body, with extender-style arms that house concealed weapons and claws to manipulate your environment. By default, you know how to use the laser and submachine guns housed inside your arms, and the claws to attack and restrain people. Your singular wheel propels you across most terrain, designed for the urban and desert environments you patrol. The screen at the center of your torso can display still images, typically of a stylized face reflecting your personality. You can communicate verbally using a speaker within your body casing, and even print out memos or leaflets from a printer housed in your body should the need arise.

The only way to gain access to your upgraded operating system, increase your combat effectiveness, and gain access to your grenade and rocket launcher hardware is by chip—a platinum casino chip that contains the data for the Mk II systems for all securitrons. The only two locations on earth where the chip can be inserted into a computer are in the Lucky 38 Casino (Mr. House's personal casino and residence) and a weather monitoring station occupied by Caesar's Legion. Once inserted and its data transmitted, all Securitrons on the network are upgraded and uploaded with the right drivers to use what are actually their primary weapons. The chip's existence may be unknown to you or something you're looking for as part of Mr. House's many plans to orchestrate the delivery of the data contained within, giving him tighter control over New Vegas and his rivals. Whatever your plans, Mr. House's aren't far behind.

HIT LOCATIONS

As you aren't humanoid in construction, your hit locations are different from normal.

Securitron Hit Locations

D20 ROLL	HIT LOCATION
1–2	Head
3–11	Torso
12–14	Left Arm
15–17	Right Arm
18–20	Wheel

Trait: Mark I Securitron

You are a robot, with the Mk I operating system designed by RobCo Industries. You have forward-facing visual sensors that can detect the visual spectrum. You are also immune to radiation and poison damage, but you cannot use chems, nor can you benefit from food, drink, or rest. You cannot recover your own injuries or heal health points without receiving repairs (see *Fallout: The Roleplaying Game Core Rulebook*, p.34).

You move on a single tire, increasing the difficulty of skill tests to balance or remain upright by 1. Your arms are fitted with opposable claws, with which you can manipulate your environment rudimentarily and make unarmed melee attacks. The palms of your claws are outfitted with integrated weapons, as outlined in Choose Equipment, p.95. Your shoulders house missile launchers and a grenade launcher is integrated into the left arm, but they are both inoperable unless you are fitted with the Mk II operating system mod. Your carry weight is 150 lbs. It cannot be increased by your Strength or perks, but by modified armor.



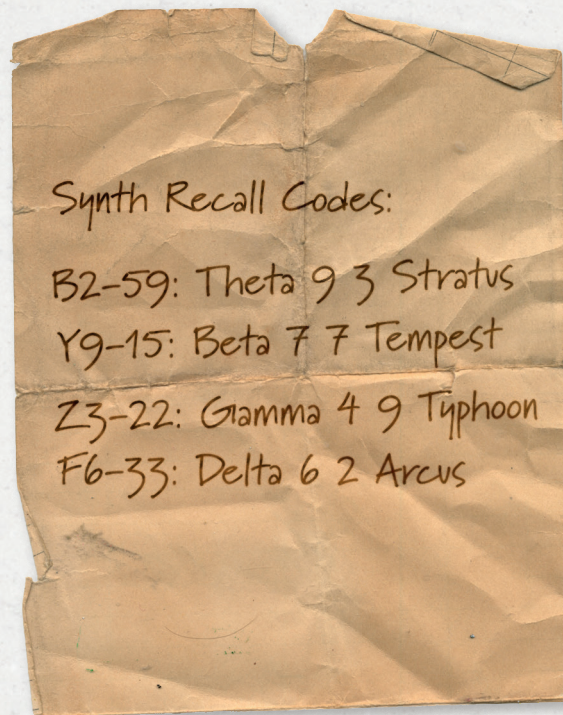
GENERATION 3 SYNTH

You are a bio-synthetic humanoid, almost entirely indistinguishable from humans, created by a secret scientific organization known as the Institute. You were designed to integrate into human society, infiltrate communities, and explore the surface undetected. Your lab-grown body is made up of real human flesh, bones, and organs—your only distinguishing feature, an undetectable cybernetic implant in your brain that contains your programming. Your bio-engineered upgrades make you harder than humans, and you do not age or suffer tiredness or malnutrition. Your capacity to keep going for extended periods without needing rest is a great advantage in the harsh wasteland. Additionally, your body can survive synthetic implants and cybernetic modifications without complications.

If you are an escaped synth, you may have decided to have your memories wiped by the Railroad to better assume a new life on the surface, implanted with the life and personality of an original creation or maybe even based on someone living or dead from the wasteland above the Institute. Alternatively, you may have struck out on your own, retaining your programmed personality and are fully aware of the dangers of the Synth Retention Bureau.

If you work for the Institute, you may be trying to infiltrate a group or settlement in the Commonwealth, taking the place of a real wastelander and living their life in their place while all the time reporting back to Institute handlers, providing intelligence for the secretive organization. Due to the fear gripping the Commonwealth, your discovery could prove incredibly dangerous to your survival and the mission you have been placed on the surface to complete. What lengths do you go to to complete your creators' goals, or do you begin to question your programming, your awareness, your very existence?

Discuss the nature of your synth character's recall code with your gamemaster if you are uncomfortable with the idea of your character's personality and consciousness suddenly becoming erased. Determine collaboratively whether recall codes might be used in your game and how they can affect your character. An example of an alternative might be that your synth's recall code does not permanently erase their personality but incapacitates them until a unique restore code is spoken.



Generation 2 Synths

If you want to play a prototype second generation synth, with a personality, you can do so easily by using the More Than Human trait, but noting that you are not bioengineered—you are constructed of complex machinery, and your appearance is much more android-like. It is immediately obvious you are not human, and so everyone you come across knows of your nature, and may be prejudiced against you if they distrust or hate synths.

All the other aspects of the trait remain true, except you should choose equipment from the Wastelander options for starting equipment (*Fallout: The Roleplaying Game Core Rulebook*, p.79).

Trait: More Than Human

Though you appear mentally and physically human, your bioengineering makes you something entirely new and, in many ways, improved. You gain one additional tag skill. You cannot suffer from starvation or dehydration and do not need sleep, but you do not gain a benefit from consuming food or beverage items. When you rest, instead of sleeping, you may engage in minor activities such as crafting, reading, or light scouting. Additionally, you are immune to Poison and Radiation damage and disease. You do not age, nor do you gain or lose weight.

When interacting with NPCs who know you are a synth—unless they are sympathetic towards synths—the difficulty of CHA tests made by you or your allies increases by 2. When a complication is rolled, they either become hostile, or your Faction Reputation or Settlement Reputation decreases by 1 per complication generated due to their fear of the Institute.

The Institute has given you a unique recall code—an unalterable verbal command that resets your personality and memories. When you hear the code spoken, you become incapacitated until you are retrieved and restored by the Institute.



PERKS

Many new rules throughout this supplement require a character to have an appropriate perk to engage in that activity, like building certain settlement infrastructure, or having the perk grants you an advantage in settling, crafting, leading, or dealing with robots. They take the form of a mechanical bonus—re-rolls, bonus Action Points, or skill substitutions—that apply to specific circumstances.

Many perks have one or more requirements: you must meet these before you can select the perk. Each perk has a condition and a benefit. The condition describes when the perk can be used, and the benefit describes what you can do with it.

Level Requirements

Where a perk says “the level requirement increases by X”, it means that as you take the perk, the level requirement to take the next rank increases each time by the number of levels stated.

For example, if you take the Ammosmith perk at level 2, you must be level 6 to take the second rank, and level 10 to take the third rank. You could also take the Ammosmith perk at level 5, then the second rank at level 6 because you meet the requirements both times.

AMMOSMITH

Ranks: 3

Requirements: INT
7, Level 2+



Sometimes you have the wrong bullets for the right gun, and somehow you make it work with the materials that you have. You can craft a single piece of ammunition using materials at a weapons workbench treating its rarity as its complexity (*Fallout: The Roleplaying Game Core Rulebook*, p.211).

ALL NIGHT LONG

Ranks: 1

Requirements:
Level 16, not
a robot



During nighttime hours—after sunset and before sunrise—your hunger and thirst states do not reduce. When calculating the hours of time to become more hungry or thirsty, ignore the hours of progress to moving down the Hunger States and Thirst States tables (*Fallout: The Roleplaying Game Core Rulebook*, p.191). Every **two** days you are starving, you gain 1 Fatigue, instead of every day.

At rank 1, you can craft ammunition up to rarity 1. At rank 2, you can craft ammunition up to a rarity of 3. Additionally, you can now dismantle ammunition gaining half of the materials normally required to craft the ammunition (rounded down to a minimum of 1). At rank 3, you can craft ammunition up to a rarity of 5. When crafting ammunition, you can roll a number of  equal to 6 reduced by the rarity of the ammunition being crafted. Every hit rolled increases the amount of ammunition crafted by +1. For every effect rolled, double the amount of ammunition crafted.

Each time you take this perk, the level requirement increases by 4.

BODYGUARDS

Ranks: 1

Requirements: CHA 8,
Level 5+

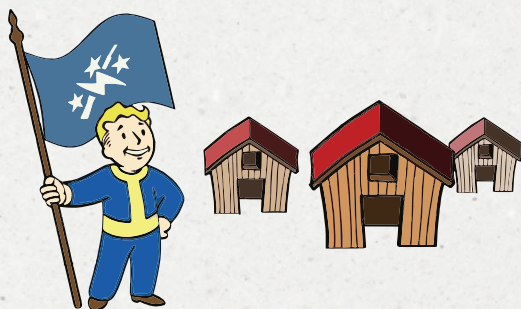
Each player character and companion (other than you) within Close range of you increases your Damage Resistance and Energy Resistance by +1.



COMMUNITY ORGANIZER

Ranks: 3

Requirements: CHA 5, END 5, Level 1+



Even in the worst of days, you find a way to bring people's spirits up and maintain a thriving settlement. For each rank of this perk, your community gains +1 Food and +1 Defense per day so long as the resource is maintained by at least one person. Additionally add +1  for the settlement actions Hunting and Gathering as well as Scavenging.

Each time you take this perk, the level requirement increases by 3.

CONTRACTOR

Ranks: 3

Requirements:
CHA 5, INT 5,
Level 2+

When building structures for your settlement, you know how to make the process faster, cheaper, and overall more efficient. At rank 1, when you start constructing something, you can reduce the number of



materials required to construct something by half (to a minimum of 1 unit of each material type), decreasing the overall Happiness by 2. You can double the amount of construction time required to ignore the reduction in Happiness.

At rank 2, you can have a person take a settlement action to construct an object even if they do not have the required skill. Doing so reduces the settlement's overall Happiness by 1. If you have at least one person working on the construction object that has the skill, then you can ignore the reduction in Happiness.

At rank 3, you can have a person take a settlement action to construct an object even if they do not have the required perk, but at least one person working on the object still must have the perk.

Each time you take this perk, the level requirement increases by 4.

COVERT OPERATOR

Ranks: 1

Requirements: AGI 8

When you make a ranged sneak attack with a small gun or energy weapon, the damage is increased by +2 . You cannot gain this benefit while in Power Armor.



ENFORCER

Ranks: 1

Requirements: AGI 9, Level 12

When you make a ranged attack with a shotgun and target a specific location, your attack gains the Debilitating quality.



GREEN THUMB

Ranks: 1

Requirements: PER 4,
Level 4

When you spend time foraging and roll on the Foraging table (*Fallout: The Roleplaying Game Core*

Rulebook, p.202), you gather 2 items, plus an additional 2 for every AP spent.



GUN RUNNER

Ranks: 1

Requirements:
AGI 6, Level 4

When you take the Sprint action when you have a one-handed ranged weapon in hand, you may spend 1 AP to move one additional zone.



HAPPY CAMPER

Ranks: 2

Requirements: CHA
7, END 6, Level 3+

At rank 1, if your hunger state is **full** or **sated**, and you have set up a camp with a source of heat like a campfire, your hunger does not deteriorate.

At rank 2, if your thirst state is **quenched** or **hydrated**, and you have set up a camp with a source of heat like a campfire, your thirst does not deteriorate.

Each time you take this perk, the level requirement increases by 4.



HIRED HELP

Ranks: 1

Requirements:
CHA 7, don't already
have a companion

Some wastelanders are lone wanderers—not you! You gain the ability to recruit a humanoid companion. You gain an allied NPC creature that follows your commands (*Fallout: The Roleplaying Game Core Rulebook*, p.338). Your companion can care for their own food and beverages, and they recover from injuries as a player character would and can benefit from healing.

Options for companions for this perk can be found later in Chapter 3: *Companions and Automatons*, p.62. If your companion is slain, you can recruit a new companion before the next quest, or you may trade this perk for a different one after this quest.



HOME DEFENSE

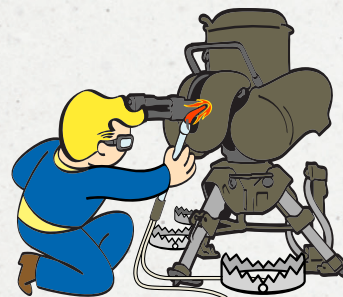
Ranks: 2

Requirements: INT
6, Level 5+

You can set traps to protect your property from intruders! At rank 1, you can craft traps from the Traps section, p.189. Traps have a complexity of 2 and require the components for a complexity 2 item. If you fail the **INT + Repair** test, your trap misfires—resolve the trap's effect against yourself.

At rank 2, when you fail the **INT + Repair** test to set the trap it does not misfire. Instead you **succeed at cost**, and the gamemaster creates a complication related to the trap (i.e., it is easier to spot, deals less damage, or otherwise doesn't work as intended).

Each time you take this perk, the level requirement increases by 5.



HOMEBODY

Ranks: 2

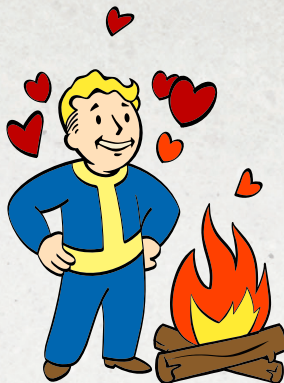
Requirements: END 6,
Level 5+

You do not need to sleep while in a settlement you belong to recuperate.

At rank 1, when you spend an hour in a settlement you belong to or manage, roll a number of  equal to your Endurance rank, and regain its result in HP.

At rank 2, you regain an additional hit point per Effect rolled. Whenever you make an **END + Survival** test to recover from an injury, the difficulty is reduced to a maximum of 2 (light activity on the Injury Recovery Difficulty table, *Fallout: The Roleplaying Game Core Rulebook*, p.35).

Each time you take this perk, the level requirement increases by 5.



LOCAL LEADER

Ranks: 2

Requirements: CHA 6,
level 2+

You are the person that people turn to, and with that have a certain amount of influence on the development of settlements and communities. At rank 1, you can establish a supply line between two settlements you have a reputation rank of at least Friendly (3) with (see Chapter 2: Settlements, *All of the Comforts of Home*, p.52).

To establish a supply line, you must have at least one available settler in either settlement to make the shipments. Once established, any available supplies or resources in one settlement can be made available in another settlement so long as that settlement's Happiness is greater than the number of people in the settlement.



At rank 2, you can request the construction of various stores and crafting tables in a settlement. This rank is required for a settlement to add Trading Stores, Clothing Stores, Armor Stores, Weapon Stores, Drinking Establishments, and Medical Establishments, as well as an Armor Workbench, Chemistry Station, Cooking Station, Power Armor Station, Weapons Workbench, and a Robot Workbench.

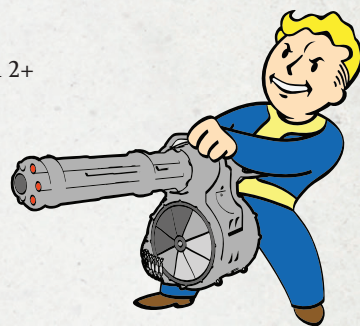
Each time you take this perk, the level requirement increases by 5.

LOCK AND LOAD

Ranks: 3

Requirements: STR 7, Level 2+

When you make attacks with a big gun with a fire rate greater than 0, its fire rate increases by 1 per rank in this perk.



Each time you take this perk, the level requirement increases by 4.

MECHANICAL MENACE/CLASS FREAK

Ranks: 1

Requirements: CHA 6, INT 5

The Mechanical Menace perk affects robots, while the Class Freak perk affects mutated humans—they are otherwise identical. Whenever a creature NPC with the chosen keyword would attack you, roll 1 . On any result other than an effect, the creature chooses not to attack you. However, it may still attack another character it can target. In addition, when you attempt a CHA based skill to influence a character with the applicable keyword, you may re-roll 1d20.

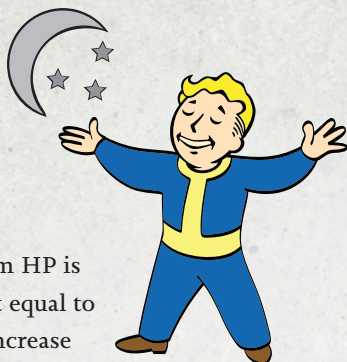


NOCTURNAL FORTITUDE

Ranks: 1

Requirements: END 6,
Level 12, not a robot

At night, your maximum HP is increased by an amount equal to your END. When you increase your maximum HP, you gain the same amount of additional current HP. When the effect ends, your maximum HP is reduced back to normal, but your current HP remains unchanged unless it is above your maximum (in which case, it is reduced to your maximum).



PANNAPICTAGRAPHIST

Ranks: 1

Requirements: LCK 5

Whenever you roll randomly to obtain a magazine from the Random Publication or the Issues tables (*Fallout: The Roleplaying Game Core Rulebook*, p.172–180), you may re-roll the result if your original result is a magazine or issue you have already found.



PHARMACIST

Ranks: 3

Requirements: INT 8, Level 2+

RadAway you administer now heals 2 additional Radiation damage. At rank 2, it heals an additional 3 Radiation damage, and at rank 3 it heals an additional 4 Radiation damage.

Each time you take this perk, the level requirement increases by 6.



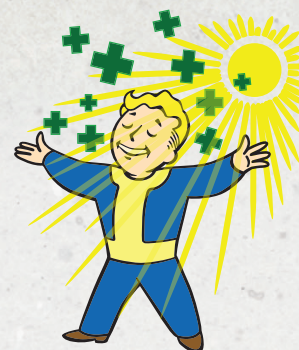
PHOTOSYNTHETIC

Ranks: 2

Requirements: END 7,
Level 5+

When you are in direct sunlight you regenerate 1 HP every hour. At rank 2 you regenerate 2 HP every hour in direct sunlight.

Each time you take this perk, the level requirement increases by 10.

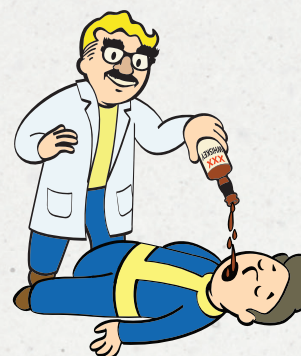


QUACK SURGEON

Ranks: 1

Requirements: CHA
7, Level 12+

When you attempt a First Aid action on an ally, you may use an alcoholic beverage on your patient as part of the action. The patient heals additional HP equal to the amount the beverage normally heals, if any, and allows you to heal 2 HP per AP spent. The ally also receives the benefits (and drawbacks) of consuming the beverage.



REJUVENATED

Ranks: 1

Requirements: END
7, Level 12+, not a robot.

When you are **full** (the highest hunger state), your maximum HP increases by +2, you may re-roll 1d20 on all STR-based skill tests, and being **full** lasts for twice as long. When you are **quenched** (the highest thirst state), you may re-roll 1d20 on all END-based skill tests, you generate one free AP at the start of each of your turns in combat, and being **quenched** lasts twice as long.



RETRIBUTION

Ranks: 3

Requirements: END 8,
LCK 8, Level 2+

If you do not take damage from an attack due to your Damage Reduction (DR), recover +1 HP and add 1 AP to the group pool. This effect can only trigger once per round of combat per rank you have in this perk.

Each time you take this perk, the level requirement increases by 5.

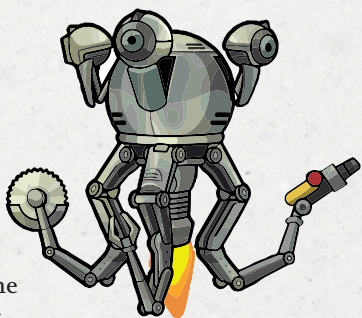
ROBOT WRANGLER

Ranks: 1

Requirements: INT
5, don't already have a companion

You choose to travel the wilderness with robotic company. You have a robot companion that serves as a friend and ally in the hazards of the wasteland. You gain an allied NPC creature that follows your commands (*Fallout: The Roleplaying Game Core Rulebook*, p.338). They cannot recover from injuries or heal health points without receiving repairs (see *Fallout: The Roleplaying Game Core Rulebook*, Chapter Two: Combat, Healing Robots, p.34), but do not require food or beverages nor can they gain benefit from consuming them or using chems.

Options for robot companions for this perk can be found in Chapter 3: Companions and Automatons, p.62. If your robot is destroyed, you either attempt to repair it, find or purchase a new one before the next adventure, or you may trade this perk for a different one after this quest.



SQUAD MANEUVERS

Ranks: 2

Requirements:
CHA 7

At rank 1, whenever you travel across the wastes at a hurried pace, you can maintain that pace for one additional hour by passing a **CHA + Survival** test with a difficulty of 1, and one further additional hour by spending 2 AP (for a maximum of 3 hours at a hurried pace).

At rank 2, you can coordinate your allies to join you in combat. When you spend 1 AP to take an additional Move minor action, you can move an ally in the zone you end your movement in to within reach of you by spending another 1 AP.

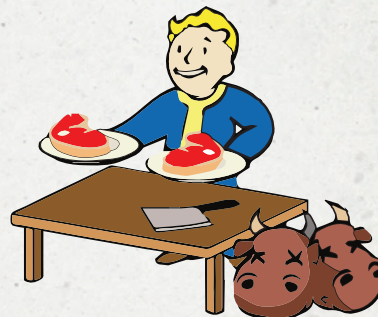
SUPER DUPER

Ranks: 3

Requirements: LCK 6,
Level 3+

Whenever you craft an item, roll 1 . If you roll any Effects, you regain half the components you spent rounding down. Check each rarity of the components separately and regain half of each, rounding down. At rank 2, you roll 2 . At rank 3, you roll 3 .

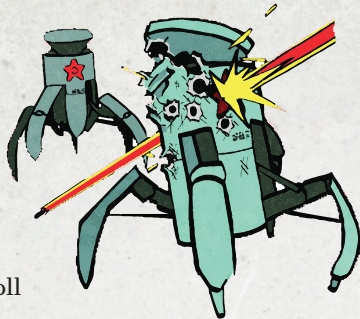
Each time you take this perk, the level requirement increases by 4.



TAKING ONE FOR THE TEAM

Ranks: 3

Requirements:
END 7, CHA 6,
Level 1+



At rank 1, whenever a creature NPC would roll to damage an ally in the same zone as you, roll 1 . On any result other than Effect, you take the damage from the attack instead. This effect can only trigger once per round of combat per rank you have in this perk.

At rank 2, if you take damage from the attack after calculating damage reduction, add 1 AP to the pool for each rank you have in this perk.

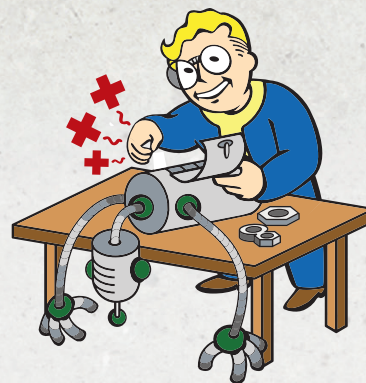
At rank 3, after you have taken the damage you and the ally can reroll 1d20 on the next attack you make against the target that attacked for each rank you have in this perk.

Each time you take this perk, the level requirement increases by 4.

TINKERER

Ranks: 1

Requirements:
END 5, INT 5



You reduce the difficulty of repairing a robot through the first aid action to the number of injuries that it has sustained, increasing the difficulty of the test by +1 if you are attempting to repair yourself.

Additionally, you can tinker and clean a robot for up to an hour, increasing the maximum HP of the robot by +2 for 24 hours or until the robot sustains an injury.

TRUE FRIENDS

Ranks: 1

Requirements: PER 6,
CHA 6



Making friends is second nature for you, and more importantly the friendships that you form are stronger than most. At rank 1, when a reputation test results in decreasing your reputation with a faction or settlement, you can roll a number of  equal to your current reputation. If you roll at least one Effect your reputation does not change. You must increase your reputation by 1 before you can use this perk with the same faction or settlement again.

At rank 2, when you perform an action that would increase the affinity with an individual, faction, or settlement you can roll a CHA + Speech test with a difficulty of 3. With a success, you can instead increase the affinity by 2. With a failure on the test, the affinity does not change. You must increase the affinity by 1 before you can use this perk with the same target.

CHOOSE EQUIPMENT

After calculating your derived statistics, you choose your starting equipment based on your origin from one of the equipment packs below. If any of your equipment would alter your derived statistics, then note the new values on your character sheet.

The following equipment packs are themed to different lives and experiences of level 1 characters as they begin their quests through the wasteland. Each origin provides you with a selection of available packs, and your tag skills provide you with additional equipment.

The equipment listed is contained in Chapter Four: Equipment in **Fallout: The Roleplaying Game Core Rulebook**, starting on page 84. The random loot tables mentioned begin on **Fallout: The Roleplaying Game Core Rulebook**, page 200.

COMMONWEALTH MINUTEMAN

Characters who selected the Commonwealth Minuteman origin may select one of the following equipment packs:

RIFLEMAN

You are part of the core militia within the Minutemen, tasked with responding to threats “at a moment’s notice”. Trained in marksmanship and maintaining your rifle, you are trusted across the Commonwealth, and seen by those that know the faction’s reputation as a force for good.

You receive the following equipment:

- Casual clothing (styled as a colonial field uniform)
- Casual hat (styled as a tricorn hat)
- Either a leather chest piece, or leather armor for one of your arms (your choice)
- Laser musket with a fusion cell containing 14 + 7  shots, or a hunting rifle with 6 + 3  rounds of .308 ammunition.
- 2 rolls on the Random Food table
- One personal trinket
- 5 caps



TOUGH

You like to get up closer to your targets compared to your riflemen comrades, with a little more protection and a lot more bang. You use close-range weapons like shotguns and submachine guns to provide a versatility to the militia’s tactics, enabling you to flank or reach pinned-down enemies to finish them off.

You receive the following equipment:

- Casual clothing (styled as a colonial field uniform)
- Army helmet
- Metal armor chest piece
- Double-barrel shotgun with 6 + 3  shotgun shells or submachine gun with 8 + 4  rounds of .45 ammunition.
- 1 roll on the Random Chems table
- One personal trinket
- 5 caps

NEW CALIFORNIA REPUBLIC

Characters who selected the New California Republic origin may select one of the following equipment packs, or a pack from the Wastelander equipment packs (*Fallout: The Roleplaying Game Core Rulebook*, p.79):

TROOPER

As a volunteer or conscript to the NCR Army, you are outfitted with a standard selection of equipment backed by the industrial weight of the republic. Sent on security and protection operations to attacks on the NCR's enemies or occupation of territory outside its borders, you are at the forefront of its military operations. You may even make Ranger one day.

You receive the following equipment:

- Military fatigues
- Army helmet
- Combat rifle with 8 + 4  rounds of .45 ammunition, or a combat shotgun with 6 + 3  shotgun shells
- 10mm pistol with 8 + 4  rounds of 10mm pistol ammunition, or a combat knife
- 1 roll on the Random Food table
- 1 purified water
- 5 + 5  NCR dollars

MARKSMAN

Specializing as a sniper, you support your fellow soldiers in tactical operations against any of the NCR's enemies: raiders, super mutants, the Enclave, and Caesar's Legion. Seeing a lot more of the wasteland around the republic's territory, your equipment is narrower in scope, and you rely a lot more on the logistics of the army to support you.

You receive the following equipment:

- Military fatigues
- Army helmet
- Hardened Hunting rifle with a long scope and 6 + 3  shots of .308 ammunition.
- 1 Calmex
- 1 random U.S. Covert Operations Manual issue (*Fallout: The Roleplaying Game Core Rulebook*, p.179)
- 1 roll on the Random Food table

CRIMSON CARAVANEER

Striking out from one of New California's bustling settlements, stocked up with supplies from farms throughout the different states, there's a lot of money to be made driving a convoy of brahmin along routes less traveled.

You receive the following equipment:

- Tough clothing
- A leather armor chest piece, or a leather armor arm and a leather armor leg (your choice of which arm and leg)
- Double-barreled shotgun with 6 + 3  shotgun shells, or .44 pistol with 4 + 2  shots of .44 ammunition
- A combat knife or a pair of knuckles
- A pack brahmin
- One personal trinket
- 5 rolls on the Foraging table (3 of each result, see *Fallout: The Roleplaying Game Core Rulebook*, p.202)
- 2 rolls on the Random Beverages table
- A deck of cards
- 2d20 NCR Dollars

NCR Dollar Exchange Rate

The NCR Dollar has always had a relationship to the more abundant bottle cap. Generally, a common exchange rate is around 2 dollars to a cap; and so where caps or dollars are listed in the starting equipment packs, if it makes more sense for your character to have the other currency, double the number of NCR dollars, or half the number of caps (rounding up or down at your discretion).

NCR DOLLARS	BOTTLECAPS
\$2 in \$1 coins or bills	1 cap
\$5 bill	2 caps
\$20 bill	10 caps
\$100 bill	50 caps

If you would ever roll randomly for receiving or looting NCR dollars, and the entry is in caps, just double the static number and the number of combat dice (🎲) you would roll.

PROTECTRON

Characters who choose the Protectron origin can choose one of the following equipment packs:

PROTECTRON

You were designed to be baseline security or a general-purpose laborer for a specific location. Thanks to some clever programming, you are now free to fulfill your function in the Commonwealth at large.

You receive the following equipment:

- Standard plating
- Claws
- Two laser guns integrated into your hands
- A fusion cell containing 14 + 7 🎲 shots
- Recon sensors
- Hazard detection mod
- Robot repair kit
- 20 caps

PROTECTRON FIRE BRIGADIER

Your model line was created to suppress fires. More than a walking fire extinguisher, you identify fire hazards and notify humans in the vicinity so they can correct the problem. These days, you have to be more proactive in preventing blazes from getting out of control.

You receive the following equipment:

- Standard plating
- A cryojet integrated into the left hand
- A cryo cell containing 14 + 7 🎲 shots
- An axe as a right hand
- Hazard detection mod or sensor array
- 1 stimpak
- 10 caps

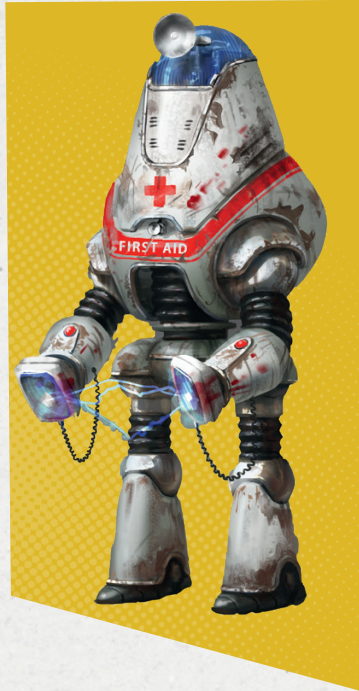


PROTECTRON MEDIC

Medic Protectrons were designed to provide an emergency medical response. They come equipped with a unique built-in defibrillator to revive unconscious patients and subdue unruly charges in a pinch.

You receive the following equipment:

- Standard plating
- Shock Hands
- Diagnosis mod
- 2 stimpaks
- 1 RadAway



UTILITY

PROTECTRON

Utility Protectrons are meant for heavy-duty work. Reinforced armor helps you survive the hazards of factory work. Police departments purchased some utility models for riot suppression, modifying them with enhanced sensors to detect and neutralize hidden weapons.

You receive the following equipment:

- Factory armor (main body and arms)
- Claw
- One of the following weapons: sledgehammer, baton, or railway rifle with 6 + 3  railway spikes (ignoring the two-handed quality)
- Hazard detection mod or sensor array
- Robot repair kit

NUKATRON

A custom Protectron model created in collaboration by RobCo and Nuka-Cola resulted in the novel Nukatron—part bottling plant worker, part soda machine, all party automaton. Charged with refreshing the consumers of fine Nuka-Cola products, you wander the Commonwealth, bringing drinks to the drinkless, righting parties most foul, and delivering justice against crimes of flat flavor.

You receive the following equipment:

- Standard plating
- Claw
- Behavioral analysis mod or integral boiler mod
- 1 Perfectly Preserved Pie
- 4 Nuka-Colas or 2 Nuka-Cherrys

PROTECTRON X

Your unit was modified from standard factory lines. You might have been created as a prototype for an unrealized RobCo line, a specialty model designed to suit a wealthy purchase's needs, or a hobby inventor's experiment. Your unique appearance stands out from your silicon kindred.

You receive the following equipment:

- Standard plating
- Claws
- One of the following: factory armor (main body and arms), behavioral analysis mod, diagnosis mod, hacking module, or hazard detection mod.
- One of the following: radiation coils, recon sensors, or sensor array
- One of the following weapons: machete, aluminum baseball bat, or a syringer with 10 shots of Bleed-Out
- One roll on the Oddities and Valuables loot table (*Fallout: The Roleplaying Game Core Rulebook*, Chapter 5: Survival, p.207–208) or 1 robot repair kit

ROBOBRAIN

Characters who selected the Robobrain origin may select one of the following equipment packs:

SERVOMECH

Salvaged or modified from a 'factory model', your armaments are a little more jury-rigged than standard. One claw has been replaced by a Tesla rifle, and any factory armor is missing, leaving your main chassis more exposed than designed for, but what you've managed to collect on your travels makes you a little more personable.

You receive the following equipment:

- Mesmetron (integrated into the head)
- Tesla rifle
- Smoke claw
- A fusion cell containing 14 + 7  shots
- 2 robot repair kits
- Casual hat or formal hat
- One personal trinket

U.S. ARMY MODEL

The standard model outfitted for military clients, you wield two standard claw attachments, the mesmetron, and your body is protected by factory plating. Thanks to your claws and targeting subroutines you're also able to use standard firearms and are often supplied with one upon delivery to the facility you guard.

You receive the following equipment:

- Mesmetron (integrated into the head)
- 2 smoke claws
- A fusion cell containing 14 + 7  shots
- Combat rifle with 8 + 4  rounds of .45 ammunition,
- Factory armor on torso, left arm, and right arm

ERRANT PERSONALITY

Whatever you were intended for, you've been on enough of a journey through the wastes your body, armaments, and personality have been changed enough to be somewhat unrecognizable from your factory default form. With your own will and self-termination, you've collected an array of different weapons and equipment to match your personality.

You receive the following equipment:

- Mesmetron (integrated into the head)
- Any 2 of the following weapons as arm attachments: smoke claw, Tesla rifle, flamer, laser gun, sledgehammer
- A fusion cell containing 14 + 7  shots or flamer fuel for 12 + 6  shots
- Two personal trinkets
- 1 roll on the Random Oddities and Valuables table
 - 10 caps

SECURITRON

You were built and programmed for one thing: security. While your programming may have been altered, your body has been outfitted for its original purpose.

Characters who selected the Securitron origin receive the following equipment:

- An automatic laser gun (a laser gun with an automatic barrel, integrated into the left arm) with a fusion cell containing 14 + 7  shots
- A submachine gun (integrated into the right arm) with 8 + 4  rounds of .45 ammunition.
- A missile launcher (inoperable, mounted into the shoulders)
- A grenade launcher (inoperable, integrated into the left arm)
- Factory armor for the torso, head, and arms
- A printer (housed inside the torso) that can receive broadcasts and print leaflets in black ink

GENERATION 3 SYNTH

Characters who select the Generation 3 Synth origin may select one of the following equipment packs:



SYNTH INFILTRATOR

You were created to infiltrate one of the Commonwealth's settlements to serve the interests of the Institute. Your task may have been information gathering, protecting an asset, or assassinating the Institute's numerous enemies.

You receive the following equipment:

- Tough clothing
- Baseball bat or switchblade
- Pipe gun with 10 + 5  rounds of .38 caliber ammunition or 10mm pistol with 8 + 4  rounds of 10mm ammunition
- One personal trinket
- Cover possessions: 2 rolls on the Random Chems, Random Food or Random Beverages tables

SYNTH SEEKER

You were originally designed to travel the byways of the Commonwealth in search of resources, new settlements, and sometimes fugitives from the Institute. You can easily embed yourself with traders, scavengers, or mercenaries.

You receive the following equipment:

- Tough clothing
- A leather armor chest piece or a leather armor arm and a leather armor leg (your choice as to which arm and leg)
- Knuckles or lead pipe
- One ranged weapon from the following: 10mm pistol, flare gun, or hunting rifle
- 3 + 3  ammunition for the chosen ranged weapon above
- 2 rolls on the Random Ammunition, Random Chems, or Random Food tables







★ *Chapter Two* ★

SETTLEMENTS

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Chapter Two

SETTLEMENTS

MANAGING SETTLEMENTS

Settlements provide security and stability in a dangerous world, but establishing a settlement requires a degree of coordination and a source of resources to be more than a temporary camp. Establishing a settlement, even a small one, requires intent: you are specifically building something here, and there is a reason you are building it beyond a night's shelter from the elements.

Settlement residents work together by trading their hunting, fighting, crafting, cooking, building, medicine, and other skills for both their benefit and the settlement's, an arrangement they find far more beneficial than struggling against the dangers of the wilderness alone.

That said, settlement life is not for the faint of heart. Though it is safer than wandering unsheltered and alone, it does come with the responsibility to contribute. Many people living in one area can cause unwanted attention from raiders and, worse, lurking just beyond the light of their torches. War never changes...

The advantages of starting and maintaining a settlement are obvious, but it is not easy. There is the back-breaking labor of construction, and of growing and hunting food. There is convincing others to join the community, making sure everyone is contributing, conserving resources, sharing equitably, and tending to the needs and demands of different parts of the community. All this toil with the knowledge a large storm or another disaster could destroy years of work in a breath with nothing left but the will to start over if it remains. Still, many find it worth the work to have some security and stability, even if it doesn't end up being permanent.

FOUNDING A SETTLEMENT

Fallout offers three routes to creating secure fortresses and thriving communities, depending on what your gamemaster agrees to, but whatever is agreed upon is always more complex than a single skill test to establish a settlement. You may wish to build your settlement from scratch, beginning with a simple camp and gradually accumulating allies while constructing additional buildings. You could eventually carve a noteworthy little town out of the wasteland with enough materials and labor.

Or you may have little interest in building by hand what could be taken by force. Conquering the inhabitants of an existing settlement or stronghold offers a challenge, followed by ownership of a strong shelter. Such raiders should beware, however—any place that can be taken once can be taken again.

A third option comes from the many ruins scattered throughout the wastes. These spaces lie ready to be reclaimed and reoccupied by those mighty enough to drive out what creatures lurk in their shadowed corners, and canny enough to repair the crumbling structures and make them safe once again.

STARTING FROM SCRATCH

Starting a new settlement has benefits and downsides compared to seizing one from someone else. It offers a location where you can put your own mark on the land without inheriting the history, grudges, enemies, and other problems that come from taking it from someone else. It also ensures no time needs to be spent developing unnecessary resources that the previous owners thought necessary. Finally, there are

no surprises, no hidden passages, no horrors lurking in places yet unexplored,

Such a choice means extra work, though—there are shelters to be built, food and water to be found, and defenses to be set up. That work means extra vulnerability while everything is set up, or hard work from many settlers to ensure that everything is in place. An organized group can build a well-defended camp in an afternoon, but smaller, less-coordinated groups might struggle.

The first consideration for a new camp is where it will be built. Many communities and wise leaders spend considerable time searching for the perfect location. Others find a single valuable resource and resolve to control it. Whatever the approach, one must choose where to set marks upon the world before those marks can be set.

A good location needs a ready supply of food and water for the people settling there—or the means to trade for those things—and while rivers, lakes, and

other bodies of water were once popular places to situate a settlement, since the Great War it has become important to find water sources clean of diseases and radiation. Often this takes drilling for a well or water pump or building something that will clean or purify polluted or irradiated water.

TAKE WHAT YOU WANT

Some people are not interested in starting a settlement from scratch. Instead, they gaze upon the living communities of their neighbors with greed. Why, they ask, should the ruler of that place stay in power while more deserving souls struggle in the wilderness?

Taking control of a settlement can take many forms. You could raid it outright, descending on rulers and population alike and making vassals of those who survive. You might instead depose the local leader through a challenge, assassination, or threats. For a more subtle approach, you might integrate yourself into a community with all appearances of good faith, only to usurp the previous leaders.



Location, Location, Location

How do players find the best location for a newly established town? They may be on the lookout for the best place in the area they're exploring and may want to rely on their skills to find it.

Setting Up a Campsite in the **Winter of Atom** campaign (p.36) outlines a way of establishing a campsite with different features, like a campfire, shelter, concealment, or a defensible position. You could use a group **PER + Survival** test to establish what kind of location they can find and allow them to establish a little about the landscape they plan to build on. Set the difficulty equal to the number of features they want—a success means they find a site like the one they describe, while a failure means they find a site like the one they want but with 2 fewer of their desired features or perhaps even a vulnerability. Complications could introduce problems that make it harder to build a settlement, or unwanted attention or hostile inhabitants (see *Example Wasteland Ruins*, p.55).

Regardless of how you try to take a settlement, it should be a major quest to do so. Your gamemaster might structure the takeover around multiple sessions of planning, scheming, scouting, acting, fighting, and whatever other daring or dastardly activities make the most sense. Above all, it should be a challenge, to earn a stake in this new home, both for the sense of accomplishment and to motivate the player characters to protect it and help it grow.

THE RUINS OF THE OLD WORLD

Countless old tenement buildings, abandoned military bunkers, and old gas stations litter the wasteland, and taking over one of these ruins that have been abandoned is often a compelling option for those seeking to carve out a corner of safety for themselves in the wilderness.

The first question on the mind of any exile who finds an unoccupied building should be why did its tenants leave? Nobody leaves a safe shelter for no reason, and those who survive long enough to build shelter will not abandon that safety without a compelling reason.

Example Settlement Locations

For a set of example locations to start a settlement see *Example Wasteland Ruins* on p.55 at the end of this section.

Whatever ruin you choose to make your own could take many forms, each with their own unique challenges. This book contains a few examples, along with some sample tasks associated with turning the abandoned, empty ruin into a hospitable home.

SETTLEMENT ATTRIBUTES

A settlement is defined by a set of attributes that represent the needs and status of each community, represented as a numerical score as described below:

- **People:** This is the number of people present in a settlement. A settlement's maximum People is 10 + the settlement leader's CHA score, plus any additional bonuses from perks. This maximum doesn't include the player characters or any of their companions, but while the PCs and their companions are present, they count towards the settlement's People for the purposes of Food, Water, and Beds.
- **Food:** This is an abstracted score reflecting the amount of food the community produces; regular actions like farming, hunting, foraging, and trade can all contribute to a settlement's Food score, and the Food score must equal or exceed the number of People in the settlement to avoid problems.
- **Water:** As with Food, Water is a score reflecting how much clean water the settlement can produce. The Water score must equal or exceed the settlement's People to avoid problems.
- **Power:** Power represents electricity generated by the settlement. This isn't directly necessary, but a few structures or items in a settlement may require Power to function (for example, a water purifier can only add to the settlement's Water score if it has sufficient Power). Power can come from generators built within the settlement or from an external source.

- **Defense:** Defense represents how well the settlement resists external attacks and how difficult raiders might consider the settlement to raid. Various sources contribute to this attribute, from turrets and traps, which may use Power to operate, to watchtowers and guard posts which, contribute to Defense through having people assigned to them.
- **Beds:** Naturally, people need somewhere to rest. A settlement requires Beds, and it will suffer problems if it has fewer Beds than People. Beds not contained within structures that provide shelter don't count for this purpose - people will sleep in them if needed, but they won't be happy about it.
- **Happiness:** A settlement will have a Happiness score between 1 and 20. A settlement's Happiness will be low if the needs of its people are not met, and it will be high if the settlement's needs are met or even exceeded. A higher Happiness may even result in some parts of a settlement operating more effectively.
- **Income:** A settlement's Income measures the quantity of valuable goods and caps coming into the settlement. Income can be left within the settlement or withdrawn to turn it into caps for the player characters.

Robot Neighbors

Robot PCs, companions, or residents do not eat, drink, or sleep. They do not count towards a settlement's People score under any circumstances, as they do not take up any food, water, or beds.

SETTLEMENT NEEDS AND ACTIONS

Gameplay for settlements occurs on a longer scale than gameplay for individual characters. Settlements are managed in turns representing a **day**, covering a single day's activities at the settlement. During these turns, most of the routine running of a settlement is handled by the settlement's population, but the player characters may have to intervene if something goes wrong or major decisions need to be made.

LEADERSHIP

A settlement needs clear and coherent direction, and thus each settlement has a single leader, who takes responsibility for all the big decisions that affect the settlement as a whole.

A settlement's leader may be a player character or an NPC, and can be literally anyone. If a settlement only consists of members of a single family, the leader will be the family member regarded as wisest and most capable. If the settlement is larger, the settlers may nominate or vote on a leader, or they may rely on whomever led them before they founded the settlement.

If the player characters lead or run a settlement, the players should decide amongst themselves who counts as the settlement's leader. A character with a high CHA score is well-suited for this, especially if they've selected talents like *Community Organizer* and *Local Leader*.

If a settlement is led by one of the PCs, and the PC is required to leave for more than a day, they must nominate a deputy leader who will lead in their absence.

NEEDS AND HAPPINESS

A settlement's Happiness attribute is strongly influenced by other factors. When first established (or when first encountered by the player characters), a Settlement has a Happiness of 10. This will change over time, and this score may be modified by structures and objects within the settlement.

At the start of each day, check the following conditions.

- Are there enough Beds? If the Beds attribute is lower than the People attribute, reduce Happiness by 1.
- Is there enough Food? If the settlement's Food attribute is lower than the People attribute, reduce Happiness by 1.
- Is there enough Water? If the settlement's Water attribute is lower than the People attribute, reduce Happiness by 1.

- Is the settlement defended? If the settlement's Defense attribute is lower than the People attribute, reduce Happiness by 1.

Objects and structures which modify Happiness do so once, at the moment they are created. If those items are destroyed or disassembled, then the modifier to Happiness they provided is removed as well.

If the settlement's Happiness drops below the number of People, then at the end of the day, one person in the settlement leaves, seeking a better life elsewhere. If the settlement's Happiness is higher than the number of people, the Settlement may gain additional benefits, described later in this chapter.

STOCKPILE

A settlement has a stockpile, representing the surplus goods, salvage, raw materials, and other items collected by the settlement. You can donate items from your inventory at any time, providing you have access to the settlement's stockpile. By default, this stockpile can contain up to 300lbs of items, but this can be increased with storage space from structures and rooms constructed in the settlement.

- **Surplus Food:** The settlement may, at the start of any day, use two Food Items in the stockpile to increase its Food Score for that day by +1.
- **Surplus Water:** The settlement may, at the start of any day, use two Beverage Items to increase its Water score for that day by +1. If the Beverage items were irradiated, doing this reduces the settlement's Happiness by 1.

SETTLEMENT ACTIONS

Each day, every person in a settlement can perform a single action for the settlement. This covers several hours of work, but also allows each person time for rest and recreation as well.

The actions available in a settlement will depend on the structures in the settlement. Some may need to be performed each day to maintain some need the community has, such as tending crops. Others may be larger projects that might take several days to complete.

Multiple people can be assigned to the same action. Each person assigned to the action gains the listed benefit, and if a task requires multiple days to complete, multiple people may divide that work between them (so something that requires four days to complete could be completed in two days if two people work on it, or in one day if four people work on it). If actions are likely to take several days to complete—such as tending crops—people may be assigned to it persistently, taking those same actions every day (or every day until the task is complete).

Two settlement actions that can be performed regardless of a settlement's structures and other objects:

- **Hunting and Gathering:** A member of the community heads out into the surrounding area to try and secure Food. This is unreliable, though. Roll 3 , and add the total rolled to the community's Food score for the following day. For each Effect rolled, add +1 random foraging item to the settlement's stockpile (see the *Foraging* table, **Fallout: The Roleplaying Game Core Rulebook**, p.202). For each additional person assigned to this action add +1  to the roll.
- **Scavenging:** A member of the community goes out into the surrounding area looking for other supplies. Roll 3 . The character returns with a quantity of Common Materials equal to the total rolled. They also manage to collect one Uncommon Material for each Effect rolled. These are added to the settlement's stockpile. For each additional person assigned to this action, add +1  to the roll.
- **Guard:** An armed member of the community patrols the settlement, adding +1 to Defense that day. This bonus is increased if the settlement has any Guard Posts/Towers (p.44).
- **Build:** A member of the community sets about building a structure or object in the settlement. If the process takes multiple days to complete, this can be handled by having multiple people take this action at once, or having one person take the action over multiple days, or both.

The remainder of settlement actions, below, can only be attempted if specific items are in the settlement.

- **Tend Crops:** (Requires Crops, p.47) A single member of the community can tend to up to six crops during a single day. Every two Crops tended grants +1 to the settlement's Food attribute for the day, rounded down—someone tending the full six Crops produces +3 Food, while someone tending 3 crops produces +1 Food. If the community's Food score is above the number of People in the community, each additional point produces a single food item: choose from, or roll on, the Foraging Table (*Fallout: The Roleplaying Game Core Rulebook*, p.202) to determine what is produced.
- **Trade Caravan:** (Requires Trade Outpost, p.48) A single member of the community travels to a nearby friendly settlement, seeking to trade. See Trade, on p.54, for details on this.
- **Business:** (Requires Store, p.49) A member of the community operates a store in the community. Different stores have different effects, see p.50.

SETTLEMENT EVENTS

At the end of each day, carry out the following list of events in order.

- **Risk of Attack:** Roll 1d20 if either Food or Water exceeds the settlement's People, or 2d20 if both Food and Water exceed People. If either die exceeds the settlement's Defense, then there is likely to be an attack. The GM should secretly roll 3 : the total rolled is the number of days until the attack (if the total rolled is 0, the attack occurs the next day). See Settlement Attacks, p.132 for further details. Once an attack has been determined, don't roll again for risk of attack until five days after the attack.
- **Resolve End-of-Day Effects:** Any effects listed on settlement objects as being resolved at the End-of-Day should be handled here.

SETTLEMENT OBJECTS AND STRUCTURES

The following is a list of the many and varied structures and objects that can be created within a settlement.

Each settlement object listed in this section is described using the following headings:

- **Object:** The name or basic description of the object or structure.
- **Materials Required:** The kind and quantity of materials required. These may normally be Common, Uncommon, and Rare materials, but some settlement objects may require specific items to craft.
- **Construction Time:** The number of settlement days it would take one person to construct the object. This uses the Build settlement action, and several people can take the action to construct a single object, dividing the time amongst them.
- **Effect:** What effect(s) the object or structure has upon the settlement.
- **Perk:** A perk required to create the object. No person can take actions to construct an object unless at least one of them has the required perk.
- **Skill:** Some objects require a specific number of ranks in a certain skill to craft. This entry lists which skill is required and how many ranks.
- **Rarity:** This lists the rarity of the knowledge of how to build that object. Common objects are known by all characters. Uncommon objects are known only by characters with the perk listed in the Perk column. Rare objects are known only to characters who have learned a specific recipe, perhaps from a book or magazine, or given as a reward for completing a quest or aiding a specific NPC.

STRUCTURES

These structures, made of wood, metal, concrete, or a mixture of various common materials, form the basis of many settlements, particularly ones with few or no existing shelters.

Structures each contain space for several rooms (see **Rooms**, below), which include places to sleep, storage, lounges, and workspaces.

OBJECT	MATERIALS REQUIRED	CONSTRUCTION TIME	EFFECT	PERKS	SKILL	RARITY
Small Shack	40 Common	4 days	1 Room	—	Repair 1	Common
Medium Shack	50 Common	6 days	2 Rooms	—	Repair 2	Common
Large Shack	60 Common	8 days	3 Rooms	—	Repair 3	Common

SMALL SHACK

These rough structures are relatively quick and simple to assemble. They have enough space within them for a single room.

MEDIUM SHACK

A larger and sturdier shack requiring more materials and time to build, but they have enough space to house two rooms.

LARGE SHACK

The largest building that can be safely built without sturdy foundations and a solid knowledge of architecture. They have enough space to contain three rooms, and might be used as the base of a taller structure (see Multiple Stories sidebar).

Multiple Stories

It is possible to build taller buildings, expanding structures upwards with stairs, suspended platforms, and additional floors above the ground floor.

In practice, the ground floor of a structure is a Large Shack. Each additional floor above the first is a Medium Shack but adding +1 to the required Skill for each floor above ground level.

At the GM's discretion, there may be some advantages to tall buildings such as these: for example, a guard post added to the top floor of a tall building may add extra Defense to the guard post equal to the number of floors above ground. However, such tall buildings may not hold up as well to extreme weather conditions, such as strong winds or storms.



ROOMS

Structures provide space that can be devoted to specific purposes, each of which is defined as a **Room**. Each Room has a single purpose which benefits the community as a whole and contains an assortment of furnishings for that purpose.

Many of the rooms listed below grant a number of beds for the settlement. Some of the items listed below grant bonuses (or impose penalties) to Happiness. Some of the rooms listed below have a storage capacity; they can carry up to the listed weight of items.

ROOM	MATERIALS REQUIRED	CONSTRUCTION TIME	EFFECT	PERKS	SKILL	RARITY
Private Room	25x Common	5 days	+1 Bed, +1 Happiness, Store 100lbs	–	Repair 2	Common
Dormitory	27x Common	6 days	+4 Beds, -1 Happiness	–	Repair 2	Common
Quarters	26x Common	6 Days	+2 Beds, Store 100lbs	–	Repair 2	Common
Lounge	28x Common	5 days	+2 Happiness	–	Repair 2	Common
Storage	24x Common	6 days	Store 300lbs	–	Repair 2	Common
Office	26x Common	6 days	+1 Happiness, Store 100lbs, Special	–	Repair 2	Common

PRIVATE ROOM

Containing a bed, a chair, a table, and some storage space, a private room provides comfort, a place to rest, privacy, and somewhere to work or enjoy hobbies, but they're not exactly practical when space is at a premium.

DORMITORY

Several beds, tightly packed into a single space. Helps ensure that everyone gets a bed, even if nobody gets much in the way of privacy.

QUARTERS

A pair of beds, a pair of footlockers to go with it, and maybe a curtain across the middle of the room if you're lucky. Less cramped than a dormitory and thus more comfortable.

LOUNGE

A comfortable communal space to practice hobbies, relax, and socialize. A valuable location in the community.

STORAGE

A location to store large quantities of items. Seems trivial, but such storerooms are often an invaluable way to organize and sort resources.

OFFICE

A basic workspace, with a desk, a couple of chairs, and a little storage space. A separate place to organize work matters can make life run more smoothly.

Offices have only limited benefits by themselves, but they can be assigned to specific actions or objects elsewhere in the community, granting bonuses to help keep the settlement running efficiently.

One office may serve as the Mayor's Office, providing a place for the settlement's leader to organize and oversee matters. Having a Mayor's Office allows one person in the settlement to take two actions rather than one each day, as the day's work becomes efficiently organized.

POWER

These settlement objects generate and distribute electrical power across a settlement.

Generators grant a certain amount of Power to a settlement, but that power still needs to be distributed. Powering an object directly, or supplying Power to a structure, requires a pylon to be constructed to transmit that power unless the generator itself is on or within that structure.

Some generators are Noisy, creating a consistent loud noise that can be disruptive to a community. Add +1 to one of the dice rolled for each Noisy item to determine if the settlement is attacked.

This section also contains a few items that consume Power which don't fit into other categories.

OBJECT	MATERIALS REQUIRED	CONSTRUCTION TIME	EFFECT	PERKS	SKILL	RARITY
Windmill	15x Common 16x Uncommon	4 days	+3 Power	–	Repair 2	Common
Small Generator	7x Common 4x Uncommon	5 days	+3 Power	–	Science 2	Common
Medium Generator	11x Common 9x Uncommon	8 days	+5 Power Noisy	–	Science 3	Common
Large Generator	4x Common 33x Uncommon 3x Rare	12 days	+10 Power Noisy	Science! Rank 1	Science 3	Uncommon
Fusion Reactor	2x Common 67x Uncommon 20x Rare	30 days	+100 Power	Science! Rank 4	Science 4	Uncommon
Power Pylon	12x Common 4x Uncommon	1 day	Transmits Power	–	Science 2	Common
Lights	2x Common 2x Uncommon	1 day	+1 Happiness Requires Power	–	Science 2	Common
Radio Beacon	14x Common 6x Uncommon 4x Rare	3 days	Costs 1 Power. Attracts People (see below)	–	Science 3	Common

WINDMILL

These tall structures generate power by the wind turning the blades, and while relatively simple to build, they take up a lot of materials for relatively little power. Windmills need to be built outside. At GM's discretion, they may generate more Power if placed on top of tall structures.

GENERATORS

While a little complex to build, these generators produce a consistent supply of electricity. Small and medium generators can be placed inside other structures, protecting them from being attacked, and powering anything else in the same structure. A small or medium generator takes up the space of one room in a structure, though you can fit up to two small generators in the same room. Large reactors can normally only be placed outside.

FUSION REACTOR

Fusion reactors are nearly silent, produce huge amounts of power, and are extremely difficult and costly to build. They can normally only be constructed outside.

POWER PYLONS

A tall wooden or steel pole with simple electrical components on top, connected to wires linking generators to objects needing power. Some of these can be built with switches, allowing a character to turn connected objects on or off as desired.

LIGHTS

Enough light fixtures to light an entire structure. When constructed, the lighting can be either inside the building, outside, or both. This requires that the structure be connected to a source of Power, but the lights draw so little electricity that they don't take up any of the Power generated (if there is Power going to that building, the lights will work).

RADIO BEACON

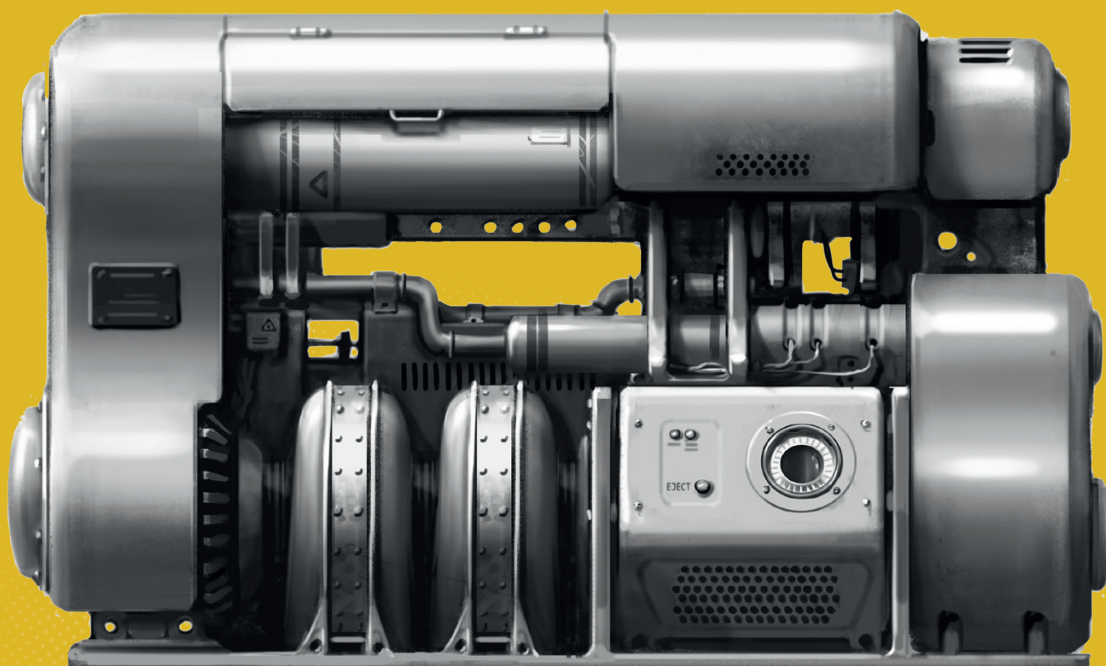
A device designed to broadcast a radio signal inviting people to come to the settlement.

At the end of each day, keep a tally of how many days the beacon has been active. If this tally exceeds the People currently in the settlement, roll 1  for each point of the tally above the settlement's People score. If one or more Effects are rolled, a new settler arrives at the settlement the next day. Once a settler arrives, restart the tally. Once the settlement has reached its maximum population, someone turns the beacon off to save power.

Large Generators

Most of the time, Large Generators and Fusion Reactors are too large to fit within the structures you create for a settlement: they're far larger than the space available in such buildings.

However, it may be that your settlement is built somewhere with pre-existing structures large enough to house such a large reactor. At GM's discretion, you may construct a Large Generator or Fusion Reactor indoors if there is a space large enough to contain them.



DEFENSE

These structures help protect a settlement from outside attack, whether by providing a covered location to watch for trouble or fight off attackers, or with devices that can discourage attackers all by themselves.

Some of these structures only grant a bonus if someone in the settlement takes an action to use them. These structures are mentioned below with the word Patrol. A single person can use up to three such structures in a single day, and each one grants +1 Defense when used.

OBJECT	MATERIALS REQUIRED	CONSTRUCTION TIME	EFFECT	PERKS	SKILL	RARITY
Guard Post	14x Common	2 days	+1 Defense to the Guard action	–	Repair 2	Common
Siren	10x Common 6x Uncommon	2 days	Uses 1 Power, Adds +1 Defense for each guard post	–	Science 3	Common
Machine Gun Turret	8x Common 4x Uncommon 1 Rare	2 days	+3 Defense	–	Repair 3	Common
Heavy Machine Gun Turret	10x Common 6x Uncommon 2x Rare	3 days	+4 Defense	Gun Nut 1	Repair 4	Uncommon
Laser Turret	5x Common 13x Uncommon 9x Rare	4 days	Uses 1 Power, +4 Defense	Science! 1	Science 3	Uncommon
Heavy Laser Turret	3x Common 14x Uncommon 16x Rare	4 days	Uses 2 Power, +6 Defense	Science! 3	Science 4	Uncommon
Shotgun Turret	6x Common 17x Uncommon 5x Rare	4 days	Uses 1 Power, +4 Defense	Gun Nut 2	Repair 4	Uncommon
Spotlight Turret	6x Common 7x Uncommon 1x Rare	2 Days	Uses 1 Power, +1 Defense	–	Science 2	Common

GUARD POSTS AND GUARD TOWERS

These simple barricades and raised platforms provide a good position for defending the settlement, both as a decent rallying point during attacks and because they can provide reasonable cover (2  Cover to anyone sheltering behind it) during a firefight. In addition, during combat, a single character on top of a guard tower counts their Initiative as 2 higher.

SIREN

When built and powered, a siren can be activated to let out a loud wail, alerting the settlement to danger. Ideally placed near guard posts or guard towers, so those on watch can sound the alarm easily. Sirens make a settlement safer by letting the settlers respond quickly.

A siren can also act as a power pylon, powering other nearby devices.

MACHINE GUN TURRET

A simple machine gun turret mounted on a tripod, that fires automatically at approaching threats. These use the profile for the Machine Gun Turret Mk I (*Fallout: The Roleplaying Game Core Rulebook*, p.377)

HEAVY MACHINE GUN TURRET

A sturdier turret bolted into the ground to keep it in place. It uses more potent ammunition, allowing it to threaten even the most extremely resilient attackers. These use the profile for the Machine Gun Turret Mk V (*Fallout: The Roleplaying Game Core Rulebook*, p.378)

LASER TURRET

A semi-automatic laser gun on a tripod. It needs an external power supply, and while it lacks the machine gun turret's fire rate, its accuracy and range make them effective from a high vantage. These use the profile for the Laser Turret (*Fallout: The Roleplaying Game Core Rulebook*, p.380)

HEAVY LASER TURRET

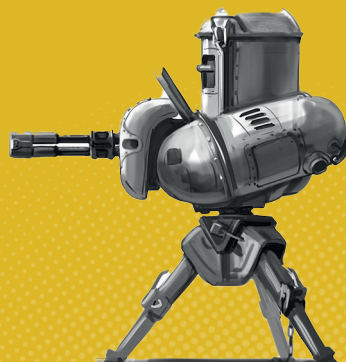
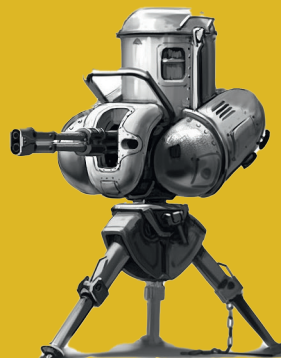
An automatic laser on a tripod. Not as accurate as its lighter counterpart, but the range and high rate of fire make it a formidable defense. These use the profile for the Machine Gun Turret Mk V, with the damage type changed to Energy, and the salvage changed to 3d20 fusion cells. (*Fallout: The Roleplaying Game Core Rulebook*, p.378)

SHOTGUN TURRET

A potent shotgun mounted on a tripod. Short-ranged, but highly effective, and useful at choke points where attackers are forced into tight confines. These use the profile for the Shotgun Turret (p.187).

SPOTLIGHT

The spotlight turret is installed on a tripod pedestal and produces a light that locks onto enemies when they get close enough.



RESOURCES

These objects produce useful resources necessary for a settlement to sustain itself.

Items that produce Water increase the settlement's Water score. If the settlement's Water score is greater than the People in the settlement, the settlement produces 1 purified water for every two points by which Water exceeds People (i.e., if the settlement has a Water of 8, and 6 People, then it produces 1 purified water) each day, which can be used or traded as you see fit.

Many of the items below are listed as **Crops**. Every 3 Crops uses 1 Water. A person taking the Tend Crops action can tend to up to 6 crops in that action. Add the total Food from all tended crops to the settlement's total Food score. As noted on p.39, if the settlement's Food score is greater than the People in

the settlement, the settlement produces 1 food item—determined by rolling on the Foraging table—for every point by which Food exceeded People (i.e., if the settlement has a Food of 8, and 6 People, then it produces 2 food items) each day, which can be used or traded as you see fit.

Many of the items below must be placed in loose dirt. This indicates that they cannot be planted directly onto concrete or any other ground or floor. When a settlement is started, the GM should establish the nature of the ground in the area. Constructing garden plots (below) allow you to prepare areas of unsuitable ground, creating a limited space of loose dirt where you can place crops.

The water purifiers must be placed in water to function.

Resource Objects Table

OBJECT	MATERIALS REQUIRED	CONSTRUCTION TIME	EFFECT	PERKS	SKILL	RARITY
Water Pump	5x Common 1x Uncommon	2 days	Place in loose dirt, +3 Water	–	Repair 2	Common
Powered Water Pump	25x Common 12x Uncommon	3 days	Place in loose dirt, Requires 4 Power, +10 Water	–	Repair 4	Common
Water Purifier	19x Common 4x Uncommon	4 days	Place in water, Requires 2 Power, +10 Water	–	Repair 4	Common
Industrial Water Purifier	36x Common 14x Uncommon	6 days	Place in water, Requires 5 Power, +40 Water	Science! 1	Science 3	Uncommon
Garden Plot	4x Common 1x Fertilizer	1 day	Can hold up to 4 crops	–	Repair 1	Common
Crops	1x Carrot, Corn, Gourd, Melon, Mutfruit, Razorgrain, or Tato.	1 day (maximum)	Provides 1 crop item	–	Survival 1	Common
Scavenging Station	8x Common	1 day	Improved Scavenging	–	Repair 2	Common
Trade Caravan Post	5x Common	1 day	Trade (see p.54)	–	Speech 2	Rare
Brahmin Feed Trough	10x Common	2 days	Feeds up to 2 Brahmin	–	Survival 2	Common

WATER PUMP

These simple devices are used to draw water up from underground sources, which are less likely to have become irradiated or polluted compared to surface water. As a manual pump, they take effort to use, and thus produce only small quantities of water compared to other sources.

POWERED WATER PUMP

Powered water pumps are an improvement over the manual pumps used in many small settlements. They're used in the same conditions but require electricity to operate the pump rather than manual effort. They aren't particularly efficient, however.

WATER PURIFIER

These large devices draw from large surface water sources—a lake or river, typically—and send it through a system of filters and other mechanisms to remove radiation and pollution. They're much more efficient than powered water pumps, but not every settlement has a body of surface water suitable for purifying.

INDUSTRIAL WATER PURIFIER

A much larger, much more efficient water purifier. For a settlement that can afford to build the generators and purifier, this is the most effective way to provide a settlement with abundant clean, safe water.

GARDEN PLOT

A small area of prepared dirt and soil, useful for planting crops in the ground that's otherwise unsuitable for planting.

CROPS

A variety of plants found in the wasteland can be cultivated to provide a sustainable food source for settlements. Carrots, corn, gourds, melons, mutfruit, razorgrain, and tatos can all be grown in this way. Sowing crops requires 1 day's work, but during that day, settlers can sow as many crop items as they have materials during that day, so planting crops never takes more than a day's work at the GM's discretion.



SCAVENGING STATION

Scavenging for supplies is a way of life for most who live in the wasteland, but a scavenging station can make this much more efficient by gathering tools useful in salvaging raw materials from junk found in the ruins.

For each scavenging station in a settlement, up to 3  rolled when scavenging may be re-rolled each time one or more people in a settlement takes the scavenging action.

TRADE CARAVAN POST

While the trade caravan post is a simple structure, what it represents is much more significant. Making a deal with a local trade caravan and building a simple shelter and brahmin trough where the traders' animals can stop and rest, ensures trade comes to the settlement. This provides a means for the settlement to trade, as described on p.54, and the trader will arrive every seven days.

BRAHMIN FEED TROUGH

Brahmin are useful beasts of burden and sources of other resources. A feed trough provides a way to keep a brahmin or two for a settlement.



Fertilizer

Fertilizer is a valuable part of any attempt to grow food. In game terms, Fertilizer is an uncommon material, but it also has other specific uses.

Each unit of fertilizer can be used to enrich the soil of up to 6 crops, doubling the amount of Food they provide. Fertilizer is also used as an ingredient in certain specific recipes: the uncommon material in Jet should always be fertilizer, and there are recipes in this book which use fertilizer specifically.

Whenever a settlement with a brahmin feed trough attracts a new settler, roll 1 . On an Effect, it attracts a brahmin as well as a person. Brahmin don't count towards the People score of the settlement, and up to two may be present in a settlement per feed trough.

As noted in the *Fallout: The Roleplaying Game Core Rulebook* (p.183), each brahmin can be milked once a day to produce one brahmin milk. In a settlement, each brahmin can be counted as one crop item for the purposes of the Tend Crops action. The brahmin milk is added to the settlement's surplus rather than to Food or Water. Each brahmin also produces 2  units of fertilizer each day.

As part of a Tend Crops action, a brahmin can be killed and butchered instead, producing +2 Food (or 2 pieces of Brahmin Meat—this is more than what would be gained normally, as the settler can spend time being thorough). However, this can only be done once per brahmin, for obvious reasons, and the brahmin is gone afterwards.

STORES

A hallmark of a thriving settlement are stores where residents and passing travelers can buy and sell goods. Unlike other structures in a settlement, stores require caps to build: this represents an initial investment in the store, including buying some initial stock from passing traders or other communities nearby.

Stores have two effects: one on the settlement and one on the merchant at the store with whom the player characters can trade. Only the first of these are listed in the table. The store details are in the text description of each store type. You cannot have more than one store of each type—that is, no more than one Armor store, no more than one Weapon store, etc.

Firstly, stores provide **Income** for the settlement, rated at 1, 2, or 3. At the end of each day, each store adds its listed Income for every 5 People in the settlement (rounded down). For example, if a settlement had a store with Income 2, and 15 people, it would gain a total of 6 Income each day.

Secondly, stores trade goods (and sometimes services) with individuals, such as the player characters. Each store type listed below sells a specific range of items of a set rarity or lower. However, a limited number of times per week, a player character may attempt an availability roll (*Fallout: The Roleplaying Game Core Rulebook*, p.85) to see if a rare item (of the kind the store normally sells) is in stock: as normal, roll  equal to the character's LCK. The number of Effects rolled is the maximum Rarity found, and a single item of that rarity or lower is available. This can be done once per week for an Income 1 store, twice per week for an Income 2 store, or three times per week at an Income 3 store. The Income rating also determines how many caps each store has available for trade: an Income 1 store has 50+1d20 caps, an Income 2 store has 100+3d20 caps, and an Income 3 store has 200+5d20 caps.

Stores benefit from having an **office** (see p.41). A store with its own office counts its Income as 1 higher, as it is better organized and managed. If this would mean the store has Income 4, it has 300+7d20 caps on hand for trade.

OBJECT	MATERIALS REQUIRED	CONSTRUCTION TIME	EFFECT	PERKS	SKILL	RARITY
Trading Stand	8x Common 300 Caps	1 day	+1 Happiness, Income 1	Local Leader 2	Barter 2	Uncommon
Trading Shop	8x Common 600 Caps	2 days	+2 Happiness, Income 2	Local Leader 2	Barter 3	Uncommon
Trading Emporium	8x Common 1500 Caps	3 days	+3 Happiness, Income 3, roll +1  per Salvage action.	Local Leader 2, Cap Collector 1	Barter 4	Uncommon
First Aid Station	8x Common 300 Caps	1 day	+1 Happiness, Income 1	Local Leader 2	Barter 1, Medicine 2	Uncommon
Clinic	8x Common 600 Caps	2 days	+2 Happiness, Income 2	Local Leader 2, Medic	Barter 2, Medicine 3	Uncommon
Surgery Center	8x Common 1500 Caps	3 days	+3 Happiness, Income 3, roll +1  per Salvage action.	Local Leader 2, Medic, Cap Collector 1	Barter 3, Medicine 4	Uncommon

TRADING STORES

Trading stands, trading shops, and trading emporiums serve as general stores, selling an assortment of miscellaneous items.

Characters may attempt to buy or sell any type of item at these stores. As standard, a trading stand sells items of up to Rarity 0, a trading shop sells items of up to Rarity 1, and a trading emporium sells items of up to Rarity 2. A store can be located inside a structure, taking up a single room.

When you construct a store, you may choose for it to specialize in a specific type of goods, which changes the store in the following ways:

- **Armor Store:** The store only buys and sells armor. It sells up to Rarity 1 armor as standard, but increases to Rarity 2 for a shop, and Rarity 3 for an emporium.
- **Weapon Store:** The store only buys and sells weapons and ammunition. It sells up to Rarity 1 weapons and ammo as standard, but increases to Rarity 2 for a shop, and Rarity 3 for an emporium.
- **Food and Drinks:** The store only buys and sells food and beverage items. It can sell food

and beverages of up to Rarity 1 as standard, but increases to Rarity 2 for a shop, and Rarity 3 for an emporium. These stores often take the form of bars and restaurants, and increase the bonus to Happiness they provide by +1.

- **Clothing:** The store only buys and sells clothing. It can sell clothing up to Rarity 1 as standard, but increases to Rarity 2 for a shop, and Rarity 3 for an emporium.
- **Medical Stores:** These clinics buy and sell chems and provide medical services. First aid stations sell chems of up to Rarity 1 as standard, but increases to Rarity 2 for a clinic, and Rarity 3 for a surgery center. These stores take the form of clinics and medical centers, and can also provide medical care, offering the services below. For any tests, the vendor counts as having an **INT** of 5 and a **Medicine** of 2 (Tag skill) at a first aid station, **INT** 6 and **Medicine** 3 at a clinic, or **INT** 7 and **Medicine** 4 at a surgery center.
- **Heal HP and Injuries:** The vendor performs a First Aid action, using a diluted stimpak for a first aid station, a stimpak for a clinic, or a super stimpak for a surgery center. This costs 60 caps at a first aid station, 100 caps at a clinic, or 180 caps at a surgery center.
- **Purge Rads:** The vendor administers a single dose of diluted RadAway at a first aid station, or a dose of RadAway at a clinic or surgery center. They also provide a glass of purified water immediately after, to rehydrate. This costs 70 caps at a first aid station, or 100 caps at a clinic or surgery center.
- **Cure Addiction:** The vendor removes all the patient's current addictions, as if they had taken a dose of Addictol (even if the vendor wouldn't normally have it for sale), but this takes 2+2  hours to work, during which time the patient is dizzy and nauseous. At a clinic or surgery center, the patient also gets a chair or bed to rest in while the treatment takes effect. This costs 100 caps.



CRAFTING TABLES

Each crafting table contains a collection of specialized tools for crafting, maintaining, repairing, and upgrading a specific category of equipment. Crafting at different types of crafting tables is detailed in the core rulebook but building these crafting tables at a home settlement can be invaluable.

OBJECT	MATERIALS REQUIRED	CONSTRUCTION TIME	EFFECT	PERKS	SKILL	RARITY
Armor Workbench	3x Common 21x Uncommon	2 days	Crafting	Local Leader 2, Armorer 1	Repair 3	Uncommon
Chemistry Station	14x Common 14x Uncommon	2 days	Crafting	Local Leader 2, Chemist 1	Science 3	Uncommon
Cooking Station	8x Common 6x Uncommon	1 days	Crafting	Local Leader 2	Survival 1	Uncommon
Power Armor Station	4x Common 32x Uncommon 3x Rare	3 days	Crafting	Local Leader 2, Armorer 2	Science 3	Uncommon
Weapons Workbench	10x Common 14x Uncommon	2 days	Crafting	Local Leader 2, Blacksmith 1 or Gun Nut 1	Repair 3	Uncommon
Robot Workbench	18x Common 36x Uncommon 6x Rare	4 Days	Crafting	Local Leader 2, Robotics Expert 2	Repair 2, Science 2	Uncommon

ARMOR WORKBENCH

This crafting table can be used to work on all armor, clothing, and outfits except power armor, which requires a power armor station (see below).

CHEMISTRY STATION

This crafting table can be used to create chems (including medicine such as stimpaks), explosives (grenades and mines), and syringer ammunition.

COOKING STATION

This permanent cooking station is intended to be more long-lasting than the temporary cookfires described in the core rulebook. It can be used to craft food and beverage items.

POWER ARMOR STATION

A complex and expensive piece of equipment, a power armor station is designed to help users make repairs and modifications to a suit of powered armor. Only power armor pieces and frames can be repaired or modified at a power armor station.

WEAPONS WORKBENCH

These crafting tables can be used to modify and repair firearms and other weapons. To build the weapons workbench, at least one person involved in the construction needs either the Blacksmith 1 or Gun Nut 1 perk.

ROBOT WORKBENCH

The largest of all the workbenches, a robot workbench allows robotic engineers to build and modify automotrons, as well as install modules and upgrade armor plating. To build a robot workbench, at least one person involved in its construction requires the Robotics Expert perk at rank 2.

Crafting Services

When a workbench is placed in or near an appropriate type of store, the person operating the store may also offer services crafting items: bring them the relevant ingredients or mods, and they'll craft the item or install the mod for you, for a few caps. Paying to create or modify an item like this requires no roll: the NPC is assumed to succeed at their skill test.

- An NPC operating a stall can craft any item with a complexity of 3 or lower, and which requires either no Perk or only a rank 1 Perk. They will charge 25 caps for labor.
- An NPC operating a shop can craft any item with a complexity of 4 or lower, and which requires either no perk, or a rank 1 or 2 Perk. They will charge 50 caps for labor.
- An NPC operating an emporium can craft any item with a complexity of 5 or lower, and which requires either no perk, or a rank 1, 2, or 3 Perk. They will charge 75 caps for labor.

ALL THE COMFORTS OF HOME

The big question for a group of player characters is... why settle down at all? Aside from a few convenient utilities, establishing or managing a settlement seems to be more about tending to the needs of others for little personal gain.

Certainly, some noble souls out there in the wasteland may be inclined to help strangers and bring together communities for mutual benefit out of the goodness of their hearts, but there are advantages beyond a warm and fuzzy feeling.

REST AND RELAXATION

Once you've joined or built a settlement, you can take advantage of its facilities unimpeded, you can claim a bed, eat and drink whatever supplies are available, and make use of cooking stations, work benches, and the settlement's stockpile.

Player characters are handled separately for the purposes of a settlement's attributes. PCs staying in a settlement can use any beds not claimed by one of its residents (i.e. Beds in excess of its People score), and eat and drink consumables in the stockpile. Shelter also means that characters are protected from exposure, and can gain the Well Rested bonus if they sleep for 8 or more hours.

PCs can also pitch in with some of the work around the community, be that tending crops, scavenging for supplies, building new structures, or mounting a defense against attackers. Each PC can complete 1 settlement action (p.38) per day, representing about 8 hours of work. Other members of the settlement may ask for more specific help too, providing a steady supply of quests and adventures (and the rewards and opportunities that quests provide).

COMMUNITY AND REPUTATION

A settlement is a community, and a community helps its members. Each person in a settlement is a potential friend and ally, with skills, knowledge, or a helpful presence who can aid the player characters in doing things. The GM can emphasize this by creating unique personalities and other details about each person in a settlement, giving them unique rules to represent the individuals who make up the community there.

Beyond that, player characters may gain a reputation with the community (and with neighboring communities), with a rating between 0 and 5 depending on how the settlement views them. When a character attempts to interact with a group with whom they have a reputation, they may use their Reputation score instead of their Barter or Speech skills, and they may treat the Reputation score as if it were a Tag skill.

If you established the settlement to begin with, then you start with a reputation of Friendly (3). If the settlement already existed, then you can't move in and join the settlement unless you have a reputation of at least Neutral (2).

REPUTATION RANK	INFLUENCE
0 Hostile	A hostile settlement will not help you and may attack on sight. They try to block you from entering and alert guards if they find you sneaking around. Don't expect them to treat you with kindness or mercy.
1 Cautious	The settlement isn't sure if they can trust you. Citizens charge you very unfair prices for their services and are wary of speaking openly to you. The guards aren't immediately hostile towards you but might keep you out of certain places and may not allow you to rest overnight in the settlement. You might have some luck getting something you need here if you really make it worth someone's while.
2 Neutral	You're either not particularly interesting to the people of this settlement, or your previous actions have given them conflicting feelings towards you. You won't get any special treatment but also won't be treated with undue hostility. The people are far from considering you one of their own, but there's still an opportunity to change their minds. You may be able to shelter or buy goods here if the denizens have them to spare but cannot expect special treatment.
3 Friendly	You're seen as a friend to the folks in this settlement. People recognize you when you're around and frequently greet you when they see you. You may be able to find free or discounted shelter in the settlement, and its people are open to trading all manner of goods with you. Getting information and work from the locals here is easy for you now.
4 Trusting	You've made quite a name for yourself in the settlement. People trust you and your judgment. They are willing to offer discounts on goods—or even loan you caps or supplies if they have them to spare, knowing you'll pay them back. Some merchants may even offer you rare items they only sell to people they want to impress. Most importantly, if you are in danger, the people of this settlement care about you enough to do what they can to keep you safe.
5 Allied	People here see you as their family, thick as blood. They offer you gifts when you leave to make your journey easier—a good home-cooked meal, an old tarp, a fire starter, or a tool that is hard to find but could save your life out in the wasteland. If they hear you are in trouble elsewhere, they may even assemble a party of found family to cross the wastes and come to your aid.



GAINING OR LOSING REPUTATION

Characters can increase their settlement reputation just as they would with factions (see *Fallout: The Roleplaying Game* GM's Toolkit, p.8). Make a **reputation test** when you finish a quest or your GM decides you have reached a specific milestone with the settlement. Finishing quests that help or save a settlement from threats, like raiders or ghouls, can be used as positive influences. Additionally, moving into a settlement and building relationships with its people could provide players with positive influences for their reputation tests too. The GM should consider how impactful the characters' actions are—finishing a major quest might provide 2 positive influences while performing several settlement tasks that help in small ways might also provide positive influences.

Negative actions the characters take in a settlement provide negative influences. Repeatedly lying, cheating, and stealing is likely to decrease their reputation if word gets around. Attacking civilians or committing a more heinous act like cold-blooded murder could provide 2 negative influences on their reputation tests. The worse their reputation is, the less people trust them. If a character's settlement reputation drops to 0, then the settlement will kick the character out, often by force if needed.

SETTLEMENT INFLUENCES

Positive Influences

- Did you complete a quest for the settlement?
- Did you abide by the settlement's laws or rules?
- Did you defeat a settlement's enemy?
- Did you come to the settlement's aid?
- Did you complete a settlement's objective for free?
- Did you give the settlement gear or supplies?

Negative Influences

- Was your quest a failure?
- Did you break the settlement's laws or rules?
- Did you side with the settlement's enemies?
- Did you ignore the settlement's call for aid?
- Did you kill, or allow the killing of, any of the settlers or their allies?
- Did you give or sell the settlement's enemies gear or supplies?
- Did you steal from this settlement?

TRADE AND INCOME

Settlements have needs, which the settlement itself can't always meet. Trade is a natural consequence of communities forming in the wasteland, as some people find themselves with a surplus of one thing and a lack of something else.

Occasionally, traders pass through a settlement, offering goods in exchange for caps or different goods. Aside from specific items the player characters may wish to buy or sell, a settlement can sell any surplus Food or Water it has produced, or buy up Food or Water to make up for a lack.

When trading, the settlement may do any of the following:

- The settlement reduces its total Food score and gains 1 Income, plus +1  Income for every point of Food reduced.
- The settlement reduces its total Water score and gains 1 Income, plus +1  Income for every point of Water reduced.
- The settlement spends one or more Income and receives X  Food, where X is the amount spent. If the total rolled is 0, count it as 1.
- The settlement spends one or more Income and receives X  Water, where X is the amount spent. If the total rolled is 0, count it as 1.

Purchased Food or Water may be used all on a single day or spread over multiple days, as necessary.

If a trader has arrived in the settlement—this will happen regularly if the settlement has a trade caravan post or because of a random event otherwise—then this trade can be handled immediately.

If the settlement has sent someone out to trade using the Trade Caravan action, then the GM will state how long it will take that trader to return based on how far away their destination is. Anything that a trader wishes to sell must be decided on when they depart, but do not roll to determine what they get in exchange until they return. A person sent out with the Trade Caravan action will always return with 2  Income from other minor trades made along the way, with Effects counting as -1 instead of 1 to represent expenses rather than profits.

Trade Office

If you have a trading outpost, you can assign an office to handle the community's trade. This does not require any people to take actions to work there, but having a place to handle record-keeping and counting caps means that you may re-roll up to 3  rolled as part of a trade.

CASHING OUT

A settlement's income belongs to the settlement and its people and can't be spent freely as caps without a little work. However, with a good reason, a settlement may offer up some of its caps to the player characters, perhaps to buy something costly the settlement needs or as a reward for a job well done.

One player character in the group may attempt a **CHA + Barter** test with a difficulty based on how the player

character's reputation (this may be modified by other circumstances too). Success allows the group to cash out 1 Income, plus 1 for every AP spent after the successful test. The group then receives 1d20 caps for each point of Income they cashed out. Any d20 that rolls under the player character's Reputation with the settlement counts as equal to the character's Reputation instead. The player characters must be part of the settlement to do this: someone from outside attempting to take the settlement's money is extortion, and not covered in this book.

SETTLEMENT REPUTATION	DIFFICULTY
1	5
2	4
3	3
4	2
5	1

EXAMPLE WASTELAND RUINS

The following are examples of pre-made locations which could serve as the basis for a settlement.

OLD FARMSTEAD

An abandoned farmhouse and a barn, surrounded by overgrown fields. It could be a source of some modest loot and salvage, and shelter for a few nights, but if you can clear it out and patch it up, it could be much more.

Problem: A group (6-10) of feral ghouls have settled in the farmhouse and need to be cleared out.

Structures:

- The farmhouse is a large structure, with a medium structure as an upper floor. The upper floor has been set up as two Quarters, each containing two beds. One of the rooms on the ground floor is a Lounge, providing +2 Happiness, and it contains a semi-functioning kitchen which functions as a Cooking Station. The other two rooms on the ground floor are unused.

- The barn is a large building. Part of it has been set up as a Storage room and the settlement's stockpile, able to store 600lbs of items. The rest of the barn can either be used as two rooms or contain a Large Generator or Fusion Reactor. Outside the barn is a Water Pump and a Brahmin Feed Trough.
- The fields are overgrown and will take 2 day's work (or 1 day with 2 people) to clear. Once cleared, it's good dirt for growing. Between the farmland and the old farming tools, one Tend Crops action can tend to 12 crops rather than 6, allowing one person to provide +6 Food.

RED ROCKET TRUCK STOP

The bright, glossy paint is flaking and tarnished by time and dirt, but the building is sturdy and well-located for trade.

Problem: A pack (4-6) of mongrel dogs have taken up residence and need to be cleared out.

Structures:

- The truck stop is a large structure. The old manager's office could easily still serve as an Office, while the old storefront could be a Store, or the shelves would make it a good Storage room. The garage space is unused except for the armor workbench and power armor station.
- The roof of the building is large, broad, and solid enough to be built upon.
- The ground out front is covered in thick concrete and can't be planted on. There's a Water Pump out behind the building with enough space for 12 crops in a patch of polluted dirt: you'll need to trade for food if the settlement grows.



ABANDONED MUNITIONS FACTORY

This imposing, sturdy structure has stood the test of time and provides useful shelter and access to valuable resources.

Problem: A raider gang (12-15) is already living there.

Problem: The building's circuit breakers need to be found and reset.

Problem: The building is a highly sought-after location for raiders and settlers alike. Always roll one d20 to determine whether the settlement comes under attack, +1d20 if Food exceeds People, +1d20 if Water exceeds People. If any of those dice roll above Defense, the settlement will come under attack as described on p.39.

Structures:

- The factory is a huge two-story structure, and each floor contains sufficient space for five rooms.
 - Upstairs contains an Office and a Lounge, and three rooms the raiders filled with junk and filth.
 - Downstairs has a large Storage room, added to the stockpile for 600lbs of storage, and two impromptu Dormitories used by the raiders. The machine shop contains a weapons workbench, an armor workbench, and a chemistry station. Characters with the Ammosmith perk can craft double the normal amount of ammunition here.
 - The basement contains a functional Large Generator, which is currently inactive until the circuit breakers are reset. However, this is only the backup generator; the factory is still connected to a nearby power station. The settlement would have nearly limitless power if the generator could be brought online (a Power attribute of 200).
- The grounds around the factory are gravel and concrete, leaving very little space for growing things.

EXAMPLE SETTLEMENT

NEW'K

Nestled away to the north of the Appalachian Mountains is the settlement of New'k. Built just beyond its ruined town sign, this former private landing strip now grows row upon row of corn and mutfruit bushes along the length of its pre-War grass runway. The crashed commercial jet at the end of the runway now acts as a greenhouse for the winter, while its engines have been turned into wind turbines to power the housing located in the old hangar buildings. The small tower that once guided light aircraft to land is now a sniper's nest, a guard tower that watches over the expanse of open ground farmed by the settlement—with no cover, few who know about the settlement dare to raid it, choosing to not scale the makeshift barricade fence that encompasses the perimeter and dash desperately across the open fields towards the hangar buildings.

PEOPLE	FOOD	WATER	POWER	DEFENSE	BEDS	HAPPINESS	INCOME
16	27	13	12	10	16	17	2

STRUCTURES AND OBJECTS

- Control Tower (Medium structure)
 - Guard Post
 - Lights
- Crashed Jet (Small structure)
 - Wind Turbine x4 (12 Power)
 - Garden Plot x3 (Tato crops x12)
 - Water Pump
 - Lights
- Hangar B (Large structure)
 - Dormitory x3 (12 beds)
 - Lights
- Hangar D (Large structure)
 - Quarters (2 beds)
 - Quarters (2 beds)
 - Storage
 - Lights
- Hangar E (Large structure)
 - Lounge
 - Office
 - Trading Shop
 - Lights
- Trade Caravan Post
- 27x corn crops
- 15x mutfruit crops
- Powered Water Pump

RESIDENTS AND JOBS

- 9 people tending crops
- 1 person trading
- 1 person staffing the shop
- 5 people patrolling

STOCKPILE

7x dirty water
2x purified water
5x corn
2x mutfruit
4x tato
11x common materials
3x uncommon materials
1x rare materials







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COMPANIONS AND AUTOMATRONS

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Chapter Three

COMPANIONS AND AUTOMATRONS

MAKING FRIENDS

The wasteland is a dangerous place to explore alone. Even those who favor a solitary life can find value in a traveling companion from time to time, whether a trained pet, helpful robot, other travelers headed the same way, or mercenaries willing to face danger for a few caps.

Companions are a special form of non-player characters who follow and assist a player character. They aren't controlled directly by the player they're aiding but rather have a limited set of actions to keep up and help with bonuses when they assist.

Your character may obtain a companion by purchasing a perk (such as the Dogmeat Perk in the *Fallout: The Roleplaying Game Core Rulebook*, p.63), or a perk providing a companion might be temporarily granted to a character during gameplay for a few reasons. These companions aid and assist your character, taking actions alongside yours. You may only have a single companion.

COMPANIONS OUTSIDE OF COMBAT

During normal play, a companion will follow your orders. The companion must be able to perceive and understand these orders. There are obvious limits as to what kinds of orders a companion can carry out—a wild dog may not understand complex instructions and certainly cannot carry out a task requiring erudite speech or using opposable thumbs.

If your companion's action requires a test, it is treated as if it were a player character within the group (including being able to spend AP to purchase additional dice). If you can see your companion when it attempts a test, you may assist these tests using **CHA + Speech**, representing you keeping your companion focused on the task and providing directions.

Similarly, your companion may assist your skill tests in various ways, such as a dog helping its owner follow a trail to track prey. There are some tasks that a companion cannot logically assist with; an animal is unlikely to be helpful when haggling a price with a merchant.

If a companion is reduced to 0 HP, they are not treated as dying; rather, they are **defeated**, knocked down, and unable to contribute to the fight, but there's no risk of them dying. At the end of a fight, they recover with 1 HP remaining after a minute or so. This isn't strictly realistic, but it means you don't lose the benefits of a perk due to stray gunfire.

Killing Companions

You and your players may want to make the wasteland feel riskier by allowing companions to be killed. If this is the case, then companions can suffer the same injuries as player characters and are dying when at 0 HP and must make tests to remain alive unless stabilized, as outlined in the *Fallout: The Roleplaying Game Core Rulebook*, p.32.

COMPANIONS IN COMBAT

In combat, a companion may take any action that their owner determines for them, but they are only able to perform a limited range of actions, as follows:

- **Initiative:** A companion does not take a separate turn during a combat. Rather, it counts as having the same Initiative as you, and it will take actions as part of your turn each round.
- **Minor Actions:** Companions will perform whatever minor actions are necessary to follow your orders. If you don't give any orders, a companion will use whatever minor actions are needed to move to your zone. They do not have to spend AP to perform extra minor actions.

- **Major Actions:** A companion cannot attempt a major action that requires a test with a Difficulty above 0, and they may not roll dice for the skill tests they attempt. If they are ever required to attempt a skill test for another reason, they automatically generate 0 successes. Your companion may use the assist action to aid you when you attempt a skill test, however.
- **Direction:** You may use the **Command an NPC** major action to let your companion perform any major action. This is the only circumstance in combat in which they roll for the skill tests they attempt.

If your character starts dying, you may immediately take control of your companion for the remainder of the scene, controlling them as if they were a normal character.



COMPANION LEVELS AND PERKS

Companions level up just as player characters do, and their level is always the same as your character's. A companion's attributes and skills, as well as their health points, and potentially other values, will increase with every level they gain.

Like player characters, companions have Perks that grant them useful benefits or bonuses. As befits their purpose, a companion's Perks often provide benefits when the companion acts on your behalf or assists their owner's skill tests. Companions begin with the perks and other special abilities listed in their entries.

CREATURE COMPANIONS

For companions which are listed as Creatures, the companion's Body or Mind is increased by +1 at 3rd level and every odd-numbered level after that. In addition, increase the companion's HP by +1 for every level gained, and with any increases to its Body.

Companions gain a Perk at level 5 and every fifth level beyond that.

Many companion perks also include gradual improvements in a companion's damage and damage reduction, and some creature companions can use equipment which improves damage or damage reduction.

CHARACTER COMPANIONS

For companions who are listed as Characters, the companion adds +1 to one of their S.P.E.C.I.A.L. attributes at 3rd level and every odd-numbered level. At each level, the companion gains +1 health point, plus any increases from their END, and +1 to a single skill.

Companions gain a Perk at level 5 and every fifth level beyond that.

Character companions can use weapons, armor, and other equipment, and benefit from upgraded or improved gear as they level, just as player characters do.

COMPANION PERKS

These Perks are designed specifically for companions and typically provide some benefit when your companion assists you.

A SENSE FOR DANGER

Your companion is known to pick up on subtle, often imperceptible signs of trouble that you might otherwise be unaware of. At the start of combat, if any enemies would act before you (because of surprise, because they have a higher Initiative, or because the GM spent Luck to have them act first), roll a : add AP to the group pool from your companion's warning equal to the total rolled on the  (Effects count as 1).

AGGRESSIVE

Your companion is quick to action when it senses prey. When the companion enters a scene, immediately generate 1 Action Point for the group pool.

COORDINATED

Your companion takes a little more initiative to help you out. When you take a major action, if the companion does not assist, then you may spend 1 AP to allow the companion to take a major action of your choice, rolling their own skill test as if they were a player character.

FIERCE LOYALTY

Your companion is highly protective of you and adds +1 to your Defense while within the same zone as you, at the cost of being hit by any attack against you which suffers a complication. If you begin dying, your companion may spend your Luck points, and re-roll 1d20 on any attack made while within close range of you.

FIND THE HIDDEN PATH

Your companion is used to staying out of sight, and they can guide you along unseen routes. When your companion assists on a Sneak test, ignore the first complication generated on the skill test.

FORAGER

Your companion can find food and water for themselves in the wild, and this activity can often help their owner find additional supplies too. Whenever you scavenge a location and your companion assists,

you reduce the difficulty of the test by 1, to a minimum of 0. In addition, if your test is successful, you gain one bonus AP from your companion, which may only be spent to make an additional roll for an item.

HELPFUL AWARENESS

This companion's senses are extremely keen, and their awareness of their surroundings can warn their owner of things that may not be immediately apparent to human senses. When the companion assists their owner on any PER-based test, the difficulty of the test is reduced by 1, to a minimum of 0.

INDEFATIGABLE

Your companion does not tire easily, and it works to keep you going just a little longer. The first time you or your companion would suffer Fatigue, ignore that instance of Fatigue. You regain the use of this ability once you and your companion have both slept for six or more hours.

JUDGE OF CHARACTER

The companion has a sense for people and has a strong reaction to anyone it regards as a threat. When your companion meets an NPC, you may spend 1 Luck point to let the companion make a **PER + Observation** test, opposed by the NPC's **CHA + Survival**, immediately to judge whether that NPC is a danger to the companion's owner.

MIGHTY BEAST

When this companion rolls **STR** or **Body** as part of a skill test or to assist, they may re-roll one d20. In addition, if the companion assists when its owner makes a melee attack, the owner may spend 1 AP to add the Stun effect to that attack and knock the target prone if they become stunned.

PACK HUNTER

The companion is used to hunting as a group, carefully encircling prey to trap them. At the start of a scene, you may spend 1 Luck point to declare the companion to be 'prowling' and will not be present: they are somewhere nearby, waiting. At any point during the scene—at the start of any of your turns in combat—the companion may appear, emerging from hiding. They may appear anywhere, so long as there is darkness or some other sort of concealment to emerge from.

READY TO FIGHT

This companion has been trained for battle. When you succeed at an attack, your companion attacks as well, choosing to make a ranged attack or a melee attack (it may need to move before making this attack). The companion's attack hits automatically, but inflicts half the listed damage (round up), to a minimum of 2 . If the companion is a Creature with natural melee attacks, at 5th level, and every 5 levels beyond that, add +1  damage to one of the creature's natural melee attacks.

SOULFUL EYES

The companion's gaze and demeanor are striking, impressive, or endearing, and few people find themselves able to dislike the companion. When you make a **CHA + Speech** test, the companion may assist, and you may re-roll 1d20 from your dice pool.

SWIFT RUNNER

When this companion rolls **AGI** as part of a skill test or to assist, a successful test generates one bonus AP. Bonus Momentum cannot be saved. In addition, your companion may move up to two zones, rather than one as a move minor action, or up to three zones as a sprint major action.

TEAMWORK

The companion has been trained to accept commands from more than just a single owner. Each turn in combat, you may select a different ally within medium range; the companion assists that ally as if they were the companion's owner during that turn. No character can be assisted by more than one companion per turn.

TOUGH OLD BEAST

The companion is sturdy, resilient, and too stubborn to stay down. The companion's maximum HP is increased by an amount equal to your LUC. At 5th level, and every 5 levels afterwards, add +1 to either the Physical or Energy Damage Resistance of the creature.

TRACKER

The companion's keen senses allow them to detect the trails left by prey and threats alike, and they're trained to guide their owner to follow those trails. Whenever the companion makes a skill test, or assists a skill test, to track another creature, the difficulty of the test is reduced by 1, to a minimum of 0. In addition, the companion may re-roll its dice when it assists on these skill tests.

A FEW FRIENDLY FACES

CREATURE COMPANIONS

DOG, MONGREL

Level 1 Mutated Mammal, Normal Creature (Companion)

A Mongrel Dog can be selected as a companion by any Ghoul or Wastelander character who takes the Dogmeat Perk. These mutated dogs often roam the Wastelands as aggressive packs, but can occasionally be ‘tamed’ by raiders or ghouls, the latter of whom smell less like a mongrel dog’s definition of ‘food’.

BODY	MIND	MELEE	GUNS	OTHER
6	3	2	—	1

HP	INITIATIVE	DEFENSE
7	As PC	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0 (All)	0 (All)	Immune (All)	0 (All)

ATTACKS
BITE: BODY + Melee (TN 8), 2 Vicious, Physical damage

SPECIAL ABILITIES
AGGRESSIVE: The Mongrel Dog is quick to action when it senses prey. When the Mongrel Dog enters a scene, immediately generate 1 Action Point for the group. MOSTLY FERAL: The Mongrel Dog is driven by feral instinct. Attempts to persuade or influence it with Speech tests increase in difficulty by +2. It will only respond to the simplest of commands—nothing more than a single word, and in your absence, it will move towards the nearest enemy, the nearest bright light, or the nearest loud noise. IMMUNE TO RADIATION: The Mongrel Dog reduces all Radiation damage suffered to 0, and it cannot suffer any damage or effects from radiation.

SPECIAL ABILITIES

- **ATTACK DOG:** This companion has been trained for battle. When you succeed at an attack, your companion also attacks, choosing to make a ranged attack or a melee attack (it may need to move before making this attack). The companion’s attack hits automatically but inflicts half the listed damage (rounded up), to a minimum of 2 . If the companion is a Creature with natural melee attacks, at 5th level and every 5 levels beyond that, add +1 damage to one of the creature’s natural melee attacks.

- **COMPANION:** The Mongrel Dog’s level is the same as yours and increases whenever you level up. Increase Mongrel Dog’s Body or Mind by +1 when you reach level 3 or any odd-numbered level after that. Increase the Mongrel Dog’s HP by +1 per level, and with any increases to Body. The Mongrel Dog receives an additional Perk at 5th level and every 5 levels.

INVENTORY
The Mongrel Dog can carry up to 50 lbs of items.



DOG, JUNKYARD

Level 1, Mammal, Normal Creature (Companion)

A Junkyard Dog can be selected as a companion by any Wastelander or Vault Dweller character who takes the Dogmeat Perk. Not as aggressive as other dogs, these animals are highly perceptive, and make for good guards or unearthing lost treasures.

BODY	MIND	MELEE	GUNS	OTHER
5	4	1	—	2
HP	INITIATIVE	DEFENSE		
6	As PC	1		
PHYS. DR	ENERGY DR	RAD. DR	POISON DR	
0 (All)	0 (All)	0 (All)	0 (All)	
ATTACKS				
■ BITE: BODY + Melee (TN 6), 2 Vicious, Physical damage				
SPECIAL ABILITIES				
■ FORAGER: The Junkyard Dog is more than capable of finding food and water for themselves in the wild, and this activity can often help their owner find additional supplies too. Whenever you scavenge a location and the Junkyard Dog assists, you reduce the difficulty of the test by 1, to a minimum of 0. In addition, if your test is successful, you gain one bonus AP from the Junkyard Dog, which may only be spent to make an additional roll for an item.				

SPECIAL ABILITIES
■ A SENSE FOR DANGER: The Junkyard Dog is known to pick up on subtle, often imperceptible signs of trouble that you might otherwise be unaware of. At the start of combat, if any enemies would act before you (because of surprise, because they have a higher Initiative, or because the GM spent Luck to have them act first), roll a for each enemy that would act before you: add AP to the group pool from your companion's warning for each Effect rolled. ■ COMPANION: The Junkyard Dog's level is the same as yours and increases whenever you level up. Increase either Junkyard Dog's Body or Mind by +1 when you reach level 3 or any odd-numbered level after that. Increase the Junkyard Dog's HP by +1 per level, and with any increases to Body. The Junkyard Dog receives an additional Perk at 5th level and every 5 levels.
INVENTORY
The Junkyard Dog can carry up to 50 lbs of items.

DOG, HUNTING

Level 1, Mammal, Normal Creature (Companion)

A Hunting Dog can be selected as a companion by any Brotherhood, Wastelander, or Vault Dweller character who takes the Dogmeat Perk. These dogs are good companions for those traveling the Wastelands, helping their owners track and bring down larger prey.

BODY	MIND	MELEE	GUNS	OTHER
5	4	2	—	2

HP	INITIATIVE	DEFENSE
6	As PC	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0 (All)	0 (All)	0 (All)	0 (All)

ATTACKS
■ BITE: BODY + Melee (TN 7), 2  Vicious, Physical damage

SPECIAL ABILITIES
■ ATTACK DOG: This companion has been trained for battle. When you succeed at an attack, your companion attacks as well, choosing to make a ranged attack or a melee attack (it may need to move before making this attack). The companion's attack hits automatically but inflicts half the listed damage (round up), to a minimum of 2 . If the companion is a Creature with natural melee attacks, at 5th level and every 5 levels beyond that, add +1  damage to one of the creature's natural melee attacks.

SPECIAL ABILITIES

- **TRACKER:** The companion's keen senses allow them to detect the trails left by prey and threats alike, and they're trained to guide their owner to follow those trails. Whenever the companion makes a skill test, or assists a skill test, to track another creature, the difficulty of the test is reduced by 1, to a minimum of 0. In addition, the companion may re-roll its dice when it assists on these skill tests.

- **COMPANION:** The Hunting Dog's level is the same as yours and increases whenever you level up. Increase the Hunting Dog's Body or Mind by +1 when you reach level 3 or any odd-numbered level after that. Increase the Hunting Dog's HP by +1 per level, and with any increases to Body. The Hunting Dog receives an additional Perk at 5th level and every 5 levels.

INVENTORY

- The Hunting Dog can carry up to 50 lbs of items.

DOG, MUTANT HOUND

Level 1, Mutated Mammal, Normal Creature (Companion)

A Mutant Hound can be selected as a companion by any Super Mutant character who takes the Dogmeat Perk. This may be a smaller Mutant Hound, perhaps a runt of a litter, or simply a pup, but they're still the size of a large dog and likely to grow quickly.

BODY	MIND	MELEE	GUNS	OTHER
6	3	2	—	2

HP	INITIATIVE	DEFENSE
6	As PC	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0 (All)	0 (All)	0 (All)	0 (All)

ATTACKS
■ BITE: BODY + Melee (TN 8), 2 Vicious, Physical damage

SPECIAL ABILITIES
■ ATTACK HOUND: This companion has been trained for battle. When you succeed at an attack, your companion attacks as well, choosing to make a ranged attack or a melee attack (it may need to move before making this attack). The companion's attack hits automatically but inflicts half the listed damage (round up), to a minimum of 2 . If the companion is a Creature with natural melee attacks, at 5th level and every 5 levels beyond that, add +1 damage to one of the creature's natural melee attacks.

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The Mutant Hound reduces all Poison damage suffered to 0, and it cannot suffer any damage or effects from poison.
- **WARNING HOWL:** During the first round of a combat, a Mutant Hound may howl as its major action. Each allied Super Mutant or Mutant Hound within Long range may take an additional minor action on their next turn for free. No character or creature may benefit from this ability more than once per combat.
- **COMPANION:** The Mutant Hound's level is the same as yours and increases whenever you level up. Increase the Mutant Hound's Body or Mind by +1 when you reach level 3 or any odd-numbered level after that. Increase the Mutant Hound's HP by +1 per level, and with any increases to Body. The Mutant Hound receives an additional Perk at 5th level and every 5 levels.

INVENTORY

The Mutant Hound can carry up to 50 lbs of items.

ROBOT COMPANIONS

EYEBOT SENTRY

Level 1 Robot, Normal Creature (Companion)

An Eyebot Sentry can be chosen as a companion by any character who takes the **Robot Wrangler** perk. These small, nearly-spherical robots float around the Wasteland, broadcasting radio signals and old messages, but their tiny mobile bodies and advanced sensors make them useful sentries and scouts.

BODY	MIND	MELEE	GUNS	OTHER
4	4	0	3	1

HP	INITIATIVE	DEFENSE
5	As PC	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	2 (All)	Immune (All)	Immune (All)

ATTACKS

- **LASER: BODY + Melee** (TN 7), 4  energy damage, Fire Rate 0, Range M

SPECIAL ABILITIES

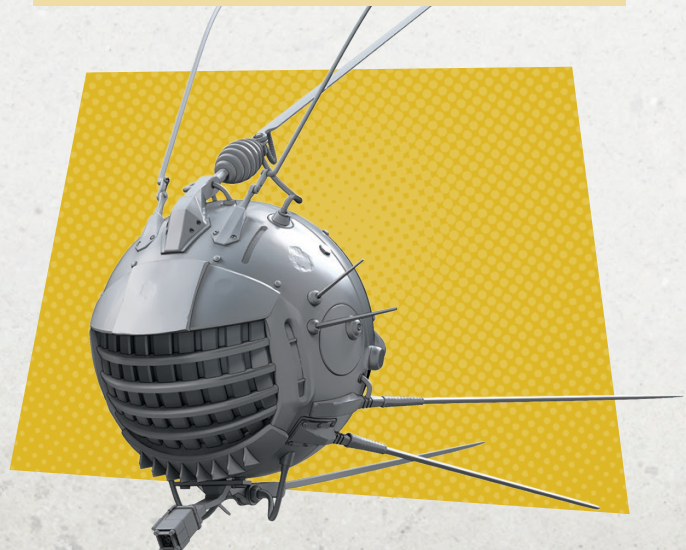
- **ROBOT:** The eyebot is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired.
- **IMMUNE TO POISON:** The eyebot reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The eyebot reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The eyebot is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **LITTLE:** The eyebot is smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defense increases by 1. Further, it is destroyed by any hit which inflicts an Injury.

SPECIAL ABILITIES

- **RADIO TRANSMISSION:** The eyebot can receive and send radio transmissions and play these aloud. The eyebot can be heard playing these transmissions aloud from Long range.
- **HELPFUL AWARENESS:** This eyebot's senses are extremely keen, and its awareness of the environment can warn their owner of things that may not be immediately apparent to human senses. When the eyebot assists their owner on any PER-based test, the difficulty of the test is reduced by 1, to a minimum of 0.
- **COMPANION:** The eyebot's level is the same as yours and increases whenever you level up, representing ongoing upgrades and improvements. Increase the eyebot's Body or Mind by +1 when you reach level 3 or any odd-numbered level after that. Increase the eyebot's HP by +1 per level, and with any increases to Body. The eyebot receives an additional Perk at 5th level and every 5 levels.

INVENTORY

The eyebot can carry up to 50 lbs of items. It carries fusion cells containing 6+3  shots when first recruited.



MISTER HANDY VALET

Level 1, Robot, Normal Character (Companion)

A Mister Handy Valet can be chosen as a companion by any character who takes the Robot Wrangler perk. A basic model of the common and versatile Mister Handy robot, these machines are able assistants and attendants that can easily be adapted to their owner's needs.

S	P	E	C	I	A	L
5	6	5	5	6	5	4

SKILLS			
Energy Weapons ■	3	Repair	2
Medicine	1	Small Guns	1
Melee Weapons	1	Speech ■	3
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
6	As PC	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
150 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	1 (All)	Immune	Immune

ATTACKS	
■ PINCER: STR + Melee Weapons (TN 6), 3 	physical damage, Range C
■ BUZZSAW: STR + Melee Weapons (TN 6), 3 	piercing physical damage, Range C
■ FLAMER: AGI + Energy Weapons (TN 8), 3 	Persistent energy damage, Fire Rate 1, Range C

SPECIAL ABILITIES	
■ ROBOT: Mr. Handy is a robot. They are immune to the effects of starvation, thirst, suffocation. They are also immune to poison and radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired.	
■ IMMUNE TO POISON: The Mr. Handy reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.	
■ IMMUNE TO RADIATION: The Mr. Handy reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.	

SPECIAL ABILITIES

- **IMMUNE TO DISEASE:** The Mr. Handy is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **MR. HANDY:** The Mr. Handy has 360° vision, and improved sensory systems that can detect smells, chemicals, and radiation, reducing the difficulty of **PER** tests that rely on sight and smell by 1. It moves through jet propulsion, hovering above the ground, unaffected by difficult terrain or obstacles.
- **COORDINATED:** Your companion takes a little more initiative to help you out. When you take a major action, if the companion does not assist, then you may spend 1 AP to allow the companion to take a major action of your choice, rolling their own skill test as if they were a player character.
- **COMPANION:** Mister Handy's level is the same as yours and increases whenever you level up, representing ongoing upgrades and improvements. Increase one of Mister Handy's S.P.E.C.I.A.L. attributes by +1 when you reach level 3 or any odd-numbered level after that. Add +1 to a single skill at each level. Increase Mister Handy's HP by +1 per level, and with any increases to END. Mister Handy's receives an additional Perk at 5th level and every 5 levels.

INVENTORY

Mister Handy carries 8+4  shots of flamer fuel when first recruited.

PROTECTRON BODYGUARD

Level 1 Robot, Normal Creature (Companion)

A Protectron Bodyguard can be chosen as a companion by any character who takes the Robot Wrangler perk. These multi-purpose work-drones are found across the Wasteland, and they can be modified and reprogrammed easily to suit different roles. These have been adjusted for personal protection and first aid, which meant removing the self-destruct mode.

BODY	MIND	MELEE	GUNS	OTHER
5	4	2	2	2

HP	INITIATIVE	DEFENSE
6	As PC	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (All)	2 (All)	Immune (All)	Immune (All)

ATTACKS
■ DEFIBRILLATOR: BODY + Melee (TN 7), 4  Stun energy damage ■ ARM LASERS: BODY + Guns (TN 7), 3  Burst, Piercing 1 energy damage, Fire Rate 4, Range C

SPECIAL ABILITIES
■ ROBOT: The Protectron is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired. ■ IMMUNE TO POISON: The Protectron reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison. ■ IMMUNE TO RADIATION: The Protectron reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation. ■ IMMUNE TO DISEASE: The Protectron is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

SPECIAL ABILITIES
■ FIERCE LOYALTY: The Protectron is highly protective of you and adds +1 to your Defense while within the same zone as you, at the cost of being hit by any attack against you which suffers a complication. If you begin dying, the Protectron may spend your Luck points, and may re-roll 1d20 on any attack made while within close range of you. ■ COMPANION: The Protectron's level is the same as yours and increases whenever you level up, representing ongoing upgrades and improvements. Increase the Protectron's Body or Mind by +1 when you reach level 3 or any odd-numbered level after that. Increase the Protectron's HP by +1 per level, and with any increases to Body. The Protectron receives an additional Perk at 5th level and every 5 levels. ■ HELPFUL AWARENESS: This Protectron's senses are extremely keen, and its awareness of the environment can warn their owner of things that may not be immediately apparent to human senses. When the Protectron assists their owner on any PER-based test, the difficulty of the test is reduced by 1, to a minimum of 0.

INVENTORY
The Protectron can carry up to 50 lbs. of items. It carries fusion cells containing 10+5  shots when first recruited.

WASTELAND CHARACTER COMPANIONS

SUPER MUTANT MUSCLE

Level 1, Mutated Human, Normal Character (Companion)

Super Mutant Muscle can be chosen as a companion by any non-Brotherhood of Steel character who takes the Hired Help perk. It isn't known for Super Mutants to tolerate or even enjoy the company of humans, and they can find steady work as laborers, mercenaries, bodyguards, and other hired muscle.

S	P	E	C	I	A	L
8	4	7	4	4	5	4

SKILLS			
Big Guns	1	Survival ■	2
Melee Weapons ■	3	Unarmed	1
Small Guns	2	(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
8	As PC	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
230 lbs.	+1 	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	1 (All)	Immune	Immune

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 9), 3 	physical damage
■ BASEBALL BAT: STR + Melee Weapons (TN 11), 5 	physical damage, two-handed.
■ LONG PIPE RIFLE: AGI + Small Guns (TN 8), 3 	physical damage, Fire Rate 2, Range M, Two-Handed, Unreliable

SPECIAL ABILITIES	
■ IMMUNE TO POISON: The Super Mutant reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.	
■ IMMUNE TO RADIATION: The Super Mutant reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.	

SPECIAL ABILITIES	
■ BARBARIAN: +1 to Physical and Energy damage resistances (included above). This increases to +2 when the Super Mutant's STR increases to 9, and +3 when its STR becomes 11. This stacks with armor worn.	
■ READY TO FIGHT: The Super Mutant Muscle is eager for violence. When you succeed at an attack, your companion also attacks, choosing to make a ranged attack or a melee attack (it may need to move before making this attack). The companion's attack hits automatically, but inflicts half the listed damage (round up), to a minimum of 2  .	
■ COMPANION: The Super Mutant Muscle's level is the same as yours and increases whenever you level up, representing ongoing upgrades and improvements. Increase one of the Super Mutant's S.P.E.C.I.A.L. attributes by +1 when you reach level 3 or any odd-numbered level after that. Add +1 to a single skill at each level (as a Super Mutant, they may not have any skill rated above 4). Increase the Super Mutant's HP by +1 per level, and with any increases to END. The Super Mutant receives an additional Perk at 5th level and every 5 levels.	

INVENTORY	
Long Pipe Rifle, 6+3 	shots of .38 ammunition, Baseball Bat

BROTHERHOOD SQUIRE

Level 1, Human, Normal Character (Companion)

A Brotherhood Squire can be chosen as a companion by any Brotherhood of Steel character who takes the Hired Help perk. Children within the Brotherhood of Steel are trained as Squires to prepare them for a lifetime of service. The oldest of these squires—older adolescents soon to undergo their trials to become knights or scribes—may often accompany their older brethren to gain some practical field experience.

S	P	E	C	I	A	L
5	6	5	5	6	5	4

SKILLS			
Athletics	1	Science ■	3
Energy Weapons ■	2	Small Guns	1
Pilot	1	Speech	1
Repair	1	Unarmed	1
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
6	As PC	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	0	0

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	0 (All)

ATTACKS	
■	UNARMED STRIKE: STR + Unarmed (TN 6), 2  physical damage
■	LASER PISTOL: PER + Small Guns (TN 8), 4  Piercing 1 energy damage, Fire Rate 2, Range C, Close Quarters

SPECIAL ABILITIES

- **STUDENT OF THE BROTHERHOOD:** Your squire follows your orders quickly and efficiently. When you take a major action, if the squire does not assist, then you may spend 1 AP to allow the squire to take a major action of your choice, rolling their own skill test as if they were a player character.
- **COMPANION:** The squire's level is the same as yours and increases whenever you level up, representing ongoing upgrades and improvements. Increase one of the squire's S.P.E.C.I.A.L. attributes by +1 when you reach level 3 or any odd-numbered level after that. Add +1 to a single skill at each level. Increase the squire's HP by +1 per level, and with any increases to END. The squire receives an additional Perk at 5th level and every 5 levels.

INVENTORY

Brotherhood of Steel Uniform, laser pistol, fusion cell containing 6+3  shots, Brotherhood holotags

BROTHERHOOD FIELD SCRIBE

Level 1, Human, Normal Character (Companion)

A Brotherhood Field Scribe can be chosen as a companion by any Brotherhood of Steel character who takes the Hired Help perk. Scribes may travel in the company of other, more combat-ready Brotherhood members as part of ongoing missions to catalog and acquire pre-War technology that might serve the Brotherhood's mission, and their knowledge and technical expertise can make them invaluable allies.

S	P	E	C	I	A	L
4	6	5	5	7	5	4

SKILLS			
Energy Weapons	1	Sneak	1
Lockpick	1	Science ■	3
Medicine	1	Speech ■	2
Repair	2	Survival	1
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
6	As PC	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
190 lbs.	0	0

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (All)	1 (Arms, Legs, Torso)	0 (All)

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 4), 2 	physical damage
■ LASER PISTOL: PER + Small Guns (TN 7), 4 	Piercing 1 energy damage, Fire Rate 2, Range C, Close Quarters

SPECIAL ABILITIES

- **PRE-WAR EXPERTISE:** When your squire attempts or assists a skill test to examine, identify, repair, or use pre-War technology, they may re-roll 1d20.
- **COMPANION:** The scribe's level is the same as yours and increases whenever you level up, representing ongoing upgrades and improvements. Increase one of the scribe's S.P.E.C.I.A.L. attributes by +1 when you reach level 3 or any odd-numbered level after that. Add +1 to a single skill at each level. Increase the scribe's HP by +1 per level, and with any increases to END. The scribe receives an additional Perk at 5th level and every 5 levels.

INVENTORY

Brotherhood Scribe's Armor, Brotherhood Scribe's Hood, laser pistol, fusion cells containing 4+2  shots, Brotherhood holotags, 4+2  bobby pins.



HIRED GUN

Level 1, Human, Normal Character (Companion)

A Hired Gun can be chosen as a companion by any character who takes the Hired Help perk. Hired guns are ready for a fight and don't much care who they're fighting, so long as they get enough caps to pay for ammo, a bed, and a few drinks. Many aspire to be more respectable mercenaries, but for now, they're less picky about the work they take on.

S	P	E	C	I	A	L
6	6	6	4	4	6	4

SKILLS			
Athletics	1	Small Guns ■	3
Melee Weapons ■	2	Survival	1
Repair	1	Unarmed	1
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
7	As PC	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	0	0

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	1 (All)	0 (All)

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 7), 2  physical damage	
■ COMBAT KNIFE: STR + Melee Weapons (TN 8), 3  Piercing 1 physical damage	
■ SUBMACHINE GUN: AGI + Small Guns (TN 9), 3  Burst physical damage, Fire Rate 3, Range C, Inaccurate, Two-Handed	

SPECIAL ABILITIES

- **READY TO FIGHT:** The hired gun is eager for violence. When you succeed at an attack, the hired gun attacks as well, choosing to make a ranged attack or a melee attack (it may need to move before making this attack). The hired gun attack hits automatically but inflicts half the listed damage (round up), to a minimum of 2 .
- **COMPANION:** The hired gun's level is the same as yours and increases whenever you level up, representing ongoing upgrades and improvements. Increase one of the hired gun's S.P.E.C.I.A.L. attributes by +1 when you reach level 3 or any odd-numbered level after that. Add +1 to a single skill at each level. Increase the hired gun's HP by +1 per level, and with any increases to END. The hired gun receives an additional Perk at 5th level and every 5 levels.

INVENTORY

Road leathers, combat knife, submachine gun, 10+5  shots of .45 ammunition.

MINUTEMAN ALLY

Level 1, Human, Normal Character (Companion)

A minuteman ally can be chosen as a companion by any character who takes the Hired Help perk. Groups of Minutemen—and similar people's militias in places outside the Commonwealth—are commonplace, made up of well-meaning settlers who believe in banding together to help those in need. A minuteman may find themselves accompanying other wanderers and survivors if they have a common cause or see an opportunity to help local settlements.

S	P	E	C	I	A	L
5	6	5	6	5	5	4

SKILLS			
Energy Weapons	2	Small Guns	2
Medicine	1	Speech ■	2
Repair	1	Survival ■	2
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
6	As PC	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	0	0

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	0 (All)	0 (All)

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 5), 2 	physical damage
■ GUN BASH: STR + Melee Weapons (TN 5), 3 	Stun physical damage
■ LASER MUSKET: PER + Energy Weapons (TN 5), 5 	Piercing 1 energy damage, Fire Rate 0, Range M, Two-Handed

SPECIAL ABILITIES

- **A HELPING HAND:** A minuteman helps however they can. When you take a major action, if the minuteman does not assist, then you may spend 1 AP to allow the minuteman to take a major action of your choice, rolling their own skill test as if they were a player character.
- **COMPANION:** The minuteman's level is the same as yours and increases whenever you level up, representing ongoing upgrades and improvements. Increase one of the minuteman's S.P.E.C.I.A.L. attributes by +1 when you reach level 3 or any odd-numbered level after that. Add +1 to a single skill at each level. Increase the minuteman's HP by +1 per level, and with any increases to END. The minuteman receives an additional Perk at 5th level and every 5 levels.

INVENTORY

Tough clothing, laser musket, fusion cells containing 6+3  shots, 4+2  bobby pins.

BUILDING AUTOMATRONS

Throughout the wasteland of **Fallout** is scattered remains of the old world, machines weathered by time without maintenance, completely dismantled for scrap parts, or remaining fixed on their last programmed objective from before the Great War. No matter the state of the metal, the value remains the same for the aspiring mechanic hoping to build and improve upon the machines.

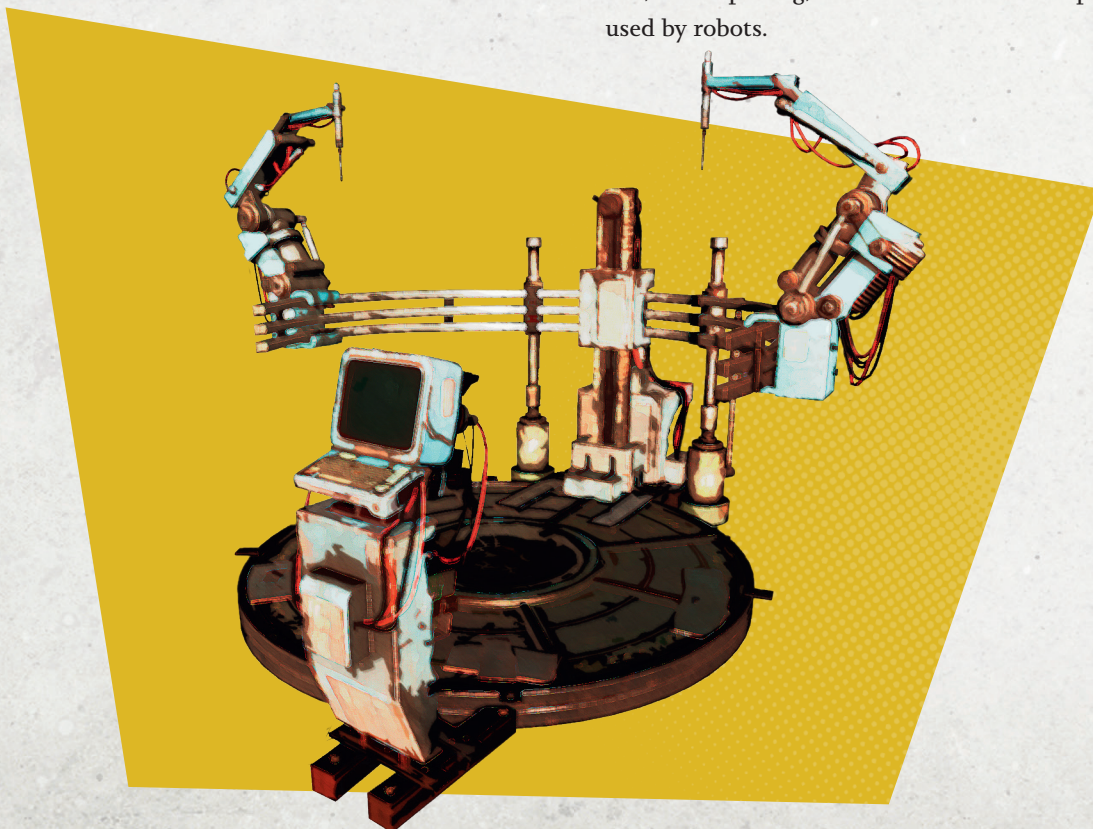
OBJECT	MATERIALS REQUIRED	CONSTRUCTION TIME	EFFECT	PERKS	SKILL	RARITY
Robot Workbench	18x Common 36x Uncommon 6x Rare	4 Days	Robot Construction	Robotics Expert 1	Repair	Uncommon

ROBOT WORKBENCH

The Robot Workbench allows for the construction of a wide range of robots... including combinations never approved by General Atomics International or RobCo! An introductory explanation on applying plating and modules is detailed in the core rulebook, but having a Robot Workbench means the difference between a battered Mister Handy and a fully-equipped robotic companion.

Being the largest crafting station in comparison to other benches, it generally will take up considerably more space and cost the most amount of materials. Another factor that makes this crafting table different than the others is that it doesn't require Local Leader rank 2 to construct—instead requiring two ranks of Robotics Expert.

The Robot Workbench allows you to build, repair, and modify various robots and robotic components. This crafting station can also be used to make weapons, armor plating, and modules that are explicitly used by robots.



BUILDING AUTOMATRONS

To build a robot, you will need to assemble it from its component body parts—head, torso, arms, and legs. Each body part for each model of robot has its own crafting recipe, with a complexity, the perks required to build it, the skill used to build it, and the rarity of the recipe.

- Common robot recipes can be made by anyone.
- Uncommon robot recipes are learned by purchasing ranks in the relevant perks.
- Rare recipes can only be learned from specific people or finding the schematics, available at the GM's discretion.

Using the robot workbench to craft an automatron uses the same rules as Crafting (*Fallout: The Roleplaying Game Core Rulebook*, p.210), but you can make a single **INT + Science** test to create as many robot body parts as you have materials for. The difficulty of the test is equal to the highest Complexity of all the parts you are constructing. Each body part takes 1 hour to craft, and it is assumed that while you are constructing these parts you also assemble the robot. You can spend 2 AP to halve the time taken.

Once your robot is completed, your GM will check what functions it can perform, and provide you with statistics for an **allied NPC** by applying the relevant special abilities listed below. Each robot's basic functions are in line with its factory-default programming, unless you can reprogram its behavior with rank 3 of the Robotics Expert perk ((*Fallout: The Roleplaying Game Core Rulebook*, p.70)). The robot's programming, if the same as when it was last deactivated, is at the discretion of the GM, and could be hostile to you or could only have capacity for some basic functionality. Without a head the robot you've constructed does not function—its body still and lifeless.

Constructing robot body parts provides the basic infrastructure and hardware needed for that part to function, but it does not include any armor plating or robot mods. Armor plating and mods must be crafted and installed separately.

Automatron Special Abilities

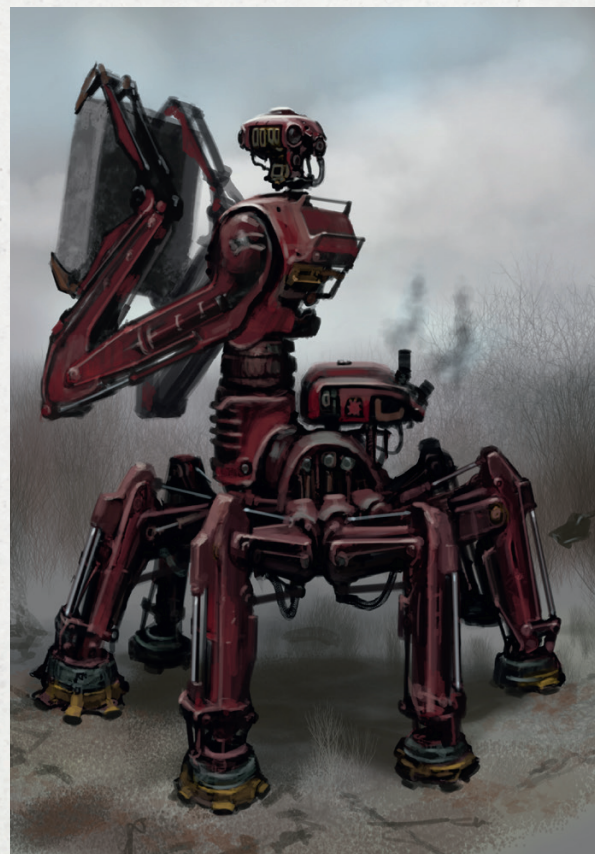
- All robots have the **Robot** special ability.

ROBOT: This robot is immune to the effects of starvation, thirst, and suffocation. They are immune to Poison and Radiation damage. However, machines cannot use consumables and do not heal naturally, and Medicine can't be used to heal them; they must be repaired (*Fallout: The Roleplaying Game Core Rulebook*, p.34)

- Robots without a means of propulsion have the **Immobile** special ability.

IMMOBILE: Without a means of propulsion, the robot is immobile. It cannot take the Move minor action. If its arms give it a means of crawling, then it can use its major action to crawl to any point within Medium range.

Other parts provide specific special abilities, as outlined in each section in this chapter.



Default Personalities

Robots who haven't been updated since their creation prior to the Great War, or have been reset to their factory-default settings, will perform their basic functions depending on their model. A robot's functions and personality can be rewritten by those with the Robotics Expert perk at rank 3. Doing so requires an **INT + Science** test with a difficulty equal to the robot's head's Complexity (not modified by ranks in the Repair skill, but reduced by 1 with the Hacker perk). Any complications rolled could give the bot strange personality quirks, or make it hostile to the PCs, while a failure means it resorts to its default personality.

Assaultrons

Assaultrons are the perfect mechanical soldier, relentless in their pursuit of their objective to the ignorance of self-preservation. To that end a reactivated assaultron will do anything in its power to complete that objective—and as most Assaultrons found out in the wasteland guard dusty military facilities or have already been reprogrammed they're likely to flee the PCs or try to eliminate them if their behavior proves counter to their pre-programmed orders.

Mister Handy

The Mister Handy line provided many different models for both domestic, commercial, and military markets, each one with its own personality and operating parameters. While Mister Handy was the most versatile, providing butler-style services to many, other models like Mister Gutsy, Miss Nanny, or Mister Frothy provided specific functions within their setting. As the line's personality subroutines were more complex, rebooted bots may react unexpectedly, or simply default to their core functions, taking orders from their new masters or not.

Protectron

Protectrons were one of RobCo's most successful products, and as such were ubiquitous with automation within many commercial fields. From law enforcement, to construction, and even medical first response, each model came with a series of pre-programmed functions. Protectron programming was so basic, that upon restart Protectrons may simply ignore commands and just go about their business. For more information on each one, see the *Fallout: The Roleplaying Game Core Rulebook*, p.364).

Sentry Bot

Sentry bots were an incredibly intimidating front-line combat robot designed and used by the U.S. military. As such, their programming is akin more to tanks than to humans, singularly devoted to their last orders. Upon reactivation, if they don't recognize military superiors, it's very likely that they will assume the PCs are hostile and eliminate them so that it can free itself and find its way back to military personnel.

TORSO

A torso is a required body part in crafting an automatron along with a head. The torso provides a location for robot mods to be installed, as well as some base infrastructure for carry weight as detailed in each entry, and the **NPC robot's Body attribute**.

ROBOT ITEM	COMPLEXITY	PERKS	SKILL	RARITY	BODY	CARRY WEIGHT
Mister Handy Torso	4	Robotics Expert 1	Repair	Uncommon	5	150 lbs.
Protectron Torso	4	Robotics Expert 1	Repair	Uncommon	5	225 lbs.
Assaultron Torso	5	Robotics Expert 2	Repair	Uncommon	9	150 lbs.
Robobrain Torso	6	Robotics Expert 2, Science! 1	Repair	Rare	6	150 lbs.
Sentry Bot Torso	7	Armorer 1, Robotics Expert 3, Science! 2	Repair	Rare	10	225 lbs.

MISTER HANDY TORSO

Three arm-slots provide an advantage for a multiple utility attachment within the spherical body, but its lightweight construction limits its carrying capacity to 150 lbs. A Mister Handy torso can only take Mister Handy eye stalks as head attachments—it does not have a hard point for any other head pieces.

PROTECTRON TORSO

The most common torso for an automatron you'll find in the wasteland, the Protectron torso is built with efficiency and reliability. The body is humanoid in shape with a carrying capacity of 225 lbs.

ASSAULTRON TORSO

A heavily militarized design, the Assaultron torso is a slender and more combat driven humanoid torso toughened against physical damage, with a carrying capacity of 150 lbs.

ROBOBRAIN TORSO

The second bulkiest torso that one can build, the robobrain torso has one advantage over other models in that it won't overheat due to its natural management of various sources of energy that could affect it. It has a carrying capacity of 150 lbs.

SENTRY BOT TORSO

The sentry bot torso provides a robust shell of primary systems and fusion-core driven power distribution and cooling systems. It provides a carrying capacity of 225 lbs.

Mix and Match!

You can mix and match different robot parts together to make some truly unique automatrons. The robot workbench makes it possible to use heads, torsos, arms, and legs with all the different models of other parts. Now you can throw a robobrain head on a sentry bot chassis with Protectron pneumatic construction claws like you always wanted!

LEGS

Legs or thrusters provide the mobility for an automatron with either traditional robotic legs that mimic humanoid bipedal movement, treads that allow for ease of rolling over various surfaces, three pronged wheels for maneuverability, or thrusters to hover and move around.

ROBOT ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Mister Handy Thruster	4	Robotics Expert 1	Repair	Uncommon
Protectron Legs	3	Robotics Expert 1	Repair	Uncommon
Assaultron Legs	5	Robotics Expert 2	Repair	Uncommon
Robobrain Treads	5	Robotics Expert 2, Science! 1	Repair	Uncommon
Sentry Legs	6	Armorer 1, Robotics Expert 3	Repair	Rare

MISTER HANDY THRUSTER

A thruster provided from a Mister Handy that allows for exceptional mobility and the ability to ignore difficult terrain along the ground. A Mister Handy thruster provides the robot with the Jet Propulsion special ability, or player character robots with its effect.

JET PROPULSION: This robot hovers above the ground, unaffected by difficult terrain or obstacles.

PROTECTRON LEGS

Sturdy but slow, Protectrons walk on chunky bipedal legs modeled roughly on human joints and feet. Flared out at the bottom, its pneumatic legs give it a characteristic waddle.

ASSAULTRON LEGS

The hydraulic actuators of the RobCo designed Assaultron provided incredible speed for the U.S. military and makes it a scary foe to face in the wasteland. Saying that, its legs are this model's weakest point, but that doesn't stop it once its zeroed in on its target, fighting until its last servo.

ROBOBRAIN TREADS

Carried on tracks, a robobrain enjoys speed, maneuverability, and accessibility across any type of terrain—perfect for both its industrial and military assignments.

SENTRY BOT LEGS

Three hulking legs provide a sentry bot's lower half with incredible stability, maneuverability, and rapid motion, with a sturdy omnidirectional wheel design that can easily overcome any harsh terrain. On top of the chassis a sentry bot's torso is also able to freely rotate horizontally, much like the turret of a tank, making it extremely capable of reacting to threats coming up behind it.

Grabbing Robot Parts

When you defeat robots, clever roboticists may be able to salvage whole parts from the rusting metal corpses they create. Typically, a robot NPC's Salvage statistics give you junk parts you can use later while crafting, but at your GM's discretion you may be able to take a robot part for use later. Instead of receiving junk components while salvaging a robot corpse you receive the part you are trying to salvage.

Salvaging a specific part can only be done by someone with the Robotics Expert perk (at any rank) and is an **INT + Repair** test with a difficulty equal to the part's complexity minus the character's rank in Repair. Passing the test means they've managed to remove a robot body part they can reactivate later, while failure means the part is damaged and unsalvageable. A complication or success at cost could mean the part is faulty and doesn't work properly or requires a few more components to make good when installing it. Be aware that carrying the robot part may be difficult and slow the PCs down—you will have to make a judgment on the weight of the parts they remove.

Salvaging a robot body part should be at the GM's discretion, and it could well be that attacking the robot irrevocably damages it and is unsalvageable, while salvaging a part the PCs have been seeking for a long time may be a rewarding part of the quest they're on.

HEAD

Heads contain the core processors robots need to function, the operating system and programming that controls its body and prescribes its actions, and therefore **provides the NPC robot's Mind attribute**. Mister Handy robots contain these processors in its spherical torso and don't have a head option.

ROBOT ITEM	COMPLEXITY	PERKS	SKILL	RARITY	MIND	OTHER
Protectron Head	4	Robotics Expert 1	Repair	Uncommon	5	2
Mister Handy Eye Stalk	4	Robotics Expert 1, Science! 1	Repair	Uncommon	7	3
Assaultron Head	6	Robotics Expert 2, Science! 1	Repair	Uncommon	6	4
Assaultron Head Laser	7	Robotics Expert 2, Science! 2	Repair	Rare	6	4
Robobrain Head	6	Robotics Expert 2, Science! 3	Repair	Rare	7	3
Sentry Bot Head	6	Armorer 1, Robotics Expert 2, Science! 2	Repair	Rare	6	4

PROTECTRON HEAD

The default Protectron head assembly is shielded by a semi-transparent or opaque dome of reinforced glass, showing the whirring components inside that scan its surroundings and allow it to perceive its environment.

MISTER HANDY EYE STALK

Unique to the Mister Handy design, optical receptors on the end of articulated metal stalks provide the robot with its 'sight'. Up to three of these optical appendages can be linked up to a Mister Handy torso piece, giving it 360 degrees of vision. Robots with 3 eye stalks installed gain the 360° Vision special ability, or player characters with its effect.

360 VISION: This robot has 360° vision, giving it a line of sight in all directions, reducing the difficulty of **PER** tests to see things behind it.

ASSAULTRON HEAD

Normally fitted with thick armor plating the Assaultron's head is designed around the laser that is mounted in off-the-shelf models, as well as housing its optical receptors hidden in the upper portion of its face. Plenty of assaultrons in the wasteland can be found without the laser, with many raiders and wanderers even utilizing its head plating for helmets of their own.

ASSAULTRON HEAD LASER

The most devastating weapon of its arsenal, the encased Assaultron head laser, unleashes a continual beam of energy at its targets inflicting vicious wounds and melting through modern military armor. Charging the laser takes a little time, and survivors who are quick enough to recognize its plating fan out in preparation can have time to dive into cover before its debilitating blast. An Assaultron head laser provides both a head body part and an Assaultron head laser, found in *Chapter 4: Equipment*, p.92.

ROBOBRAIN HEAD

Unique to the automatron world, robobrain were built in limited number with arguably the best electrical processor available: the human brain. Encased in a protective liquid and housed in a reinforced glass dome, the robobrain head provides the best intellectual function available to robots in the wasteland. With a built in mesmetron eerily placed like a cyclopic eye, the automatron can also stun potential living threats momentarily. A robobrain head provides the robot with a mesmetron, found in *Chapter 4: Equipment*, p.93.

SENTRY BOT HEAD

With a head sized consistently with other automatrons, it can look a little strange proportionally compared to the rest of a sentry bot's body. For possible intimidation factors, the cage-like face piece houses a single large front-facing red 'eye'.

ARMS

Arms are not strictly required when crafting an Automatron but they are often necessary to provide the Automatron with weapons or manipulators to interact with its environment. Each arm comes with a single hard point that comes with a hand by default, but you can swap it out to attach weapons from the Small Guns, Big Guns, Energy Weapons, or Melee Weapons lists. Attached weapons have their own components costs, separate from the arms listed. For the costs of crafting weapons, see *Crafting* (*Fallout: The Roleplaying Game* core rulebook, pp.222–227).

ROBOT ITEM	COMPLEXITY	PERKS	SKILL	RARITY	MELEE	GUNS
Protectron Arm	4	Robotics Expert 1	Repair	Uncommon	2	2
Mister Handy Arm	5	Robotics Expert 1	Repair	Uncommon	3	1
Assaultron Arm	5	Robotics Expert 2	Repair	Uncommon	5	5
Robobrain Arm	5	Robotics Expert 2, Science! 1	Repair	Rare	2	4
Sentry Bot Arm	6	Armorer 1, Robotics Expert 3, Science! 1	Repair	Rare	4	5

PROTECTRON ARM

The standard arms that come with each Protectron allow it to manipulate its environment with opposable three-fingered claws. Durable and strong, Protectron arms are capable of taking different hands including heavy-duty construction tools and integrated laser guns.

ASSAULTRON ARM

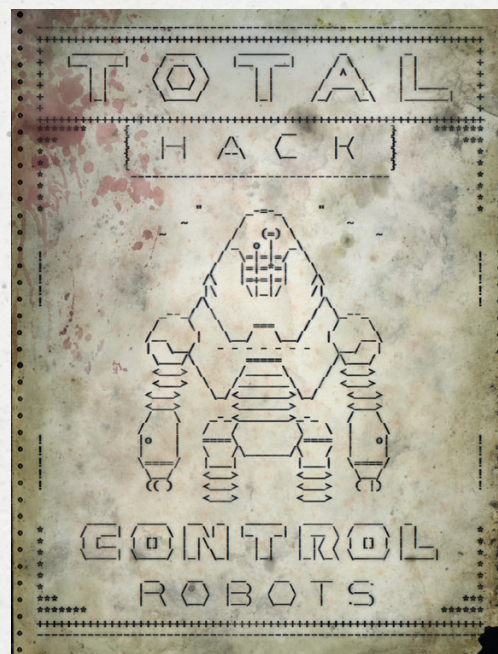
The standard Assaultron arms are designed for mobility and combat efficiency, with claws that can be modified to also shock enemies in close-quarters fighting or be swapped for blades and other melee weapons, as well as house integrated ranged weapons.

ROBOBRAIN ARM

The robobrain comes with tubular arms that are reinforced to handle standard operations and minute tasks but not designed to carry large amounts of weight. Military models were equipped with smoke launchers within the palms of the claws, while most salvaged models either completely replace the arm with a ranged weapon, or simply program it to use its claws to operate handheld guns which it can do without issue.

SENTRY BOT ARM

Not so much arms as hard points, the arsenal of the factory-model sentry bot is massive in size and reinforced to handle larger weights and greater force. Typically the hard points hold gatling weaponry or



missile launchers, but talented machinists have been able to attach all manner of weapons to its chassis.

MISTER HANDY ARM

Each Mister Handy arm is segmented and highly flexible. Their modular design allows them to accept a variety of manipulators, from a simple pincer, through a titanium saw and laser cutter, to military-grade weapons such as a plasma blaster or a flamethrower. Up to three such arms can be fitted to a Mister Handy torso, have a pincer by default, and attachments can be found in the Mister Handy Origin (*Fallout: The Roleplaying Game Core Rulebook*, p.54).

ARM ATTACHMENTS

Arms can have both ranged and melee weapons attached to them, as well as the robot-specific items listed below. These attachments have their own complexity, component cost, perks, skills, and rarities that need to be accounted for when constructing your robot, but they can be part of the same skill test to construct your automatron.

Statistics for these robot-specific weapons and attachments can be found in the *Equipment* chapter, p.88–97, while statistics for all other weapons can be found in *Equipment* in the **Fallout: The Roleplaying Game** core rulebook (pp.95–121).

ROBOT ITEM	COMPLEXITY	PERKS	SKILL	RARITY
WEAPONS				
Buzz Saw	3	Blacksmith 1	Repair	Uncommon
Construction Claw	3	Blacksmith 1	Repair	Uncommon
Cryojet	4	Robotics Expert 1, Science! 1	Science	Uncommon
Drill	3	Blacksmith 2	Repair	Uncommon
Vice Grip	4	Blacksmith 3	Repair	Uncommon
WEAPON MODS				
Shock Mod	4	Robotics Expert 2, Science! 1	Science	Uncommon
Stun Mod	4	Robotics Expert 2, Science 1	Science	Uncommon

Modifying a Player Character Robot

There are several robot origins that allow you to play as a robotic character, and these options for modification may be incredibly appealing, allowing you to swap out different arms, torsos, or methods of movement. If you do make any modifications to your body parts, with your GM you will need to adjust your trait based on the parts you install.

- You cannot swap your head for another: that's where your personality lives and where your processing hardware is contained.
- Your S.P.E.C.I.A.L. attributes and skill ranks are not affected by any installations of torso or arm parts, and remain the same.
- Your carry weight is adjusted based on your torso.
- You retain your trait, but modify it in the following ways:
 - You always have the effects of the Robot special ability.
 - If you install a Mister Handy Thruster, you gain the effect of its Jet Propulsion special ability; if your Mister Handy Thruster is removed you lose its effect.
 - If your legs are removed, you are immobile as per the Immobile special ability.
 - If you install 3 Mister Handy Eye Stalks you gain the effect of the 360° Vision special ability; if you remove any eye stalks you lose the effect.
 - If you install a weapon that cannot be integrated into a claw or hand, you cannot manipulate your environment with that arm.

All other modifications that are not covered by the robot mods or this chapter must have the agreement of your GM.

Self-Destruction?

Some robots were built with the facility for self-destruction, particularly Protectrons, Assaulttrons, and sentry bots. At the GMs discretion these torsos could include the ability to self-destruct, for allied NPCs, but the issue becomes more complicated with player character robots.

Player characters with one of these torsos, if they so choose, could initiate a self-destruct sequence, but these rules do not assume that is the default case. Make sure everyone is on board, and depending on the mood of the group this could mean the robot player character “dies” outright or requires an incredibly difficult degree of repair (and a lot of components) to become operational again.

Self-destruction in order to save friends or compatriots could be a rewarding narrative moment of sacrifice, but it should never be an action imposed upon the player characters and their agency removed, because these actions could stray into difficult themes for some people.

SELF-DESTRUCT: Triggered by a pre-programmed condition or command, this robot will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is a **Body + Melee** attack centered upon itself and destroys the robot after it attempts this attack, inflicting 6  Physical damage with the Blast quality.

ROBOT ARMOR

Adding plating to your automatron is a must if you want it to survive. The basic construction of a robot does not include its plating, and so you must install any armor you wish to separately, using the **Repair** skill and the necessary materials.

Robot Armor statistics are included in the **Fallout: The Roleplaying Game Core Rulebook** (p.146), and crafting costs are covered on p.221.

COMPLETING YOUR ROBOT

Once you’ve assembled your robot with at minimum a head and torso, you and your GM need to define your new ally’s NPC statistics. This process is based on the process of making a normal creature in the making a normal creature in the **Fallout: The Roleplaying Game Core Rulebook** (p.336), as well as the parts you have constructed or assembled into your automatron.

- **Level and Type:** Your new companion’s type is Robot, and its level is calculated by adding its Mind + Body and subtracting 8, and doubling the remaining number, or $((\text{Mind} + \text{Body}) - 8) \times 2$.
- **Keywords:** Your automatron does not have any additional keywords.
- **Body:** Provided by their torso body part.
- **Mind:** Provided by their head part.
- **Skills:** Your automatron has three skills: Melee, Guns, and Other. Melee and Guns (if present) are always regarded as tag skills.
 - **Melee:** Provided by their arm part. For different arms, record each skill rank and use the appropriate rank for the weapon it wields.
 - **Guns:** Provided by their arm part. For different arms, record each skill rank and use the appropriate rank for the weapon it wields.
 - **Other:** Provided by their head part.
- **Defense:** Your automatron’s base Defense derived statistic is 1.

- **Initiative:** Your automatron's Initiative score is equal to its Body plus its Mind.
- **Health Points:** A automatron's health points are equal to its Body plus its Level.
- **Damage Resistances:** Your automatron's damage resistances use the statistics of its armor plating fitted to each body part.
- **Attacks:** The automatron's attacks are based on the weapons it wields, either attached to hard points or carried and operated by its hands. You should calculate the target number, damage, damage type,

and any qualities to the weapons it uses—using its Melee skill for melee weapons and Gun skill for any ranged attacks. You do not need to track ammunition for your automatron's ranged attacks.

- **Special Abilities:** Note the robot's applicable special abilities, based on its body parts, found throughout this chapter.
- **Inventory:** If you give your robot any additional items, list them here.





★ *Chapter Four* ★
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Chapter Four

EQUIPMENT

MORE WEAPONS, MORE AMMO, AND MORE OPTIONS

It is dangerous to go out in the wasteland, so most people prepare by ensuring that they have their best clothes on underneath reinforced armor. Some even go so far as to jump into a full suit of power armor when heading out on a date with danger. Even with the best armor, collection of stimpaks, and a handful of RadAway it will not stop a giant deathclaw from attacking, mutilating, and maiming you. For that, it is time to find some new weapons, get some more ammo, and unleash a new kind of wasteland fury that only a barrel full of munitions can deliver.

NEW DAMAGE EFFECTS

Some of the weapons presented in this section operate in ways that aren't really covered by the rules in the core rulebook.

DAMAGE EFFECTS

Damage effects are traits which affect how a weapon inflicts damage. When you roll one or more Effects in a damage roll, all your weapon's damage effects are triggered. Some damage effects are based on the number of  symbols which appear in your result, as described in each entry.

Each weapon lists its damage effects immediately after its damage rating.

- **Arc:** Each Effect rolled automatically hits one additional target within Close range of the primary target. Each additional target suffers half the rolled damage. Unlike Burst, this does not cost additional ammunition.
- **Freeze:** Enemies hit by this attack will be Frozen if the number of Effects rolled are equal or more than half the target's END (or half the target's BODY for Creatures). A Frozen creature cannot take actions on its next turn.

QUALITIES

Qualities are rules which describe how a weapon operates, and how it differs from other weapons.

- **Slow Load:** The weapon loads especially slowly. After this weapon has been fired, you must spend a minor action to reload the weapon before it can be fired again.

AMMUNITION

The ammunition that is available is all well and dandy, with all those pistol rounds, rifle magazines, and fancy electromagnetic cartridges, but perhaps it is time to go a little medieval on your enemies. Even things from out of this world can carry that title, though some are a bit more volatile than originally anticipated.

AMMUNITION TYPE	QUANTITY FOUND	WEIGHT	COST	RARITY
40mm grenade round	2+1 	<1	2	4
Acid Concentrate	2+3 	<1	2	3
Alien Blaster Round	3+1 	<1	1	6
Cannonball	1+2 	4	8	5
Cryo Cell	4+3 	<1	10	5
Gas Grenade	2+1 	<1	2	4
Harpoon	2+1 	<1	3	4

ACID CONCENTRATE

Acid concentrate is a concentrated solution resulting in a highly corrosive chemical compound that must be contained in a glass container to prevent corrosion of the weapon.

ALIEN BLASTER ROUND

A container with an unknown compound that is identified as blue energy. Only alien weaponry is generally capable of harnessing and utilizing this energy similar to how fusion cells operate.

CANNONBALL

A large rounded sphere, made of dense materials, generally durable enough to withstand the force of being launched and impact after. Unlike most ammunition, cannonballs have a high chance of being recovered once launched.

CRYO CELL

These cells are used to contain and compress nitrogen gas. Dangerous in their own right, they come with an exchange system that allows for instant liquefaction of the gas to generate liquid nitrogen if necessary.

GAS GRENADE

These bomblets contain a poisonous gas under high pressure, which bursts into a gray cloud upon impact, and dissipates quickly.

HARPOON

A harpoon is more like a spear in design, maintaining the sharp and weighted tip but may not always have the stabilizers opposite of the sharpened front. Unlike most ammunition, harpoons have a chance of being recovered once launched.

SMALL GUNS

SMALL GUN	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES	WEIGHT	COST	RARITY
M79 Grenade Launcher	Small Guns	6 	—	Physical	0	L	Blast, Inaccurate, Slow Load Two-Handed	6	300	3
Smoke Claws	Small Guns	4 	Persistent	Poison	0	M	Blast, Inaccurate			

M79 GRENADE LAUNCHER

Ammunition: 40mm grenade round

A grenade launcher is designed to launch large-caliber projectiles, generally with an explosive ordinance, although not always destructive in nature. M79 is not designed to shoot the ordinance at a specific target but to launch it at a general location giving the users options to focus on the ground.

A grenade launcher can accept one each of the following mods, which are unique to grenade launcher and **installed with the Repair skill**:



Unique M79 Grenade Launcher Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
BARREL MODS					
Long Barrel	Long	Increase Range by 1 Step	+2	+40	Gun Nut 1
STOCK MODS					
Full Stock	—	Gain Two-Handed, Remove Inaccurate	+1	+10	—

SMOKE CLAW

Ammunition: Gas Grenade

A form of robot claw which can serve as both a hand-like manipulator and which can fire specially-designed gas grenades.

ENERGY WEAPONS

ENERGY GUN	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES	WEIGHT	COST	RARITY
Acid Soaker	Energy Weapon	3 	Breaking, Persistent	Poison	2	C	Debilitating, Inaccurate	3	125	3
Alien Blaster	Energy Weapon	5 	Vicious	Energy / Radiation	2	C	Close Quarters, Inaccurate	2	90	5
Assaulttron Head Laser	Energy Weapon	5 	Piercing 1	Energy	0	C	—	8	115	4
Cryojet	Energy Weapon	3 	Burst, Freeze	Energy	3	C	Inaccurate	8	261	4
Mesmetron	Energy Weapon	3 	Stun	Energy	1	M	—	2	120	4
Tesla Rifle	Energy Weapon	4 	Arc	Energy	2	M	Two-Handed	8	180	4

ACID SOAKER

Ammunition: Acid Concentrate

The acid soaker is a small gun, similar to the 10mm pistol, that has been modified to receive the corrosive compound of an acid concentrate instead of the traditional ballistic chamber. The modifications match the design components of a common squirt gun designed to shoot jets of water.

An acid soaker can accept one each of the following mods, which are unique to acid soaker and **installed with the Science skill**:

Unique Acid Soaker Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
CONCENTRATE MODS					
Caustic	Caustic	+1 	+2	+30	—
CONTAINER MODS					
Large Ampoule	High Capacity	+1 Fire Rate	+2	+22	—
Large Vial	Maximum Capacity	+3 Fire Rate	+4	+40	—



ALIEN BLASTER

Ammunition: Alien Blaster Round



The alien blaster is sometimes referred to as an alien blaster pistol based on its physical appearance mimicking the small firearms designed on Earth. Meant to be held in one hand where the index or middle finger could fit around the trigger, this weapon is capable of using the unique alien energy like a laser gun uses fusion cells.

Special: Alien blasters inflict both Energy and Radiation damage. Roll damage as normal, and then

Unique Alien Blaster Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
MAGAZINE MODS					
Fusion Mag	Converted	Change damage to 3  , - 1 Fire Rate, Ammo changes to Fusion Cell	—	+21	Science! 1

ASSAULTRON HEAD

Ammunition: Fusion Cell

The head of an Assaultron contains a high-yield laser emitter, shielded behind sturdy armor plating. Assaultrons use this laser to blast the enemy as they close into melee. The laser itself uses a capacitor that can build up an extremely powerful charge, but which requires considerable energy for each fully charged blast. Due to the solid design, destroyed Assaultrons sometimes have an intact head that can be used as an impromptu hand-held laser.

Special: Firing an Assaultron Head consumes two shots of ammunition each time it fires. Each capacitor mod for the Assaultron head increases both damage

reduce the total by which ever of the target's damage resistances is lower out of Energy or Radiation. A creature that is killed by an alien blaster is instead vaporized and reduced to ash.

The default profile is for an alien pistol. An alien blaster can accept one each of the following mods. Any Stock mods change the weapon to an Alien Rifle.

An alien blaster can accept one each of the following mods (*Fallout: The Roleplaying Game Core Rulebook*, p.104):

- **Barrel:** Bracketed Short Barrel, Long Barrel, Automatic Barrel, Bracketed Long Barrel, Improved Barrel, Sniper
- **Grip:** Sharpshooter's Grip
- **Stock:** Standard Stock, Marksman's Stock
- **Sights:** Reflex Sight, Short Scope

An alien blaster can accept one each of the following mods, which are unique to alien blaster and **installed with the Science skill**:

and number of shots consumed. You may reduce the number of shots consumed, reducing the damage by -1  for each shot consumed fewer than normal (for a minimum of 4 damage and 1 shot consumed).

The Capacitor mods for the Assaultron head are unique to Assaultron heads and installed with the Science skill. They are presented below, rather than later in this chapter.



CAPACITOR MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Capacitor Mk III	Mk III	+1  , consumes 3 shots per attack	–	+4	Robotics Expert
Capacitor Mk IV	Mk IV	+2  , consumes 4 shots per attack	+1	+8	Robotics Expert Science! 1
Capacitor Mk V	Mk V	+3  , consumes 5 shots per attack	+1	+12	Robotics Expert Science! 2
Capacitor Mk VI	Mk VI	+4  , consumes 6 shots per attack	+2	+16	Robotics Expert Science! 3

CRYOJET

Ammunition: Cryo cell

This firefighting tool installed on firefighter Protectrons fires cryogenic spray that rapidly cools any fires the Protectron is trying to put out, or in another emergency be used as a self-defense mechanism. Prolonged exposure to its jets can result in freezing of organic materials—even living creatures!



Special: Cryojets are integrated into the arms of robots and therefore can't be used as a handheld weapon.

MESMETRON

Ammunition: Gamma Rounds

A weapon similar to the gamma gun with the ability to create blasts of high intense energy. This approach creates variable waves that, when received by the brain of a sentient creature, overwhelms the senses and distorts perception making individuals confused and more susceptible.

A mesmetron can accept one each of the following mods (*Fallout: The Roleplaying Game Core Rulebook*, p.104)

- **Capacitor:** Beta Wave Tuner
- **Grips:** Sharpshooter's Grip
- **Sights:** Reflex Sight



TESLA RIFLE

Ammunition: Fusion Cell

The Tesla gun is a firearm that takes the energy from a fusion cell and launches the energy out as a coil of electrical energy. The energy generally seeks out a way to dissipate allowing for it to arc out to multiple targets in a single shot.

A Tesla rifle can accept one each of the following mods (*Fallout: The Roleplaying Game Core Rulebook*, p.104)

- **Barrel:** Automatic Barrel, Splitter Barrel, Improved Barrel
- **Sights:** Reflex Sight

BIG GUNS

BIG GUN	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES	WEIGHT	COST	RARITY
Broadsider	Big Guns	10 	Breaking	Physical	0	M	Blast, Two-Handed	16	140	5
Cryolator	Big Guns	4 	Burst, Freeze, Spread	Energy	4	C	Inaccurate, Two-Handed	14	300	4
Harpoon Gun	Big Guns	12 	Piercing 1	Physical	0	M	Debilitating, Inaccurate, Two-Handed	16	120	5

BROADSIDER

Ammunition: Cannonball

The broadsider is a naval cannon that has been modified with a chassis that allows for it to be a portable weapon. In addition to having a portable frame, the firing mechanism has been altered to include electronic triggers to avoid the traditional fuse. The cannon requires traditional loading however, with cannonballs being loaded directly into the muzzle.



A broadsider can accept one each of the following mods, which are unique to broadsider and **installed with the Repair skill**:

Unique Broadsider Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
BARREL MODS					
Long Barrel	Long	Increase Range by 1 Step	+2	+40	Gun Nut 1
Light Barrel	Fluted	+2  , Remove Blast	+3	+30	Gun Nut 2
CANNISTER MODS					
Multi Shot Canister	Repeating	+1 Fire Rate, Gain Inaccurate	+1	+45	Gun Nut 3
M79 Launcher	Converted	Increase Range by 1 Step Changes ammo to 40mm Grenades	—	+3	Science 1

CRYOLATOR

Ammunition: Cryo Cell

The cryolator, a machine designed with the ability to perform cryogenic freezing while maintaining mobility. Operating on a similar principle to a flamer, the cryolator takes pressurized nitrogen gas from a cryo cell and liquefies it, spraying the concentrated chemical element over a desired area in range.

A cryolator can accept one each of the following mods, which are unique to cryolator and **installed with the Science skill**:



Unique Cryolator Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
BARREL MODS					
Crystallizing Barrel	Crystallized	+2  , Increase Range by 1 step, -1 Fire Rate, Remove Stun, Remove Unreliable	+5	+40	Science! 2
MAGAZINE MODS					
Fusion Mag	Converted	Change damage to 2  , - 1 Fire Rate, Ammo changes to Fusion Cell	—	+21	Science! 1
STOCK MODS					
Recoil Compensating Stock	Recoil Compensating	+1 Fire Rate	+2	+45	—
SIGHT MODS					
Reflex	Tactical	May re-roll hit location die	—	+17	—

HARPOON GUN

Ammunition: Harpoon

The harpoon gun is a handheld version of the harpoon cannon, sacrificing power for mobility. A special designed chassis allows for the weapon to be portable and is adapted with a firing mechanism for convenient firing.



A harpoon gun can accept one each of the following mods, which are unique to harpoon gun and **installed with the Repair skill**:

Unique Harpoon Gun Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
MAGAZINE MODS					
Barbed Harpoon	Barbed	Gain Vicious, Gain Persistent	—	+21	—
Flechette Darts	Tiny	Gain Spread, Reduce Range by 1 Step	—	+15	Gun Nut 2
STOCK MODS					
Recoil Compensating Stock	Recoil Compensating	+1 Fire Rate	+15	+45	—
Sight Mods					
Gunner Sight	Tactical	May re-roll hit location die	—	+17	—
Short Scope	Scoped	Gain Accurate	+1	+28	Gun Nut 1

AUTOMATRON MELEE WEAPONS

MELEE WEAPON	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	QUALITIES	WEIGHT	COST	RARITY
Buzz Saw	Melee	3 	Piercing	Physical	—	3	25	2
Claw	Unarmed	3 	—	Physical	—	2	25	1
Construction Claw	Unarmed	4 	Breaking	Physical	—	3	25	0
Drill	Unarmed	5 	Vicious	Physical	Debilitating	20	50	1
Vice Grip	Unarmed	4 	Breaking	Physical	—	15	30	2

BUZZ SAW

Built to cover a multitude of domestic duties, the later-model Mister Handy was designed and manufactured with a titanium circular saw to help mom in the kitchen or dad out in the yard chopping wood or making home improvements. In the wasteland, it becomes a deadly weapon, helping the robot defend itself from the array of mutated creatures it could stumble upon.



CLAW

By default many robots, from the rare robobrain to the Protectron, are equipped with claws to facilitate their work and help interact with their environment. Rather a design principal than a PR or marketing consideration, claws were time and again decided to be more useful and efficient than attempting to model the human hand, and so robotic hands often feature 2 to 3 individual claws rather than 5 'fingers'.

A claw can accept the following mods, which are installed using the Repair skill:

Unique Claw Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Shock Mod	Shock	+2  , change damage type to Energy	–	+15	Blacksmith 2, Robotics Expert 1
Stun Mod	Stun	+3  , gain Stun, change damage type to Energy	–	+30	Blacksmith 2, Robotics Expert 1



CONSTRUCTION CLAW

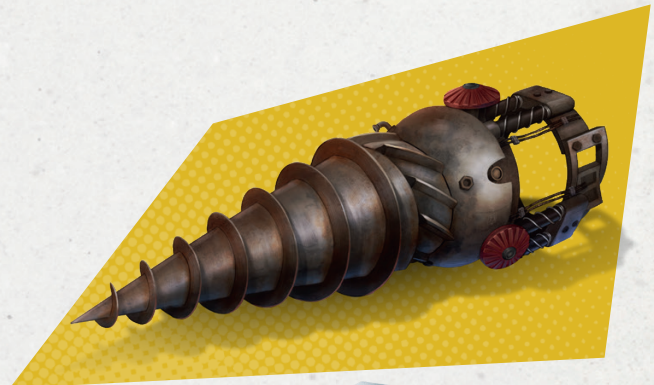
A construction claw, in contrast to a robotic claw, is not opposable, and is instead designed to grip materials like poles in a pincer grasp. Their grip is stronger than the opposable claws of most robots, even enough to break reinforced materials.

DRILL

Retrofitting industrial drills to automatrions can be a nasty business, and as a melee weapon, drills can cause devastating wounds to animals and mutants alike. While difficult to fight and parry with, if a bot can land a thrusting blow to their target, they can expect to at least incapacitate their foe.

VICE GRIP

Standard fitting for a construction-model Protectron, these vice grips can apply a huge degree of pressure to a grappled enemy. Originally designed to provide a stable locking mechanism to keep two construction materials in place, that design has been reapplied to the wasteland in order to squeeze and break armor and even the limbs underneath.







★ Chapter Five ★

GAMEMASTERING

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Chapter Five

GAMEMASTERING

FACTION REPUTATIONS

The various factions in the wasteland each have a collective ideology of likes and dislikes as far as increasing or decreasing faction reputation ranks. You can use the following specific likes and dislikes for the listed factions as positive and negative influences when making a **reputation test**. (*Fallout: The Roleplaying Game Gamemaster Toolkit*, p.7-8)

You can also use the reputation rules for any group that has a meaningful involvement in your quests, including smaller groups of survivors, nearby settlements, caravan companies, local militias, or any other group bound by a common interest. Using the basic questions from the reputation rules, or by using the influences below, the player characters can gain local alliances or make enemies along their borders. While settlements the player characters operate have Happiness govern how they might see their local leaders (see *Settlement Needs and Actions*, p.100), other settlements they interact with or merchants that trade with them may build a relationship with them using the rules below.

BROTHERHOOD OF STEEL

The Brotherhood of Steel is dedicated to rebuilding civilization through a blend of military tactics and technocracy. Everyone has a rank—the Chain That Binds—changing the way they exist within the Brotherhood and interact with the outside world, and you should take this into account during interactions. Initiates are newer recruits while scribes research and repair pre-War technology; knights manufacture weapons and paladins are responsible for operations in the wastelands. They have a strong dislike of mutants and synths due to their views on human purism, so

extreme they won't let any sentient non-humans join their ranks. This isn't to say that all individual faction members share the same fundamentalist views as the organization, but they will view an outsider as an inferior—someone to serve exploited to attain their goals, unless they prove themselves in line with the Brotherhood's ideology.

POSITIVE INFLUENCES

The following actions are positive influences on a character's reputation with the Brotherhood of Steel:

- Completing a quest for the Brotherhood of Steel
- Obeying commands by your direct superior within the Brotherhood
- Respecting the Chain That Binds command structure
- Preserving pre-War technology
- Turning pre-War technology over to the Brotherhood
- Recover and hand over scientific knowledge to the Brotherhood
- Killing mutated creatures
- Killing synths

NEGATIVE INFLUENCES

The following actions are negative influences on a character's reputation with the Brotherhood of Steel:

- Failing to achieve a goal given by the Brotherhood
- Disobeying or disrespecting authority figures in the Brotherhood
- Destroying pre-War technology
- Sharing technology or scientific knowledge with those that could abuse it
- Sparing the lives of mutants and synths

Faction Reputation Tests

To make a **reputation test**, count the positive and negative influences relating to the faction in question at the end of a quest they are involved in, or at a meaningful milestone in your ongoing quests. Resolve this with a skill test in the following way:

- **Determine Target Number:** Your target number for this roll is your CHA + your current reputation rank.
- **Set Difficulty:** The difficulty of this roll is equal to the number of negative influences you have.
- **Assemble Dice Pool:** Roll a number of d20s equal to the number of positive influences you have.
- **Check for Successes:** Each d20 that rolls equal or less than your target number generates one success. Any d20 that rolls equal or less than your reputation rating will generate two successes. Any d20 that rolls a 20 generates a complication and could mean your reputation decreases.
- **Compare to Difficulty:** If the number of successes rolled equals or beats the difficulty of the reputation test, then you have passed, and increase your reputation with the faction by one rank. If the number of successes scored is less than the difficulty, you have failed and do not increase your reputation with the faction.



Brotherhood of Steel Reputation

REPUTATION RANK	INFLUENCE
0 (Hostile)	The Brotherhood of Steel is one of the most hostile factions if you are their enemy. They will attack on-sight if they recognize you, and their offensive capabilities will be fully deployed. They will take technology you have by force instead of negotiating. A hostile reputation with the Brotherhood of Steel increases the difficulty of Speech tests by 3.
1 (Cautious)	With a cautious reputation, the Brotherhood of Steel may reject your extension of negotiation or assistance. They don't trust you or see you as someone to treat fairly. They will view your possession of technology skeptically, assuming you will abuse it. Depending on the insular nature of the particular Brotherhood chapter you meet, your default reputation may be cautious to begin with.
2 (Neutral)	A neutral reputation represents the Brotherhood being indifferent to you but still less likely to be friendly than most of the other factions. You're not worth their time and energy yet, as you have yet to prove yourself in any meaningful way.
3 (Friendly)	With a friendly reputation, the Brotherhood or its representatives will listen to what you have to say, but you may not be regarded as a friend. They may negotiate with you for their own gain, or go so far as to offer information and assistance if it aligns with their tenets.
4 (Trusting)	If the Brotherhood trust you, they may be willing to provide supplies, armor, or weapons for a reasonable exchange. They may also offer you membership based on your previous actions, if you've proved yourself and evidently lived by their morals.
5 (Allied)	As an ally of the Brotherhood, you've proven yourself worthy of their admiration. You may have been, or will be, promoted within the chain of command, and will have more ready access to their weapons and technology than before, earning the respect of the scribes who covet and maintain such things. Continue to live by their values, and pursue their goals, and your siblings will be willing to die for you.



Caesar's Legion

Caesar's Legion is not a faction the player characters can ally with. The only recruitment method Caesar and his fascist cohort employ is slavery, and the player characters would not be viewed as equals. The only loyalty Caesar's Legion employs is through indoctrination and abuse.

CHILDREN OF ATOM

The Church of the Children of Atom is a religious organization worshipping a deity they call 'Atom'. They revere radiation as a blessing from Atom, referring to it as "His Glow." They may see beings that are irradiated as blessed through their distorted beliefs. They emphasize the abolition of the self and the achievement of Division—the slow breakdown of their own atoms through radiation exposure. Their congregation is very diverse and small disparate churches may interact uniquely with the player characters.

POSITIVE INFLUENCES

The following actions are positive influences on a character's reputation with the Children of Atom:

- Completing a quest for the church
- Pursuing Division by radioactive means
- Receiving a Revelation by way of vision or message
- Defending the church from its enemies
- Providing charity to the church through your actions or donations

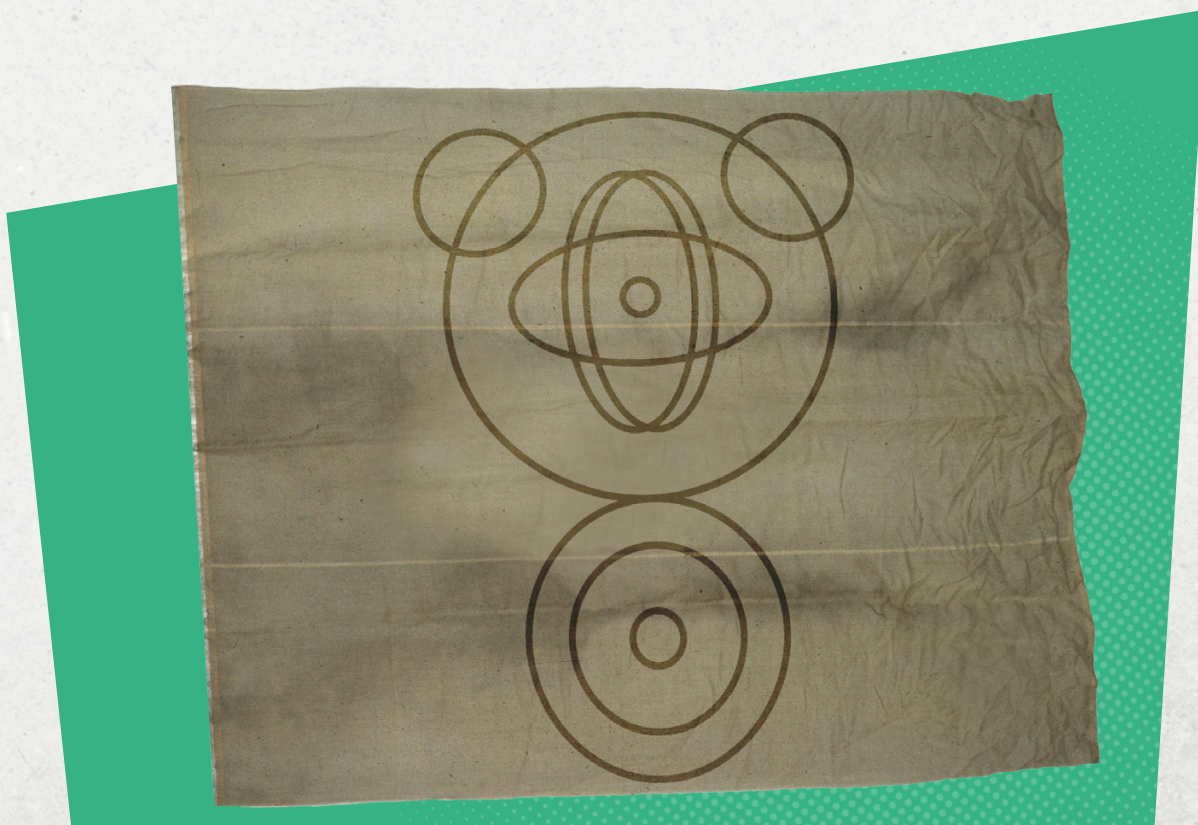
NEGATIVE INFLUENCES

The following actions are negative influences on a character's reputation with the Children of Atom:

- The purging of radiation or the disposal of radioactive devices
- Healing radiation poisoning from others
- Exhibiting materialistic or greedy behavior
- Refusing to follow commandments from a confessor or mother of the church

"Come forth and drink the waters of the Glow, for this ancient weapon of war is our salvation, it is the very symbol of Atom's glory! Let it serve as a reminder of the Division that has occurred in the past and the resplendence of the promise of our Division in the times to come! Give your bodies to Atom, my friends. Release yourself to his power, feel his Glow, and be Divided."

—Confessor Cromwell



Children of Atom Reputation

REPUTATION RANK	INFLUENCE
0 (Hostile)	The Children of Atom can be particularly terrifying if hostile—you best keep away from their gatherings or faction members at the threat of a horribly-irradiated death. With a religious fervor like no other in the wasteland, they will try to forcibly Divide you with their gamma guns and irradiated rifles. You are a threat to their organization and all it stands for.
1 (Cautious)	The church will question the intentions of your presence with a cautious reputation. If you are not turned away, they may only accept your continued interest in them if you converted. This could come in the form of forced irradiation or a rite of passage. If this isn't an option, you'll be asked to move along or stay away from them—by force if necessary.
2 (Neutral)	The Church of Atom is on the kinder side of most factions with a neutral reputation, as their goal is to recruit and expand their congregation. They will be warm and welcoming, possibly pushy in their attempts to warm you up to their cause and their tenets.
3 (Friendly)	With a friendly reputation, the church recognizes you and calls you by name. They may offer you special treatment and see you as a new member of the congregation, even if you don't see it that way yet. You may actively receive assistance and special treatment from more charitable members. Depending on the church you come across, your only way of gaining a friendly reputation would be to actively convert or go through an irradiating rite of passage.
4 (Trusting)	The Children of Atom may allocate resources to you in times of need, or you might be revered by lower members of the congregation and they would be happy to assist you if you asked, but may be hesitant to go as far as putting their own lives in danger for your own personal goals.
5 (Allied)	As an ally, you have seriously impressed the church and have demonstrated your belief in Atom, Division, and may have even had a revelation from Atom himself. Not only might they assist you in your shared goals, but they would also be willing to risk their lives to do so. You are one of Atom's chosen, sent by him to be a glowing light in their congregation.

The Enclave

The Enclave is a dangerous faction that doesn't view the wider wasteland population as peers, but as inferior mutants, and do not maintain relations with other groups that survived the Great War or were formed in its shadow. Whenever they've been seen to help others, there has always been an ulterior motive and so any mechanical reputation the player characters might gain would be undermined by the Enclave's totalitarian goals. As a GM, you might want to emulate the reputation rules for the Enclave, only to betray the player characters later, but only if everyone in the group is on board with that possibility and is still having fun while working for such a clandestine organization.

THE INSTITUTE

Isolationist, technologically advanced, and with little care for what effects their actions have on the surface, the Institute may be a difficult organization to gain a positive reputation with. Their synths do their work and enact their wishes, teleporting to and from the surface as needed, and so meeting a true agent of the Institute—particularly an influential member of its board of directors—could be incredibly difficult. With little care of the Commonwealth's above-ground population, they may use the player characters for their own means one day and discard them the next, but truly gaining their trust may get you access to a much safer, quieter, and cleaner, life below ground.

POSITIVE INFLUENCES

The following actions are positive influences on a character's reputation with the Institute:

- Completing a quest for the Institute
- Retrieve a runaway third-generation synth
- Enable the completion of the project for the Institute
- Retrieve valuable technology from the surface for the Institute
- Enact a meaningful defeat to the Brotherhood of Steel
- Enact a meaningful defeat to the Railroad

NEGATIVE INFLUENCES

The following actions are negative influences on a character's reputation with the Institute:

- Assist the Railroad in the escape of a third-generation synth
- Grant the Brotherhood of Steel technology the Institute coveted
- Sabotaging an Institute operation
- Revealing the Institute's secrets to the wider world

The Bogeyman

The Institute has a reputation as an unknowable bogeyman amongst the settlers and survivors of the Commonwealth. When anyone you meet could be a possible synth, who knows what their plans truly are for the surface. With that in mind, you can represent these unknown motives by increasing the complication range of reputation tests for the Institute.

Increase the complication range of reputation tests with the Institute to an 18-20 on a d20. If players roll a complication, it represents a decrease in reputation regardless of the positive influences outweighing the negative influences.



The Institute Reputation

REPUTATION RANK	INFLUENCE
0 (Hostile)	Seemingly the most fickle faction in the Commonwealth, because their motives are so difficult to read, it can be easy to fall foul of their favor. Due to their network of informants, and seemingly endless supply of older synths, the risk of attack from the Institute can be great—either defending against a wave of Gen 1 synths or even facing down a deadly and efficient courser. All are possible while you have a hostile reputation.
1 (Cautious)	The Institute may be cautious of you if you've worked against them on the surface but haven't faced them head on. Their informants could have provided intelligence about you that make the Institute wary of any intentions you have that work contrary to their plans. They may watch you, but not engage with you, or if you used to have a more positive relationship with them, they may cut ties and access to any of their assets you had.
2 (Neutral)	While most of the Commonwealth eyes the Institute cautiously at best, the Institute in turn looks down on those dwelling on the surface, and so a neutral reputation is more an expression of their arrogance than their regard for you. The Institute will stay in the shadows, perhaps keeping an eye on you somehow if you've made enough of a name for yourself on the surface.
3 (Friendly)	Friendly relations with the Institute may be difficult to come by, but some agents on the surface have come to work for the Institute for the rewards of supplies, technology, or even cybernetic enhancement. Being friendly with the Institute represents a short-term affiliation for the sole benefit of the Institute, or the opening up to a possible longer-term contract—however, the Institute will still remain very guarded against surface dwellers.
4 (Trusting)	It takes a lot for the Institute to trust someone, but if you gain their trust a world of reward can be yours. Without necessarily being invited into the facility below C.I.T. itself, you are afforded equipment and back up, but only for completing missions on behalf of the Institute. You may even receive the backing of some of their more-powerful Gen 3 synths while on missions, or outfitted temporarily with experimental equipment (whether you're the experiment or not is up for debate...)
5 (Allied)	To be a true ally of the Institute is to be inducted into its ranks as an operative or scientist. The Institute only occasionally recruits from the surface, but its small community of elite scientific minds can't sustain itself indefinitely. You may be given accommodation within the Institute itself, or you may be well looked after on the surface. You may also be given the full backing of the Institute with its contingent of advanced combat androids at your possible disposal should your quests for the Institute need it.

MINUTEMEN

The Minutemen are a faction without a base, refugees of a conflict at Quincy that almost wiped them out. Before that, their militia was made up of farmers and traders devoted entirely to protecting the safety and liberty of others, “to the protect the people at a minute’s notice,” across the Commonwealth wasteland.

POSITIVE INFLUENCES

The following actions are positive influences on a character’s reputation with Commonwealth Minutemen:

- Completing a quest for the Minutemen
- Rescuing Minutemen or those they are sworn to protect
- Offer charity to those that cannot help themselves
- Deal a significant defeat to the Gunners

- Refuse payment from the Minutemen for completing a quest
- Donating or repairing Minutemen weapons and armor

NEGATIVE INFLUENCES

The following actions are negative influences on a character’s reputation with Commonwealth Minutemen:

- Stealing from settlements, caravans, or survivors’ camps
- Harming settlers and traders
- Allying with the likes of raiders, super mutants, Gunners, or other nefarious factions
- Not protecting those that cannot protect themselves



Commonwealth Minutemen Reputation

REPUTATION RANK	INFLUENCE
0 (Hostile)	Minutemen are rather understanding of wastelander individuals and their differences. A low ranking with them might not necessarily make them attack you on sight, but they would prefer you leave them alone and possibly leave the settlement they are protecting.
1 (Cautious)	A cautious reputation with the Minutemen means you will be met with more disdain than hostility. Rather than general helpfulness that most everyone would receive, you might be met with an air of, "What do you want?" It's best to stay out of their way unless you're willing to assist their mission.
2 (Neutral)	Minutemen are generally welcoming to everyone, even strangers. They generally hope people are good and trustworthy unless they've proven otherwise. The Minutemen will be friendly and helpful to you, as is their duty. They may defend you if needed, for no cost. They won't go out of their way to put themselves in direct harm and they won't fight an offensive battle for you, but they're happy to defend you should you need it.
3 (Friendly)	Gaining a friendship with the Minutemen may grant special treatment and ease of information, including supplies as well as assistance in a fight. They will go above and beyond to defend an honorable wastelander such as yourself. They may even recruit you at this reputation level, asking you to fight for their cause.
4 (Trusting)	Not only would the Minutemen fight alongside you, they may commit serious resources if your efforts were for the greater good and would follow you to the end of that quest—this is how much they may trust you.
5 (Allied)	You've made such an impression on this faction that they may be willing to uproot their stations to defend a settlement of your choice, and some may be willing to sacrifice themselves for the cause you believe is important enough to fight for.

NEW CALIFORNIA REPUBLIC

The New California Republic is a sprawling state of many settlements, many groups, and many different political interests. As the largest and most influential faction on the West Coast, it has a reputation all of its own, and many people both within and outside the nation-state may have their own preconceptions about the people that call themselves allies of the NCR. When making reputation tests with NCR citizens, it might be more pertinent to think of the player's reputation with their more immediate group, like a merchant caravan company or the NCR military. The following reputation influences relate to the upper political circles of the republic, those in power who may notice the players' actions and want to reward them directly—the president, their cabinet, representatives of the NCR's congress, and of course the Brahmin Barons that quietly pull the strings of power.



POSITIVE INFLUENCES

The following actions are positive influences on a character's reputation with the NCR:

- Completing a quest for the NCR
- Promoting the values of democracy and liberty
- Enacting a significant defeat on an enemy of the NCR
- Refusing payment for a job the NCR hired you for
- Protecting its trade caravans or settlements from attack
- Negotiating the annexation of a settlement by the NCR

NEGATIVE INFLUENCES

The following actions are negative influences on a character's reputation with the NCR:

- Failing to complete a quest for the NCR
- Harming the republic through direct action or working with one of its enemies
- Enslaving others
- Gambling
- Prostitution
- Openly carrying weapons
- Disorderly intoxication in public, by alcohol or chem use

New California Republic Reputation

REPUTATION RANK	INFLUENCE
0 (Hostile)	If the entire NCR is hostile to you, you may be a wanted criminal with a bounty on your head, or there may be some unofficial order on your life. If they recognize you, NCR military personnel may try to capture you, while those enforcing the republic's laws may try to apprehend you. Even though the NCR recognizes the rights of prisoners and their freedom from abuse, you aren't guaranteed fair treatment if your reputation is bad enough.
1 (Cautious)	If you have a cautious nature with the NCR, it may be your actions are well known enough to warrant their unease—having acted against the pillars of their society in some way but without direct action against them. Alternatively, you could have a poor enough reputation with enough smaller groups within its territory that your poor renown extends throughout the republic.
2 (Neutral)	The NCR aren't xenophobic or unwelcoming of outsiders, and many who trade in caravans with settlements outside consider themselves worldly enough to be accepting of all kinds of people—humans and mutants alike. Providing newcomers keep the peace and go about legitimate business, everyone can enjoy the freedom and liberty of New California equally.
3 (Friendly)	If you've made an impression amongst the political powers of the NCR, you've either been recognised as someone who's continued to promote their values or as having done something significant to the benefit of the republic. Councilors, representatives, and local leaders may offer you simple favors, or seek you out to help with their own goals.
4 (Trusting)	By making inroads with the leaders of the republic, you can enjoy their trust and use that for your own gain, provided it doesn't work against the NCR in some way. You may even have the ear of a settlement's leader or senate representative, enabling you to influence the local political landscape. You might even benefit from the protection of the NCR Army from time to time.
5 (Allied)	As a true ally of the republic, you have become an influential part of its life. Whether you are a citizen or not, its leadership has high regard for you, and their doors are open to you. Local leaders may follow your instructions, come to your aid, or provide you with equipment and provisions without asking questions. Its military units won't hesitate to fight alongside you against a common enemy. But more importantly, the republic may come asking for your assistance too, as allies are want to support each other as much as war never changes...

THE RAILROAD

The synths' only friends, the Railroad provides a means of escaping the control of the Institute, all while their scientists deny their sentience. They are a helping hand where the majority of the Commonwealth's other inhabitants don't trust them or simply want to exterminate them. The Railroad is built upon the tenets of freedom and emancipation. Through decades of adversity and rebuilding, the organization is incredibly secretive about where, who, and what it is, and the access and benefits of allying with this faction may not be the same as others.

POSITIVE INFLUENCES

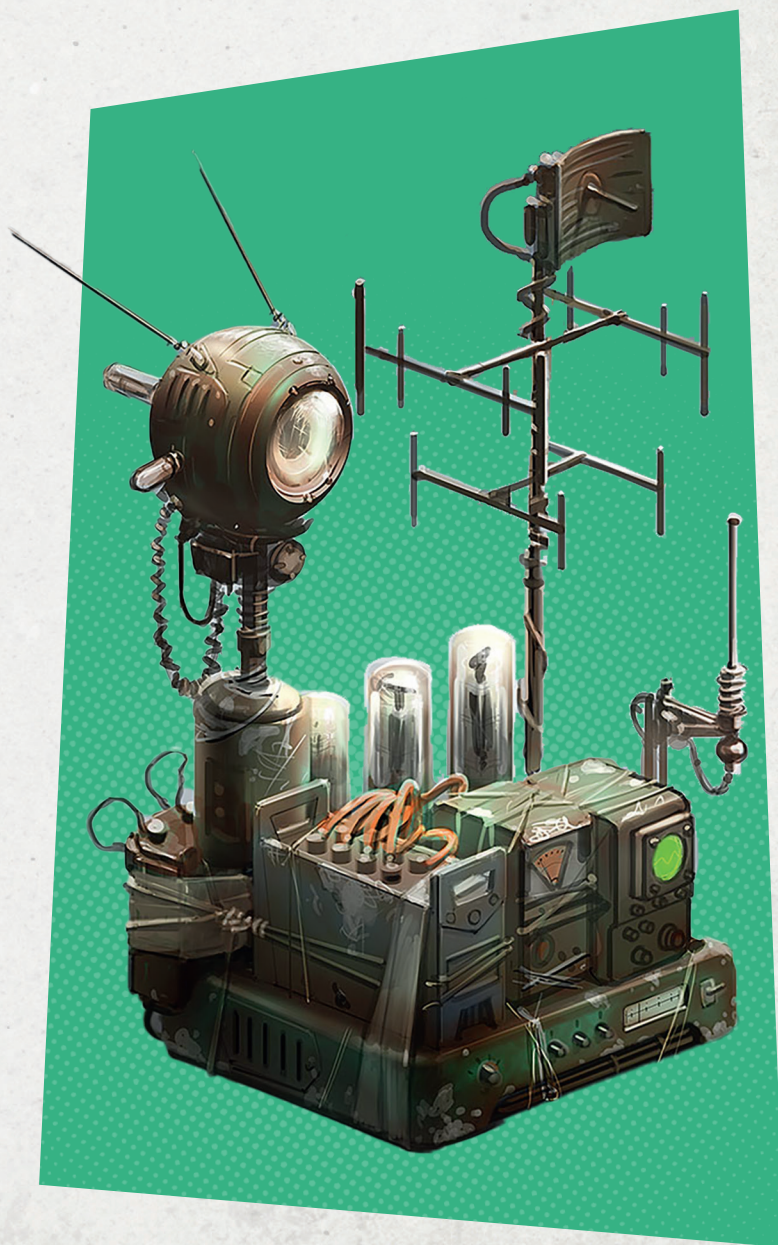
The following actions are positive influences on a character's reputation with the Railroad:

- Completing a quest for the Railroad
- Helping a third-generation synth escape the Institute
- Living by the values that self-aware androids should enjoy the same freedoms as humans
- Harboring or helping the Railroad's agents
- Dealing a meaningful defeat to the Institute
- Donating weapons, armor, and ammunition to the Railroad

NEGATIVE INFLUENCES

The following actions are negative influences on a character's reputation with the Railroad:

- Recalling a synth for the Institute
- Enslaving others
- Demonstrating bigoted views about synths
- Dealing a meaningful defeat to the Railroad
- Outing one its agents, or getting one of its agents killed



The Railroad Reputation

REPUTATION RANK	INFLUENCE
0 (Hostile)	Work for the Institute, or proactively against the Railroad, and they may see you as a threat that needs to be acted on. While hostile with the Railroad, you need to watch your back, as their agents will try to assassinate you quickly and quietly, preferably with the least amount of threat to themselves.
1 (Cautious)	If the Railroad is cautious about you, you could have acted against their core practices, or be seen to hold derogatory views against synths. By their clandestine nature, direct action against you is unlikely, but they may keep tabs on you or go some way to sabotage your quests if they interfere with Railroad operations.
2 (Neutral)	For most of the Commonwealth, the word “Railroad” is barely spoken and the organization barely known about, and the Railroad don’t regard or interact with most people going about their daily lives. The Railroad like to keep it that way, so unless they have a very specific reason to seek you out you best follow the Freedom Trail.
3 (Friendly)	Those who earn themselves a little reputation with the Railroad are given the nickname “tourists” within the faction’s main cohort—civilians who assist the Railroad in their operations and provide intel to their agents. This stratum might also include runners that carry messages or people willing to provide a temporary safehouse to a runaway synth. If you do, you can’t expect much help from the Railroad—they’re relying on you, after all.
4 (Trusting)	Once you’ve gained the trust of the Railroad, they’ll let you into their inner echelons a little more, perhaps into their bases and even HQ, which is a closely guarded secret given the near extinction the group has faced before. Field agents are trusted operatives completing work for the Railroad and smuggling synths to safety. Assisting them are trusted safehouse owners, people who’ve proven their discretion. As a trusted person, you may be able to become an agent, and receive the support of runners, informants, and safehouse owners.
5 (Allied)	Among its most trusted allies, HQ members headed up by Desdemona plan and coordinate the activity of Railroad operatives. Prove yourself and they may give you access to all the support the Railroad can muster, including its heavies and top agents, to fulfill a quest that aligns with the Railroad’s goals—but they’re not as forthcoming as groups like the Minutemen.

INDIVIDUAL NPC REPUTATION

You can use the same reputation rules for companions or important recurring NPCs if you'd like to track individual reputations the player characters have. Not everyone may agree with everything their faction represents, or they may be an independent party but an important contact for the player characters.

Companions work much closer to player characters than other NPCs, and reputation can form the basis for their relationship. Positive and negative influences for individuals can vary more than they would for a faction or group, depending on their background, life experiences, and previous affiliations.

COMPANION REPUTATION

A player character begins with a reputation rank of 2 when they begin working with a companion.

When you attempt a task to convince, persuade, or otherwise interact with your companion, you may use your reputation rank instead of a skill rank to create your target number, rolling using your **ATTRIBUTE + Reputation** rank, as you allow your relationship to speak for you.

IMPROVING INDIVIDUAL REPUTATIONS

Relationships grow through continued companionship, support, and positive actions. People may grow closer socially, or they may form bonds through shared adversity or overcoming shared obstacles.

When a player character reaches a common milestone with a companion and has time to build that relationship with some downtime or reconciliation about what has happened, they can make a reputation test. Positive and Negative influences may be entirely personal but similar to those used for factions.

POSITIVE INFLUENCES

- Did you complete a quest on behalf of your companion?
- Did you act in line with your companion's personal values?
- Did you kill a companion's enemy?
- Did you give your companion gear or supplies that most suits their skills?

NEGATIVE INFLUENCES

- Was a quest on behalf of your companion a failure?
- Did you act against your companion's personal values?
- Did you side with your companion's enemies?
- Did you kill, or allow the killing of, someone your companion was close to?
- Did you steal from your companion?
- Did you ignore a promise you made to your companion?

Once the questions have been asked, and any positive and negative influences have been counted out, you make a reputation test as normal. Resolve the reputation test in line with the rules at the top of this chapter, or in the or in the **Fallout: The Roleplaying Game Gamemaster Toolkit**. However, due to player characters being closer to companions than factions, their actions carry more impact, so **for every negative influence increase the complication range by 1**. This will mean their relationship deteriorates quicker than it would for a faction, but it's hard to ignore someone ignoring your requests, assisting your enemies, or stealing from right under your nose when you're following them around the wasteland!

Companion Reputation Ranks

REPUTATION RANK	INFLUENCE
0 (Hostile)	The companion leaves and begins to actively work against you. They may just undermine your activities at first, or they may outright attack you and the rest of the player characters. Any CHA + Speech or Barter tests with this companion are increased by 2.
1 (Cautious)	Your companion has noticed your behavior doesn't align with their view of the world and is wary about your future actions. They'll follow you for now, but will question the actions you take if they have the opportunity. Any complications rolled on CHA + Speech tests with this companion can reflect them refusing to fulfill commands later, investigate a way out of the relationship, or forcing a reputation test as they confront you.
2 (Neutral)	Your companion may have just joined you, or you may have improved their poor disposition towards you through your actions, but they are still on the fence about trusting you. This is the default reputation rank when you gain a companion, and you have everything to prove.
3 (Friendly)	With a friendly relationship, things are going well with your companion. You've shown your goals align with theirs or have impressed them enough that they have some admiration for you. They might share supplies with you, or proactively help in your efforts to survive or work for others, in addition to following your orders normally.
4 (Trusting)	When your companion trusts you implicitly, there's no risk they might disobey your requests or act against you. Even if your actions seem contrary to their views, they can be talked around if in the long term your actions would align with their personal principles.
5 (Allied)	A true personal ally will travel to the ends of the wastes with you. You may even be able to influence their personal values and change one of their views on the world due to your companionship. CHA + Speech tests the companion assists you with decrease in difficulty by 1 to a minimum of 1 because of the power of their advocacy.



SYNTH PLAYER CHARACTERS

Synths are born from the greatest minds of the Institute, ranging from early, obviously artificial, skeletal models to the most recent generation of synths with indistinguishable human characteristics. Someone may never know they're interacting with a synth, so it could well be a synth is living among the player group while going unnoticed and undisclosed.

INCLUDING PLAYER CHARACTER SYNTHS

Third-generation synths were designed, in part, to perfectly integrate within societies above ground, their bodies lab-crafted from human flesh, bones, and organs with a cybernetic implant in their brain containing their programming. Their bio-engineered bodies prevent them from biochemical alterations like aging, poisoning, weight gain, and radiation and removes their need to eat, drink, and sleep—only engaging in these activities to imitate and fool any human companions.

Although all synths have their origins within the Institute, they may not be aware of it or that they are not actually human. Whether or not they have this self-awareness, the fear of the Institute and of their synths brings danger to any synth that lives amongst wastelanders—even more so if the truth is discovered.

These things are very important to consider before having a synth player character among the party, and it's important to determine how both the players and the characters feel about the Institute and synths before bringing one to the party, whether disclosed or not. Have a conversation with your group, and make sure you establish whether they would be happy to play out the themes that come with synths in *Fallout*: infiltration, betrayal, identity, bigotry, and fear, but also emancipation and direct action. Do they want to explore those themes? Would they be happy seeing those themes play out with NPCs? Would they be happy with a secret synth player character? Or would they want to know as players first, and let their characters learn the truth through roleplay?

"At that time, the year 2227, the Institute had made great strides in synth production. But it was never enough. Scientific curiosity, and the goal of perfection, drove them ever onward. What they wanted was... the perfect machine. So, they followed the best example thus far - the human being. Walking, talking, fully articulate... Capable of anything."

– Father

WHO AMONG US?

With synths in player character groups, it is important to establish why they are in the group and therefore what story beats that will lead to. A synth character on the run from the Institute may or may not know of their true origins. If they do, the player characters may be knowingly helping them while they're on the run, aiding a friend and ally escape recapture and reprogramming by the Synth Retention Bureau while their synth ally is protecting their sentience and sense of self. If the synth character doesn't know of their synth origin, then they have most likely had their memory erased and a personality installed by the Railroad to protect themselves and those around them. Players who commit to a synth character like that open themselves up to the possibility of being forcibly retrieved by a courser, rendered helpless by a recall code, and transported back to the Institute deep underground downtown Boston. You should prepare the players for that eventuality and agree with them how that could be a rewarding experience, even if the character isn't aware of their background—having a rule, as in the synth origin on page 16, that is essentially a kill switch for your character is not for everyone. You could agree a different ruling for the recall code, making them more vulnerable rather than instantly incapacitated or giving access to all of their memories again. Ultimately, a synth character being revealed or retrieved should be a fulfilling culmination of story hints and quests and never a punishment for the players.



There is a third way to revealing a synth player character, where even the player is unaware of their true origins. Placing seeds of doubt in small moments can lead to a major reveal, as a player full of memories they hold dear are crushed as they could be programmed to remember their actual experiences, like we see with Harkness in Rivet City. Player characters doubting their own existence may never truly know if they are a synth or not—the only distinguishing feature being a single synth component buried deep in the body, and the only way to retrieve it being fatal.

False Memories and Player Consent

It is important to establish the boundaries within a game for everyone's comfort and enjoyment. Discovering the life you lived was entirely made up and designed by someone else has a huge impact on both players and characters. With that in mind, it is critical to have buy in from the players at your table and a clear agreement on how things could pan out.

THE TRUTH SHALL SET YOU FREE

With a gen 3 synth, there is no clear way to determine who is a synth as they walk among the humans in the wasteland. Every community is subject to having a synth living next door, every adventuring group could have one among them, and even the leader of a human settlement could very well be one. When considering how to approach the reveal, consider some of the following options:

- **Don't You Remember Me?** Traveling the wasteland provides the opportunity to experience so many new things, but also there is a chance to uncover moments of the past. However, what happens when an individual of an unaware synth's past—or more specifically the past of the person the synth is imitating—comes to greet a familiar face and the synth doesn't remember them? This may be the first suspicious action that cascades into their banishment or worse.
- **Time to Come Home.** There is a special beauty in traveling the wasteland, with so many people to interact with and wondrous places to visit as remnants of the world before. The only problem is

the sudden resurgence of Institute members, which may include synths, all trying their best to take a member of the party. Some may consider it to be a kidnapping attempt, but a loose-lipped individual expresses that they are just trying to take them back home.

- **Log Date... Subject Testing.** The threats in the open wasteland are seemingly endless which settles an odd sense of comfort when the moments slow down long enough to investigate an old research facility for caps, materials, or a new shiny toy. There is something concerning about getting a holo tape that speaks on a test trying to integrate synths into a community and then hearing a familiar name, your own.
- **I Can Do This All Day.** It is a bad day when a raider gang is successful at capturing survivors, or anyone for that matter. Hours go by without providing food or water and not a single change occurs. Days appear to pass and though they scream for food, water, or a moment to rest they don't

seem phased. It starts to dawn on them that they may not be human after all.

- **No Waste in the Wasteland.** The greatest danger in the wasteland is surprisingly not the creatures nor the raiders, as much as it is the radiation lingering in pockets throughout the land. When forced to endure the forces of high radiation for extended periods of time and nothing happens, there is a concern about the eventual effects. However, their body appears unaffected, and it becomes harder to ignore.
- **No Time to Lose.** The hope within the wasteland is to live a full life to some degree, in whatever way that could be attained. Some believe that this is best done spending time with the ones that you love until you reach old age. It does become a bit concerning when several years pass and as everyone starts to change, feeling the pains of age and it showing in their bodies, that one of them doesn't change one bit.

BUILDING A SETTLEMENT IDENTITY

While some prefer the nomadic lifestyle, most wasteland residents seek to build a home—or inhabit one left over from the pre-War era. Creating interesting new settlements in your **Fallout 2d20** campaigns is a great way to allow your players to impact the wasteland, provide compelling quests for them to undertake, and new locations for them to explore.

When creating settlements for your players to interact with or manage, three key features can help establish its unique place in the wasteland: **location**, **defenses**, and **trade**. These aspects all feed into the themes and tone of a settlement from a narrative and storytelling standpoint, in addition to the flavor that the player characters, NPCs, quests, and factions bring.

The guidance in this section is designed to help you flesh out these three features to make a settlement with a memorable identity, akin to many of the *Fallout* settlements in the video games. You can combine this identity with the rules in *Chapter 2: Settlements*, selecting the individual elements in that section to match the settlement you have described, along with key NPCs (See *Chapter 6: Settlers of the Wasteland*), to build a fully realized home settlement that your players can

manage in detail. Also given here is some guidance on ways you might take into account elements of a settlement's description that are too unique to be accounted for specifically by the rules in *Chapter 3: Companions and Automotrons* but can be represented through bonuses and penalties to the settlement necessity scores presented in that chapter.

LOCATION

A settlement's location describes the physical geography of the place and any purpose the site has (or had pre-War) and gives context to the other features covered in this section. Good examples of how location informs the identity of a settlement can be seen with

the still-functional Saugus Ironworks building fueling the Forged raider gang inhabitant's obsession with fire and metal. Similarly, The Crater of Atom's highly radioactive bomb site makes for an eerie and dangerous environment with few resources but plenty of space, attracting a large number of radiation-worshipping Children of Atom settlers.

When describing your settlement's location, answer the following questions:

- **Infrastructure and Purpose.** What infrastructure exists, if any, and how useable is it? Is the infrastructure pre-War or more recently built? What purpose, if any, did the location have, and is it still functional?
- **Size.** How big is the settlement? How much of its available space does it use, and does it have room to expand?
- **Resources.** What resources does the location have? Are these resources finite or not?
- **Theme and Tone.** What unique feature of the location stands out and is adopted as part of the settlement's and residents' identities?

- **Proximity to other settlements or faction areas.** Is the settlement near any rivals, allies, or within a faction's area of influence? How does this affect the residents and their way of life?

SETTLEMENT NECESSITIES

You can use the description you build to inform your choices when building settlements using the rules in the rules in Chapter 3: Companions and Automatons.

Consider how you've described the location and how these affect the **Settlement Necessities** listed in that chapter and their related mechanics using the following ideas:

- **People:** A settlement in a location with good infrastructure (or the space to build it), natural resources, and that is easily accessible is likely to have a population number that is half or more of its maximum **People score**. Settlements without these positive qualities will likely have a population equal to half or less of its maximum **People score**.
- **Food and Water:** A location's proximity to a natural body of water or existing clean water supplies might provide a baseline or bonus to a settlement's



Water score. Likewise, the space to grow crops allows for **garden plots**. Rearing livestock for food may provide a baseline or bonus to the **Food score** or bonus 🏠 when **hunting**.

- **Power:** A location with pre-existing power sources will contribute to a settlement's **Power score** before any additional power sources are constructed.
- **Defense:** Consider granting bonuses to a settlement's **Defense score** for features about the location which reasonably contribute, such as pre-existing high walls, a naturally defensible landscape, or the protection offered by any pre-War buildings at the location, like military bunkers and bomb shelters. You may also add a bonus to the **Defense score** if the settlement is situated near other allied settlements that could come to its aid or a penalty if the surrounding area has persistent threats from rivals.
- **Beds:** If a location has adequate space and resources, it's likely to have enough **Beds** for its residents and maybe some to spare for future arrivals. The more infrastructure the location has, the more likely these are to be **sheltered**. Underdeveloped settlements or places in bad repair are likely to have more **unsheltered** beds or have too few **Beds** for their **People score**.
- **Happiness:** A settlement's happiness is likely higher if the location is overall positive and beneficial towards their needs.
- **Income:** Settlements with abundant resources from their location will likely have more spare resources to trade. Consider adding bonus 🏠 to income received if these resources—particularly food and water—are harder to find in the area.

Deconstructing Diamond City's Location

As an example of how location influences a settlement, we can deconstruct Diamond City using the previously listed points.

- **Infrastructure.** A pre-War baseball stadium in good repair. Strong, high walls and a heavy gate. Needs only a small amount of regular maintenance.
- **Size.** Huge in size. Has the ability to build vertically within the stadium stands. Still room for some expansion. It can support many permanent residents and short-term visitors.
- **Resources.** A pre-War fusion generator provides power. Crop and brahmin fields provide food. A small lake provides water. A large and diverse market attracts trade.
- **Theme and Tone.** Distinct baseball theme. Security wears baseball uniforms. Districts called 'Upper Stands' and 'Lower Fields', and baseball-themed street names. The location's reputation for safety gives it a bright and relaxed tone.
- **Proximity to other settlements or faction areas.** Nearby Super Mutant settlements pose a threat to the area. The Institute's presence in the area puts residents on edge. The nearby Goodneighbor township takes in ghouls displaced from the city.

When building a settlement based on this description using the rules in *Chapter 3: Companions and Automatons*, it may affect the Settlement Necessities in the following way:

- **People:** The settlement has a population close to its maximum **People score** due to a large amount of space, existing infrastructure, and resources.
- **Food and Water:** The settlement has several **garden plots** for crops, livestock, and a **water purifier** attached to the lake, and several businesses in the **market**.
- **Power:** Power is provided by a **fusion reactor**. The stadium has lighting and homes that draw from this power constantly.
- **Defense:** The settlement has **guard towers** with regular patrols. The pre-existing stadium walls and gate are a unique feature of the location and provide a +3 bonus to the **Defense score**.
- **Beds:** With plenty of space, infrastructure, and a high population count, it's likely that every resident has a bed, and most of these are **sheltered** with enough room for a few new residents.
- **Happiness:** A result of having good resources, enough beds, and strong defenses, it's likely that the daily **Happiness** of the settlement is going to be high.
- **Income:** The base **Income score** of the settlement (before any involvement of the players) is high to reflect the diverse market the settlement has and its proximity to trade routes and other friendly settlements.

DEFENSES

Any settlement that wants to last needs defenses and residents willing to fight against threats approaching their walls. For some, the natural geography or existing architecture provides this protection. For others, turrets and homemade traps are the best heavy-duty defense possible. Most settlements employ a militia or have a few residents with combat skills to deal with danger when it comes knocking. If a settlement deals with a specific, unique threat, its defenses are likely tailored to combat it.

Defenses can also be non-violent and non-combat related, such as requiring visitors to check weapons before entering or having an entry requirement. The township of Covenant, for example, requires visitors to pass an entry test to screen for synths.

A settlement's reputation can also be a deterrent. Those known to be well-armed, well-defended, or with a history of withstanding attack are less likely to be the target of opportunistic raids—and those who would plan a targeted approach may think twice before making a move.

When describing a settlement's defenses, answer the following:

- **General Defenses.** How does the settlement defend against the general dangers of the wasteland? Are its residents combat capable, and if so, how experienced are they?
- **Pre-Existing or Natural Defenses.** What pre-existing defenses, if any, does the settlement have from its infrastructure or surrounding natural environment?
- **Preventative and Non-Combat Measures.** What preventative or non-combat defenses or systems does the settlement have? What rules or restrictions do they impose on visitors?
- **Reputation.** Does the settlement's reputation deter threats or invite them? How do other settlements in the area perceive the settlement and its residents?
- **Weak Points.** What threats would the settlement's defenses struggle with? What weak points exist, physically or logically, in the defense mechanisms they employ?

SETTLEMENT NECESSITIES

The description you've built of the settlement's defenses can directly inform what defenses you choose to give your settlement using the Defense rules in Chapter 3: Companions and Automatrons. However, the description of your settlement's defenses can also affect other **Settlement Necessities**:

- **People:** Settlements with a low **People score** are unlikely to have an organized militia, even if all of the residents can fight. Settlements with a high **People score** are more likely to need a militia and defenses to handle outside threats and prevent issues within a dense population.
- **Food and Water:** If a settlement has a high **Food** or **Water** score but lacks in **Defense**, they are more likely to be attacked for these precious resources.
- **Power:** Settlements that use automated defenses like turrets and spotlights need more, or higher quality, **power generators**. Having access to these kinds of
- **Defense:** You can grant a **Defense score** bonus for non-combat based defenses based on their effectiveness. If the settlement has a reputation for being well-defended, you may choose to give a bonus or baseline **Defense score** to reflect this (as long as their reputation is upheld). You can give settlements with a poor reputation for defense a penalty to this score. Bonuses based on reputation may fluctuate as the settlement's reputation changes over time due to the characters' actions.
- **Beds:** Well-defended settlements will likely have more sheltered beds, as homes and buildings provide protection not just from the elements but also act as cover and safe houses when under attack.
- **Happiness:** Well-defended settlements are likely to have higher Happiness scores. If a community is worried about a particular threat to the point of extreme, you might decide to give them a penalty to their **Happiness score** to reflect how this fear impacts their daily lives.
- **Income:** Settlements with a low **Defense score**—especially if that score is less than their **People score**—are less likely to have **trade caravan posts**, and fewer **stores** as vendors feel less safe trading and conducting business within the settlement.

Deconstructing Covenant's Defenses

Covenant is a small township that has survived for decades using a mix of firepower, resident awareness, and isolation to defend its walls. We can deconstruct it in the following way:

- **General Defenses.** The township has a high perimeter wall with nine machine gun turrets mounted on raised wooden platforms and spotlights. Residents are armed and capable of fighting.
- **Pre-Existing or Natural Defenses** The pre-War houses within Covenant are in excellent condition, making them easily defensible.
- **Preventative Measures.** Residents feel threatened by synths and are paranoid about the possibility of replicants within their walls, so visitors must pass the SAFE test before entering to prove they are human.
- **Reputation.** Aside from a few trade caravans that pass by, they keep themselves isolated and under the radar. This has led to them being relatively unknown to the wider Commonwealth and its factions.
- **Weak Points.** The SAFE test is considered unreliable by its creator, meaning it could be possible for a synth to pass it and enter unnoticed.

Using this description to build a settlement, the rules in *Chapter 3: Companions and Automatrons* may affect the **Settlement Necessities** in the following ways:

- **People:** The settlement is well-defended, so it is likely to have a number of people equal to half or more of its maximum **People score**.
- **Food and Water:** Due to being a small township, it is more likely that the **Food** and **Water** scores are adequate for the settlement's needs as the isolation requires them to be self-sufficient, and they still receive some trade.
- **Power:** The settlement will have enough power to run at least nine machine gun turrets and several spotlights, meaning it must have several **power generators**.
- **Defense:** The settlement has nine **machine gun turrets, spotlights**, a high wall, and armed citizens, adding to the **Defense score**. You can add a bonus of +1 to the **Defense score** to reflect the use of the SAFE test, keeping the bonus low to reflect its questionable effectiveness.
- **Beds:** Beds will be sheltered, as the settlement has pre-War homes in good condition.
- **Happiness:** Overall happiness for the settlement may be high due to good **Food, Water, Defense** scores, and **sheltered beds**; you can add a penalty to reflect the resident's extreme paranoia regarding synth replicants. Likewise, the need for many power generators may also add to Noise, reducing the settlement's **Happiness**.
- **Income:** The settlement will likely receive a meager income due to their isolated nature, keeping them away from regular trade routes, and their rigorous gatekeeping regarding who they allow into their community.

TRADE

Though most places eventually grow crops, raise animals for food, and install water pumps, there is much that can only be obtained through trade—such as weapons, ammunition, chems, and other wasteland essentials. Entirely self-sufficient settlements are rare, and so trade caravans become a lifeline. Other sources of caps are the unique businesses and vendors that might set up shop within a settlement. Diamond City has the Valentine Detective Agency, Goodneighbor has the Memory Den, and the Boston Theatre District has the Combat Zone. These places provide a service or entertainment not found elsewhere in the Commonwealth. In the Mojave, the casinos are the defining businesses of the New Vegas Strip and influence the culture of the surrounding town of Freeside.

Consider how trade enters and leaves your settlement, which goods are abundant and in demand. Certain stores in the settlement may also require specific resources to continue operating. The location of the settlement will determine how often traders come through. Those founded along existing trade routes will see regular arrivals, while isolated outposts will see the familiar sight of pack brahmin less frequently. A new settlement may have to negotiate with local caravan bosses to become a stop on an existing trade route. Deciding if the settlement has any unique resources to trade, specialist businesses, or unique services is also an excellent way to add to the settlement's theme and tone.

When describing the trade of your settlement, answer the following questions.

- **Import and Export.** What goods and resources does the settlement have to trade? What goods do they have an abundance of to sell, and what do they lack that they need to buy? How common are the resources they import and export, and how key are they to the settlement's survival or way of life?
- **Trade Routes.** Is the settlement already part of a trade route? If so, how often do caravans arrive? If the settlement is isolated, how do they trade with others?

- **Unique Businesses and Services.** What service or business does the settlement have that cannot be found elsewhere? How do these businesses influence the residents' attitudes and the settlement's reputation? How do unique businesses impact the culture of the settlement, and how well-known is the settlement for these services?

SETTLEMENT NECESSITIES

The description of your settlement's trade and its impact can be used to continue defining the way you use the rules in *Chapter 3: Companions and Automatons*. Trade does more than just affect the income of a settlement and might affect the other **Settlement Necessities** in the following ways:

- **People:** A settlement with good trade is likely to attract residents, especially those who want to open businesses, resulting in a higher **People score**. Leaders of settlements with good trade deals will likely have a higher Charisma attribute, resulting in a higher **People score** maximum.
- **Food and Water:** If a settlement has regular trade, obtaining food and water to keep the **Food** and **Water** score high becomes easier.
- **Power:** While caravans and some businesses don't need power to function, having a high **Power score** can allow businesses to have flashier signage that attracts patrons or specialty businesses that require power to open up shop. Consider increasing the amount of power the settlement uses if traders use this resource to operate.
- **Defense:** If your settlement has a high number of stores, emporiums, or regular caravans arriving, it's likely that the settlement's **Defense score** is increased to ensure that trade can continue without the threat of attack. Settlements with a low **Defense score** are less likely to have high-profitting businesses as the risk of attack and theft increases.
- **Beds:** If the settlement is trying to attract more vendors to open, the number of available beds will likely be higher than the current **People score** to have room for new residents who will move in and open businesses.

- **Happiness:** Settlements with good trade routes are more likely to meet the needs of their residents and have enough **Income** to help survive difficult periods or continue to expand to meet the resident's needs, ensuring that the **Happiness score** stays high. Illegal trade could impose a penalty on the Happiness score to reflect the threat and fear that such dealings bring residents.
- **Income:** The more businesses and trade the settlement has, the higher its total **Income** will be. If the settlement has brokered a deal with a caravan boss or regular merchants, consider adding a bonus

to the number of  rolled to generate income or receive resources when using the rules in *Trade and Income* on page 54. If player characters are **cash-ing out**, either as a reward for a quest or to collect earnings from a settlement they manage, consider granting bonus d20's when rolling for caps received if the settlement has higher than average trade or overperforming businesses. Likewise, you could increase the difficulty of the **CHA + Barter** test to cash out if the settlement is struggling with trade and has a low income available.



Deconstructing Goodneighbor's Trade

Goodneighbor's themes of being a dreary home for the wasteland's lost and discarded and its criminal underworld connections are reinforced by the trade it takes part in.

- **Import and Export.** Goodneighbor has a busy drinking den and hotel bar, making liquor an essential commodity. It also has a criminal underworld, where chems are illegally traded. Businesses are busy due to the influx of new ghoul residents displaced from Diamond City.
- **Trade Routes.** Goodneighbor is in a central location within Boston, close to other significant settlements and close to regular trade routes.
- **Unique Businesses and Services.** The Memory Den provides a service not available anywhere else in the Commonwealth. The experience of reliving the memories of the past that the business offers plays into the themes of regret, hopelessness, and escape from the present which helps define the settlement.

Taking this description and using it to inform the choices you make when building your settlement with the rules in *Chapter 3: Companions and Automatons*, you might choose the following:

- **People:** With the settlement having a criminal underworld and trade related to many of humanity's vices, the settlement will likely have a little over half its maximum **Population score**. This reflects some of the new residents coming in and how the settlement's themes make it an unappealing environment for new residents.
- **Food and Water:** The settlement is along regular trade routes with established caravans, so it has easy access to food and water through trade but does not have resources such as **garden plots**. As its city-based location makes hunting and natural water sources challenging to find, you might reduce the number of 🎲 rolled when **hunting**.
- **Power:** Businesses like the Memory Den and the Third Rail Bar use power for their services. The memory loungers and the amplified music would all reasonably consume power. You may assign a power usage per day for each business, such as 5 Power for the Memory Den and 3 Power for the Third Rail, to reflect their reliance on this resource.
- **Defense:** The settlement has illicit trade happening within its criminal underworld, so the settlement must have a good **Defense score** to protect this dangerous type of trade. Consider rolling 2d20 instead of 1d20 when rolling for **Risk of Attack**, even if only one of **Food** or **Water** exceeds **People**, to reflect the danger of having illegal trade.
- **Beds:** The settlement is likely to have enough beds for its residents and permanent traders, but the rundown nature and trade surrounding vice is expected to see many of these beds unsheltered, as people spend money in the various bars and businesses rather than on their homes.
- **Happiness:** The **settlement's Happiness score is likely** equal to or lower than its **People** score. It may also be affected by how **Noisy** the settlement is due to the bars which play live music or have drunk and rowdy patrons. You can treat these businesses like **Noisy items**, assigning them a rating similar to **power generators**, which reduce happiness at the start of each day.
- **Income:** The settlement's legitimate income will likely cover its needs, with little to pay out. Its income from illegal activities will likely be more challenging for player characters to access and be less willingly given up. Consider increasing the difficulty of the **CHA + Barter** test or increasing how much AP needs to be spent to cash out additional income when successful when player characters attempt to **cash out**.

FOUNDING AND IMPROVING SETTLEMENTS QUESTS

These quests are designed as starting points for adventures and arcs involving founding or bringing improvements to settlements. They can be used as side quest missions to drop into your existing game as a way for player characters to gain new allies and build relationships or as the start of a longer arc that sees your characters take on leadership of the settlements they aided or helped to establish.

TAKE OUT THE TRASH

The population of the small shanty township of Old Bank has outgrown its current location. Its leader, Green Bill Bob, seeks to move the settlers into a nearby derelict General Motors factory, giving them more space and better protection than the crumbling pre-War buildings they currently inhabit. Bob offers the characters 100 caps and says they can keep anything they find at the old factory when they clear it out.

Old Bank has fourteen residents, but only ten sheltered beds, and residents are threatening to leave unless they can relocate soon. The factory is an ideal location due to its size and also comes with a large power generator and a fusion reactor. Unknown to Green Bill Bob, the fusion reactor is leaking radiation. It's fixable, but it makes a living in the location unsafe until repairs are carried out. Alongside this danger, the place is overrun by mole rats, radroaches, and a group of feral ghouls—scavengers who attempted to make the place home but succumbed to radiation from the leaking generator. Some parts of the factory are in disrepair, making some walkways, staircases, and workshops dangerous to navigate. Characters might be able to find some hidden gems among the ghoulish scavengers' supplies, as well as plenty of scrap metal and parts on the factory floors that could be worth a lot if they want to take the time to clear it out.

REAL ESTATE ROUND-UP

The **Minutemen** approach the characters asking for aid in founding a new settlement. They have a list of possible locations: **Fort Liberty**, **Fortune Plaza**, and the **Fallen Oak Campsite**. The characters are asked to survey each site to decide which would be best for a new settlement, make it safe, and then prepare for it for the arrival of hopeful new residents. Each location offers different resources and possibilities for the future of a new settlement.

ABOUT THE LOCATIONS:

- **Fort Liberty** is a pre-War military compound. It is defensible, spacious, and has high walls, turrets, and presumably a stockpile of supplies. The defense systems at the compound are still active. Making the location safe would involve getting past deadly automated turrets, military sentry bots, and Mister Gutsy robot guards and hacking the computer systems to access areas of the base and reprogramme the defenses.
- **Fortune Plaza** is a rundown community of wastelanders who have made their home in the bombed-out remains of the area's luxury condos. While in poor repair, it is close to existing trade routes and has residents with skills. The inhabitants of the plaza distrust newcomers and put all their faith in their leader, self-appointed Councilman Archbald. Among their number are a trained Doctor and a resourceful Scavenger. The sanctimonious Archbald is stubborn and unwilling to join a new settlement under someone else's leadership.
- **The Fallen Oak Campsite** was once a camping and lodge area built in a clearing with a large, fallen oak tree at its center. All but one of the small shacks have been reduced to rubble, and the area is overgrown. While isolated and lacking infrastructure, it has good soil for crop growing, an existing water pump, plenty of natural resources, and space to build new structures. The campsite and surrounding area are infested with blood bugs, and a family of mole rats has made a burrow in the collapsed buildings and debris.

SUPER MUTANT SURPLUS

The characters come across four severely injured Super Mutants. Upon first encountering them, the leader of this group, Crusher, calls out, "You gunny men are weak! Took our home but could not kill us. Come closer, we smash you like you smashed our walls!"

The super mutants assume the characters are part of a Gunner group that attacked and destroyed their settlement. If the characters reply that they aren't with the Gunners, Crusher allows them to approach. If the characters are brave enough to come closer, Crusher is impressed, as most non-super mutants would run away at such a request. He makes an offer: if they raid a nearby federal reserve and deliver the weapons, medicine, and fortification supplies stored there and help them recover their settlement, he and his group will ally with the characters.

The federal reserve is a stockpile of military assets, including weapons, medicine, ammo, and defense-building materials. It is protected by turrets and sentry bots, and the supplies are kept behind locked doors, which must either be lockpicked or accessed through hacking computer terminals.

The gunners who attacked Crusher's settlement have wrecked the camp and are still occupying it. To fulfill their end of the agreement, the characters need to help drive the Gunners out of the settlement. They are well-armed and have two Assaultrons in their arsenal.

TRADER WOES

The characters arrive at the Malaoski Brothers Truck Stop, a small settlement that hasn't seen a caravan in weeks. Tony, one of the settlement's struggling merchants, asks the characters to help arrange a meeting with the local caravan boss, Fiscal Frankie, to strike a deal to get them on one of the regular trade routes.

Tony fell out with Fiscal Frankie a few years ago over a shipment payment. Frankie has a long memory and has refused any dealings with the truck stop while Tony still owes him a debt.

With insufficient caps to pay back the debt or the characters, Tony offers to help get anything they might need at a reasonable price should the trade route deal be implemented. The settlement is also home to a chem dealer and weaponsmith willing to offer a discount on unique chem cocktails and weapon modifications.

Fiscal Frankie is a savvy businessman. Though he can hold a grudge, if a business offer (legal or otherwise) stands to line his pocket with caps, he can

be convinced to overlook the past. Frankie has some criminal dealings in the trade of illicit goods. If the truck stop can be persuaded to help him quietly distribute these goods, he may be willing to strike a deal. Alternatively, if characters can convincingly threaten either of his avenues of business, they can coerce him into a more favorable offer or make him an enemy of a powerful businessman.

SHOWBIZ BLUES

Juliet Gardland is a young entrepreneur and self-proclaimed actress looking to bring theatre back to the wasteland in her home of Little Downtown. Aside from being enthusiastic about the art of acting, she is tired of how run-down and dreary Little Downtown is and hopes the theatre will attract more business. She can be found most nights in the settlement's bar, the Curtain Call, performing underwhelming solo acts based on old, pre-War comic books. She tries convincing patrons to donate towards renovating the local rundown pre-War theatre building, the Upstage. She approaches the characters when they visit, asking if they'll invest and help her by recovering interesting books, comics, and old films to use as scripts and recruiting potential performers for her dream venture. In return, Juliet offers them a cut of the profits and access to the shows—or a space to put on their own performances if they wish.

Juliet requires at least 500 caps to begin the repairs on the Upstage and a further 500 caps to bring it to completion and have money to pay cast for a first performance. Characters can donate, fundraise, get others to contribute to the cause, or seek investment from a third party who might want a cut. Juliet also aims to have a cast of at least four other actors, but she'll take any performer who has talent and can read a script. Seeking these individuals will require characters with a keen eye and charisma to sell a potential performer on Juliet's dream.

Recovering comics, books, old films, and other media for Juliet will require the characters to scavenge and explore the surrounding city area, fighting their way through the usual urban dangers like super mutants and raiders and the hazards of pre-War ruins. Finding useable materials will be difficult as print media and films degrade and are damaged by time and the harsh environment of the wasteland.

MAKING AND MAINTAINING ALLIES

It's hard to survive alone in the wasteland; the same is true for settlements. Allies are essential for trade, protection, and keeping up with the politics of the wasteland's various factions. This section provides examples of general and faction motivations when it comes to making and maintaining alliances. Use these as prompts for the motivations of any group when alliances are the focus of your campaign or current story arc.

These motivations work well as the core reason why the characters might take part in a quest or why an NPC quest giver asks them to undertake one. When you've decided upon one of these motivations, you can begin to detail the specifics of the quest using your chosen motivation as the driving force behind what your characters need to achieve. For examples of these motivations in pre-written quest hooks, see *Quests Involving Making and Maintaining Allies* later in this section.

GENERAL MOTIVATIONS

When preparing a quest for your characters that use the theme of making or maintaining allies, use these general motivations to anchor why the characters need to take on the quest. These motivations work regardless of which factions your characters or quest giving NPCs are aligned with.

While there can be many factors at play within a settlement that would leave it seeking allyship or motivate it to maintain existing relationships, the most common are:

- **The Settlement is Under Threat.** A settlement may seek strong allies to help fight against a threat or improve its relationship with allies to convince them to join the fight. Allyship is even more likely if the threat is shared, where all involved stand to gain if the conflict is resolved.
- **Trade.** The flow and exchange of resources might cause an allyship to be formed, especially if that direct trade keeps costs low or offers access to resources that roaming trader caravans do not. Maintaining good trade relationships is essential for keeping prices favorable or regular exchanges.
- **Existing Relationships.** There may already be informal allyships—such as a business having out-fits in multiple locations or the settlement being a common spot for faction members—which would benefit from a formally recognized allyship.

- **Personal Goals.** It may prove beneficial for specific individuals or members of leadership to gain allyship or maintain it with other settlements or factions to advance their personal goals or maintain power within a system that would be otherwise closed to them.
- **Preventing Communication Breakdown.** Communication breakdowns lead to a less beneficial relationship between the parties involved and to disinformation and conflict. Preventing this breakdown by maintaining good communication between allies is a proactive approach to keeping the peace.
- **Ulterior Motives.** An allyship might be seeking to gain a foothold within another settlement for unfriendly reasons.

FACTION MOTIVATIONS

The many factions in the wasteland use settlements to exert influence, control, and breathe life into their agendas. Understanding the motivations—or lack of—for any given faction is critical in building quests that involve them as potential allies. Understanding what they might be able to offer can explain why a settlement might reach out to them for help, aid, or governance. When preparing a quest in which a faction is directly involved, either as the quest giver, part of the problem, or solution the characters must contend with, you can use these motivations to detail what the factions' wants and needs clearly and what they're seeking as part of the quest.

BROTHERHOOD OF STEEL

The Brotherhood is unlikely to take notice of or seek out allyship with a settlement unless they believe residents have advanced tech or knowledge of it. Should a settlement come to the aid of Brotherhood members, they might be rewarded or compensated for their efforts. The Brotherhood might also seek to recruit a resident with skills or advanced knowledge that would be an asset to the organization.

RAIDERS AND GUNNERS

It's unknown who controls the Gunners or what their ultimate goals are. Still, their observable motivations are often to take control of a territory, amass weaponry, and hassle settlements for resources or caps using threats and violence.

Raiders are less well-equipped than Gunners, but make up for it with viciousness and numbers. They are not an organized or unified front but do have alliances and rivalries between themselves. Survival and strength seem to be the only common goal among raider gangs outside of a group's individual interests.

Building an alliance with either of these groups would be a complicated affair, but if achieved, they might be convinced to stop attacking a settlement, help protect it, or be paid to do a settlement's dirty work for them.

INSTITUTE

The shadowy organization that sits beneath the C.I.T. ruins has the primary goal of ensuring the survival of the human race at any cost. For the most part, the Institute keeps to itself, and few have any true knowledge of its existence beyond rumors. 3rd generation synths are how they interact with the world, and even then, it's in secret—replicants taking the place of humans in places of interest as a way to feed information back to headquarters. In the rare instance that the Institute reached out to a settlement, their motives are likely based on finding an escaped synth, information about advanced technology, or experimenting. Even then, a settlement is unlikely to know the truth of who they are allying with, and that alliance will almost always favor the Institute.

RAILROAD

The Railroad is a secretive collective that works to keep escaped synths out of the Institute's clutches. They believe synths are entitled to the same freedoms as other wasteland inhabitants and work to ensure that those who make it out of the Institute's shadow can live without fear. They're likely to approach settlements that show similar attitudes to their own on this matter, looking to establish safe houses, homes for freed synths, or for residents who can aid in their efforts. A settlement may reach out to the Railroad with the offer of these resources or skills in exchange for caps, resources, or other information.

MINUTEMEN

A familiar sight to most settlements, the Minutemen are a volunteer militia whose goal is to protect communities under their watch and create a network of like-minded settlements across the Commonwealth. Settlements often reach out to the Minutemen for help against threats or to build connections that allow the settlement to continue to prosper. The Minutemen will likely contact new settlements to bring them into the fold, offering protection and access to a broader network of allies.

MAKING AND MAINTAINING ALLIES QUESTS

The quest hooks that follow are all based on the themes of making and maintaining allies. They can be used when needing a new encounter or side quest for players to explore. Others are better suited to be slotted into your existing campaign to extend an arc you have already begun with your players.

Many of these quest hooks offer details such as names of settlements and NPCs and suggestions for the challenges your player characters may face. You should adapt these to suit the needs of your group based on their playstyle, your campaign's tone, and the party's average level. Some of these quest hooks are written intentionally without these details, as they are designed to be slotted into your games and pull from locations your player characters have already explored, people they have interacted with, or follow on from quests they have already completed.

Quests that rely heavily on the characters' allegiance (or lack thereof) may have a slightly different focus or intro to the quest, depending on where they stand. These quests will have subsections that detail these changes where appropriate.

THE BARON OF BOSTON

Al Dimarco, an up-and-coming caravan boss, has been negotiating with a group of newly allied settlements for a better price on materials they sell to her. She knows the settlement's relationships are still tenuous after recently settling their rivalries. She takes advantage of this and claims to each of them that the other has given her a price cut and bluffs that she'll pull trade from those who refuse to do the same. Though Al Dimarco might be conning the settlements to get a bargain for herself, she can deliver on any goods and payments she details in her offer. She doesn't see her practices as exploitative but as "good business." Confronting Al Dimarco without the backing of the settlements is possible, but convincing her to change her tactics to strike a good deal is hard unless she feels her business is threatened.

The player characters should have an existing relationship with one of the settlements in this allyship and are asked to step in to prevent old conflicts and competitive attitudes from breaking the alliance apart. Rebuilding trust between the settlements should be a focus for the characters. They may have to revisit old conflicts the settlements have had—possibly ones they had a hand in de-escalating—to properly put them to rest before the settlements come together and stand up to Al Dimarco.

THE STEAL EXCHANGE

The small settlement of Scrappers Yard has come to the Brotherhood of Steel's attention for the supply of pre-War tech items and weapons recently appearing in its market. The locals, who rely on the trade of scrap and junk, recently uncovered a massive cache of tech while scavenging the nearby city ruins. It sells for much more than its usual wares, and they are keen to draw out the supply to make the best profits. When the characters arrive, they come upon Stanley, one of the town's scavengers, in mid-argument with Murphy, a Brotherhood of Steel scribe. Scribe Murphy insists the town hand over the items and the location of the

cache to the Brotherhood for curation and preservation. The payment she has offered Stanley is well below what the tech is worth. If the characters can help Scrappers Yard by getting them a fair deal or finding a way to make the Brotherhood of Steel leave the township alone, they'll have access to a settlement that can provide an armor, weapons, and robot workbench, as well as rare materials.

The town is not unwilling to barter with the Brotherhood of Steel, but they understand the faction is well-funded and has resources to spare. They resent that Scribe Murphy won't offer them a fair price. Scribe Murphy, however, is unwilling to offer more than a few hundred caps and some medical supplies in exchange for the cache. Neither she nor the Brotherhood lacks these resources. Still, she believes that the Brotherhood has an inherent right to the items because they intend to archive, curate, and put them to good use for the betterment of the wasteland rather than making a profit. In her opinion, Scrappers Yard will benefit in the long term by helping them recover the tech, and that should be payment enough.

Stanley will not immediately trust the characters, but if he can be convinced they are here to help, he can tell the characters the location of the cache or allow them to mediate the conflict. Alternatively, characters can sneak around and rifle through the settler's homes and businesses for clues to piece together the location of the cache.

Allied with the Brotherhood. The characters are sent to Scrappers Yard by the nearby Brotherhood chapter to aid Scribe Murphy. If characters can find a way to give the Brotherhood access to the cache, they'll increase their reputation with the faction and likely be called upon in the future to aid them again.

BETWEEN RAIDERS AND RIFLES

The township of Ashford is suffering after a group of Gunners and nearby Raiders get into a turf war. The conflict hasn't yet reached their walls, but unless one group wins out soon, they'll be caught in the crossfire. The residents have agreed to a desperate offer—they'll help one of the factions remove the other in exchange for protection and trade in the future. The characters are tasked with bringing the request to one of the two faction leaders; Trigger, who controls the Gunners,



and Ripper Rosie, leader of the raider gang. Once the deal has been made, the characters can take part in the fight to end the conflict for good and continue to ensure that Ashford and their new ally stick to their agreement.

Trigger plans to take on Ripper Rosie's crew with as much heavy firepower as possible. He has his eye on a still-working sentry bot that roams the grounds of a nearby airbase. He's looking for someone to get to the sentry bot, shut it down, and re-program it to bring it under the Gunners' control. Once the raiders are dealt with, he can use the sentry bot to show force when shaking down local settlements.

Ripper Rosie is a violent but tactically minded raider. She plans to set traps in and around her encampment and then lure the Gunners into her territory, where she has the tactical advantage. She hopes the traps will catch them by surprise, and she can launch a vicious assault in the confusion. She needs help building the various traps and someone to lure the Gunners into them.

Ashford has no preference for which group they would rather ally with, only wanting whichever one is more likely to keep to the truce during the conflict. Characters will have to contend with residents unconvinced that either the Gunners or the raiders can keep their word and want to betray the alliance at the first opportunity.

ADVANCED HUSBANDRY

Ronnie McCarther and his small herd of brahmin arrive at the character's home settlement. He claims that his brahmin is a new sub-breed and that their offspring will produce more milk and meat than regular brahmin—all he needs is somewhere to raise them. In truth, McCarther is a 3rd generation synth, experimenting for the Institute to see what, if any, side effects the production of these genetically altered cattle causes. The farmer wants to raise the new species and record any adverse effects caused by ingesting its milk and meat. If McCarther is accepted into the community, the settlement temporarily benefits from the increased farming yield before the adverse side effects begin to show. Characters will have to either cover up the evidence pointing to McCarther's fault or investigate the truth behind the new brahmin breed and warn other settlements of the Institute's activity in the area.

Ronnie McCarther is not a replicant. His memories, story, background, and any relationships he claims to have elsewhere are a work of fiction. Over time residents might start to notice that details about his life don't add up, or their own experiences contradict his claims. Characters allied with the Institute must allay suspicion to keep McCarther's true nature secret. Characters unaware that their new farmer working for the Institute might investigate these inconsistencies in Ronnie's story to find the truth

After a short period, side effects from the brahmin milk and meat begin to affect the residents. At first, people suffer nausea, aching muscles, and cold sweats. Later, some of the population start feeling exhausted and unable to exert themselves for a reasonable period. Eventually, these effects begin to develop into signs of malnutrition regardless of how much the settlers eat or drink. It will prevent them from undertaking their daily duties—meaning they cannot undertake settlement actions as per the rules in as per the rules in *Chapter 2: Settlements*.

The flaw with the Institute's new brahmin is they lack the nutrients of their 'naturally' bred counterparts. The chemicals that taint their meat and milk make it more difficult for people to receive nutrients from other food. Settlers will likely stop eating the brahmin produce before this results in a death, but it will leave people looking at Ronnie McCarther with a suspicious eye, demanding to know if he is to blame.

Allied with the Institute

The Institute makes the characters aware of the experiment, promising that none of the potential side effects are deadly. In return for helping with the experiment by allowing McCarther to stay and actively encouraging residents to try the produce—as well as quelling any panic that side effects might cause—the Institute will provide improved protection to the settlement for its duration.

SEARCHING FOR TRACKS

After an escaped synth saved the lives of several residents, the Redwood Township is seeking to repay the act of heroism by opening its gates to other escapees of the Institute. The Railroad is rightfully wary of any offer to help, wanting to ensure the legitimacy of any aid before accepting. At the same time, the Institute seeks to uncover these safe locations to reclaim what they consider to be their property.

Allied with the Railroad. The characters are sent to Redwood Township to investigate if the town's help offer is legitimate before the organization fully reveals

any sensitive information to its leadership. While there, the characters must conduct interviews with residents to assess their intentions and begin to put cover stories in place for the soon-to-arrive escaped synths while keeping the information away from any potential Institute spies.

Allied with the Institute. The characters are briefed on the Institute's information about Redwood Township trying to ally with the Railroad to act as a safe haven. Rather than moving in immediately to prevent the alliance, they want the characters to infiltrate the settlement and help them with their goal while secretly gathering information. The characters are to uncover who the Railroad operatives are, and which other settlements are part of the network, and wait for synths to be moved to Redwood before revealing their true allegiances and helping the Institute attack the Railroad and the town.

RECRUITMENT DRIVE

With the Minutemen stretched thin, they constantly seek new recruits to fill their ranks and defend their many allied settlements. A small group of Minutemen arrives at the characters' home settlement (or one they are allied with), attempting to recruit residents into their ranks in exchange for supplies. Accepting the offer would require recruits to go elsewhere for training, leaving the town undermanned until their return. Some residents don't take well to what they see as the Minutemen offering "protection" while pulling skilled residents away from the place they are needed most—their home. The Minutemen ask the characters to convince the disgruntled residents that the long-term benefit of a trained militia is worth the short-term disadvantage of being short a few skilled workers and fighters. If the characters don't calm the tension between the two and find a solution to the settlement's concerns, residents who choose to sign up to the Minutemen risk being ostracized upon their return, and the settlement could be left at risk of attack or lacking productivity.

ATTACKING SETTLEMENTS

Nothing is ever entirely peaceful in the wasteland, and some would seek to undermine, destroy, or take for themselves what others have built.

This section is designed to give you starting points and guidelines when deciding on motivations for settlement attacks and the different ways that can play out to create exciting challenges for your players. For examples of these motivations and types of attack in pre-written quest hooks, see *Quests Involving Attacking Settlements* later in this section.

TYPES OF ATTACKS

Attacking settlements often involves force and violence, but not all within the wasteland choose to attack outright with fists and guns. When designing quests and campaigns based around settlement attacks, consider how an attacking force targets the settlement. Physical violence is common, but political attacks and underhanded non-violent methods can be just as effective in attacking a settlement and achieving a goal. When creating a plot hook that involves a settlement attack, consider the following ways that attack might be achieved:

- **Outright Violence.** This can range from a small-scale gunfight to heavy artillery but is often a form of open and obvious conflict.
- **Political Attacks.** The settlement's reputation, leadership, or political position within the wasteland or with a faction may be attacked to weaken them or for the attacking side to gain an advantage.
- **Infiltration and Disruption.** An attacking side may infiltrate a settlement with the aim of disrupting the settlement from within or use other non-violent means to achieve its goals.

GENERAL MOTIVATIONS

Aside from wasteland creatures that might attack settlements to defend their territory or simply because they wander through the area, most attacks against settlements are either carefully calculated or the result of opportunism. When preparing quests, the following are general motivators you can use as the reason a settlement, faction, or even your players might launch an attack:

- **The Settlement or Settlers' Actions Pose a Threat.** A settlement or its residents might display actions that are cause for concern, such as aggressively taking territory, threatening traders or other settlements, partaking in taboo practices or violent acts, or allying with a rival faction.
- **Ideological Differences.** Often a source of conflict, an ideological difference between two parties can easily lead to settlements coming under attack if one side perceives those differences to threaten their own ideals or way of life.
- **Resources.** The settlement under attack has resources they refuse to trade, are valuable, or are desired by another faction or settlement. Technology, power sources, caps, and weaponry are all resources that are often at the center of conflict within the wasteland.
- **Maintaining Allyship.** The attacking force might be allied with a faction or settlement they are obligated to aid. They could be looking to strengthen a weak relationship by removing a rival, gaining a previously out-of-reach resource or territory, or otherwise using the attack to improve their position with their ally.



- **Taking or Defending Territory.** This could be territory, contested between unaligned, faction-aligned settlements, one force seeking to expand or establish their territory, or a settlement pre-emptively launching an attack against those they believe are looking to encroach on their own.
- **Personal Vendettas or Goals.** A settlement might be manipulated into attacking due to a personal vendetta or goal of a resident or member of the settlement's leadership. Alternatively, a conflict between two parties might get out of hand and lead to settlements or factions becoming involved, developing from a small-scale altercation into a more significant conflict.
- **Communication Breakdown.** The communication between allies breaks down, leading to misinformation, rumors, and a sense of distrust that cumulates in a conflict through innocent misunderstanding or manipulation.
- **The Player Party's Actions.** The actions of the player characters can quickly bring the conflict to a settlement's doorstep, either through a desirable item they possess, their actions towards other settlements or factions, or their personal grievances.

FACTION MOTIVATIONS

The motivation of the various factions throughout the wasteland still falls under those listed in general motivations but are often explicitly tied to an aspect of their ideals, goals, or unique outlooks on how those among their number choose to live their lives. For factions, the reasons for attacking a settlement can often be similar to, if not the same, reasons to ally with them. When including factions in the quests you create that involve attacking settlements, consider the following motivations and use them to inform the challenges and outcomes the players might face.

BROTHERHOOD OF STEEL

The Brotherhood of Steel is likely to be motivated to attack a settlement if they have advanced technology in their possession or are suspected of harboring a synth—and are unwilling to turn them over to the Brotherhood's control. They are less likely to make covert attacks against a settlement, using their access to weaponry, vehicles, and power armor to win their battles. They take pride in being visible in their victories and have no issue using force to get them closer to their goal.

RAIDERS AND GUNNERS

Raiders are opportunists, and many of their attacks—even those planned—are based solely on using as much physical violence as possible to take as much as possible. They prefer to employ methods of outright violence to meet their goals but will quickly flee if they are outnumbered or outgunned and move on to the next settlement. They'll fiercely defend their territory from threats, including other rival gangs. Like raiders, Gunners attack settlements indiscriminately, looking to take supplies and caps or claim territory. They are better equipped than raiders, so their methods of violence are often effective and quick, allowing them to take control of areas quickly, and lay waste to smaller, less well-defended settlements.

INSTITUTE

The Institute rarely attacks settlements outright, preferring to keep a low profile in the Commonwealth and stay in the shadows. They are, however, hell-bent on recovering any escaped synths and bringing them back—treating them like lost objects rather than individuals deserving of freedom. Attacks are likely only to be launched against a settlement if the institute suspects an escaped synth is staying or has settled there, or it is a location the Railroad is using to aid escapees. Even then, just as with allying with the Institute, few are likely to know that the Institute organized an attack on a settlement or one of its residents, or that a synth was the reason for an attack in the first place.

RAILROAD

The Railroad is unlikely to launch an attack against a settlement directly, preferring not to draw attention to themselves. Upon discovering that a settlement is actively attacking, hunting, or otherwise harming synths that have escaped, they may take more subtle action—usually only in the interest of protecting a vulnerable synth and getting them to safety. Espionage and working from the shadows to disrupt a settlement long enough to provide an exit for a synth or disrupt the Institute's activities in a settlement they have infiltrated is the safer option.

MINUTEMEN

The Minutemen are defenders of the Commonwealth's settlements. Their actions are usually defensive but may launch pre-emptive attacks against serious threats. They will fight to reclaim territory or settlements which have been overrun by other less savory factions, like the Gunners or raiders, providing they have the numbers to take the fight.

ATTACKING SETTLEMENTS QUESTS

The following quest hooks for attacking settlements often involve plots that are more than just using guns and making indiscriminate attacks. When using these plots within your games, consider the player characters' goals and attitudes to draw them into the conflict.

Many of these quest hooks offer details such as names of settlements and NPCs and suggestions for the challenges your characters may face. You should adapt these to suit the needs of your group based on their playstyle, your campaign's tone, and the party's average level. Some of these quest hooks are written intentionally without these details, as they are designed to be slotted into your games and pull from locations your players have already explored, people they have already interacted with or follow on from quests they have already completed.

Quests that rely heavily on the characters' allegiances (or lack thereof) may have a slightly different focus or intro to the quest, depending on where they stand. These quests will have subsections that detail these changes where appropriate.

A TOWN CALLED CONSEQUENCE

Once the characters complete a quest resulting in a significant negative change in reputation with a faction or settlement. Word about their recent deeds has spread. When they next take shelter at a settlement, the group or faction they lost reputation within their previous quest shows up to seek revenge or otherwise bring the characters to some supposed justice. The group arrives with a large force, blockading the settlement and threatening violence unless the characters

give themselves up or the residents oust them to face the consequences of their actions. The characters can protect the settlement and deal with the problem on their own or risk the resident's safety by rallying the settlement into fighting for their cause.

While the blockade is in place, the settlement cannot trade, residents cannot leave nor enter, and they are cut off from any vital supplies, allies, or resources that would involve leaving the settlement to acquire. Even if the characters try to rally the residents to their side, some within its walls would still rather toss the characters out to the mob to prevent violence and ensure that life can return to normal. The longer the blockade lasts, the less likely the residents will continue to offer the characters' safety.

TRASH INTO TREASURE

In the town of Shallow Creek, Stephanie, the local tinkerer, has come into the possession of a collection of pre-War Tesla technology parts. She attempts to jury-rig the pieces into a working generator for the settlement. The use of Tesla technology draws the attention of the nearby Brotherhood of Steel outpost, who falsely believe the settlement is building a weapon. Unwilling to negotiate and lose the element of surprise against their perceived threat, they plan to attack the settlement directly to prevent disaster. The characters are in Shallow Creek when the Brotherhood attacks, demanding that the town hand over the weapon. Stephanie and the residents claim not to know of any weapon, and the Brotherhood knights are unwilling to listen to Stephanie when she tells them the truth—partly out of mistrust and partly out of not wanting to admit they might have been wrong. The characters can step in and calm the situation down by finding a way to convince the stubborn knights that the jury-rigged power generator is just a power generator or fight against the Brotherhood and their forces.

Allied with the Brotherhood. Rather than being at Shallow Creek and knowing the truth, if characters are allied with the Brotherhood, they are sent along as part of the fighting force. They have been led to believe the same story as the Brotherhood knights: someone is building a Tesla weapon at Shallow Creek. After a short skirmish to assume control at the

settlement, the characters must investigate Stephanie's claims that the "weapon" is just a power generator. Upon discovering the truth, they have to find a way to repair relations with the settlement while keeping the Brotherhood's reputation intact after their intel proves to be embarrassingly erroneous.

MEDICAL EMERGENCY

The characters arrive in the town of St. Antony, which is struggling with the spread of an unknown illness. Dr. Lucia De Silva, who owns the local clinic, had her most recent shipment of chems and medical equipment stolen by a local raider gang who make their home in the nearby ruin of a Nuka-Cola bottling plant. Dr. Lucia pleads with the characters to scout out the camp and make a plan to steal the shipment back, stating that she'd prefer to handle the situation without violence. The characters only have a handful of healthy residents to help in their assault, but careful planning and reconnaissance can aid in getting past the many traps and defenses set up to guard the entrance to the ruins.

The Nuka-Cola bottling plant is a nightmare to navigate for anyone except the raiders. The group has rigged up traps around the perimeter and the entrances using the abundance of scrap metal and broken glass in the building. The alternative route would be through some of the areas the raiders avoid due to the dangerous conditions and bad repair of the building, walkways, and corridors. Avoiding detection takes planning and skill or a well-placed distraction. Ensuring that the incursion on the raider's home isn't traced back to the town of St. Antony is another problem for the characters to deal with. If the characters are successful, Dr. Lucia can begin treating the mystery illness and can pass on her treatment plan should the characters want to distribute it among other settlements. If the raiders discover that St. Antony's sent people to steal what they believed was rightfully theirs, they may seek to retaliate.

SYNTH RECOVERY

The characters are allied with the Institute and are requested to help recover an escaped synth. The synth has been living for months in the settlement of Greengrove, which is home to a Railroad safehouse.

Rather than outright attacking the settlement and drawing the Railroad's attention, they ask the characters to spread mistrust among residents until they attack or exile the synth out of fear. Not only does this make the recovery of their 'asset' easier, but it also ensures the settlement is no longer safe for the Railroad to use for its operations. Alongside the challenge of sowing mistrust and rumors without being overt in their goals, the characters also have to contend with the Railroad becoming suspicious of their actions. The characters may be followed, investigated by, or even attacked (physically or by way of reputation) by Railroad operatives trying to thwart their plans.

A CHANGE IN LEADERSHIP

The Railroad is interested in On-Ramp, a little highway-side town ideal for continuing its operations. It is one of the last trade stops before caravans leave the Commonwealth area, making it perfect for smuggling synths away from the Institute's sphere of influence. One of its mayoral candidates, Governor Gladbrook, sympathizes with their cause but is not doing well in the polls. The settlement's election resembles a small-scale presidential election, with rallies for the residents to attend, donation drives, and a fair amount of patriotic fanfare.

The Railroad asks the characters to get involved with politics where they can, to ensure that Gladbrook's political opponent, Governor Bradbury, does not win the election, but to be careful not to draw attention to themselves. They can do this by trying to sway residents to donate and vote for Gladbrook, potentially

join Gladbrook's campaign team to offer their skills, or join Bradbury's to sabotage his chances. If they investigate Bradbury, they can discover his dark past. Years ago, Bradbury ran a different settlement and would take kickbacks from the traders that came through, making him rich while his people were priced out of affording necessities. Private correspondence in Bradbury's home suggests he might try the same scheme in On-Ramp. They can reveal this truth to influence the election's outcome, and ensure their candidate wins the mayoral position.

A MERCENARY TALE

The Minutemen have received reports that a band of organized mercenaries calling themselves the Independent Territorial Defense has been coercing settlements into accepting their "protection" and running off Minutemen patrols that try to intervene. The mercenaries hail from Gatefort, a community of ex-Gunners and raiders who have concocted the ITD to extort the local communities and push the Minutemen out of the area. The Minutemen propose raiding the settlement and running off the mercenaries for good. With their numbers stretched thin, they reach out to the characters to put together enough people to make for an effective attack.

The ITD is not a well-organized band of mercenaries. While some are vicious fighters, and all have combat experience, most aren't willing to die to keep the scheme going. Some of the mercenaries, upon surrender, may be interested in joining the Minutemen, seeking a new path and a more comfortable life.

RESCUING SETTLEMENTS

Settlements under attack constantly seek help from those who would help defend them. Rescuing settlements is ripe with potential to use as quests within your campaign. As the sections before have detailed, the motivations here are designed as starting points and anchors when creating quests involving these themes.

For examples of these motivations in pre-written quest hooks, see *Quests Involving Rescuing Settlements* later in this section.

GENERAL MOTIVATIONS

The motivations for rescuing settlements can range from an obligation to the selfless desire to help. When creating quests for rescuing settlements, consider the following motivations:

- **Obligation.** Those called to defend a settlement might have an obligation to do so, either through an existing allyship, a personal connection to the settlement, a debt, or by belonging to a particular faction that is allied or has an interest in the settlement's survival.
- **Reward.** The settlement under attack offers a reward, such as caps, supplies, skills, or some other worthwhile offer that is of value to those who might come to its aid.
- **Access.** Defense of a settlement may put you in a position to negotiate your reward to gain access to a location, person, or resources needed to continue and complete other quests. Defending the settlement is only a means to accessing this asset.
- **Duty and Ideology.** Some defenders choose to rescue settlements under attack out of a sense of justice or duty, detached from any formal obligation, or because the ideology of the attacking force clashes with their own.
- **Common Enemy.** Defenders may choose to rescue a settlement it allows them to strike a blow against an existing rival or enemy.

FACTION MOTIVATIONS

Many of the wasteland's factions put their interests above all else. Coming to the rescue of a settlement usually means committing supplies, time, or people to the effort—something many factions are unwilling to do unless the benefits outweigh that cost. When using factions in plots to rescue settlements, consider what beneficial outcome they seek when involving themselves in the conflict.

BROTHERHOOD OF STEEL

The Brotherhood of Steel is likely to only come to a settlement's rescue if they have a pre-existing relationship with them or are of some interest to the Brotherhood's agenda. Though they care about preserving human life and might be persuaded to step into a conflict to achieve this goal, they will likely want something to balance out their potential losses and expenditure of supplies and efforts.

RAIDERS AND GUNNERS

Raiders and Gunners rarely come to the rescue of a settlement, usually being the aggressors in such a conflict. Some settlements may have struck deals or allyships with local raider or gunner gangs, however, paying in supplies or caps for some modicum of protection. Their interest in coming to aid a settlement is purely based on their need for payment and rarely out of the goodness of their hearts.

INSTITUTE

Like allyships and launching attacks, the Institute's only real motivations for coming to a settlement's aid is if they have a direct interest rooted in their own goals. A settlement being used for experiments is

likely to receive some protection if an outside force threatens to disrupt the integrity of the results—but even then, the Institute is careful not to reveal itself.

RAILROAD

Though the Railroad does its best to keep its movement underground, if a settlement home to one of their safehouses or a community of freed synths is under attack, they are likely to work to fight against the threat. Covert operations are likely used to defend against attacks on the settlement's reputation or position in the wasteland or quell rumors that might lead to open conflict. More direct, overt action might be taken if a physical threat is presented. However, operatives may disguise their allegiance to the Railroad or call upon other allies to aid in the fight.

MINUTEMEN

Coming to the rescue of a settlement under attack is what the Minutemen are known for. If an allied settlement comes under threat, the militia can gather what personnel and weaponry it has at its disposal and set out. The Minutemen will also help defend settlements that have not yet allied with them, hoping to prove a relationship with them is in the settlement's best interest. This allows them to widen their network of allied settlements that might provide aid to each other in the future and inspire others to join their ranks.

RESCUING SETTLEMENTS QUESTS

When using these quest seeds to set up quests where your characters step in to rescue settlements, consider using settlements they already have a connection to. This will help give them a solid motivation to get involved and allows their relationships with those settlements to develop further—either for better or worse, based on how they settle the quest.

Many of these quest hooks offer details such as names of settlements and NPCs and suggestions for the challenges your characters may face. You should adapt these to suit the needs of your group based on their playstyle, your campaign's tone, and the party's average level. Some of these quest hooks are written intentionally without these details, as they are designed to be slotted into your games and pull from locations your characters have already explored, people they have already interacted with, or follow-on from quests they have already completed.

Quests that rely heavily on the characters' allegiance (or lack thereof) may have a slightly different focus or intro to the quest, depending on where they stand. These quests will have subsections that detail these changes where appropriate.



AGAINST THE ODDS

This quest triggers sometime after the characters become indebted to a settlement. A resident or mercenary arrives with a message for the settlement's leadership. They tell characters that the settlement is under attack by a large force—raiders, Gunners, a rival faction, or another threat—and the settlement calls in the character's debt. The odds favor the attackers, who outnumber and outgun the settlement's militia. This leaves the characters with two options; find a creative solution to tip the odds in the settlement's favor or find a way to settle their debt without involving themselves in the conflict. There are many ways characters might seek to aid the settlement to repay their debt; they could get involved with the physical conflict, cash in favors owed to them, call upon allies that they've made, or find a way to approach the attacking side to negotiate and bring it to heel through diplomacy.

Should the settlement survive the attack without the character's aid, the leadership will look for other ways to force the characters to pay their debts. If the settlement is damaged, characters might be called in to help or fund repairs, or the settlement leaders might want access to the characters' network of contacts for favorable deals. At worst, the characters might gain a reputation for being untrustworthy, which can affect their future relationships with other NPCs and settlements.

SETTLEMENT FOR HIRE

The characters are allied with the Brotherhood of Steel and are assigned to a small group of scribes, led by Senior Scribe Hale, who has taken an interest in the ruins of the pre-War Garrettsville Library. It has a stockpile of technical manuals and pre-War science journals that they want to recover. Their only issue is the site is a few weeks from their forward operating base, and their only Vertibird is currently out of commission, making bringing the books back impossible. Near the library in Garrettsville's suburban district is a settlement they have propositioned with a deal. The town's militia has two non-functional suits of power armor that the scribes are willing to repair and supply fusion cells for in exchange for the settlement becoming a temporary base of operations for them to recover the books. Senior Scribe Hale is unhappy about his

subordinates being willing to allow the settlement to keep "stolen Brotherhood property," let alone repair it, and secretly plans to betray this part of the deal. The scribes also offer payment to residents who will help transport the books back to the forward operating base.

The characters are there to help aid the scribes in allying with the settlement and provide protection on both legs of the journey to ensure that the books are recovered without incident. The long trips require trekking through the open wastes and protecting the scribes and the residents from the wasteland's mutated creatures. Accessing the library is challenging as much of the town's civil district was reduced to rubble by the Great War. While the wreckage that blocks the entrances has kept the contents of the building in good condition, characters will need to find another way into the ruins. When the mission is complete, the characters must also deal with Senior Scribe Hale's betrayal as he attempts to regain the power armor he believes rightfully belongs to the Brotherhood.

THE ENEMY OF MY ENEMY

A group of Gunners has been extorting supplies and caps from the nearby town of Westhome for months, with the threat of violence if the residents don't comply with their demands. When another mercenary group—the Red Gun Rovers—moves into the area and begins attacking Westhome, the Gunners are forced to defend it to keep their supply of "gifted" caps, chems, and weaponry from running dry. The characters are asked by the citizens of Westhome to fight against the new mercenary group, leaving them caught in the middle of the settlement's forced alliance with the Gunners. Once the initial fight is over, another opportunity presents itself: take out the remaining faction or attempt to turn the relationship between the two parties into something more mutually beneficial.

The Gunners are extortionists who use threats to enforce their arrangement with Westhome, but they have prevented attacks against the settlement in the past. Should they be the victors of the conflict, they might be persuaded into a more mutually beneficial alliance with Westhome, especially if the characters fought alongside them on the settlement's behalf.

The Red Gun Rovers are less interested in the settlement's supplies and caps and more interested in taking the settlement themselves. They're looking for a place to set up a permanent home that has power, water, sheltered beds, and access to trade routes for easy raiding—all of which Westhome has. If they emerge as the victors of the conflict, talking them to an agreement will be difficult, especially if they discover that Westhome tasked the characters with fighting against them. They could be convinced to move on if the characters can find a place that meets their needs and they are "compensated" for their losses. Alternatively, they might be convinced to change their ways if Westhome is willing to open its doors to them as new residents, and the characters may have to help these mercenaries settle into a new, less violent way of life. If talks go south, the characters and Westhome will have another battle on their hands to protect the settlement from the Red Gun Rovers, who may believe they won the right to claim it as their own when they took out the gunners.

A COMPROMISED THEORY

Old Maid's Farm is a settlement used by the Institute to experiment with new chems by feeding them into the water supply via a modified water purifier. The chems, designed as immune system boosters, are mildly addictive, leading the residents to consume far more than usual but otherwise not harmful. Local scavengers opened a nearby vault releasing a population of feral ghouls into the area who are getting stuck in the local stream. Worryingly, many of these feral ghouls are glowing ones, and the radioactivity they emit, along with the high levels of radioactive waste within the vault, risks compromising the experiment as the modified water purifier is struggling to filter out the additional radiation.

Allied with the Institute. The Institute sends the characters to rid the area of glowing ones, re-seal the vault to prevent any more contamination from the radioactive waste within, and ensure the settlement (and experiment) is stable after the incursion.

Unaligned or Against the Institute. The party is approached by one of the Institute's synth replicants disguised as a settler named Josiah, who asks them to resolve the threat. He tells them he has already

found a few glowing ones stuck in the nearby stream, irradiating the water so severely that their purifiers are struggling to filter it out. Josiah appears very concerned about the effect the radiation has on the purifier. With settlers having to ration water until the situation is resolved, the characters can notice the resident's strange, increasingly desperate, and irrational nature. Investigation into the settlement and the water supply can lead characters to discover the experiment, prompting the Institute to try and silence them before they can spread the word.

OPERATION EXTRACTION

The Railroad asks the characters to help them deal with a scaremongering campaign against synths that is gaining prominence in the large township of New Haven. It recently merged with a struggling bordering settlement called Orchid Square, which came under attack from Institute-controlled synths. Unbeknownst to most of the Orchid Square residents, New Haven has always been home to Railroad safehouses and has several residents who are escaped synths. With sudden talk coming from Orchid Square's leadership about testing residents to root out any synth infiltrators, the Railroad wants to move the synth residents out of the area to a safe location.

Characters will need to help develop a plan to exfiltrate the freed synths, while also ensuring New Haven does not suffer due to losing some of its skilled workers, fighters, and business owners. Alongside this, they will need to find new homes for these residents, requiring them to survey and vet settlements and their residents, all while risking discovery by the Institute. Alternatively, characters might seek to change the minds of Orchid Square's leadership, or find ways to remove the most vocal voices encouraging the anti-synth sentiments to prevent the loss of New Haven as a safehouse settlement.

INSIDE ACCESS

This quest hook is best inserted when characters are already on a quest requiring them to recover an item or specific information for a particular goal. They discover that what they are searching for is located within Rising Hill, a usually friendly settlement that makes its home within the ruins of a luxury gated community. After a series of attacks, the settlement

has recently closed its gates to all visitors, denying the characters access to their goal. The Minutemen are keenly interested in what kind of threat would force a settlement to take such drastic action, and they task the characters with investigating. They ask that should the characters get the chance to neutralize the threat, they are willing to help prevent it from becoming an issue for other settlements in the area.

Finding precisely what or who is responsible for the attacks requires some investigation of the area and finding a way to talk to one of the residents. It appears that the settlement had been infiltrated by members of a raider gang, posing as travelers and traders, who managed to gain access to the settlement's defense systems and plans. Using this information, they made a series of coordinated attacks over the course of a week to steal resources. Each time the settlement changed tactics to fight off the attacks, it seemed the raiders knew of the changes and where new weak spots were. Sure that a resident had been helping them, Rising Hill's leaders closed the gates until

they could uncover who was responsible. One of the settlement's militia, Annabeth, who programs and is responsible for the automated turrets on the walls, owes the gang a debt. They told her she could make right what she owed by helping them steal resources. Afraid of what would happen if she refused, Annabeth gave them the idea of posing as visitors to scout the place. She has been feeding them information about the defenses, shutting down the turrets, and making it look like a malfunction.

Should the characters convince Rising Hill's leadership council that they can help uncover the truth (something which can be achieved more easily if they are allied with the Minutemen), they can investigate the residents and potentially find the computer logs, caps, letters, and other evidence that links Annabeth to the attacks. This gives the characters an opportunity to come to the settlement's rescue, decide on Annabeth's fate within the settlement, and convince Rising Hill to open its gates once again, giving them access to the item they seek.







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SETTLERS OF THE WASTELAND

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Chapter Six

SETTLERS OF THE WASTELAND



The following new NPCs can be used to populate settlements in your *Fallout* campaigns or provide new foes for your players to intrigue, entreat, and fight against. Many of the following stat blocks are presented as Human for ease of use, but can easily be converted to Super Mutants, Ghouls, or Synths.

Converting Human Settlers

To convert any human stat blocks listed in this section to third generation synths, ghouls, or super mutants, make the following changes:

- **Super Mutants.** Change the NPC's keywords to "Mutated Human". Decrease Charisma and Intelligence to a maximum of 6 and redistribute those points into other S.P.E.C.I.A.L stats. Gain + 2 points to Strength and Endurance. Decrease any skills at 5 by 1 and redistribute those points into other skills, ensuring none are higher than rank 4. Add Immune to Poison and Radiation damage. Gain the Barbarian special ability.
- **Third generation synths.** Change the NPC's keywords to "Robotic Synth". Synthetic Upgrade the NPC to a major character with appropriate changes listed in the *Fallout: The Roleplaying Game Core Rulebook*, p.337. Add a synth component to their inventory. Add 1 to all DRs for hit locations. Add Immune to Poison and Radiation damage. Add the Robot and Third Generation Synth special abilities. Add 1 to their Strength, Perception, and Intelligence.
- **Ghouls.** Change the NPC's keywords to "Mutated Human". Add Immune to Poison and Radiation damage. Add the Ghoul special ability. Change the damage type of unarmed melee attacks to Radiation damage.

SETTLERS

Settlements are nothing without residents to build and defend them. Having skilled inhabitants among the populace of even the smallest encampment can improve living conditions or provide a source of trade or income that ensure the settlement's long-term prosperity.

CARPENTER

Most wastelanders can hammer a nail, but having the knowledge to build stable structures and furnishings is an essential skill for any settlement wanting to survive long-term in the wasteland. A talented carpenter can be the difference between a rundown settlement that constantly needs costly repairs and a comfortable homestead that requires minimal long-term upkeep.

Level 4, Human, Normal Character (31 XP)

S	P	E	C	I	A	L
6	5	5	5	8	4	4

SKILLS			
Athletics	2	Science	1
Barter	2	Small Guns	1
Melee Weapons ■	3	Survival	2
Repair ■	4	Unarmed	1
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
9	9	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
230 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 7), 2 	Physical damage
■ LEAD PIPE: STR + Melee Weapons (TN 9), 4 	Physical damage
■ 10MM PISTOL: AGI + Small Guns (TN 5), 4 	Physical damage, Fire Rate 2, Close Range, Close Quarters, Reliable

SPECIAL ABILITIES
■ CARPENTRY: If tasked with building structures or furnishing at a settlement (see <i>Chapter 2: Settlements</i> , p.34), the carpenter can reduce time to build by 1 day (to a minimum of 1). They may only work on one project at a time. If the carpenter aids repair tests related to carpentry, they reduce the difficulty of the test by 1 (to a minimum of 1).
■ LET RIP: Once per combat, the Carpenter may 'let rip' with a volley from their 10mm Pistol. This adds the weapon's Fire Rate of 1 to the weapon's damage for a single attack (for 6  total).

INVENTORY
Road Leathers, Lead Pipe, 10mm Pistol, Wealth 1

DOCTOR

Between dangerous mutated creatures, raiders, and radiation, it's easy to pick up a few cuts and scrapes—or worse. Having a doctor on hand helps keep a settlement's population healthy. They also generate income by charging for medical services or selling surplus supplies to travelers and visitors. A doctor on call is an attractive asset for those considering making a new township their home.

Level 4, Human, Normal Character (31 XP)

S	P	E	C	I	A	L
5	6	5	6	8	4	3

SKILLS			
Barter	2	Small Guns	1
Medicine ■	4	Speech	2
Melee Weapons	1	Survival	2
Science ■	3	Unarmed	1
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
9	10	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 6), 2 🗡️	Physical damage
■ SCALPEL: STR + Melee Weapons (TN 6), 2 🗡️	Physical damage, Concealed
■ 10MM PISTOL: AGI + Small Guns (TN 5), 4 🗡️	Physical damage, Fire Rate 2, Close Range, Close Quarters, Reliable

SPECIAL ABILITIES
■ MEDICAL TRAINING: If working at a clinic, medical center, or chems store (see <i>Chapter 2: Settlements, Stores</i> , p.49) in a settlement the Doctor uses their INT and Medicine skills in place of the location's assumed vendor attributes. When taking the First Aid action, the Doctor reduces the difficulty by 1 (to a minimum of 1).

SPECIAL ABILITIES

- **SCRUBS:** By simply feeling smarter while wearing a lab coat, the doctor re-rolls 1d20 on INT based skill tests.
- **LET RIP:** Once per combat, the Doctor may 'let rip' with a volley from their 10mm Pistol. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 6 🗡️ total).

INVENTORY

Lab Coat, Scalpel, 10mm Pistol, Wealth 1



FARMER

Keeping people fed is a sure way to maintain a settlement's happiness and longevity. Farmers know how to tend to the crops that grow in the wasteland's irradiated soil, rear animals, and ensure a good yield of food and materials from both. Having someone who can make the most out of a settlement's resources this way ensures residents have ample supplies with enough spare to trade.

Level 4, Human, Normal Character (31 XP)

S	P	E	C	I	A	L
6	5	7	5	5	5	4

SKILLS			
Athletics	2	Small Guns	1
Barter ■	2	Survival ■	3
Melee Weapons	2	Unarmed	1
Science	2	(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
11	10	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 7), 2	Physical damage
■ HANDY ROCK: AGI + Throwing (TN 7), 2	Physical damage, Vicious, Thrown (Close)
■ HUNTING RIFLE: AGI + Small Guns (TN 6), 6	Physical damage, Piercing 1, Fire Rate 0, Medium Range, Two Handed

SPECIAL ABILITIES	
■ CROP FARMER: When tending to crops in a settlement, farmers may attend to an additional two crops per day.	
■ ANIMAL HUSBANDRY: The farmer doubles the amount of items gained from a slain animal when they make a successful END + Survival tests for butchery.	

INVENTORY

Tough Clothing, Handy Rock, Hunting Rifle, Wealth 1



MAMA MURPHY

Mama Murphy is an older woman from the town of Quincy who fled along with Preston Garvey and other survivors of the Quincy Massacre. While little is known about her younger years, she claims to have once been a formidable fighter who earned the name “Murphy the Madwoman,” but much of this fighting and violent nature is unseen in her later years. What makes Mama Murphy stand out from most other wastelanders is her apparent ability as a seer. Using chems, she can induce a trance-like state where she can perceive things happening elsewhere, as well as both past and future events. While her visions are not always direct, and she is not always able to tell if she is looking into the past, present, or future, she often relays what she sees to the people closest to her to try and forewarn or protect them.



Using Mama Murphy's Sight

While Mama Murphy's sight might seem like an easy way for players to get more information about the goings on of the wasteland, it is wise to remember that use of the sight can eventually cause her death. Alongside this, the sight does not always give Mama Murphy a straightforward vision. Her descriptions should have a few specifics that the players might recognize—now or in the future—but cryptic enough to give a sense of mystery.

In order to impress upon the players the risks and potential consequences of asking Mama Murphy to use the sight consider the following:

- Other settlers asking the players not to give Mama Murphy chems, fearing for her health, or worse threatening them that they'll be held responsible if something goes wrong.
- Loss of settlement reputation if the players are seen giving Mama Murphy doses of chems, or reputation loss if she overdoses after a vision.
- Consider how companions or beloved NPCs might react to the players taking advantage of such powers and how that affects their relationship. Do they believe Mama Murphy has a gift? Where do they stand morally on players encouraging her to use it? If they don't believe, do they see the players as contributing to an old woman's potentially deadly addiction?

Level 6, Human, Major Character (135 XP)

S	P	E	C	I	A	L
4	10	7	8	9	6	8

SKILLS			
Athletics	1	Science	1
Barter ■	3	Small Guns	2
Big Guns	1	Speech ■	4
Lockpick	1	Survival ■	3
Medicine ■	4	Unarmed	1
Melee Weapons	2	(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
25	20	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	8

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	0	0

ATTACKS

- **UNARMED STRIKE:** STR + Unarmed (TN 5), 2 DC Physical damage

SPECIAL ABILITIES

- **THE SIGHT:** Once per week, Mama Murphy can induce a trance like state with the use of Jet, Buffout, Mentats, Med-X, or Psycho and describe a vision of the past, present or future (GMs choice). To request this of Mama Murphy the player must have a reputation of 4 or more with the settlement she resides in or a succeed a CHA + Speech test with a difficulty of 3, and must provide one of the listed chems. Each time Mama Murphy uses the sight after the 4th time, roll 1 🎲. On an Effect, she describes a final vision and then dies from an overdose of chems.

INVENTORY

Beaded Blazer (Casual Clothing), Wealth 1

RESIDENT MILITIA

The core of a settlement’s defense, a resident militia keeps order on the streets and trouble out. The number of active militia members greatly depends on the population size. In smaller camps and towns, there may be no formal group given this title—it is left to residents who can fight to step up when threats come knocking. This force is usually more regulated in larger townships or small cities to ensure a hierarchy and chain of command. Regardless of their training, these individuals bravely step up to protect others from danger.

Level 6, Human, Normal Character (45 XP)

S	P	E	C	I	A	L
6	6	5	5	6	6	4

SKILLS			
Athletics	1	Small Guns ■	3
Big Guns	1	Sneak	1
Energy Weapons	2	Survival	1
Explosives	1	Throwing	1
Melee Weapons ■	3	Unarmed	2
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
11	12	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	0	0

ATTACKS
■ UNARMED STRIKE: STR + Unarmed (TN 8), 2  Physical damage
■ TIRE IRON: STR + Melee Weapons (TN 9), 3  Physical damage
■ LONG BOLT-ACTION PIPE RIFLE: AGI + Small Guns (TN 9), 5  Physical damage, Piercing 1, Fire Rate 0, Medium Range, Two-Handed, Unreliable

SPECIAL ABILITIES
■ MILITIA: When the militia fight on the grounds of their own settlement, any tests to navigate difficult terrain and spot dangers or hazards are reduced by 1 to a minimum of 1.

INVENTORY
Road Leathers, Tire Iron, Long Bolt-Action Pipe Rifle (Pipe Bolt-Action with Long Barrel and Full Stock), Wealth 1



SETTLEMENT LEADER

Some settlements have one, others have several, but every settlement has at least one person working to ensure the community's best interests. Settlement leaders can be voted into their positions, assume them by force, or fall into the role unintentionally. They bear the responsibility for the settlement's people, prosperity, and dealings with the world outside its walls. The role also attracts less savory folks, who would seek to use the influence and power such a position comes with for their own selfish agendas.

Level 6, Human, Notable Character (90 XP)

S	P	E	C	I	A	L
6	7	6	8	7	6	5

SKILLS			
Athletics	1	Small Guns	2
Barter ■	3	Speech ■	4
Big Guns	2	Survival ■	3
Melee Weapons	2	Unarmed	4
Repair	1	(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
17	15	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	–	3

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Arms, Legs, Torso)	2 (Arms, Legs, Torso)	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 10), 2  Physical damage	
■ .44 PISTOL: AGI + Small Guns (TN 8), 6  Physical damage, Vicious, Fire Rate 1, Close Range, Close Quarters	

SPECIAL ABILITIES

- **GOOD FIRST IMPRESSION:** Due to their smart clothing and demeanor, the settlement leader may re-roll a single d20 on one CHA-based skill test they make each scene.
- **LOCAL LEADER:** The leader is able to establish supply lines between nearby friendly settlements.
- **LET RIP:** Once per combat, the Settlement Leader may 'let rip' with a volley from their .44 Pistol. This adds the weapon's Fire Rate of 1 to the weapon's damage for a single attack (for 7  total).

INVENTORY

Formal Clothing (Ballistic Weave), .44 Pistol, Wealth 2

Local Leader Perks

Depending on your needs, you may wish to increase the rank of the local leader perk of the settlement leader. Alternatively, you can grant this perk to any other NPC that has a leadership role in your chosen settlement.

TINKERER

Some folks love to step outside the box and see potential in the world around them, trying to build something new from the old. Tinkerers take scrap, junk, and broken items and repurpose them into something useful. Occasionally, these people may also be weaponsmiths or armorers experimenting with new modifications or chemists mixing up new concoctions of the wasteland's favorite chems.

Level 4, Human, Normal Character (31 XP)

S	P	E	C	I	A	L
5	6	5	5	7	5	4

SKILLS			
Barter	1	Science ■	3
Explosives	1	Small Guns	2
Melee Weapons	1	Survival	2
Repair ■	4	Unarmed	1
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
9	11	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	2 (Head)	0	0

ATTACKS	
■	UNARMED STRIKE: STR + Unarmed (TN 6), 2  Physical damage
■	HOOKED PIPE WRENCH: STR + Melee Weapons (TN 6), 4  Physical damage
■	PIPE GUN: AGI + Small Guns (TN 7), 3  Physical damage, Fire Rate 2, Close Range, Close Quarters

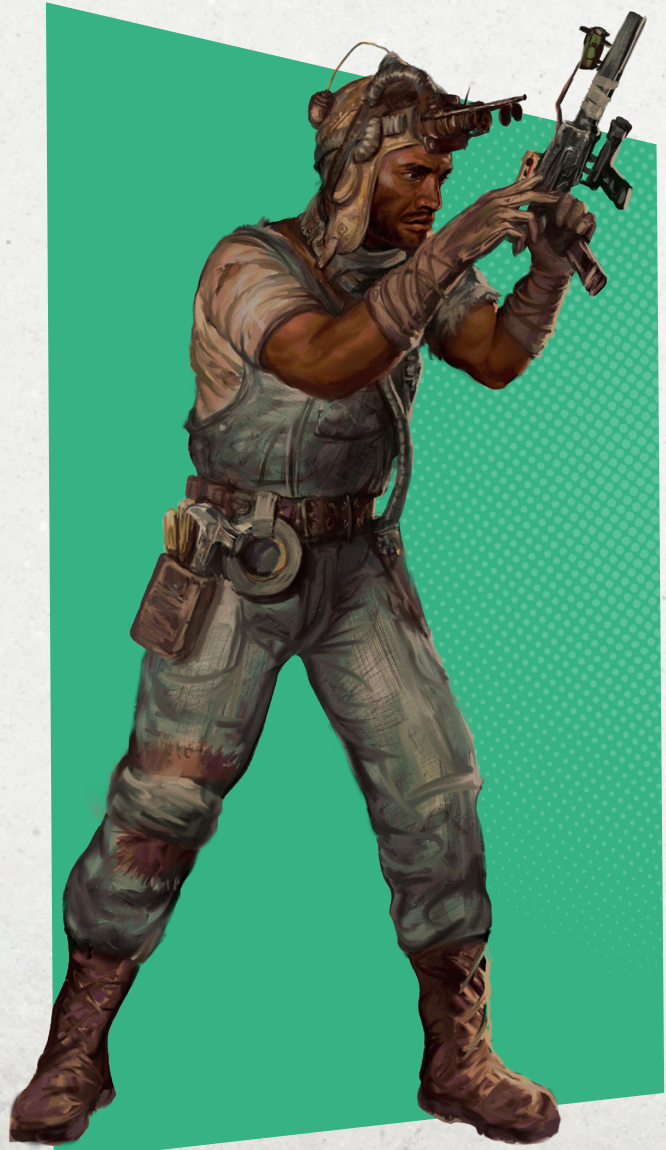
SPECIAL ABILITIES	
■	TINKERING: When making an INT + Repair test to install a mod to armor, clothing, or weapons, the tinkerer may attempt a mod which would normally require the first rank of a perk, without having the perk itself. The difficulty of the test is increased by 2.
■	HOOKED PIPE WRENCH: On successful attack, spend 2 AP to disarm the opponent, knocking one held weapon away.

SPECIAL ABILITIES

- **LET RIP:** Once per combat, the Tinkerer may 'let rip' with a volley from their Pipe Gun. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 5  total).

INVENTORY

Utility Coveralls, Welder's Visor, Hooked Pipe Wrench, Bull Barrel Pipe Gun, Wealth 1



MINUTEMEN

Defenders of the Commonwealth's settlements, the Minutemen are a welcome sight to those in need. Though their numbers are thin, they do what they can to support and supply the settlements under their protection.

MINUTEMAN GENERAL

A prestigious title reserved for only a select few. Minutemen generals are among the upper echelons of the militia. They have the power to control whole sections of the organization's forces and make decisions about the direction and future of the Minutemen—affecting the lives of its members and the settlements in their care in significant ways.

Level 7, Human, Notable Character (104 XP)

S	P	E	C	I	A	L
5	7	7	7	7	8	5

SKILLS			
Barter	1	Small Guns ■	2
Big Guns	2	Speech ■	3
Energy Weapons ■	5	Throwing	1
Melee Weapons	2	Unarmed	1
Repair	1	(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
19	17	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	3

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Arms, Legs, Torso)	3 (Arms, Legs, Torso)	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 6), 2 	Physical damage
■ GUN BASH : STR + Melee Weapons (TN 7), 3  Physical damage, Stun, Two Handed	
■ LASER MUSKET: PER + Energy Weapons (TN 12), 6  Energy damage, Piercing 1, Range Medium, Two-Handed	

SPECIAL ABILITIES

- **COMMANDER:** Once per round, the Minuteman General can use their action to grant a Minuteman under their command an additional action of their choosing. If that action requires a test, the Minuteman gains an additional 1d20 to the roll.
- **LASER MUSKET:** Firing a Three-Crank laser musket consumes three shots of ammunition each time it is fired. You may reduce the number of shots consumed, reducing the damage by -1  for each shot consumed fewer than normal (to a minimum of 4 DC damage and 1 shot consumed).

INVENTORY

Military Fatigues with Ballistic Weave, Three-Crank Laser Musket, Wealth 3



MINUTEMAN RECRUIT

Minutemen come from all walks of life. Some already have ample combat experience and are used to the dangers of the wasteland, while others are inspired by the militia's vision of a better Commonwealth, volunteering despite having little in the way of training or skill. Recruits are outfitted with a uniform and a weapon, and are trained under the instruction of veteran Minutemen.

Level 4, Human, Normal Character (31 XP)

S	P	E	C	I	A	L
6	6	5	6	5	5	4

SKILLS			
Athletics	1	Small Guns ■	2
Energy Weapons	2	Sneak	1
Medicine	1	Speech	1
Melee Weapons	1	Survival ■	2
Repair	1	Unarmed	1
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
9	11	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 7), 2 🗡️	Physical damage
■ LASER PISTOL: PER + Energy Weapons (TN 8), 4 🗡️	Energy damage, Piercing 1, Fire Rate 2
Close Range, Close Quarters	

SPECIAL ABILITIES
■ LET RIP: Once per combat, the Minuteman Recruit may 'let rip' with a volley from their Laser Pistol. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 6 🗡️ total).

INVENTORY
Minuteman Outfit (Tough Clothing), Laser Pistol, Wealth 1



MINUTEMAN VETERAN

Their time serving the community allows veterans of the militia a chance to form strong bonds and relationships within their organization and the locales they frequent. Veteran Minutemen are likely to have traveled the Commonwealth extensively—at least between the settlements they are sent to protect—and are involved in training and onboarding recruits.

Level 7, Human, Normal Character (52 XP)

S	P	E	C	I	A	L
6	6	5	6	5	7	4

SKILLS			
Athletics	1	Small Guns ■	2
Energy Weapons ■	4	Sneak	1
Medicine	1	Speech	2
Melee Weapons	1	Survival	2
Repair	1	Unarmed	1
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
12	13	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	0	0

ATTACKS	
■	UNARMED STRIKE: STR + Unarmed (TN 7), 2 🗡️ Physical damage
■	GUN BASH: STR + Melee Weapons (TN 7), 3 🗡️ Physical damage, Stun, Two Handed
■	LASER MUSKET: PER + Energy Weapons (TN 10), 5 🔫 Energy damage, Piercing 1, Range Medium, Two-Handed

SPECIAL ABILITIES	
■	LASER MUSKET: Firing a laser musket consumes two shots of ammunition each time it is fired. Each capacitor mod for the laser musket increases the damage and the number of shots consumed. You may reduce the number of shots consumed, reducing the damage by -1 🔫 for each shot consumed fewer than normal (to a minimum of 4 🔫 damage and 1 shot consumed.

INVENTORY
Minuteman Outfit (Tough Clothing), Laser Musket, Wealth 1



PRESTON GARVEY

Preston Garvey is the leader of the volunteer militia group known as the Minutemen. One of the few remaining Minutemen left after the Quincy Massacre, Preston is well known to many settlements he works to defend and bring into the Minutemen's fold. He is determined and values the lives of those under his command and the safety of the Commonwealth's settlements above all else. He is keen to recruit those of a like mind with the bravery to defend the Commonwealth's residents against threats, regardless of their origin.

Level 7, Human, Major Character (156 XP)

S	P	E	C	I	A	L
6	9	7	9	7	8	7

SKILLS			
Athletics	1	Small Guns ■	3
Barter	1	Sneak	2
Energy Weapons ■	5	Speech ■	4
Medicine	1	Survival ■	2
Melee Weapons	1	Unarmed	1
Repair	1	(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
28	21	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	7

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Arms, Legs, Torso)	3 (Arms, Legs, Torso)	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 7), 2 	Physical damage
■ GUN BASH: STR + Melee Weapons (TN 7), 3 	Physical damage, Stun, Two Handed
■ PRESTON'S LASER MUSKET: PER + Energy Weapons (TN 13), 6 	Energy damage, Piercing 1, Accurate, Range Long, Two-Handed, Spread.

SPECIAL ABILITIES

- **PRESTON'S LASER MUSKET:** Firing Preston's laser musket consumes three shots of ammunition each time it is fired. You may reduce the number of shots consumed, reducing the damage by -1  each time to a minimum of 4  damage and 1 shot consumed. Preston's Laser Musket is modded with a Beam Focuser, a Short Scope, and a Three-crank Capacitor.

INVENTORY

Colonial Duster Outfit (Military Fatigues with Ballistic Weave), Minuteman Hat (Formal Hat), Preston's Laser Musket, Wealth 2.



NCR

The New California Republic spans a vast portion of the American west. Over time the small community called Shady Sands grew into the now multi-state entity. The NCR has a government system that models pre-War America—they have a president and vice president, a senate who are elected, a court system, and a congress. They enforce their laws through their army, which models a pre-War American military structure like their government.

NCR RECRUIT

With the NCR's ever-growing expansion, young recruits from all backgrounds join and fill the army's ranks. Often inexperienced, their training aims to teach them discipline, control and prepares them to face the dangers of the wasteland and to uphold the NCR's values when patrolling their territory.

Level 6, Human, Normal Character (45 XP)

S	P	E	C	I	A	L
6	6	5	6	5	5	4

SKILLS			
Athletics	1	Small Guns ■	3
Energy Weapons	2	Sneak	1
Medicine	1	Speech	1
Melee Weapons	2	Survival ■	1
Repair	1	Unarmed	1
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
11	11	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Head)	1 (Arms, Legs, Torso)	0	0

ATTACKS	
■	UNARMED STRIKE: STR + Unarmed (TN 7), 2 
■	10MM PISTOL: AGI + Small Guns (TN 8), 4 
■	GUN BASH : STR + Melee Weapons (TN 8), 3 
■	HUNTING RIFLE: AGI + Small Guns (TN 8), 6 

SPECIAL ABILITIES	
■	LET RIP: Once per combat, the NCR Recruit may 'let rip' with a volley from their 10mm Pistol. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 6  total).

INVENTORY	
Military Fatigues, Army Helmet, 10mm Pistol, Combat Rifle, Wealth 1.	

NPC Wealth in NCR Dollars

If you're rolling randomly for the wealth of an NPC, based on their inventory, roll the indicated number of d20s and double it for the value of NCR dollars on their person.

NCR SERGEANT

Commanders of small garrisons of troops or forward operating bases, sergeants occupy the middle ground in the NCR's hierarchy—senior enough to have a small company of soldiers under their command but not enough to avoid fieldwork, patrols, and certainly not enough to have the authority to command larger bases of operation.

Level 7, Human, Notable Character (104 XP)

S	P	E	C	I	A	L
7	6	7	7	6	8	5

SKILLS			
Athletics	2	Speech ■	2
Big Guns	4	Survival	1
Melee Weapons	2	Throwing	2
Small Guns ■	4	Unarmed ■	2
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
19	16	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
220 lbs.	+1 🗡️	3

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Head, Torso)	2 (Head, Torso) 1 (Arms, Legs)	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 9), 3 🗡️	Physical damage
■ 10MM PISTOL: AGI + Small Guns (TN 12), 4 🗡️	Physical damage, Fire Rate 2, Close Range, Close Quarters, Reliable
■ GUN BASH: STR + Melee Weapons (TN 9), 4 🗡️	Physical damage, Stun, Two Handed
■ COMBAT RIFLE: AGI + Small Guns (TN 12), 5 🗡️	Physical damage, Fire Rate 2, Medium Range, Two Handed
■ COMBAT KNIFE: STR + Melee Weapons (TN 9), 4 🗡️	Physical damage, Piercing 1

SPECIAL ABILITIES

- **COMMANDER:** Once per round, the NCR sergeant can use their action to grant an NCR soldier under their command an additional action of their choosing. If that action requires a test, the soldier gains an additional 1d20 to the roll.
- **LET RIP:** Once per combat, the NCR Sergeant may 'let rip' with a volley from either their 10mm Pistol or their Combat Rifle. In either case, this adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 6 🗡️ total for the 10mm Pistol, or for 7 🗡️ for the Combat Rifle).

INVENTORY

NCR Sergeant Uniform (Military Fatigues), Combat Armor Helmet, Combat Armor Chest Piece, 10mm Pistol, Combat Rifle, Combat Knife, Wealth 3



NCR TROOPER

Troopers make up a large portion of the NCR's forces. Experienced soldiers who sit in the middle ranks, troopers are a mix of volunteers and conscripted soldiers. Their skill in a fight is formidable, especially when they evenly match or outmatch their opposition. Even when the numbers are less favorable, their military training helps balance the odds against less well-trained opponents like raiders or mercenary gangs.

Level 7, Human, Normal Character (52 XP)

S	P	E	C	I	A	L
5	6	5	5	6	7	4

SKILLS			
Athletics ■	2	Sneak	1
Big Guns	2	Speech	1
Medicine	1	Survival	2
Melee Weapons	2	Throwing	1
Repair	1	Unarmed	1
Small Guns ■	3	(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
12	13	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Head, Torso)	2 (Head, Torso) 1 (Arms, Legs)	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 6), 2 🗡️	Physical damage
■ 10MM PISTOL: AGI + Small Guns (TN 10), 4 🗡️	Physical damage, Fire Rate 2, Close Range, Close Quarters, Reliable
■ GUN BASH: STR + Melee (TN 7), 3 🗡️	Physical damage, Stun, Two Handed
■ COMBAT KNIFE: STR + Melee (TN 7), 3 🗡️	Physical damage, Piercing 1
■ COMBAT RIFLE: AGI + Small Guns (TN 10), 5 🗡️	Physical, Fire Rate 2, Medium Range, Two-Handed

SPECIAL ABILITIES

- **LET RIP:** Once per combat, the NCR Trooper may 'let rip' with a volley from either their 10mm Pistol or their Combat Rifle. In either case, this adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 6 🗡️ total for the 10mm Pistol, or for 7 🗡️ for the Combat Rifle).

INVENTORY

Military Fatigues, Combat Armor Helmet, Combat Armor Chest Piece, 10mm Pistol, Combat Rifle, Combat Knife, Wealth 2



CRAIG BOONE

Retired NCR First Recon sniper and night watchman of the Mojave town of Novac, Craig Boone is a skilled but troubled individual. Despite his retirement, he still wears his red First Recon beret, which marks him as a talented sniper with incredible marksmanship skills. After ending his bloody and war-torn tour with the NCR military, Boone settled down in Novac with his wife, Carla. After an attack from Caesar's Legion soldiers, Carla was kidnapped. Boone left Novac for a time to search for his wife but returned without her. Direct, opinionated, and still holding a great deal of respect for the NCR and duty, Boone is slow to trust but incredibly loyal.

Level 8, Human, Major Character (180 XP)

S	P	E	C	I	A	L
8	9	7	7	7	10	5

SKILLS			
Athletics	2	Small Guns ■	4
Big Guns	1	Speech	2
Explosives	1	Survival ■	4
Medicine	1	Throwing	1
Melee Weapons ■	3	Unarmed ■	3
Repair	1	(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
25	23	2

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
230 lbs.	+1 	5

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 11), 3  Physical damage	
■ GUN BASH: STR + Melee (TN 11), 4  Physical damage, Stun, Two Handed	
■ BOONE'S SCOPED HUNTING RIFLE: AGI + Small Guns (TN 14), 6  Physical damage, Piercing 1, Long Range, Two Handed, Accurate	
■ BOONE'S MACHETE: STR + Melee (TN 11), 4  Physical damage, Piercing 1	

SPECIAL ABILITIES

- **1st RECON SNIPER:** When Boone takes the Aim minor action, he may make a ranged attack at one range further than a weapon's listed range without suffering a difficulty increase. Furthermore, Boone gains a bonus 1d20 when making tests that use PER to spot hidden targets.

INVENTORY

Merc Grunt Outfit (Tough Clothing), 1st Recon Beret and Sunglasses (Casual Hat), Boone's Scoped Hunting Rifle (Long Scope), Boone's Machete, Wealth 2



THE RAILROAD

This underground movement works to keep escaped synths free from the Institute. The organization formed soon after the Broken Mask incident in Diamond City when debates began about whether or not 3rd generation synths had a right to freedom. Since then, the Railroad has undergone several restarts and leadership changes, with Desdemona as their current head of the organization. Clandestine operations and carefully covering their tracks is their modus operandi—making themselves challenging to track allows them to escape the Institute's efforts to put an end to their work.

RAILROAD INFORMANT

Not everyone who works with the Railroad are fully-fledged field operatives. Some are just informants passing on information they see, hear or come across as part of their daily lives. Though anyone could offer the Railroad information if they can be trusted, it takes a perceptive person to pick up on the fine details that could provide a breakthrough in getting synths to safety.

Level 5, Human, Normal Character (38 XP)

S	P	E	C	I	A	L
5	6	5	7	6	5	4

SKILLS			
Barter	2	Small Guns	1
Lockpick ■	2	Sneak	2
Melee Weapons	1	Speech ■	3
Repair	1	Survival	1
Science	1	Unarmed	1
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
10	11	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	–	–

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	0	0

ATTACKS

- **UNARMED STRIKE:** STR + Unarmed (TN 6), 2  Physical damage
- **PIPE GUN:** AGI + Small Guns (TN 6), 3  Physical damage, Fire Rate 2, Close Range, Close Quarters, Unreliable

SPECIAL ABILITIES

- **RAILROAD CONTACTS:** The Railroad informant has connections with railroad operatives. They can pass along coded messages to other railroad contacts, written or verbal, without arousing suspicion by making a **CHA + Speech** test with a difficulty of 2. If successful, they can pass along their message without being discovered.
- **LET RIP:** Once per combat, the Railroad Informant may 'let rip' with a volley from their Pipe Gun. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 5  total).

INVENTORY

Casual Clothing, Pipe Gun, Wealth 1

RAILROAD SPY

The Railroad's spies are key players in any operation. While picking up information from informants is helpful, placing your operatives exactly where you want to uncover or cover up information, or strike at your enemy is invaluable. The Railroad's spies blend in well wherever they are placed and take their roles seriously. They can stay undercover for long periods and adopt new identities as easily as changing their clothes.

Level 6, Human, Notable Character (90 XP)

S	P	E	C	I	A	L
5	7	6	8	7	7	5

SKILLS			
Athletics	1	Sneak ■	3
Lockpick ■	3	Speech ■	3
Medicine	1	Survival	2
Melee Weapons	2	Throwing	1
Small Guns	2	Unarmed	1
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
17	16	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	3

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 6), 2 	Physical damage
■ .44 PISTOL: AGI + Small Guns (TN 9), 6 	Physical, Vicious, Fire Rate 1, Close Range, Close Quarters

SPECIAL ABILITIES

- **RAILROAD CONTACTS:** The Railroad Spy has connections with Railroad operatives. They can pass along coded messages to other railroad contacts, written or verbal, without arousing suspicion by making a **CHA + Speech** test with a difficulty of 2. If successful, they can pass along their message without being discovered.
- **RAILROAD SPY:** The Railroad spy has access to a number of fully fleshed out cover identities equal to half their Charisma stat. Each cover identity includes a fake name, an appropriate set of clothing, weapons, tools, and other items in order to fit their cover story. They can move between these cover identities at any time providing they have access to their supplies. Recognizing a Railroad spy when they are undercover as one of their cover identities requires a successful **PER** or **INT + Sneak** test with a difficulty of 3.
- **LET RIP:** Once per combat, the Railroad spy may 'let rip' with a volley from their .44 Pistol. This adds the weapon's Fire Rate of 1 to the weapon's damage for a single attack (for 7  total).

INVENTORY

Casual Clothing, .44 Pistol, Wealth 1

Spy Inventories

Spies, by nature, take on the role best suited to their mission needs. The Railroad Spy stat block here is intended as a base line. When creating a Railroad Spy NPC, it is recommended that you customize the stat block with the weapons, clothing, and gear based on the role the spy is undertaking at the time. If you intend to have a Railroad Spy NPC regularly interact with your players, it is recommended that you spend some time preparing notes on their cover identities and the equipment related to each for ease of use.



DEACON

A man shrouded in mystery, Deacon's true past before he joined the Railroad is up for debate—even he admits he is dishonest, and the stories he tells differ. In some, he claims he helped found the Railroad; in others, he alludes to being its true leader. It's even possible Deacon is not his real name. What is known for sure is after a life of crime and running with an anti-synth gang in his younger years, Deacon's wife was revealed to be a synth. After killing his former gang members for attacking the couple, Deacon found himself joining the Railroad and the rest is history. He is a skilled combatant and an even better spy, able to instantly take on new identities and shadow people of interest over long periods reporting back to HQ on his observations.

Level 8, Human, Major Character (180 XP)

S	P	E	C	I	A	L
6	9	6	9	10	8	5

SKILLS			
Athletics	2	Small Guns	1
Barter	2	Sneak ■	5
Lockpick ■	3	Speech ■	4
Melee Weapons	1	Survival ■	2
Repair	2	Unarmed	2
Science	2	(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
24	21	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	5

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 8), 2 	Physical damage
■ PIPE GUN: AGI + Small Guns (TN 9), 3 	Physical damage, Fire Rate 2, Close Range, Close Quarters, Unreliable

SPECIAL ABILITIES	
■ RAILROAD CONTACTS: Deacon has connections with Railroad operatives. He can pass along coded messages to other Railroad contacts, written or verbal, without arousing suspicion by making a CHA + Speech test with a difficulty of 2. If successful, he can pass along the message without being discovered.	

SPECIAL ABILITIES

- **MASTER RAILROAD SPY:** Deacon has access to a number of cover identities equal to his Charisma stat. Each cover identity includes a fake name, an appropriate set of clothing, weapons, tools, and other items in order to fit their cover story. He can move between these cover identities at any time providing he has access to his supplies. Recognising Deacon as himself when he is undercover as one of his cover identities requires a successful **PER** or **INT + Sneak** test with a difficulty of 5.
- **LET RIP:** Once per combat, Deacon may 'let rip' with a volley from his Pipe Gun. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 5  total).

INVENTORY

Casual Clothing, Road Leathers, Pipe Gun, 1 Stimpak, Wealth 2

Deacon's Inventory

Deacon, like other Railroad spies, has access to several cover identities, complete with clothing, weapons and equipment to match. When using Deacon in your campaigns, it is recommended that you customize his inventory to suit the cover identity he is using when the players meet him. Deacon is presented in this stat block as himself, without the use of a cover identity.



THE INSTITUTE

The shadow organization that hides away beneath the C.I.T. Ruins is the Commonwealth's equivalent of the bogey man. While their researchers work away in labs, searching for ways to protect the future of the human race and push the boundaries of artificial intelligence and robots, the rest of the Commonwealth whispers about the dangers of the synths they create.

INSTITUTE AGENT

Agents are the privileged few who get to undertake missions for the Institute above ground. Rarely seen in the Commonwealth, they usually accompany third parties the organization sometimes hires, or are themselves accompanied by hired mercenaries. Because these agents are generally skilled scientists and technicians, they are only used in the field when necessary—usually on high-profile missions where using a synth poses too much of a risk.

Level 7, Human, Notable Character (104 XP)

S	P	E	C	I	A	L
6	7	7	6	8	7	5

SKILLS			
Athletics	1	Pilot	1
Barter	1	Repair	1
Energy Weapons ■	3	Science ■	4
Explosives	1	Small Guns	2
Lockpick	1	Sneak	1
Melee Weapons	2	Speech ■	2
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
19	16	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	3

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	Immune (Head, Torso, Arms, Legs)	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 6), 2 🗡️	Physical damage
■ INSTITUTE LASER: PER + Energy Weapons (TN 10), 3 🗡️	Energy Damage, Burst, Fire Rate 3, Close Range, Close Quarters, Inaccurate

SPECIAL ABILITIES

- **INSTITUTE ACCESS:** The Institute Agent can make use of teleporter technology to enter and leave the Institute as a major action.
- **LET RIP:** Once per combat, the Institute Agent may 'let rip' with a volley from their Institute Laser. This adds the weapon's Fire Rate of 3 to the weapon's damage for a single attack (for 6 🗡️ total). In addition, when they do this, they may hit additional targets with the Burst quality without spending ammo.

INVENTORY

Teleportation Device, Hazmat Suit, Institute Laser, Wealth 3



INSTITUTE WORKER

Workers are the synths and humans who provide most of the Institute's less skilled labor. They are treated as well as needed to keep them alive and healthy but are otherwise undervalued and replaced easily when required. Workers, especially synth workers, are often criticized by their higher-ups for low productivity or mistakes, sometimes leading to punishment of becoming unwilling test subjects in the Institute's experiments.

Level 4, Human, Normal Character (31 XP)

S	P	E	C	I	A	L
6	5	6	5	6	5	4
SKILLS						
Athletics			2	Science ■		2
Energy Weapons			2	Speech		2
Medicine			2	Unarmed		1
Repair ■			3	(■ Tag Skill)		
HP		INITIATIVE			DEFENSE	
10		10			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
210 lbs.		—			—	
PHYS. DR		ENERGY DR		RAD. DR		POISON DR
0		0		0		0
ATTACKS						
■ UNARMED STRIKE: STR + Unarmed (TN 7), 2 🗡️ Physical damage						
INVENTORY						
Institute Jumper (Casual Clothing), Wealth 1						



X6-88

Wearing patrolman sunglasses and a standard-issue courser uniform, X6-88 is a highly skilled Institute operative designed for the riskiest infiltration and combat missions. Dispatched from the Synth Retention Bureau to find and recover runaway synths, X6-88 is programmed to be determined, decisive, and deadly. His allegiance to the Institute is unquestionable thanks to his programming, and his robotic nature can be made obvious to some by the pattern and tempo of his speech.

Level 13, Synth, Major Character (285 XP)

S	P	E	C	I	A	L
8	9	10	6	9	10	4

SKILLS			
Athletics ■	4	Sneak ■	4
Energy Weapons ■	4	Speech	2
Melee Weapons	3	Survival ■	3
Repair	3	Throwing	1
Science	2	Unarmed	3
Small Guns	1	(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
31	23	2

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
230 lbs.	1	4

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (Arms, Legs, Torso)	5 (Arms, Legs, Torso)	Immune	Immune

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 11), 3  Physical damage	
■ X6-88's INSTITUTE LASER: PER + Energy Weapons (TN 13), 5  Energy Damage, Piercing 1, Vicious, Burst, Fire Rate 3, Close Range, Inaccurate	
■ 10MM PISTOL: AGI + Small Guns (TN 5), 4  Physical damage, Fire Rate 2, Close Range, Close Quarters, Reliable	

SPECIAL ABILITIES

- **THIRD GENERATION SYNTH:** X6-88 can pass as human, and any attempt to inspect them reveals them to be human. Third Generation Synths can only be identified after death by the recovery of their Synth Component. A Third Generation Synth posing as a known figure gains a bonus 2d20 to any rolls relating to impersonating the individual, including recalling knowledge and expressing their mannerisms.
- **ROBOT:** X6-88 is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (*Fallout: The Roleplaying Game Core Rulebook*, p.34)
- **IMMUNE TO POISON:** X6-88 reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The X6-88 reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** X6-88 is immune to the effects of all diseases, and they never suffer symptoms of disease.
- **INSTITUTE ACCESS:** X6-88 can make use of teleporter technology to enter and leave the Institute as a major action.

INVENTORY

Courser Uniform (Heavy Synth Chest Piece, Leg Pieces and Arm Pieces) Patrolman Sunglasses, Synth Component, X6-88's Institute Laser (Institute Laser with Full Stock, Photon Agitator, Improved Barrel), Wealth 2



TRADE CARAVANS

The true lifeblood of the wasteland is the many trade caravans that carry goods and supplies across its expanse. Without the caravans and roaming traders, supplies of ammunition, food, chems, and other resources would quickly become scarce. Traders can be found on trade routes, with pack brahmin to carry their wares and mercenaries to protect them from opportunists. Others can be found setting up shop in busy settlements, offering their goods and skills to anyone willing to pay.

ARMORER

The wasteland is a harsh and unforgiving place to the unprotected. Armorers are the folks who ensure you're well outfitted against danger even when weapons fail. Most carry a good stock of basic armor and clothing and have the skills to patch up damage for a few caps. Specialists can offer modification or have unique skills and tools, like those needed to work on advanced tech, such as power armor.

Level 6, Human, Normal Character (45 XP)

S	P	E	C	I	A	L
6	5	5	5	7	6	4

SKILLS			
Athletics	1	Repair ■	3
Barter ■	3	Speech	2
Big Guns	1	Small Guns	1
Energy Weapons	1	Speech	2
Lockpick	1	Survival	1
Melee Weapons	1	(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
11	11	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Torso), 2 (Legs, Arms)	2 (Torso), 3 (Legs, Arms)	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 6), 2 	Physical damage
■ DOUBLE-BARREL SHOTGUN: AGI + Small Guns (TN 7), 5 	Physical Damage, Spread, Vicious, Close Range, Inaccurate, Two Handed

SPECIAL ABILITIES

- **ARMORER 2:** Unlocks up to rank 2 armor mods
- **SCIENCE! 1:** Unlocks up to rank 1 mods requiring the Science! Perk
- **BLACKSMITH 1:** Unlocks level 1 melee weapon mods

INVENTORY

Combat Chest Piece, Sturdy Leather Legs, Sturdy Leather Arms, Double-Barrel Shotgun, Wealth 2

Trade Perks

Many of the NPCs in this section are traders and have perks granting them the ability to install higher grade modifications. You may need to increase or decrease the ranks of these perks to appropriately fit the NPC into your game to scale with the level of your player characters, and control the amount of modifications they have access to. Additionally, NPCs ignore the usual level requirements and restrictions for perks, but still require the listed minimum S.P.E.C.I.A.L. attributes.

CARAVAN BOSS

Organized trade caravans and their routes are usually owned and managed by a Caravan Boss. These savvy business owners know their value and strike a delicate balance between profitability and public duty.

Level 9, Human, Notable Character (134 XP)

S	P	E	C	I	A	L
6	7	6	9	8	6	5

SKILLS			
Barter ■	5	Small Guns ■	3
Lockpick	1	Sneak	1
Medicine	1	Speech ■	5
Melee Weapons	2	Survival	2
Repair	1	Unarmed	1
Science	1	(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
20	15	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	3

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 7), 2 🗡️	Physical damage
■ .44 PISTOL: AGI + Small Guns (TN 9), 6 🗡️	Physical Damage, Vicious, Fire Rate 1, Close Range, Close Quarters

SPECIAL ABILITIES	
■ ADEPT NEGOTIATOR: When making an Opposed Barter skill test, the Caravan Boss may re-roll 1d20.	
■ LET RIP: Once per combat, the Caravan Guard may 'let rip' with a volley from their .44 Pistol. This adds the weapon's Fire Rate of 1 to the weapon's damage for a single attack (for 7 🗡️ total).	

INVENTORY	
Formal Clothing, .44 Pistol, Wealth 3	

Trader Inventories

Merchants that travel the wastes can carry a multitude of different stock items but tend to specialize depending on their skillset. Generally, merchants sell junk, food, and beverages readily, and most will carry a small number of weapons, armor, and ammo—but armorers, weaponsmiths, doctors, or chem dealers can have rarer stuff depending on their specialty.

To reflect this specialization, when you make an Availability roll (🗡️ equal to the bartering character's LCK, **Fallout: The Roleplaying Game Core Rulebook**, p.85) you could treat the items available in one or two certain categories as one Rarity rating higher than the roll. Bear in mind that means better gear can be acquired by players at lower levels if they have the caps to buy them.



CARAVAN GUARD

Caravan Guards are either provided by a Caravan Boss as part of a trader's agreement or hired in as mercenaries by the traders themselves. As experienced fighters, Caravan Guards are hyper-vigilant and are always well outfitted to deal with the dangers of the wastes. The more experienced the guard, the higher the cap cost for their services.

Level 5, Human, Normal Character (60 XP)

S	P	E	C	I	A	L
6	7	5	5	5	7	4

SKILLS			
Athletics	2	Small Guns ■	3
Big Guns	1	Sneak	1
Energy Weapons	1	Survival	1
Medicine	1	Throwing	1
Melee Weapons	1	Unarmed ■	2
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
10	14	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Head, Arms, Legs, Torso)	1 (Head, Arms, Legs, Torso)	0	0

ATTACKS	
■	UNARMED STRIKE: STR + Unarmed (TN 8), 2  Physical damage
■	COMBAT RIFLE: AGI + Small Guns (TN 10), 5  Physical damage, Fire Rate 2, Medium Range, Two Handed
■	COMBAT SHOTGUN: AGI + Small Guns (TN 10), 5  Physical damage, Spread, Fire Rate 2, Close Range, Inaccurate, Two-Handed

SPECIAL ABILITIES	
■	BODYGUARD: If a Caravan Guard's ally is successfully attacked while within Reach, they may immediately spend 2 AP to take the damage instead of the original target

SPECIAL ABILITIES

- **LET RIP:** Once per combat, the Caravan Guard may 'let rip' with a volley from their Combat Rifle or Combat Shotgun. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 7  total).

INVENTORY

Metal Chest Piece, Metal Legs, Metal Arms, Metal Helmet, Combat Rifle or Combat Shotgun, Wealth 2



CHEM DEALER

Chems are a hot commodity in the wasteland. While some are needed, bought, and sold by medical professionals to care for the sick and wounded, others are exchanged under the table as part of criminal enterprises. Many chem dealers are just traders selling surplus medical gear and the occasional recreational chem, but some aim to get their customers hooked on the wasteland's most addictive substances to ensure repeat business and a steady supply of caps.

Level 3, Human, Normal Character (24 XP)

S	P	E	C	I	A	L
5	5	5	6	7	5	4

SKILLS			
Barter ■	2	Small Guns	2
Lockpick	1	Speech	2
Medicine	1	Survival	1
Melee Weapons	1	Unarmed	1
Science ■	2	(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
8	10	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	–	–

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	2 (Arms, Legs, Torso)	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 6), 2	Physical damage
■ SWITCHBLADE: STR + Melee Weapons (TN 6), 2	Physical damage, Piercing 1, Concealed
■ 10MM PISTOL: AGI + Small Guns (TN 7), 4	Physical damage, Fire Rate 2, Close Range, Close Quarters, Reliable

SPECIAL ABILITIES	
■ CHEM EXPERT:	The Chem Dealer can craft any chem that requires the Chemist perk. Additionally, they can craft chems that last twice as long, although they charge twice as much for such a specialty.

SPECIAL ABILITIES	
■ LET RIP:	Once per combat, the Chem Dealer may 'let rip' with a volley from their 10mm Pistol. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 6 total).
INVENTORY	
Drifter Outfit, Switchblade, 10mm Pistol, Wealth 2	



WEAPONSMITH

Weapons are a staple for anyone looking to protect themselves, their settlements, or their business. Weaponsmiths aren't just traders who supply weapons and ammunition, but also specialize in building custom weapons or modifying existing ones. Such a skill usually comes with a cost, but for those without the skills needed to install complicated mods, the cost is worth it for an easy upgrade.

Level 7, Human, Normal Character (52 XP)

S	P	E	C	I	A	L
6	5	5	6	6	7	4

SKILLS			
Barter	1	Repair ■	3
Big Guns	2	Science	2
Energy Weapons	2	Small Guns ■	2
Explosives	1	Speech	2
Melee Weapons	2	(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
11	12	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Chest, Arms), 2 (Legs)	1 (Chest, Arms), 3 (Legs)	0	0

ATTACKS

- **UNARMED STRIKE:** STR + Unarmed (TN 6), 2 Physical damage
- **POWERFUL ASSAULT RIFLE:** AGI + Small Guns (TN 9), 7 Physical damage, Burst, Fire Rate 2, Medium Range, Two-Handed
- **RIPPER:** STR + Melee Weapons (TN 8), 4 Physical damage, Vicious

SPECIAL ABILITIES

- **GUN NUT 2:** Unlocks up to rank 2 weapon mods
- **SCIENCE! 1:** Unlocks up to rank 1 mods requiring the Science! perk
- **BLACKSMITH 2:** Unlocks up to rank 2 melee weapon mods
- **PLENTY OF AMMO:** Twice per combat, the Weaponsmith may 'let rip' with a volley from their Powerful Assault Rifle. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 9 total).

INVENTORY

Metal Chest Piece, Metal Arms, Sturdy Leather Legs, Powerful Assault Rifle (Powerful Receiver), Ripper, Wealth 2

SCAVENGER

Items and supplies from the ruins of pre-War America don't find their way to traders on their own. Scavengers are an essential part of the trade pipeline. They pick over the ruins for what others leave behind and things that remain hidden from the pre-War world and have a keen eye for spotting valuable things among piles of scrap. These items get sold to traders and caravans who carry them across the wasteland as they travel and trade.

Level 3, Human, Normal Character (24 XP)

S	P	E	C	I	A	L
5	6	5	6	5	6	4

SKILLS			
Barter ■	3	Science	1
Lockpick ■	3	Speech	1
Melee Weapons	1	Survival	1
Repair	1	Unarmed	1
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
8	12	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
205 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Arms, Legs, Torso)	0	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 6), 2 	Physical damage
■ 10MM PISTOL: AGI + Small Guns (TN 6), 4 	Physical damage, Fire Rate 2, Close Range, Close Quarters, Reliable
■ TIRE IRON: STR + Melee Weapons (TN 6), 3 	Physical damage

SPECIAL ABILITIES
■ SCRAPPER 1: The scavenger can salvage uncommon component materials as well as common ones with 1 rank in this perk.
■ UTILITY COVERALLS: Increases carry weight by +5.
■ SALVAGER: When rolling to salvage materials from the remains of a robot or other machine, any time you roll a  to determine the amount of materials found, roll an additional  .
■ LET RIP: Once per combat, the Scavenger may 'let rip' with a volley from their 10mm Pistol. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 6  total).

INVENTORY
Utility Coveralls, 10mm Pistol, Tire Iron, Wealth 1

ALICE MCLAFFERTY

Head of the Crimson Caravan Company in New California, Alice McLafferty is one of the wasteland's most successful business owners. Her ruthlessness in business stretches to more than just being savvy with money. McLafferty often employs underhand tactics—paying mercenaries to hassle and threaten other merchant outfits—as well as involving herself in the Mojave's political front to gain favor, ensuring that new tariffs and policies benefit the Crimson Caravan Company while leaving the competition struggling. She's also not against playing both sides of any conflict to maximize profit and favors to keep business booming.

Level 9, Human, Major Character (201 XP)

S	P	E	C	I	A	L
5	9	6	10	9	7	8

SKILLS			
Barter ■	5	Sneak ■	3
Energy Weapons	3	Small Guns	1
Lockpick	1	Speech ■	5
Melee Weapons	2	Survival	3
Repair ■	2	Unarmed	1
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
31	20	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	8

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 6), 2 	Physical damage
■ LASER GUN: PER + Energy Weapons (TN 12), 4  Energy damage, Piercing 1, Fire Rate 2, Close Range, Close Quarters	

SPECIAL ABILITIES	
■ FRIEND OF THE NCR: Alice McLafferty reduces the difficulty of any CHA test against NCR characters by 1 due to her political connections.	
■ RENOWNED CARAVAN BOSS: Once per scene Alice gains a bonus 1d20 when making tests relating to building business connections, business deals, or intimidating others using her position and status.	

SPECIAL ABILITIES

- **ADEPT NEGOTIATOR:** Alice reduces the difficulty of opposed tests related to negotiations and business deals by 1 to a minimum of one.
- **LET RIP:** Once per combat, Alice may 'let rip' with a volley from her Laser Gun. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 6  total).

INVENTORY

Grimy Pre-War Business Wear (Formal Clothing), Laser Gun, Wealth 4



Trade Company Names

Trade caravans distinguish themselves with many names, from the places they originated to the families that own them. Here's a few for quick reference, including some original names you can use for your own quests.

- **Blue Ridge Caravan Company** – An Appalachian pre-War transport company turned merchant caravan.
- **Cassidy Caravans** – Owned by Rose of Sharon Cassidy and operating along the NCR/Mojave wasteland border before it was attacked.
- **Crimson Caravan Company** – Originating in the Hub, one of the largest merchant companies out of New California.
- **Far Go Traders** – A smaller trader from the Hub, with a reputation of buying and selling all sorts of stuff.
- **Gun Runners** – A weapons manufacturer from the Boneyard with a reputation for quality originally-tooled guns and ammo.
- **Happy Trails Caravan Company** – A small competitor to the Crimson Caravan Company from just north of Shady Sands.
- **Stockton's Caravan** – A small caravan outfit touring the Commonwealth, headed up by Old Man Stockton in Bunker Hill.
- **Van Graffs** – A family of ruthless entrepreneurs managed by Gloria Van Graff and her ten children in branches throughout the western United States.
- **Water Merchants** – The biggest trader in the Hub due to the sole reason they control the water supply to the entire settlement.
- **Black Moon Caravan Company**
- **Jackie's Weapons and Wares**
- **Metalwork Merchants**
- **North Star Caravans**
- **Scuz 'n' Sons**
- **Wastewares**

ROBOTS

Whether still trying to fulfill their pre-War purpose or following a newly programmed set of parameters, robots can be foes, friends, or incredibly useful defense systems. While some are versatile in their skill set and use case, able to perform domestic and defensive tasks, others are built solely to be automated killing machines.

ROBOBRAIN

Robobrain is unique compared to most other robotic life forms due to their biological central processing unit—a human brain. The robots were developed for the military by General Atomics International, the same company that created the Mister Handy domestic robot and its military counterparts. Individuals of high intelligence and good constitution were the primary targets for conversion, and it is rumored not all subjects underwent the procedure willingly. Ensuring a candidate's grey matter could survive extraction and the traumatic psychological conditioning to remove their personality and memories was key to creating the perfect soldier. Due to issues with production, namely the physically fragile yet psychologically resilient nature of the human brain, robobrain units were never produced to the large numbers initially intended. The few units that made it off the production line were assigned to a select few military bases and private companies like Vault-Tec.

ROBOBRAIN

Level 10, Robot, Normal Creature (74 XP)

BODY	MIND	MELEE	GUNS	OTHER
6	7	2	4	3

HP	INITIATIVE	DEFENSE
16	13	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (Arms, Legs, Torso), 2 (Head)	1 (All)	Immune	Immune

ATTACKS
■ SMOKE CLAWS: BODY + Guns (TN 10), 4 Persistent Poison damage, Medium Range, Blast, Inaccurate ■ MESMATRON: BODY + Guns (TN 10), 3 Stun Energy damage, Range M ■ TESLA GUN: BODY + Guns (TN 10), 4 Arc Energy damage, Range M

SPECIAL ABILITIES
■ ROBOT: The Robobrain is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (<i>Fallout: The Roleplaying Game Core Rulebook</i>, p.34)

SPECIAL ABILITIES
■ IMMUNE TO POISON: The Robobrain reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison. ■ IMMUNE TO RADIATION: The Robobrain reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation. ■ IMMUNE TO DISEASE: The Robobrain is immune to the effects of all diseases, and they will never suffer the symptoms of any disease. ■ KEEN SENSES: One or more of the Robobrain's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0). ■ NIGHT VISION: The Robobrain can see in complete darkness. It ignores all difficulty increases caused by dim light or darkness, and they may attempt skill tests that would normally be impossible in darkness.

INVENTORY
SALVAGE: Scavengers can salvage from a destroyed Robobrain with a successful INT + Science test with a difficulty of 1. This yields 3 fusion cells, +1 per AP spent, and each Effect rolled yields 1 uncommon material.

Robobrain Configurations

The Robobrain stat block listed here which includes the Tesla Gun is just one variation of the standard configuration. Alternatively, you can forego the Tesla Gun, replacing it instead with a second smoke claw. You can also use the *Automatron* rules on p.76 to customize the Robobrain—or any of the other robots in this section.

ASSAULTRON INVADER

Like its base model, the Invader has a laser cannon mounted within its head, capable of disintegrating combatants instantly and making devastating melee attacks with its clawed hands. In addition to its standard weaponry, the Assaultron Invader has an upgrade to its offensive capacities in the form of electrified clawed hands that can quickly incapacitate an enemy.

Level 15, Robot, Normal Creature (109 XP)

BODY	MIND	MELEE	GUNS	OTHER
10	6	6	5	5

HP	INITIATIVE	DEFENSE
25	16	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (All)	3 (All)	Immune	Immune

ATTACKS
■ ELECTRO CLAWS: BODY + Melee (TN 16), 9  Energy damage, Stun ■ LASER: BODY + Guns (TN 15), 9  Vicious Energy damage, Range L ■ SELF DESTRUCT: BODY + Guns (TN 15), 6  Physical damage, Blast

SPECIAL ABILITIES
■ ROBOT: The Assaultron is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (<i>Fallout: The Roleplaying Game Core Rulebook</i>, p.34) ■ IMMUNE TO POISON: The Assaultron reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

SPECIAL ABILITIES
■ IMMUNE TO RADIATION: The Assaultron reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation. ■ IMMUNE TO DISEASE: The Assaultron is immune to the effects of all diseases, and they will never suffer the symptoms of any disease. ■ KEEN SENSES: One or more of the Assaultron's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0). ■ SELF-DESTRUCT: If the Assaultron has both its arms or legs injured, or it has been reduced to half or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Assaultron after it attempts this attack. ■ NIGHT VISION: The Assaultron can see in complete darkness. It ignores all difficulty increases caused by dim light or darkness, and they may attempt skill tests that would normally be impossible in darkness.

INVENTORY
■ SALVAGE: Scavengers can salvage from a destroyed Assaultron Invader with a successful INT + Science test with a difficulty of 1. This yields 3  fusion cells, +1  per AP spent, and each Effect rolled yields 1 uncommon material.

ASSAULTRON DOMINATOR

Easily one of the deadlier Assaultron models, the Dominator lives up to its name. Alongside the standard head-mounted laser, the Dominator also has bladed arms. It aims towards its target's torso with both blades, then extends its arms outwards, quickly ending most fights against unprepared individuals. What makes it truly threatening, however, is its stealth tech. Able to become invisible, similar to the effects of a Stealth Boy, the Dominator can disorientate targets and sneak up on them quickly.

Level 17, Robot, Mighty Creature (123 XP)

BODY	MIND	MELEE	GUNS	OTHER
11	8	8	6	5

HP	INITIATIVE	DEFENSE
54	19	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (All)	4 (All)	Immune	Immune

ATTACKS
■ BLADE ARMS: BODY + Melee (TN 19), 12 Physical damage, Piercing 1, Vicious ■ LASER: BODY + Guns (TN 17), 9 Vicious Energy damage, Long Range ■ SELF DESTRUCT: BODY + Guns (TN 17), 6 Physical damage, Blast

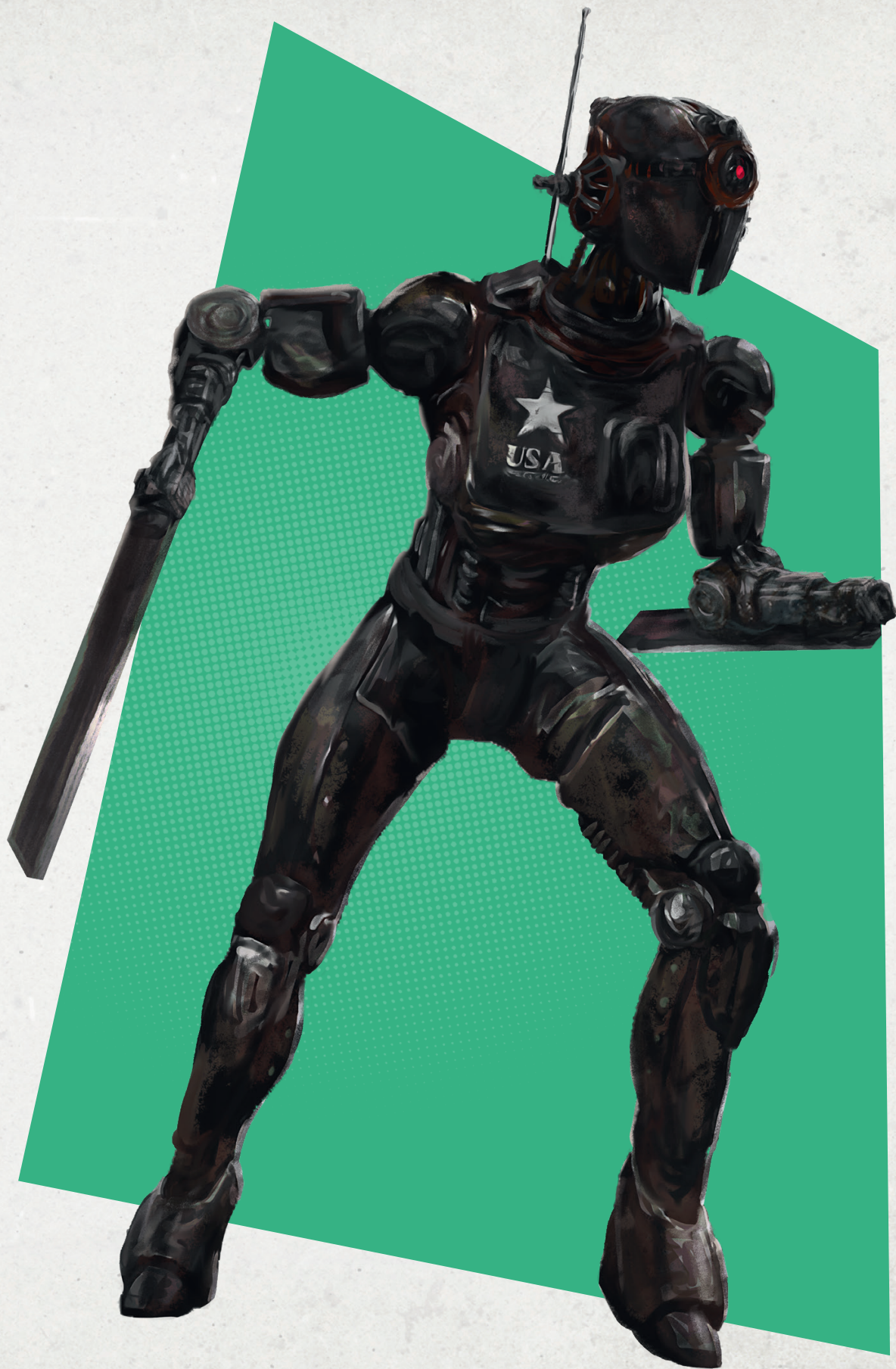
SPECIAL ABILITIES
■ ROBOT: The Assaultron is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (<i>Fallout: The Roleplaying Game Core Rulebook</i>, p.34) ■ IMMUNE TO POISON: The Assaultron reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison. ■ IMMUNE TO RADIATION: The Assaultron reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

SPECIAL ABILITIES

- **IMMUNE TO DISEASE:** The Assaultron is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **KEEN SENSES:** One or more of the Assaultron's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **SELF-DESTRUCT:** If the Assaultron has both its arms or legs injured, or it has been reduced to half or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Assaultron after it attempts this attack.
- **NIGHT VISION:** The Assaultron can see in complete darkness. It ignores all difficulty increases caused by dim light or darkness, and they may attempt skill tests that would normally be impossible in darkness.
- **STEALTH:** As a minor action, the Assaultron can activate its stealth tech, rendering it invisible until it makes an attack. Difficulty to spot the assaultron is increased by +2, and its defense increases by 2 while invisible. The stealth ends when it makes an attack, suffers damage, or at the end of its next turn.

INVENTORY

SALVAGE: Scavengers can salvage from a destroyed Assaultron Invader with a successful **INT + Science** test with a difficulty of 1. This yields 1 rare material, 3 fusion cells, +1 per AP spent, and each Effect rolled yields 1 uncommon material.



ANNIHILATOR SENTRY BOT

As the name suggests, the Annihilator model of the sentry bot is capable of even more devastating damage than its base model counterpart. It is a formidable foe with armor better at resisting both regular projectile and energy weapons and an increased sensory perception. This model of the sentry bot is also equipped with mortar launchers which can make short work of targets at long-range, or flush them out of cover to be targeted with its primary weapons.

Level 17, Robot, Mighty Creature (246 XP)

BODY	MIND	MELEE	GUNS	OTHER
11	6	4	5	4

HP	INITIATIVE	DEFENSE
58	17	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
7 (All)	6 (All)	Immune	Immune

ATTACKS
■ CHAIN GUN: Body + Guns (TN 16), 7  Physical damage, Burst, Spread, Fire Rate 5, Gatling, Medium Range ■ UNARMED: Body + Melee (TN 15), 8  Physical damage, Vicious ■ MORTAR LAUNCHERS: Body + Guns (TN 16), 11  Physical damage, Blast, Piercing 1, Long Range

SPECIAL ABILITIES
■ ROBOT: The Annihilator sentry bot is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (<i>Fallout: The Roleplaying Game Core Rulebook</i>, p.34) ■ IMMUNE TO POISON: The Annihilator sentry bot reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison. ■ IMMUNE TO RADIATION: The Annihilator sentry bot reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

SPECIAL ABILITIES
■ IMMUNE TO DISEASE: The Annihilator sentry bot is immune to the effects of all diseases, and they will never suffer the symptoms of any disease. ■ UPGRADED KEEN SENSES: One or more of the Annihilator sentry bot's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 2 (to a minimum of 0). ■ SELF-DESTRUCT: If the Annihilator sentry bot has both its arms injured, or it has been reduced to half or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Annihilator sentry bot after it attempts this attack. ■ AGGRESSIVE: The Sentry bot is quick to action when it senses prey. When the Sentry bot enters a scene, immediately generate 1 Action Point. If the Sentry bot is an ally, then this goes into the group pool, otherwise it goes into the GM's pool. ■ LET RIP: Once per combat, the Annihilator Sentry Bot may 'let rip' with a volley from its Chain Gun. Due to the Gatling quality, this adds twice the weapon's Fire Rate of 5 to the weapon's damage for a single attack (for 17  total). Further, it may hit additional targets with the Burst quality without spending ammo.

INVENTORY
SALVAGE: Scavengers can salvage from a destroyed Sentry bot with a successful INT + Science test with a difficulty of 1. This yields 1 fusion core, 1 rare material, 3  units of common materials with +1  per AP spent, and each Effect rolled yields 1 uncommon material.



ADA

Ada is an Assaultron model robot who has been heavily modified by a trader named Jackson. His experience in mechanical repair allowed him to change Ada's base Assaultron shell and mechanics. She speaks with a female voice and has a unique bright blue appearance to her outer armor. Her right arm has been replaced with a sentry bot arm, and her legs are those of a Protectron. After the Mechanist attacked Jackson's caravan on multiple occasions, Ada was left as the only survivor—leaving the Assaultron seeking to eliminate the robots that turned on her friend and companion.

Level 7, Robot, Major Character (156 XP)

S	P	E	C	I	A	L
9	8	8	6	8	9	5

SKILLS			
Athletics ■	2	Science	2
Big Guns	1	Sneak	2
Energy Weapons ■	3	Speech	1
Melee Weapons	2	Survival	1
Repair ■	3	Unarmed ■	5
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
25	21	2

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
240 lbs.	2	5

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (Head, Torso, Arms, Legs)	3 (Head, Torso, Arms, Legs)	Immune	Immune

ATTACKS	
■ ASSAULTRON CLAW: STR + Unarmed (TN 14), 11  Physical damage	
■ LASER: PER + Energy Weapons (TN 12), 9  Energy damage, Vicious, Long Range	

SPECIAL ABILITIES
■ ROBOT: The ADA is a robot. She is immune to the effects of starvation, thirst, and suffocation. She is also immune to Poison and Radiation damage. However, she cannot use food and drink or other consumables, does not heal naturally, and the Medicine skill cannot be used to heal her: damage must be repaired (Fallout: The Roleplaying Game Core Rulebook , p.34).

SPECIAL ABILITIES
■ IMMUNE TO POISON: ADA reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
■ IMMUNE TO RADIATION: ADA reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
■ IMMUNE TO DISEASE: ADA is immune to the effects of all diseases, and will never suffer the symptoms of any disease.
■ KEEN SENSES: One or more of the ADA's senses are especially keen; she can attempt to detect creatures or objects which characters normally cannot, and she reduces the difficulty of all other PER tests by 1 (to a minimum of 0).
■ NIGHT VISION: ADA can see in complete darkness. She ignores all difficulty increases caused by dim light or darkness, and she may attempt skill tests that would normally be impossible in darkness.
■ ROBOTICS EXPERT 2: ADA's unique construction and experience grants her the Robotics Expert perk at rank 2.

INVENTORY
SALVAGE: Scavengers can salvage from ADA with a successful INT + Science test with a difficulty of 1. This yields 3  fusion cells, 2  common materials (+1 per AP spent), and each Effect rolled yields 1 uncommon material.



TURRETS

Useful for defending both internally and externally, turrets offer automated protection without the need for a user to be present. Their automated targeting systems require nothing except power, and are highly accurate in hitting their targets.

TESLA TURRET (WALL MOUNTED)

These small wall-mounted turrets fire jolts of high voltage electricity. Unlike regular laser or machine gun turrets, once the Tesla turret is aware of an enemy within range, it can continue to target them without having a direct line of sight by arcing its bolts of electrical energy around obstacles and cover.

Level 8, Robot, Normal Creature (60 XP)

BODY	MIND	MELEE	GUNS	OTHER
7	5	0	6	0

HP	INITIATIVE	DEFENSE
11	12	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	1 (All)	Immune	Immune

ATTACKS

- **HIGH VOLTAGE BOLT:** Body + Guns (TN 13), 5 ⚡ Energy damage, Arc, Stun, Medium Range

SPECIAL ABILITIES

- **ROBOT:** The Tesla Turret is a robot. It is immune to the effects of starvation, thirst, and suffocation. It is also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (*Fallout: The Roleplaying Game Core Rulebook*, p.34).
- **IMMUNE TO POISON:** The Tesla turret reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The Tesla turret reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The Tesla turret is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

SPECIAL ABILITIES

- **LITTLE:** The Tesla turret is smaller than most characters. Its normal HP is reduced to Body + ½ level (rounded up), but its Defense is increased by 1. Further, it is slain by any hit which inflicts an Injury
- **TESLA ARC:** The Tesla turret must be able to see its target for its first attack against, but may choose to attack the same target in subsequent turns even if it is in cover, and within Medium range.

INVENTORY

SALVAGE: Scavengers can salvage from a destroyed Tesla turret with a successful INT + Science test with a difficulty of 1. This yields 2 ⚡ uncommon materials.



SHOTGUN TURRET

Shotgun turrets are free-standing floor-based systems that fire shotgun shells. They cause a large amount of damage at short range, but like a shotgun, they lose impact at long range. These turrets are most commonly found as a short-range defense at settlements.

Level 5, Robot, Normal Creature (38 XP)

BODY	MIND	MELEE	GUNS	OTHER
6	5	0	3	0

HP	INITIATIVE	DEFENSE
11	11	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	1 (All)	Immune	Immune

ATTACKS
■ SHOTGUN: Body+ Guns (TN 9), 5  Physical damage, Spread, Close Range

SPECIAL ABILITIES
■ ROBOT: The shotgun turret is a robot. It is immune to the effects of starvation, thirst, and suffocation. It is also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (<i>Fallout: The Roleplaying Game Core Rulebook</i>, p.34).

SPECIAL ABILITIES
■ IMMUNE TO POISON: The shotgun turret reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison. ■ IMMUNE TO RADIATION: The shotgun turret reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation. ■ IMMUNE TO DISEASE: The shotgun turret is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

INVENTORY
SALVAGE: Scavengers can salvage from a destroyed shotgun turret with a successful INT + Science test with a difficulty of 1. This yields 3d20 shotgun rounds and 2  uncommon materials.



MISSILE TURRET

A free-standing turret mounted with a quad barrel missile launcher, missile turrets can attack threats at a significant range with a devastating amount of damage. Using it in populated areas is risky, as bad placement can lead to unintended collateral damage.

Level 10, Robot, Normal Creature (74 XP)

BODY	MIND	MELEE	GUNS	OTHER
7	6	0	5	0

HP	INITIATIVE	DEFENSE
17	13	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	1 (All)	Immune	Immune

ATTACKS
■ MISSILE LAUNCHER: Body + Guns (TN 12), 11  Physical damage, Long Range, Blast

SPECIAL ABILITIES
■ ROBOT: The missile turret is a robot. It is immune to the effects of starvation, thirst, and suffocation. It is also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (<i>Fallout: The Roleplaying Game Core Rulebook</i>, p.34). ■ IMMUNE TO POISON: The missile turret reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

SPECIAL ABILITIES
■ IMMUNE TO RADIATION: The missile turret reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation. ■ IMMUNE TO DISEASE: The missile turret is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

INVENTORY
SALVAGE: Scavengers can salvage from a destroyed missile turret with a successful INT + Science test with a difficulty of 1. This yields 3 missiles, 2  uncommon materials and 1  rare materials.



TRAPS

Aside from the potential hostile wildlife and people of the wasteland, danger can hide even in a seemingly abandoned area. Traps can be found in many locations across the wastes, from protecting settlements and homes, and defending supply caches, to being left as cruel tricks or deterrents.

TRAP TYPE	TRIGGER TYPE	BASE DIFFICULTY TO SPOT	DAMAGE	NOTES
Tesla Arc	Tripwire / Pressure Plate	2	5  Stun Energy	Covers a single zone and any creature in it when triggered
Flamethrower Trap	Tripwire / Pressure Plate	2	4  Persistent Energy	Covers a single zone and any creature in it when triggered
Spike Trap	Pressure Plate	2	4  Physical	Covers a single zone and any creature in it when triggered
Trapdoor		Varies		Does not inherently cause damage but can be combined with other traps or a long drop.
Spring Trap	Pressure Plate	2	2  Physical	-
Grenade Bouquet	Tripwire	2	6  Physical, Blast, per grenade	Maximum of 3 grenades per Bouquet
Radiation Emitter	Proximity Detectors	2	3  Radiation	Covers a single zone and any creature in it when triggered
Jury-Rigged Guns	Tripwire / Tension Trigger	2	Varies based on gun type	Inflicts damage equal to a single successful attack from the type of gun used.
Clapping Cymbal Monkey	Proximity Detector	2	None	Covers one zone. If in proximity of the trap for more than one round, it produces sound audible to anyone in Medium range

Modifiers to Difficulty Spotting Traps

A bunch of different circumstances can alter how difficult it is to spot a trap—if the mechanism is particularly camouflaged, the person setting the trap has put a lot of effort into hiding it, or they’ve altered the environment or lighting so it’s less visible. The following are examples of difficulty increases, depending on the circumstances.

- **DARKNESS:** +1 to +2 difficulty for low light or almost blackout conditions. Pitch darkness renders characters unable to detect traps visually, unless they have some form of night vision like a weapon’s scope or they have a light source.
- **CAMOUFLAGE:** +1 difficulty for well-hidden or camouflaged traps. Certain mechanisms or triggers may blend in well to their surroundings, like mechanical traps within industrial machinery, or wooden traps amongst trees and foliage.
- **HIDDEN:** +1 to +2 difficulty depending on how obscured the trap is from view. The trap may be hidden while the trigger is more visible, making detection only allow a character to know there is a tripwire or pressure plate in their way without knowing what it will set off. There can be a lot of junk out there in the wastes, and a lot hidden underneath it!

TRIGGERS

Traps can be triggered in various ways, allowing them to take into account the environment and space they are set up in, who and what they are intended to target, and how easily they need to be hidden.

TRIPWIRES

Tripwires are either run across a floor or doorway for an unsuspecting victim to stumble over or can be attached to doors to trigger traps once opened. Tripwires work when 'tripped' over, applying tension to a part of the trap, such as the trigger of a gun or the pin of a grenade, to set it off.

TENSION TRIGGERS

Tension triggers are small boxes usually attached to doors or containers, which can signal a trap to activate when there is a change in tension, such as the door or container lid opening.

BATHROOM SCALES AND PRESSURE PLATES

Since bathroom scales already work on a pressure plate design, they often get used as a pressure plate. Other forms of pressure plates can be jury-rigged. These triggers set traps off once pressure is applied, with some requiring manual resetting afterward.

LASER TRIPWIRES

Laser tripwires are an obvious trap trigger, noticeable by the crisscrossing red laser beams. They are most effective in obstructing hallways and doorways to prevent entry. These are usually hooked up to an existing defense system, such as a laser or machine gun turrets, which activate once one of the laser beams is broken or obstructed by a person or object.

PROXIMITY DETECTORS

These are commonly found in the clapping cymbal monkey and radiation traps and work by detecting the presence of an intruder within a given radius of the trap. Some work on a delay, allowing the trap to only trigger after an intruder is in range for a set amount of time, while others trigger immediately.

TYPES OF TRAP

While it's possible to jury-rig an infinite number of contraptions to deter, harm, or capture intruders, the following are some common traps seen across the wasteland.

TESLA ARC

These devices are often mounted on the ceilings inside buildings, blending in with other pre-War ceiling fixtures. A tripwire or pressure plate causes the device to trigger, causing electricity to arc in all directions nearby.

FLAMETHROWER TRAP

These traps, when powered and fitted to a tripwire or pressure plate, will fill a nearby area with roaring flame. Effective, and quite impressive.



SPIKE TRAP

A more sophisticated trap than just putting spikes in a pit, this trap is made of a pressure-sensitive floor with holes for spikes to protrude through, covering the desired area. When pressure is applied to the floor, giant metal spikes shoot up, impaling anyone within the area. The trap then self-resets once the pressure is removed.

TRAPDOOR

This simple trap consists of a trapdoor that swings open when enough pressure or weight is applied, causing whatever is atop it to fall through into the space below it. These traps can be constructed to be non-lethal, with only a short drop and no other danger within its pit, or can be combined with other traps, hazards, or a long drop to cause harm to anything that triggers it.

SPRING TRAP

A simple trap made up of a sharp piece of jagged metal to serve as a blade, connected to a pressure plate. When pressure is applied to the plate, the spring-loaded makeshift blade releases and stabs its victim before self-resetting.

GRENADE BOUQUET

A grenade bouquet consists of one to three frag grenades bound together with wire or string. Triggering the trap causes the bouquet to drop to the floor, pulling the pins from the grenades, quickly detonating.



RADIATION EMITTER

These mines emit radiation using their sensors if an enemy wanders close. Not especially effective against Super Mutants or Ghouls, but a potent deterrent against raiders.

JURY-RIGGED GUNS

Any gun can be rigged to a trigger mechanism, turning it into a trap. Often triggered via trip wires across the ground or attached to doors, these traps are set to discharge a weapon at a would-be intruder. The simplest of these are pipe weapons and single-shot guns, which tend to be less accurate and less deadly, but more advanced and damaging traps can be made using automatic fire weapons or laser weaponry.

CLAPPING CYMBAL MONKEY

Once in the proximity of this trap, the toy monkey turns to look at intruders and show glowing green eyes. If the intruder stays within its line of sight for too long, its eyes will blink red, and the toy will clap its cymbals together, producing a large crashing sound. While this trap deals no damage, it can make others aware of the intruder's presence. They will continue to clap the cymbals together until destroyed or disarmed.

Traps for Scavenging Locations

These traps make great **hazards** for scavenging locations! You can slot them right into your locations as required, even pairing them up with other obstacles or inhabitants who want to protect what's 'rightfully' theirs.

For more information on hazards in scavenging locations, see the *Fallout: The Roleplaying Game Core Rulebook*, p.199, and *Fallout: The Roleplaying Gamemaster Toolkit*, p.19.

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