



The Overseer's Guide



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Chapter 1: Introduction and advice for Fallout



Welcome !

Hello, prospective Overseer! The nuclear holocaust may have finally come, but hey, at least you're in charge! That means you don't have to listen to **any** of the advice written here, but equally you could find it helpful. Run things your way, that's the joy of being Overseer!

Player Themes and Pip Points



To give your Players (and their characters) a bit of unique flair and allow for some especially memorable moments, allow them to pick a theme that suits their particular character. It's highly recommended that the theme be either a fitting orchestral soundtrack or a tune from the 40s or 50s rather than anything contemporary.

This theme is then played whenever the player uses a "Pip Point" a single expendable (non-stackable) token awarded to individual players for particularly excellent roleplaying or participation at the table.

When a Pip Point is spent, it allows said character to instantly Critically Succeed at any action, task or check. If this action is an Attack, the Attack is upgraded to a Critical Hit with +20% on the Critical Table.

It is recommended that each Player Character start with a Pip Point at the beginning of a campaign in order to establish their definitive theme early-on (Assuming they survive, of course).



Chapter 2: Bestiary

Section 1: Critters



Rats

By far the most common creatures in the wastes (and I'm not just referring to the New York City subway system), rats and their relatives have done very well for themselves since the bombs dropped. There are plenty of the nasty, black variety around, but radiation changed some of these disease-ridden vermin into fearsome creatures.

Giant Cave Rat

This is basically a larger version of a rat. Giant rats' range in size from about a foot - the size of a cat - to almost a yard (meter) in length. They are covered with brown or black fur, and have black, glassy, beady eyes. Rats are readily identifiable by their tail, as it looks like a worm sticking out of their rear end. They are not openly hostile towards humans unless they are hungry, but packs have been known to attack when they smell blood. Giant rats can be found pretty much anywhere

AP	6	Notes Alternate Game (Small)
Size	Medium	
Sequence	-4	
Hit Points	10	
Attacks	Claw (75%, 1d4, 3 AP) Bite (70%, 1d4, 4 AP)	
Armor	AC 5	
Abilities	N/A	

Rad Rat

Rats can survive large doses of radioactivity, and in certain areas, have even adapted such that they require the radiation to live. These rats are about 30 centimetres long, are grey or white in color, and will glow slightly in the dark. The main thing to fear in encountering Rad Rats is that they are slightly radioactive, and their little claws can transfer some of that to YOU. Rad Rats are usually found around sources of radioactivity.

AP	6	Notes <i>Mutated Animal (Small)</i>
Size	Medium	
Sequence	-4	
Hit Points	10	
Attacks	Claw (75%, 1d4, 3 AP) Bite (70%, 1d4, 4 AP)	
Armor	AC 5	
Abilities	Successful Hit = +10 Rads	

Molerats (Lesser/Greater)

Molerats are a mix between moles and rats. No one is sure whether these creatures are the result of a creative union between similar species, or an even stranger union with a little radiation to help things along the way. Molerats range in size anywhere from 30 centimetres to a meter and a half; the largest stand almost a meter at the shoulder. They have mole-like faces and are nearly blind in normal light; for this reason, they are almost exclusively found in caves. Lesser molerats are the smaller naked version, Greater molerats are the huge, hairy, ugly ones.

Lesser Molerat

AP	7	Notes Alternate Game (Small)
Size	Medium	
Sequence	-3	
Hit Points	15	
Hit Chance	80%	
Attacks	Claw (1d8, 3 AP) Bite (1d8+Poison, 4 AP)	
Armor	AC 9	
Abilities	Annoyance Itch (+1 Damage for 1+1d8 Turns)	

Greater Molerat

AP	9	Notes Mutated Animal (Medium)
Size	Medium	
Sequence	-1	
Hit Points	30	
Hit Chance	80%	
Attacks	Claw (1d10, 3 AP) Bite (1d10+Poison, 4 AP)	
Armor	AC 12 DT (N) : 4	
Abilities	Annoyance Itch (+1 Damage for 1+1d8 Turns)	

Pigrat

Pigrats are part-pig, part rat hybrids. Like their cousins the molerats, it probably took some creative radioactive genetic manipulation to make these critters. Pigrats are large, ranging anywhere from 70 cm to almost 2 meters in length, and incorporate the best (worst?) of the two species. Their legs are overly large, although short, and they are exceptionally meaty around the midsection. In fact, Pigrats would make exceptional livestock, if they weren't so dangerous. They are amazingly resilient, and can be found almost anywhere. They travel in packs of ten or more and generally attack only to protect their young or defend their territory. If they are hungry, however, they become very aggressive.

AP	7	Notes <i>Domesticated Animal (Small)</i>
Size	Medium	
Sequence	-2	
Hit Points	20	
Hit Chance	75%	
Attacks	Claw (2d4, 3 AP) Bite (2d4+Poison, 4 AP)	
Armor	AC 10	
Abilities	Annoyance Itch (+1 Damage for 1+1d8 Turns)	

Insects

The next most common type of Wasteland critter next to rats, but more diverse in species and typically much more dangerous. Insects are historically hardy, and not even mass atomic warfare could cleanse the earth of those *damn* bugs.

Rad Roach

One of the most numerous and adaptive of all species that evolution spit upon this planet, cockroaches existed on every continent before the War. After the bombs flew, they still managed to hold on to their niche, especially in ruins of cities with lots of dark, dirty areas for them to crawl through. Cockroaches range anywhere from an inch in length to 60 cm, but only the "giant" variety is dangerous. They can be encountered alone, but the most common - and deadly - species travels in clusters of 10-20 individuals. They do not make a habit of attacking humans, but will defend their garbage heaps, and large swarms of these creatures can easily overwhelm a person or a small group. Usually, cockroaches will call off the attack if their target flees

AP	6	Notes
Size	Small	
Sequence	-2	
Hit Points	10	
Hit Chance	60%	
Attacks	Bite: 1d10, 3 AP	
Armor	AC 5	
Abilities	Successful Hit = +4 Rads	

Giant Ant

Giant Ants, or GiAnts, are simply overgrown insects. Somewhere along the way, fate saw fit to dump some radioactive material near an anthill and create this large, mutant creature. GiAnts are black ants about 70 centimetres' in length. Huge colonies of these creatures exist under the earth, and scouts are often found in caves. GiAnts usually travel in parties of 5 to 10 insects. They will attack humans on sight, and enjoy eating corpses of the dead.

AP	6	Notes
Size	Small	
Sequence	-1	
Hit Points	15	
Hit Chance	60%	
Attacks	Bite: 1d6, 2 AP	
Armor	AC 5	
Abilities		

Mantis (Lesser/Greater/Giant)

These giant, mutant insects come from the praying mantis, a creature nearly extinct before the War. They have since become a popular sight in the post-War Americas (particularly around the Great Salt Lake), and are known to devour crops and cattle. On rare occasions, a pack of mantis will attack humans. Their size varies greatly, with Lesser Mantises being roughly the size of a Pre-War dog, Greater Mantis reaching the size of a human, and Giant Mantis reaching the size of large vehicles. Lesser Mantis travel in swarms of 10-15, Greater Mantis will travel in packs of 4-8 and Giant Mantis oftentimes only travel in pairs.

Lesser Mantis

AP	7	Notes
Size	Small	
Sequence	+0	
Hit Points	10	
Hit Chance	70%	
Attacks	Claw: 1d6, 3 AP Mantis Leap: 1d8, 3 AP	
Armor	AC 10	
Abilities	Leap: Range is Minimum 2 Squares, Max 4	

Greater Mantis

AP	7	Notes
Size	Medium	
Sequence	+2	
Hit Points	25	
Hit Chance	75%	
Attacks	Claw: 1d4+6 (AP 2) Mantis Leap: 1d4+7	
Armor	AC 15	
Abilities	Mantis Leap (4 AP) when up to 4 squares away the Mantis can do a single swiping leap. Must be minimum 2 Squares away	

Giant Mantis

AP	8	Notes Mutated Animal (Small)
Size	Large	
Sequence	+4	
Hit Points	50	
Hit Chance	80%	
Attacks	Claw: 1d8+10 (AP 4) Range 2 Mantis Leap: 1d8+11 Range 4	
Armor	AC 20 DT 4	
Abilities	Mantis Leap (5 AP) when up to 4 squares away the Mantis can do a single swiping leap. Must be minimum 2 Squares away	

Scorpions (Bark Scorpion/Radscorpion)

Another common denizen of the western desert was the scorpion. This species got a second lease on life when radiation from the War allowed it to grow to gargantuan proportions. Radscorpions range in size from 50 cm to 2 meters in length, and range in color from pale white to brown and black. Their wicked tails contain sacs of venom, and are tipped with a stinger almost 15 cm long. Radscorpion tails are considered valuable, since the powerful Anti-Venom is made from a distilled version of the venom inside the sacs. Radscorpions can be encountered in groups of up to 8, or alone. They prefer shady areas, and can often be found in canyons or caves. Radscorpions are rarely encountered in the open desert, or in areas of high vegetation.

Bark Scorpion

AP	8	Notes
Size	Small	
Sequence	-2	
Hit Points	25	
Hit Chance	70%	
Attacks	Tail: 1d10+Poison (4 AP)	
Armor	AC 7 DT(N) : 2	
Abilities	Poison: Bleak Venom (+2 Damage for 2+1d4 Rounds)	

Radscorpion

AP	8	Notes <i>X1 Radscorpion Tail</i>
Size	Medium	
Sequence	+0	
Hit Points	35	
Hit Chance	70%	
Attacks	Pincer: 1d4+6 (3 AP) Tail: 1d12+2+Poison (4 AP)	
Armor	AC 15 DT 4	
Abilities	Bonus Move: 2 free Hexes Poison: Silver Sting (+4 Damage for 1+1d4 Rounds)	

Cazadores (Young/Adult)

Quite possibly one of the nastiest critters in the post-nuclear Wasteland. A Cazadore is a gigantic, mutated Tarantula Hawk with the deadliest venom in post-atomic America. They have distinctive amber-orange wings, a blue-black carapace and blood-red eyes. They have a fast and rather erratic flight movement. The spikes on their back inflate and deflate when idle and attacking, likely being a form of respiration. They build great nests and travel in swarms. They're typically found in the southwestern regions, such as the Utah canyons and the Mojave Wasteland.

Young Cazadore

AP	10	Notes X1 Cazadore Poison Gland
Size	Medium	
Sequence	+5	
Hit Points	50	
Hit Chance	70%	
Attacks	Cazadore Sting: 1d12+2 (3 AP)	
Armor	AC 25 DT (N) 6	
Abilities	Bonus Move (2): 4 free Hexes Poison: Cazadore Venom (+8 Damage for 1+1d6 Rounds)	

Adult Cazadore

AP	10	Notes <i>X1 Cazadore Poison Gland</i>
Size	Large	
Sequence	+10	
Hit Points	75	
Hit Chance	90%	
Attacks	Cazadore Sting: 1d12+8 (3 AP)	
Armor	AC 40 DT(N) : 8	
Abilities	Bonus Move (3) : 6 free Hexes Poison: Cazadore Venom (+8 Damage for 1+1d6 Rounds)	

Reptiles

Less common and varied in species than Rats or Insects, Reptiles also survived the nuclear holocaust, and have become a staple of their respective regions.

Geckos (Silver/Gold/Fire)

A mutation of the smaller pre-War lizard, Geckos are large desert-dwelling reptiles that walk on their hind legs and attack with their front, which have developed sharp claws for tearing. Highly prized for their strong pelts, Geckos are routinely hunted in some places, although a pack of them can easily kill one or two inexperienced hunters. Geckos stand about 150 cm tall, and the larger, more dangerous Golden Gecko is about 180 cm tall. They travel in packs of anywhere from 4 to 20 animals.

Silver Gecko

AP	7	Notes Silver Gecko Hide x1 Game (Small)
Size	Medium	
Sequence	+0	
Hit Points	25	
Hit Chance	70%	
Attacks	Claw: 1d8 (AP 2) Bite: 2d6+2 (AP 4)	
Armor	AC 13 DT(N) : 2	
Abilities	N/A	

Golden Gecko

AP	9	Notes Golden Gecko Hide x1 Game (Medium)
Size	Medium	
Sequence	+2	
Hit Points	50	
Unarmed	85%	
Attacks	Claw: 1d12+4 (AP 3) Bite: 1d20+4 (AP 4)	
Armor	AC 20 DT (N) : 8	
Abilities	N/A	

Fire Gecko

AP	9	Notes Gecko Hide x1 Game (Medium)
Size	Medium	
Sequence	+1	
Hit Points	40	
Unarmed	85%	
Fire:	60%	
Attacks	Claw: 1d12 (AP 3) Flamer Mouth: 3d10+10 (AP 5)	
Armor	AC 15 DT (N) : 6	
Abilities	Flamer Mouth: Range: 7 Squares	

Deathclaws (Young/Adult)

The worst of the worst. 20 ft tall, reptilian, strong as a truck with teeth and claws to match. You meet one of these? Run. Usually travel in packs of 2-4, in the Wasteland's most inhospitable deserts.

Young Deathclaw

AP	10	Notes Mutated Animal (Medium)
Size	Large	
Sequence	+5	
Hit Points	150	
Hit Chance	80%	
Attacks	Swing: 10+1d20 (3 AP)	
Armor	AC 20 DT(N) : 10 DT(E) : 10	
Abilities	Bonus Move (3) : 6 free Hexes	

Adult Deathclaw

AP	10	Notes Mutated Animal (Large)
Size	Large	
Sequence	+7	
Hit Points	225	
Hit Chance	80%	
Attacks	Swing: 20+1d10 (3 AP)	
Armor	AC 25 DT (N) : 12 DT (E) : 12 Damage Resistance	
Abilities	Bonus Move (3) : 6 free Hexes	

Canines

Surprisingly, dogs managed to survive the War, and even thrive in the post nuclear environment. Domesticated dogs, which are more resistant to radiation than your average human, "turned feral" after the bombs hit, and packs of them now roam the wastes. In addition, there are a few domesticated pooches still out there, and coyotes still make trouble for domesticated animals like Brahmins and Pigrats.

Dog

AP	6	Notes Alternate Game (Medium)
Size	Medium	
Sequence	+0	
Hit Points	20	
Hit Chance	70%	
Attacks	Bite: 2d6 (2 AP)	
Armor	AC 10	
Abilities	Bonus Move (3): 6 free Hexes	

Coyote

AP	8	Notes Alternate Game (Small)
Size	Medium	
Sequence	+0	
Hit Points	25	
Hit Chance	70%	
Attacks	Bite: 2d6 (2 AP)	
Armor	AC 15	
Abilities	Bonus Move (3): 6 free Hexes	

Livestock

After the War, most kinds of life from pre-War America were changed into almost unrecognizable forms. Cows managed to escape that fate, for the most part, except that only a very hardy breed survived (or a cross between several hardier breeds). Brahmin are the main source of beef and leather in the wastes, and they can be found almost everywhere, although they are usually in enclosures. Some areas have vast Brahmin ranches, rivalling the huge Texas ranches of pre-War times. Brahmin are also used as pack animals, hauling wagons for caravans. They are hardy animals and can survive on very little food. They are tolerant of extreme environmental conditions, weathering the scathing heat of a summer's day as well as the bitter cold of the desert winter nights. Brahmin are easily distinguishable by their two heads, although rumours of herds of one-headed Brahmin far in the east occasionally make their rounds. Most people don't subscribe to that hogwash, however. Brahmin are almost always docile unless attacked directly; then, the herd will attempt to defend themselves.

Brahmin

AP	6	Notes Domesticated (Large)
Size	Large	
Sequence	-4	
Hit Points	40	
Hit Chance	70%	
Attacks	Shove: 1d12 (3 AP)	
Armor	AC 5	
Abilities		

Bighorner

AP	6	Notes Domesticated (Large)
Size	Large	
Sequence	-2	
Hit Points	35	
Hit Chance	70%	
Attacks	Horn: 2d8 (3 AP)	
Armor	AC 10	
Abilities		

Robots

A robot is a machine that is capable of autonomously completing tasks. Depending upon the robot, these tasks may be simple or complex and may require little human intervention or complete oversight. In the *Fallout* universe, robots had been constructed for many purposes, and many examples survived long enough to be a factor in the *Fallout* world. Some of the robots in the *Fallout* universe will attack on first glance but most of the robots will just aid you in battle and come across friendly. Robots had been constructed by pre-War society to fill all niches and occupations. From general-purpose utility droids to full-fledged military battle machines, robots could be found in almost any environment and function.

Mr. Handy

AP	8	Notes Successful Repair Roll for each component: Mr. Handy Frame Mr. Handy Parts Mr. Hand Electronics
Size	Medium	
Sequence	+5	
Hit Points	80	
Hit Chance	70%	
Attacks	Hand-Flurry: 11+1d10 (4 AP)	
Armor	AC 16 DT (N) : 6 DT (E) : 6	
Abilities		

Protectron

AP	8	Notes Successful Repair Roll for each component: Protectron Frame Protectron Parts Protectron Electronics
Size	Medium	
Sequence	+3	
Hit Points	100	
Hit Chance	80%	
Attacks	Laser-Eye: 3d8 (4 AP) Swing: 1d8+8 (2 AP)	
Armor	AC 13 DT(N) : 8 DT(E) : 8	
Abilities		

Eyebot

AP	10	Notes Successful Repair Roll for each component: Eyebot Frame Eyebot Parts Eyebot Electronics
Size	Small	
Sequence	+8	
Hit Points	50	
Hit Chance	80%	
Attacks	Laser-Gaze: 3d8 (4 AP)	
Armor	AC 25 DT (N) : 5 DT (E) : 5	
Abilities		

Sentry Bot

AP	10	Notes Successful Repair Roll for each component: Securitron Frame Securitron Parts Securitron Electronics
Size	Large	
Sequence	+5	
Hit Points	125	
Hit Chance	85%	
Attacks	Robo-Launcher: 10+1d20 (3 AP) Robo-Minigun: 15+1d10 (Auto)	
Armor	AC 34 DT (N) : 13 DT (E) : 13 Damage Resistance	
Abilities	Internal Stabilizer (-50% burst penalty)	

Mutants and Freaks

Whether these creatures came from another planet, or are some horrible twisting of genetic material found on earth, is a question left to the scientists. Since scientists are now few and far between, one guess is as good as another as to where these unusual critters originated. All have one thing in common. Somehow, normal weapons like guns and bullets don't seem to hurt them much at all, nor does beating on them with fists or melee weapons. Only fire, laser, and plasma weapons are truly effective against these creatures. Recent evidence seems to suggest that these creatures are, in fact, early products of FEV virus research, but this rumour cannot be verified.

Floater

AP	9	Notes
Size	Medium	
Sequence	+0	
Hit Points	60	
Hit Chance	80%	
Attacks	Stalk: 10+3d4 (3 AP) + Rads	
Armor	AC 20 DT(N) : 4	
Abilities	Successful hit = +5 Rads	

Centaur

AP	9	Notes
Size	Medium	
Sequence	+0	
Hit Points	60	
Hit Chance	90%	
Attacks	Swing: 1d20 (3 AP) + Rads	
Armor	AC 25 DT(N) : 5	
Abilities	Successful hit = +5 Rads	

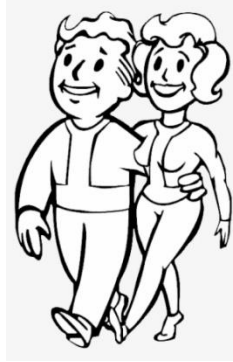
Glowing One

AP	8	Notes
Size	Medium	
Sequence	+0	
Hit Points	60	
Hit Chance	80%	
Attacks	Swing: 1d4+5 (3 AP) + Rads	
Armor	AC 6	
Abilities	Successful hit = +30+1d20 Rads	

Feral Ghoul

AP	8	Notes
Size	Medium	
Sequence	+0	
Hit Points	40	
Hit Chance	80%	
Attacks	Swing: 1d4+5 (3 AP)	
Armor	AC 6	
Abilities		

Section 2: Human NPC Template



Peasant

ST	PE	EN	CH	IN	AG	LK
5	5	5	5	5	5	5

AP	7	Notes <i>20+1d20 Caps</i>
Sequence	+0	
Hit Points	30	
Hit Chance	30% (Unarmed) 35% (Melee)	
Attacks	Punch: +1MD (3 AP)	
Armor	AC 0 (Regular Clothes) DT: 0 EDT: 0	
Tag Skills	Unarmed Melee Weapons Sneak (20%)	

Chapter 3: Random Encounter Table



Random Encounters:

Table: Roll 1d100

1-5: Special Encounter

6-21: Hostiles

22-37: Location

38-53: Remains

54-69: Neutral

70-85: Distress

86-100: Friendlies

Hostile: d20

- 1) A pack of dogs/coyotes
- 2) A swarm/nest of giant insects
- 3) A pack of pig/mole rats
- 4) A giant anthill
- 5) A group of stampeding wild Brahmin
- 6) A mutant creature
- 7) A group of mutant creatures
- 8) A lone scout
- 9) A band of ruffians
- 10) A group of raiders
- 11) A group of slavers
- 12) A highwayman
- 13) A group of raiders, fighting some Wastelanders
- 14) A group of slavers, beating up a Wastelander
- 15) A group of feral Ghouls, feasting on human corpses
- 16) A group of Super Mutants, fighting some Wastelanders
- 17) A group of cannibals, ambushing some Wastelanders
- 18) Two Super Mutants with a captive
- 19) Warlord troops fighting other Warlord troops
- 20) A lone, powerful animal.

Location: d20

- 1) A cavern at the foot of a hill
- 2) A copse of gnarled, dead trees
- 3) An unusual rock formation
- 4) A burnt-out car wrecks
- 5) An overturned, rusted Nuka-Cola truck
- 6) A ruined house
- 7) A wooden shack
- 8) A small, forgotten ghost town
- 9) A burnt-down homestead
- 10) A burnt-down factory
- 11) A burnt-down farm
- 12) An abandoned homestead
- 13) An abandoned scrapyard
- 14) An abandoned dumping sites
- 15) An abandoned barn
- 16) An abandoned warehouse
- 17) An abandoned gas station
- 18) An abandoned garage
- 19) An abandoned fallout shelter
- 20) An abandoned campsite

Remains: d20

- 1) Empty/abandoned
- 2) Previously looted/trashed
- 3) Extremely weatherworn/dilapidated
- 4) Signs of recent struggle
- 5) Signs of recent occupation
- 6) Strange footprints
- 7) Dusty bones
- 8) Blood splatters
- 9) Infested with vermin
- 10) Infested with giant insects
- 11) Valuables left behind
- 12) An animal corpse
- 13) A human corpse
- 14) A couple of human corpses
- 15) A mangled corpse, a creature nearby
- 16) A Super Mutant corpse
- 17) A couple of Ghoul corpses
- 18) An unidentifiable, grotesque corpse
- 19) A hanged man
- 20) A couple of hanged Ghouls

Neutral: d20

- 1) A grazing Brahmin herd
- 2) A lone animal
- 3) A lone trader
- 4) A trader with animal or robot companion
- 5) A small caravan
- 6) An Eyebot
- 7) A travelling bounty hunter
- 8) A drug runner
- 9) A lone traveller
- 10) A couple of travellers
- 11) A couple of travelling Ghouls
- 12) A wandering party of scavengers
- 13) A scavenger, hauling some loot
- 14) A group of travelling mercenaries
- 15) A group of raiders, defeated and wounded
- 16) A group of raiders, hauling plunder
- 17) A group of slavers, tracking escaped slaves
- 18) A group of slavers, with captured slaves
- 19) A group of men, fighting over loot
- 20) A group of men, fighting over water

Distress: d12

- 1) A wounded man in a minefield
- 2) Two men, trying to navigate a minefield
- 3) An escaped slave
- 4) A couple of escaped slaves
- 5) A group of escaped slaves, chased by slavers
- 6) A group of travellers, attacked by creatures
- 7) A robot, broken or damaged
- 8) A creature, caught in a trap
- 9) A man, dying of thirst
- 10) A wounded man
- 11) A wounded Ghoul
- 12) A Ghoul, captured and harassed by bigots

Friendly: d20

- 1) A lone Ranger
- 2) A soldier patrol unit
- 3) A soldier patrol unit, in pursuit of some raiders
- 4) A lone, friendly Super Mutant
- 5) A sage hermit, pursuing enlightenment
- 6) A travelling performer
- 7) A travelling troupe of performers
- 8) A travelling wasteland doctors
- 9) A lone mercenary, looking for work
- 10) A couple of mercenaries, looking for work
- 11) A lone robot, its owner killed
- 12) A lone dog, its owner killed
- 13) A hunting party, trading fresh game
- 14) A group of cannibals, trading strange meat
- 15) A Tribal, on an initiation into adulthood quest
- 16) A lone Follower of the Apocalypse missionary
- 17) A group of Followers of the Apocalypse
- 18) A group of Hubologists, giving free zeta scans
- 19) A lone Desert Ranger vigilante
- 20) A group of Desert Rangers, stringing up some raiders

Special Encounters:

Special Encounters 1d10	Name:	Description:

1	Café of Broken Dreams	<p>After a particularly harsh day walking in the desert, you encounter a pristine Pre-War diner (Bright glowing neon and all) in the middle of the sand, a soft welcoming orange glow emanates from the windows. [PAUSE]. Upon entry, the diner is in full operation, with soft jazz music playing from a jukebox. Two men in armoured vault-suits sit at the bar, and in a nearby booth a man in power-armor and an olive-skinned young woman seem to be talking something out. The bar is staffed by a friendly older man with grey hair, a strong chin and a booming, deep voice.</p> <p>The barman offers the party a free milkshake on the house, and tells them they can sit anywhere they like, except for the spare seat next to the two vault-dwellers, as that's reserved. The barman already seems to know each of the party, and as a parting gift offers them an answer to one question posed, and he'll try and answer as best he can. He's a knowledgeable type. When the party leaves the diner, in the blink of an eye the diner becomes a charred, burnt out husk, and the memory of the Café becomes dreamlike.</p>
2	Cacti-People	As you traverse the road, you see a cluster of cacti nearby. Unusually, however, they're shaped like people in static positioning, rooted to the ground. When cut open they're full of red, bleeding unidentifiable flesh.
3	Thunderbird	As you're walking one day in the midday sun, you are suddenly covered in great shadow as said sun is blocked out entirely. The party looking upward reveals a seemingly gigantic bird of prey drifting slowly in the sky distantly above, the size of a car. It flies over the party, seemingly uncaring of their presence, before suddenly turning and flying to the horizon eastward.
4	Chiller	<p>Whilst walking through the desert, you hear distant music (Let's Go Sunning) and spot the source in the middle of the desert: A skeleton sat in a deckchair, wearing a Hawaiian shirt and mirrored sunglasses, with an empty beer bottle in hand. A (still functional) beer cooler sits next to the chair, on top of it a gramophone endlessly loops a vinyl record with the song in question playing. Inside the cooler are x 12 Beers.</p> <p>Sunglasses, if taken, provide +1 Luck when in active equipment. "Lucky Shades"</p>
5	Mirage?	Whilst walking at the peak of midday, you notice a group walking ahead just on the horizon, (group no. same as party) but due to the distance and heat haze, they are simply blurs. They remain in this fashion, just on the horizon ahead, for several hours as you walk. At one point, one of the figures ahead drops their pack, and stops to pick it up, stopping for a moment to look back. Eventually, the distant group disappears in the haze of the horizon. (At this point one of the party drops their pack and must pick it up), as you lean over to pick it up, and look back behind you, you see a miraged party on the horizon tailing behind you (of the same no. as the party)
6	Desert Boulders	As you are walking through the desert, you come across a collection of massive stone boulders sat firmly in the desert sand. You weave between them and pass by with no trouble. (Allow them to walk a bit

		further). You hear a series of scraping noises behind you. (If they turn around). The boulders all appear closer than they were before, and a trail in the sand lies behind each one from their original positions. (This continues, the boulders never moving whilst they look, for a little while longer until the party stops to move to investigate, then they don't move any further).
7	Pariah Dog	As you are walking through the desert, you spot the site of seemingly a massacre. A ring of about 30 bodies lays scattered in the dust. Each body in a pool of blood, at the centre of this ring is a normal looking black dog, sitting patiently wagging its tail and panting. (If the party enters the ring of bodies, the entire party makes a Luck check. The dog approaches whoever fails with the largest margin.) The dog approaches you; do you pet it? (If pet, the player gains +5% to their critical fail)
8	Nuka-Truck	You see an overturned red truck in the distance "Nuka-Cola" on the side. (If the party approaches and opens) The back of the truck opens up, and a sea of bottle caps begins to pour out onto your feet in the sand. Amount of caps determined by combined party LUCK Party Luck > 30: 8,443 Caps Party Luck > 20: 5,709 Caps Party Luck > 14: 2,967 Caps Party Luck > 7: 1,645 Caps
9	Path of the Borealis	In the midst of the desert, you spot a hulking mass of rusting metal. As you approach closer, it appears to be the wreck of a sea vessel, a large pre-war ship half buried in the sand. The name "Borealis" is painted faintly on the side of the ship's maroon red hull. It is unclear how it arrived here.
10	A Space Oddity	Out in the desert, you spot a crater. Though not entirely charred as common with bomb craters. [If the party approaches]. You find advanced old-world wreckage strewn about at the bottom of this sandy crater, clearly this has been here for some time. At the center is the split open remains of some sort of metallic capsule bearing the Old-World flag. Inside, decayed and rusted out computer equipment lines the walls, and a smashed out (now filled with sand) porthole window at the eastern side. In the middle of this sunken capsule sits the skeleton of a man inside some sort of strange white suit, with a large glass helmet. On his suit chest is a tag with the name: "Major Tom". (Spacesuit can be used as strong radiation suit.)

Chapter 4: Junk Loot Table



Loot Table

- 1 Good Quality Metal Parts
- 2 Broken Wire Rimmed Spectacles
- 3 Blunt Wood Saw
- 4 3 ft. 2x4
- 5 Handful of Rusty Nails
- 6 Box of 1d20 Tin Cans
- 7 Box of 1d20 Tin Cans
- 8 Box of 1d20 Tin Cans
- 9 Wooden Chair
- 10 Rusty Butcher's Cleaver
- 11 Broken Bed
- 12 Wooden Broom Handle
- 13 Shopping Trolley
- 14 Personal Sewing Kit
- 15 Hand Bell
- 16 Syringe
- 17 Syringe
- 18 Coffee Mug
- 19 Teddy Bear
- 20 Fountain Pen
- 21 Framed Picture of Old-World Politician
- 22 Restaurant Menu
- 23 Toy Car
- 24 Hair Curlers
- 25 Gardening Trowel
- 26 Dried Noodles
- 27 Nuka Cola
- 28 Large Inner Tube
- 29 Intact Book
- 30 Boots
- 31 License Plate
- 32 Empty Bottle
- 33 Good Quality Metal Parts
- 34 Pocketful of Coins
- 35 Steering Wheel
- 36 Good Quality Metal Parts
- 37 Hand Mirror
- 38 Holorecord (Roll vs Luck for intact)
- 39 Xander Root
- 40 Umbrella
- 41 Syringe
- 42 Syringe

- 43 Vinyl Record (Roll vs Luck for intact)
- 44 Rucksack (Contains 3 rolls of Junk)
- 45 Metal Parts
- 46 Metal Parts
- 47 Wooden Toy Bocks 1d10
- 48 Box of Matches
- 49 Metal Parts
- 50 Child's Story Book
- 51 Wedding Cake Topper
- 52 Xander Root
- 53 Metal Parts
- 54 Metal Parts
- 55 Hunting Rifle
- 56 Music Box (Roll vs Luck for working)
- 57 Broc Flower
- 58 Radio
- 59 Syringe
- 60 Tea Towel
- 61 Torn Skeleton
- 62 Calendar 2076
- 63 Pillow
- 64 Lawnchair
- 65 Ladle
- 66 10mm Pistol
- 67 Leather Belt
- 68 Box of Light Bulbs 1d30
- 69 Good Quality Metal Parts
- 70 Nuka Cola
- 71 Broc Flower
- 72 Penknife
- 73 Zippo Lighter
- 74 Syringe
- 75 Flashlight
- 76 Syringe
- 77 Dustpan
- 78 Good Quality Metal Parts
- 79 Good Quality Metal Parts
- 80 Good Quality Metal Parts
- 81 Good Quality Metal Parts
- 82 Nuka Cola
- 83 Xander Root
- 84 Pull-String Talking Doll
- 85 Lunchbox
- 86 Water Damaged Oil Painting
- 87 Black Box with a Blinking Red Light
- 88 Santa Nuka Cola Sign
- 89 Empty Bottle
- 90 Nuka Cola
- 91 Nuka Cola
- 92 Chemical Components
- 93 Sunset Sarsaparilla
- 94 Beer
- 95 Manequin Torso

- 96 Cathode Ray Tube
- 97 Syringe
- 98 Walkie-Talkie (Roll vs Luck)
- 99 Picture of Children Worn and Tear Damaged
- 100 Nuka-Cola Victory
- 101 Fibres
- 102 Camera (Roll vs Luck for working)
- 103 Xander Root
- 104 Dead Potted Plant
- 105 Fibres
- 106 Dirtied Wedding Dress
- 107 Empty Bottle
- 108 Fibres
- 109 Robo Brain Head Case
- 110 Slot Machine Lever
- 111 Door Knob
- 112 Syringe
- 113 Corn Cob Pipe
- 114 Railroad Lantern (out of oil)
- 115 Human Skull
- 116 Nuka Cola
- 117 Camera Lens
- 118 Mannequin Head
- 119 Metal Parts
- 120 Fibres
- 121 Fibres
- 122 Fibres
- 123 Broc Flower
- 124 Jar full of Spider Webs
- 125 Broken Jewellery Box
- 126 Tattered Scarf
- 127 Broken Television Set
- 128 Mirelurk Claw
- 129 Book of Poetry
- 130 Chemical Components
- 131 10mm Pistol
- 132 Kitchen Pot
- 133 Empty Bottle
- 134 Cherry Bomb
- 135 Rad X
- 136 Metal Parts
- 137 Metal Parts
- 138 Xander Root
- 139 Barber's Clips
- 140 Broc Flower
- 141 10mm Pistol
- 142 Bible
- 143 Expired Stimpak
- 144 Dirty Water
- 145 Xander Root
- 146 Scalpel
- 147 Toy Nuka Cola Truck
- 148 White Lace Glove

- 149 Farmer's Almanac 2077
- 150 Metal Cracker Box
- 151 Tin Snuff Box
- 152 Light Switch
- 153 Radio Speaker
- 154 Medical Drawing of Ghouls
- 155 Magnet
- 156 Flare
- 157 Broc Flower
- 158 Beetle Carcasses
- 159 Radroach Carapace
- 160 Box of Detergent
- 161 Soap
- 162 Sales Catalogue
- 163 Rolodex of Business Contacts
- 164 Magnifying Glass
- 165 Box of 1d20 Tin Cans
- 166 Dried up Marker
- 167 Book on Preserving Fish Meat
- 168 Purified Water
- 169 Toy Robot
- 170 Railroad Charts of Wasteland
- 171 Basic Car Repair Book
- 172 Wooden Oar
- 173 Irradiated Water
- 174 Broc Flower
- 175 Compass
- 176 Preserved Brain
- 177 Cherry Bomb
- 178 Photograph of Pre-War Model
- 179 Xander Root
- 180 Guitar
- 181 Broken Gun Barrel
- 182 Sunglasses
- 183 Can of Decayed Food
- 184 Square of Linen
- 185 Comic Book
- 186 Brahmin Ear
- 187 Crushed Can
- 188 Body Piercing
- 189 Gambling Dice Set (Weighted)
- 190 Deck of Playing Cards
- 191 Dog Collar
- 192 Duct Tape
- 193 Empty Grenade
- 194 Empty Bottle
- 195 Broken Holotape
- 196 Faded Photograph
- 197 Bloatfly Wings
- 198 Box of 1d20 Tin Cans
- 199 Box of 1d20 Tin Cans
- 200 Mentats
- 201 Torn Jacket Sleeve

- 202 Broken Weapon Parts
- 203 The Karma Sutra
- 204 Box of 1d20 Tin Cans
- 205 Box of 1d20 Tin Cans
- 206 Library Book Slip (well overdue)
- 207 Lipstick Case
- 208 Healing Powder
- 209 Telephone Reciever
- 210 MRE
- 211 Nuka Cola
- 212 Book of Religions
- 213 Empty Pickle Jar
- 214 Buffout
- 215 Pocket Watch
- 216 Wooden Peg Leg
- 217 1d20 Railroad Spike
- 218 Rosary Beads
- 219 Fibres
- 220 Empty Snowglobe
- 221 Fibres
- 222 Fibres
- 223 Fibres
- 224 Fibres
- 225 Metal Parts
- 226 Coyote Tobacco
- 227 Tool Belt
- 228 Toupee
- 229 Wooden Sword
- 230 Tragic the Gathering Deck
- 231 Copper Tubing 1d4 Meters
- 232 Broken Tripod
- 233 TOW II Targeting Chip
- 234 Wanted Poster
- 235 Dartboard
- 236 Paddle and Ball
- 237 1d4 12 Gauge Shells
- 238 Metal Parts
- 239 Metal Parts
- 240 Metal Parts
- 241 Metal Parts
- 242 Bandage Kit
- 243 Metal Parts
- 244 Mattress Spring
- 245 Metal Parts
- 246 Gas Mask Filter
- 247 Notepad
- 248 Empty Bottle
- 249 Empty Bottle
- 250 Child's Mobile
- 251 Baseball Glove
- 252 Baseball
- 253 Baseball Bat
- 254 Shower Head

- 255 BBs x1000
- 256 Bed Sheeting
- 257 Mattress Filling
- 258 Small Bell
- 259 Bicycle Basket
- 260 Binoculars
- 261 Sleeve for Blood Pressure
- 262 Monopoly Board
- 263 Bowling Pin
- 264 Box Cutter
- 265 Boxing Glove
- 266 Cable Cutters
- 267 Chemical Components
- 268 Chemical Components
- 269 Chemical Components
- 270 Stick of Chaulk
- 271 Mechanical Clamp
- 272 Nuka Cola
- 273 Chisel
- 274 Circular Sawblade
- 275 Claw Hammer
- 276 Clothes Iron
- 277 Coffee Pot
- 278 Chemical Components
- 279 Crowbar
- 280 Metal Parts
- 281 Metal Parts
- 282 Metal Cooking Pan
- 283 Stapler
- 284 Pack of Drill Bits
- 285 Tea Kettle
- 286 Electrical Tape
- 287 Sketch Book with Drawings of Mutants
- 288 Fan Blade
- 289 Chemical Components
- 290 Empty Fire Extinguisher
- 291 First Aid Kit
- 292 Fish Bowl
- 293 Box of Fishing Hooks
- 294 Fishing Pole
- 295 Flute (Roll vs Luck for intact)
- 296 Flying Disk
- 297 Frying Pan
- 298 Funnel
- 299 Garden Hose 10 ft.
- 300 Empty 10 gallon Gas Can
- 301 Burned Globe
- 302 Golf Balls 2d8
- 303 Bag of Golf Tees 100
- 304 Golf Club
- 305 Hedge Shears
- 306 Hockey Stick
- 307 Christmas Lights 5d10 ft.

- 308 HAM Radio Speaker
- 309 Jump Starting Cables
- 310 Fission Battery
- 311 Bag of Computer Keys 2d20
- 312 Leaf Blower
- 313 Fibers
- 314 Fibers
- 315 Fibers
- 316 Fibers
- 317 Fibers
- 318 Paint Brush
- 319 Ink Well
- 320 Fibers
- 321 Picture Frame
- 322 Empty Bottle
- 323 Trash Bin
- 324 Plunger
- 325 Pool Cue
- 326 Sandpaper
- 327 Sandals
- 328 Weapon Scope
- 329 Syringe
- 330 Bomb Collar (dud)
- 331 Sleeping Bag Cut in Half
- 332 Spark Plug
- 333 Box of Staples (1d5x1000)
- 334 Stethoscope
- 335 Pasta Strainer
- 336 Surgical Mask
- 337 Swimming Goggles
- 338 Tackle Box
- 339 Tennis Racket
- 340 Mercury Thermometer
- 341 Toaster
- 342 Empty Tool Box
- 343 Used Toothbrush
- 344 Towel
- 345 Turpentine
- 346 Brocken Wall Clock
- 347 Welding Mask
- 348 Vacuum Nozzle
- 349 Wheel Chair Arm
- 350 Wrist Watch
- 351 Ball of Yarn
- 352 Malfunctioning Geiger Counter
- 353 Radscorpion Stinger
- 354 Broken Stealth Boy
- 355 Golden Locket
- 356 Keyring full of Keys
- 357 Broc Flower
- 358 3 ft of Rope
- 359 Urn of Ashes
- 360 Metal Parts

- 361 Dog Tags of Pre-War Soldier
- 362 Metal Parts
- 363 Bread Box
- 34 Metal Parts
- 365 Accountants Logs
- 366 Bio luminous Mold
- 367 Clipboard
- 368 Empty Jet Canister
- 369 Medical File
- 370 Xander Root
- 371 Flint
- 372 Magic *-Ball
- 373 Metal Pole
- 374 Disarmed Land Mine
- 375 Metal Parts
- 376 Robot Motivator
- 377 Metal Parts
- 378 Metal Parts
- 379 Metal Parts
- 380 Metal Parts
- 381 Metal Parts
- 382 Easter Egg
- 383 Metal Parts
- 384 Gambling Dice Set
- 385 Pack of Cigarettes
- 386 Deck of Playing Cards (Marked)
- 387 Human Ear
- 388 Sheriff's Badge
- 389 Small Statuette
- 390 Religious Talisman
- 391 Abraxo Cleaner
- 392 Action Figure
- 393 Ashtray
- 394 Bent Tin Can
- 395 Film Canister
- 396 Bobby Pin box (1d4 pins)
- 397 Bonesaw
- 398 Metal Parts
- 399 Metal Parts
- 400 Butter Knife
- 401 Carton of Cigarettes (1d20 packs)
- 402 Dinner Plate
- 403 Cherry Bomb
- 404 Chessboard
- 405 Electrical Conductor
- 406 Cutting Board
- 407 Broken Garden Gnome
- 408 Deathclaw Claw
- 409 Drinking Glass
- 410 Firehose Nozzle
- 411 Pack of Flour
- 412 Electrical Fuse
- 413 Pitcher

- 414 Harmonica
- 415 Chemical Hot Plate
- 416 Underwear (1d2, 1 Women's, 2 Men)
- 417 Lawn Mower Blade
- 418 Cherry Bomb
- 419 Empty Bottle
- 420 Cherry Bomb
- 421 Paint Gun
- 422 Pilot Light
- 423 Metal Parts
- 424 Pressure Cooker
- 425 Rake
- 426 Scrap Metal
- 427 Book of Sheet Music
- 428 Cherry Bomb
- 429 Cherry Bomb
- 430 Violin (Roll vs Luck for intact)
- 431 Steam Gauge Assembly
- 432 Surgical Tubing
- 433 Triangle
- 434 Tweezers
- 435 Wonderglue
- 436 Poker Chips 2d20
- 437 Cherry Bomb
- 438 Toy Dinosaur
- 439 Egg Timer
- 440 Forceps
- 441 Bag of Yeast
- 442 Book of Caring for Young Children
- 443 Drum Cymbal
- 444 Book on Dealing with PTSD
- 445 Rocket Toy
- 446 Ophthalmoscope
- 447 Bag of Gunpowder
- 448 Book Detailing Historical Empires
- 449 Basic Sensor Module
- 450 Cherry Bomb
- 451 Dime Store Crime Novel
- 452 Cherry Bomb
- 453 Donald Duck Mask
- 454 Skeleton Mask
- 455 Santa Claus Mask
- 456 Dentures
- 457 Metal Parts
- 458 Metal Parts
- 459 Pomade
- 460 Instant Noodles 1d6 rations worth
- 461 Wheel Jack
- 462 Jeans (stonewashed)
- 463 Jigsaw Puzzle
- 464 Metal Parts
- 465 Woman's Hat
- 466 Mathematics Book

- 467 Torn American Flag
- 468 Necktie
- 469 Metal Parts
- 470 Saxophone
- 471 Dissertation on Water Purification
- 472 Stroller
- 473 Metal Parts
- 474 Suspenders
- 475 Typewriter
- 476 Ink Ribbon
- 477 Vase
- 478 Metal Parts
- 479 Nuka Cola
- 480 Frayed Utility Tarp
- 481 Jar of Fermenting Vegetables
- 482 Satchel of dried dyestuffs
- 483 Cloth Tape Measure
- 484 Broken Portable Generator
- 485 Red Paint Can dried up
- 486 Torn Blanket
- 487 Grill Rack
- 488 Football
- 489 Good Quality Metal Parts
- 490 Bottle of Indigestion Medicine
- 491 Rusty Straight Razor
- 492 Opened Arm Cast
- 493 Sprinkler Head
- 494 Bag of Charcoal
- 495 Broken Solar Panel
- 496 Toilet Seat
- 497 Garbage Can Lid
- 498 Bag of Feed Corn
- 499 Broken Plow
- 500 Sunset Sarsaparilla