



WSG PRE VTB-000-PROM POCKET REFERENCE GUIDE

SAVAGED FALLOUT

WASTELAND SURVIVAL GUIDE



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Races

Humans

Humans in all their forms, sizes and races, whether Tribal, Wastelander or Vault dweller, are still the same as before the Great War, that is to say: intelligent and stupid, meek and violent, compassionate and malicious. But above all else they are determined and resourceful and thus, after two centuries, mankind still thrives in the unyieldingly harsh Wasteland.

- *It's A Man's World*: Humans are, despite the constant threat of mutated creatures of all kinds, the undisputed rulers of the wastes. They gain a free Edge.

- *Fallout*: The Wasteland is rife with pockets of lingering radiation, to which humans are extremely susceptible. Their Rad Resistance equals $1 + \text{Vigor die} / 4$, rounded down.

Ghouls

While the vast majority of those caught in the nuclear blasts died immediately, some were not so lucky. Exposed to enormous doses of radiation, there were those whose bodies withered, leaving nothing but decaying husks, but still did not die. Most of these unfortunate souls lost their sanity in the process, becoming irrational, feral creatures, but many still cling on to their intelligence and humanity.

- *Zombie*: Ghouls are looked upon as abominations, used as slaves or treated as second class citizens in many parts of the Wasteland. They gain the Outsider hindrance. Long term radiation exposure, progressing decrepitude or simply the passing of time causes various health-related problems for the aging Ghouls. A Ghoul character must additionally take one of following hindrances: Decrepit, Feral, Glowing One or Old School Ghoul.

- *Cheated Death*: Thanks to their mutated biochemistry, Ghouls have a greatly prolonged lifespan and can survive on little sustenance. Cell regeneration is greatly increased, making Ghouls very quick to heal: their natural healing rate is doubled and they gain the Fast Healer edge. This also makes them more resistant to chems: Ghouls gain the Chem Resistant hindrance.

However, the same mutation causes the rapid necrosis of skin tissue that makes Ghouls such a grisly sight to behold. They have a palish white to dark green skin tone, with their flesh in varying degrees of decay. Ghouls gain the Ugly hindrance and cannot choose Attractive edges.

Furthermore, Ghouls are much more resistant to radiation than regular humans: they experience no negative side effects from low to medium radiation levels. Their Rad Resistance is 7. Higher levels of radiation however have the effect of speeding up the decaying process and are still harmful to Ghouls.

Super Mutants

Where Super Mutants came from and who or what they are exactly, remains a mystery. Some time after the Great War they suddenly appeared, roaming the wastes, attacking all they come across.

Many Super Mutants are violent and dumb, lumbering hulks, but a few of them possess a cruel cunning, making them the natural leaders among their kind and very formidable opponents.

Occasionally, however, one may meet a friendly Super Mutant.

- *Freak*: Super Mutants are feared, loathed or distrusted by all but the most progressive communities in the Wasteland. Some people will not hesitate to pull the trigger once they lay eye on a mutie, not stopping to check if that is a rocket launcher or white flag they're carrying in their hands. Those Super Mutants who forgo the violent ways of their brethren usually live solitary lives, though Super Mutants living in mixed communities are not unheard of. They gain the Outsider and Ugly hindrances and cannot choose Attractive edges. A Super Mutant character must additionally take one of following Major hindrances: Battle Scarred, Gentle Giant, Ham Fisted or Super Duper Mutant.

- *Meta Human*: A Super Mutant is physically superior to a normal human. With a greenish yellow skin tone, they stand on average 10 feet tall and are extremely muscular. Their starting Strength is d8 and may raise it to d12+2 through normal advancement; they are Size +1 (+1 Toughness) and receive a +1 bonus to Intimidate checks. Due to their enormous size they must daily consume three times as much food and water as a human, and it is difficult and expensive to procure well-fitting armor more intricate than leather (five times listed price, if available). Super Mutants are however only rarely intellectually equal or superior to normal humans. It costs them two points per step to raise Smarts during character creation and the character must dedicate two Advances to raising the attribute thereafter.

Increased cell regeneration has prolonged their life span greatly, so they usually do not die from the normal effects of old age. It also allows Super Mutants to recover from injuries much faster; they gain the Fast Healer edge.

Super Mutants are completely impervious to disease and radiation.

Hindrances

New

- Battle Scarred (Major): Decades of raiding, skirmishes and fights have left the hero with injuries that will never fully heal. The character has two permanent injuries, randomly rolled on the Injury Table.
Super Mutant only
- Brute (Minor): The hero is a little bigger than most, but also a little slower. Discard a drawn face card for a new card
- Cannibalism (Minor/Major): The character relies on human meat for part of his/her diet (Minor version) or exclusively (Major version), behavior which is not tolerated in even the least civilized Wasteland community. The character suffers -4 to his/her Charisma if the habit is known, apart from other consequences
- Chem Reliant (Minor): The character has a proclivity for addictive substances; Vigor checks for drug addiction are at -2; withdrawal effects last twice as long
- Chem Resistant (Minor): The character's metabolism doesn't react to stimulants very well. For a chem to have any effect, the hero has to make a Vigor check
- Decrepit (Major): Ghouls have prolonged life spans and the hero has been around for quite a while. The character's body is becoming dangerously frail. -1 die type Vigor and cannot be raised after character creation. The character receives an additional -1 penalty to all Soak rolls. Ghoul only

- Dwarfism (Major): Prenatal radiation has mutated the character's genes, causing stunted growth. -2 die type Strength and cannot be raised after character creation, pace -1, run die is d4. Size and Toughness -1. Human only
- Fast Metabolism (Minor): The character's metabolic rate is twice normal, which causes him/her to be less resistant to poison and radiation, but heal faster. -1 Rad Resistance and -2 to Vigor checks when afflicted by poison; +1 to natural healing checks
- Fast Shot (Minor/Major): Why take time to aim when you can spray your enemies with a rain of bullets? That's the character's motto! The hero cannot Aim or make Called Shots. With the Major version he/she also expends three times the standard amount of ammo
- Feral (Major): Accelerating decay has started to impair the character's brain functions, slowly turning him/her feral. -2 die type Smarts and cannot be raised further. Aside from an increasingly bestial disposition, the hero lapses into a murderous frenzy during combat, as per the Berserk Edge, making only unarmed attacks. Ghoul only
- Finesse (Minor): The hero is more concerned with his/her graceful composure and adding stylish flourishes during combat than inflicting the most damage possible. -2 to all damage rolls
- Gentle Giant (Minor/Major): The character abhors violence, to the point of physical revulsion. The hero must make a Spirit check (at -2 for the Major version) at the start of each combat, or suffer a -1 (-2 for the Major version) penalty to all Trait rolls for the duration of the fight. Super Mutant only
- Gifted (Major): The character has more innate abilities than most, so he/she has not spent as much time honing his/her skills; +3 attribute points to spend; -5 skill points; the character may never increase a skill to a level greater than its linked attribute; on gaining an advance only one skill less than its linked attribute may be increased
- Good Natured (Major): The hero studied less-combative skills as he/she was growing up. Combat skills thus start at a low level and the character has to spend much more effort to learn them. The hero has to spend double the normal amount of skill points to raise a Fighting or Guns skill 1 rank
- Glowing One (Major): Long term radiation exposure has made the character permanently irradiated and even glow. -1 die type Spirit and cannot be raised further. Lighting penalties for attacks made against the hero are negated and he/she gains a -4 penalty to Stealth checks. Travelling companions take low level radiation damage once per day. The Glowing One gains the Rad Child Edge. Ghoul only
- Ham Fisted (Minor/Major): Genetic engineering - or dumb luck - has endowed the hero with huge hands. The character's Small Guns, Explosives, Repair, Medicine and Lockpick skills all suffer a -1 penalty. With the Major version the aforementioned skills become impossible for the character, all actions requiring fine manipulation suffer a -2 penalty. Super Mutant only
- Heavy Handed (Minor): The character swings harder, not better. Fighting attacks are very brutal, but lack finesse and rarely cause a good critical hit. The hero only gets a bonus damage die on two or more raises
- Jinxed (Major): The character seems to be haunted by bad luck. Dropping a live grenade, ill timed weapon jams or cutting the wrong wire when disarming a bomb; it happens all too frequently to be coincidence. If a trait roll ends up as 1 it becomes a critical fumble, regardless of the Wild Die. Furthermore the hero can't take Luck edges

- Kamikaze (Major): The hero never pays any attention to defence; he/she always prefers to press the attack. Parry is limited to the character's Fighting skill / 2
- Old School Ghoul (Major): The character has been around for at least a century and the effects of old age are acutely felt. -1 die type Strength and cannot be raised after character creation, pace -1, cannot run
- One Hander (Minor): One of the hero's hands is very dominant. He/she excels with single-handed weapons, but two-handed weapons cause a problem. -2 to all attack rolls with two-handed weapons
- Night Person (Minor): As a night-time person, the hero is more awake when the sun goes down. His/her perception and intelligence are dulled during the day. -2 to Smarts-based skill checks during the daytime
- Schizophrenic (Minor): Prolonged use of stealth technology has left the hero paranoid and delusional. The character often experiences hallucinations or suffers from a split personality. Additionally the character suffers a -2 penalty to Notice checks
- Skilled (Major): The hero has spent more time improving his/her skills than most; the character starts with more skill points to spend, but doesn't learn new abilities as quickly as others. +5 skill points to spend; only gain an advance after accumulating 7 Experience Points; cannot take Swift Learner Edge
- Small Frame (Minor): The hero has a very slight build, reducing his/her carrying capacity. May only carry St x 3 unencumbered. Human and Ghoul only
- Super Duper Mutant (Major): The character is a born grunt; he/she excels at following orders, not so much at independent thought. Smarts can never be raised above d4. The hero must always carry out all orders given by his/her master or leader. Without guidance, the character is prone to panicking and inaction; if his/her master is killed, the hero's only goal becomes seeking a suitable replacement. The character is extremely gullible and easily fooled; he/she must make a Smarts check to avoid being bluffed, tricked or goaded into performing actions detrimental to their own best interest (except extremely obvious suicidal commands). Super Mutant only
- Vat Skin (Minor): A lingering stench emanates from the character's skin, which distracts all travelling companions. Friendly characters in a 10 yard radius suffer a -1 penalty to attack rolls and -2 penalty to Notice checks in the hero's presence; -1 Charisma. Super Mutant only

Removed

- Doubting Thomas

Edges

New

Novice Edges

- Die Hard (Vi d6): +1 Toughness when at three Wounds
- Drunken Master (Fighting d6): +1 to unarmed attack rolls after imbibing at least 8 oz of alcohol
- Educated* (Sm d8): May raise two trained skills above the linked attribute on gaining an advance
- Entomologist (Sm d6, Science d6): +1d6 damage to mutated insects
- Flower Child* (Vi d6, Sp d8): +2 to chem addiction checks, withdrawal time is halved

- Gambler: +2 to gambling checks
- Healer (Sm d6, Medicine d8): +2 to Medicine
- Human Feature (Ghoul): +1 Charisma
- Hunter (Survival d6): +1d6 damage to (mutated) animals
- Increased Metabolism* (Human): Stimpaks will heal an additional Wound and effects from chems last twice as long on a successful Vigor check
- Intense Training: May raise an Attribute again if already raised in the same rank. Once per rank
- Lab Assistant (Sm d6, Science d8): +2 to Science knowledge checks
- Mental Block (Sp d8): Immunity against psychic attacks
- Nightkin* (Super Mutant): +1 to Big Guns and Stealth
- Night Vision (Notice d6): Attack modifiers for Dark and Pitch Darkness reduced to -1/-2
- Outdoorsman (Sp d6, Survival d8): +2 to Survival
- Presence (Ch 0): People's initial reaction is more favorable (+2)
- Quick Pockets (Ag d6): May take an item from bags as a free action
- Rad Child (Vi d6, Human or Ghoul): +1 bonus to natural healing checks for each level of Rad Poisoning
- Rad Resistance* (Human): +2 Rad Resistance
- Smooth Talker (Persuasion d6): +2 to Persuasion
- Steady Arm (Super Mutant): May use a Heavy Weapon with only one hand
- Stonewall (St d6): +2 to Strength rolls resisting grapple or push maneuvers
- Strong Back (St d6): Carry an additional 25 lbs over the load limit
- Swift Learner: Gain an advance after accumulating 4 Experience Points
- Tech Wizard* (Ghoul): +1 to Repair and Science
- Tribal* (Human): +1 to Fighting and Survival
- Vault Dweller* (Human): +1 to Medicine and Science
- Wastelander* (Human): +1 to Small Guns and Streetwise

* Background edges: chosen during character creation

Seasoned Edges

- Adrenaline Rush: Ignore Wound penalties for Strength and Strength-based skill checks
- Animal Friend (Sp d8, Survival d10, Beast Master): Animals will assist in fights, though not against other animals
- Computer Whiz (Sm d6, Science d8): +2 to computer Science/use checks
- Demolition Expert (Explosives d8): +2 to Explosives checks when (dis)arming explosives; Explosive devices do +1d6 damage
- Ghost (Ag d8, Stealth d10): +2 to Stealth movement checks
- Heave Ho!: Double range for throwing weapons
- Hit the Deck (Ag d6): +2 to Agility checks to dodge area attacks; Negates 1d6 damage caused by explosives
- Hot Potato! (Explosives d8): Grenades cannot be thrown back or dodged

- Jury Rig (Sm d6, Repair d8): No penalty for making repairs without spare parts
- Light Step (Ag d8): 50% chance not to set off mines and traps
- Pack Rat (Strong Back): Carry an additional 25 lbs over the load limit
- Pyromaniac (Big Guns or Explosives d8): +1d6 damage to every conflagrated target
- Quick Recovery (Ag d8): May get up from prone as a free action
- Robotics Expert (Repair d8, Science d8): +1d6 damage against constructs; Can disable a construct on a successful Stealth attack; +2 to robotic Science checks
- Sharpshooter (Sm d6, Notice d8): Range modifiers for Medium and Long range reduced to -1/-2
- Silent Running (Ag d6, Stealth d8): No Stealth penalty for running
- Snakeater (Vi d8): +2 to Vigor rolls against poison
- Super Slam! (St d8, Fighting d8): Fighting attacks which hit with a raise knock the target prone
- Trap Expert (Survival d8): +2 to Survival checks when (dis)arming traps
- Tunnel Rat (Ag d8): May crawl at full Pace

Veteran Edges

- Action Boy: Multi-action penalty reduced by 1
- Bloody Mess (No Mercy): +2 bonus when spending a Benny on a damage roll
- Commando (Ag d10, Small Guns or Big Guns d10): Called Shots modifiers reduced by 50% for two-handed guns
- Gunslinger (Ag d10, Small Guns d10): Called Shots modifiers reduced by 50% for one-handed guns
- Hand-to-hand Evade (Fighting d10): +1 to Defend and +2 to Full Defense maneuvers if unarmed
- Living Anatomy (Medicine d10): +1 damage to humanoid creatures
- Master Trader (Ch 2, Barter d10): +2 to Barter
- More Criticals (Fighting, Small Guns, Big Guns or Explosives d10, Luck): Gain a raise on a roll of 3 points over the target number to hit for chosen weapon specialization
- Mutate!: May swap the value of two attributes
- Piercing Strike (Fighting d10): Fighting attacks negate 2 points of armor
- Rapid Reload (Ag d8, Small Guns d10): May make an Agility check to reload a weapon that takes 1 action to reload as a free action
- Roughin' It (Survival d10): Fatigue penalties reduced by 1
- Run 'n Gun (Ag d8): No penalty for moving in the same round as firing a Snapfire weapon
- Splash Damage (Explosives d10): Explosives affect larger Burst Template
- Tough Hide (Super Mutant): +2 Toughness
- Weapon Handling (Ag d6): No penalty for using weapons without meeting the Strength requirement

Heroic Edges

- Better Criticals (Fighting, Small Guns, Big Guns or Explosives d12, Luck): Bonus damage die is d10 instead of d6 for chosen weapon specialization
- Cult of Personality (Ch 4): No matter the character's reputation and alignment, people always have a favorable initial reaction

- Master Thief (Ag d12, Thief): Climb, Lockpick and Stealth Wild Die are d8
- Medic (Medicine d10, Healer): Medicine Wild Die is d8
- Negotiator (Persuasion d10, Barter d10): Persuasion and Barter Wild Die are d8
- Pickpocket (Ag d10, Stealth d10): +2 to Stealth stealing checks
- Scientist (Science d10, Lab Assistant): Science Wild Die is d8
- Survivalist (Sm d6, Vi d6, Survival d10): Survival Wild Die is d8
- Technician (Repair d10, Mr. Fix it): Repair Wild Die is d8

Legendary Edges

- Concentrated Fire (Small Guns or Big Guns d12): Cumulative +1 bonus to hit every round same target is fired at; bonus is lost if taking any other actions
- Paralyzing Palm (Fighting d12, Imp. Martial Artist): Target is paralyzed for 2d6 rounds on a Shaken or Wound result from an unarmed Fighting attack, instead of taking damage
- Rad Absorption (Vi d10): May make a Vigor check once per day to lose 1 level of Rad Poisoning
- Rad Tolerance (Human): No negative effects from minor Rad Poisoning
- Silent Death (Ag d12, Fighting d10, Ghost): Double damage for unarmed or melee stealth attacks
- Slayer (Ag d12, St d12, Fighting d12): Gain a bonus damage die on successful Fighting attacks
- Sniper (Ag d12, Notice d12, Small Guns d12): Gain a raise on a roll of 2 points over the target number to hit

Removed

- Adept
- Arcane Background
- Arcane Resistance / Imp. Arcane Resistance
- Berserk
- Champion
- Danger Sense
- Florentine
- Holy/Unholy Warrior
- Mentalist
- New Power
- Power Points
- Power Surge
- Rapid Recharge / Imp. Rapid Recharge
- Soul Drain
- Woodsman
- Wizard

Gear

Fighting Weapons

Name	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Brass Knuckles	-	St+d4	-	\$35	0.5	-	-	Blunt
Spiked Knuckles	-	St+d4	-	\$45	0.5	-	-	Piercing
Baton	-	St+d4	-	\$45	3	-	-	Blunt
Crowbar	-	St+d4+1	-	\$70	4	-	-	Blunt
Combat Knife	-	St+d4+1	-	\$95	1	-	-	Piercing
Throwing Knife	5/10/20	St+d4	1	\$20	1	-	-	Piercing
Spear	3/6/12 (thrown)	St+d6	-	\$75	6	-	-	Piercing, Parry +1, Reach 1, 2 hands
Sledgehammer	-	St+d8	-	\$275	14	-	d6	Blunt, AP 1, Parry -1, 2 hands
Super Sledge	-	St+d10+2	-	\$800	16	-	d6	Blunt, AP 2, Parry -1, 2 hands, Knocks target back 1" for every success and raise on the attack roll
Wattz Electronics „FBF“ Cattle Prod (SEC)	-	2d6+2	1	\$350	3	20	-	Electrical
Ripper Vibroblade (SEC)	-	2d6+4	-	\$450	2	30	-	Cutting, AP 2, A natural 1 on the Fighting die hits the user instead
BeatCo „Big Frigger“ Power Fist (SEC)	-	St+d10	-	\$900	7	25	-	Blunt, AP 2

Small Guns

Name	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Colt 6520 10mm Pistol	12/24/48	2d6	1	\$250	3	12	-	Semi Auto
S&W M29 .44 Magnum	10/20/40	2d6+1	1	\$350	3	6	-	Revolver, 1 action to reload
Desert Eagle .44	12/24/48	2d6+1	1	\$400	4	8	-	Semi Auto
SIG-Sauer 14mm Auto Pistol	12/24/48	2d6+1	1	\$450	4	6	-	AP 2, Semi Auto
.223 Pistol	15/30/60	2d8	1	\$575	5	10	-	Semi Auto
PPK12 Gauss Pistol (2mm)	24/48/96	2d8	1	\$650	5	12	-	AP 2, Semi Auto
Wattz 1000 Laser Pistol (SEC)	20/40/80	2d6+1	1	\$600	4	10	-	AP 2

Glock 86 Plasma Pistol* (SEC)	10/20/40	2d6+2	1	\$950	4	15	-	AP 3, Can start fires, Disintegrates target
YK32 Pulse Pistol* (SEC)	8/16/32	2d8+2	1	\$1700	5	5	-	AP 5, Disintegrates target
Colt Rangemaster Hunting Rifle (.223mm)	24/48/96	2d8	1	\$450	9	10	d6	Semi Auto
DKS-501 Sniper Rifle (.223mm)	50/100/200	2d10	1	\$750	12	10	d6	AP 2, Snapfire, Semi Auto
M72 Gauss Rifle (2mm)	30/60/120	2d10+1	1	\$1400	10	12	d6	AP 2, Semi Auto
MP9 Sub-Machine Gun (10mm)	12/24/48	2d6	3	\$400	5	30	-	Automatic
H&K P90C (10mm)	15/30/60	2d6+1	3	\$650	5	18	-	Automatic
AK-112 Assault Rifle (5mm)	30/60/120	2d6+1	3	\$550	7	24	d6	AP 1, Auto, 3RB
FN FAL (7.62mm)	24/48/96	2d8	3	\$650	9	20	d6	AP 2, Auto, 3RB
H&K G11 (4.7mm)	24/48/96	2d8+1	2	\$850	8	50	-	AP 2, Auto, 3RB
Winchester Widomaker Double-Barrel Shotgun (12g)	10/20/40	1-3d6	1-2	\$400	5	2	-	1 action to reload, +2 to Small Guns roll
Winchester Widomaker Sawed-off DB (12g)	5/10/20	1-3d6	1-2	\$400	4	2	d6	1 action to reload, +2 to Small Guns roll, Snapfire, Can use one handed
Winchester City-Killer Combat Shotgun (12g)	12/24/48	1-3d6	2	\$850	10	12	-	+2 to Small Guns roll, Automatic

Big Guns

Name	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Wattz 2000 Laser Rifle (MFC)	30/60/120	2d10+1	1	\$975	17	10	d6	AP 2
Winchester P94 Plasma Rifle* (MFC)	12/24/48	2d10+2	1	\$1100	12	10	d6	AP 3, Can start fires, Disintegrates target
YK42B Pulse Rifle* (MFC)	15/30/60	3d8+2	1	\$2800	9	10	d6	AP 5, Disintegrates target
H&K L30 Gatling Laser* (MFC)	24/48/96	2d10	3	\$1450	24	30	d8	AP 2, Full Auto
M60 (7.62mm)	24/48/96	2d8	3	\$1000	23	50	d8	AP 2, Bipod°, Full Auto

Light Support Weapon (.223)	24/48/96	2d8+1	3	\$1175	20	30	d6	AP 2, Bipod°, Full Auto
Rockwell CZ53 Personal Minigun (5mm)	20/40/80	2d6	5	\$1000	28	120	d8	AP 2, 2 actions to reload, Full Auto
Flambe 450 Flamer	Cone Template	2d10	1	\$750	28	5	d8	+2 to Big Guns roll, 3 actions to reload, Can start fires, Heavy Weapon
Rockwell BigBazooka Rocket Launcher	24/48/96	4d8	1	\$800	15	1	d8	AP 6, Snapfire, 2 actions to reload, M Burst Template, Heavy Weapon
Fat Man Tactical Nuclear Catapult	20/40/80	4d8x10	1	\$1300	25	1	d10	AP 10, Snapfire, 2 actions to reload, L Burst Template, Med Radiation Damage, Heavy Weapon

Explosives

Name	Range	Damage	Cost	Weight	Notes
Frag Grenade	8/16/32	2d10	\$150	1	M Burst Template
Plasma Grenade	8/16/32	3d10	\$300	1	M Burst Template, Can start fires
Pulse Grenade	8/16/32	4d10/Stun	\$250	1	M Burst Template, Works as EMP against constructs and flashbang (Stun Power) against biological creatures
Nuka-grenade	8/16/32	3d10+1	\$300		M Burst Template, Can start fires, Low Radiation Damage, -2 to Explosives roll
Molotov Cocktail	6/12/24	2d8	\$50	1	M Burst Template, Can start fires
Frag Mine	-	2d10	\$150	1	S Burst Template
Plasma Mine	-	3d10	\$300	1	S Burst Template, Can start fires
Pulse Mine	-	4d10/Stun	\$250	1	S Burst Template, Works as EMP against constructs and flashbang (Stun Power) against biological creatures
Bottlecap Mine	-	1-3d10+2	\$250	1	S/M/L Burst Template, -2 to Explosives roll
Dynamite	-	2d10+2	\$500	5	M Burst Template, Timer detonated, Heavy Weapon
Cordex Plastic Explosives	-	3d10+2	\$1200	3	L Burst Template, Timer or remote detonated, Heavy Weapon

Weapon notes

* Advanced Energy Weapons: -4 to Repair roll

° Bipod: Autofire penalty reduced to -1 when using the integral bipod, takes 1 action to set up, moving in same round as firing negates the effect

Ammo

Type	Clip size	Cost	Weight
.223 FMJ clip	10	\$40	0.5
.223 LSW clip	30	\$120	2
.44 Magnum bullet	1	\$3	0.05
.44 clip	8	\$25	0.5
2mm EC clip	12	\$100	0.25
4.7mm caseless clip	50	\$600	1
5mm AP belt	120	\$290	3
5mm AP clip	24	\$60	0.5
7.62mm belt	50	\$375	3
7.62mm clip	20	\$150	1
10mm JHP clip	12	\$35	0.5
10mm SMG clip	30	\$95	1.25
14mm AP clip	6	\$30	0.2
12 gauge shotgun shell	1	\$11	0.05
12 gauge shotgun clip	12	\$135	1
Flamethrower fuel tank	5	\$125	30
Microfusion Cell	10	\$200	1
Mini nuke	1	\$1500	20
Rocket	1	\$300	3
Small Energy Cell	5	\$50	0.5

Armor

Name	Armor	Cost	Weight	Notes
Leather Jacket	+0/+1	\$125	5	+1 armor vs hand-to-hand combat weapons only
Leather Armor	+1	\$350	8	Covers torso, arms, legs
Metal Armor	+2/+3	\$550	35	+3 armor vs energy weapons only
Tesla Armor	+1/+9	\$2250	35	+9 armor vs energy weapons only
Combat Armor	+4	\$3250	20	Covers entire body, +2 Rad Resistance
T-45d Power Armor*	+5	\$4775	0/90	Covers entire body, +2 Rad Resistance, +1 die type St, -1 die type Ag, Runs on Small Energy Cells (1 charge/hour)
T-51b Power Armor*	+5/+6	\$6250	0/85	Covers entire body, +4 Rad Resistance, +1 die type St, +6 armor vs energy weapons only
Advanced Power Armor*	+7/+8	\$10000	0/45	Covers entire body, +8 Rad Resistance, +2 die type St, +8 armor vs energy weapons only
Advanced Power Armor Mk II*	+8	\$12500	0/50	Covers entire body, +9 Rad Resistance, +2 die type St

Armor notes

* Power Armor: Wearer can only be damaged by Heavy Weapons, Explosives or weapons with AP.

Chems

Name	Description	Cost	Notes
Buffout	Highly advanced steroids. While in effect, they increase strength and reflexes	\$200	+2 die type St, +2 die type Ag, +2 die type Vi, lasts 6 hours, addictive
Jet	Jet is a powerful methamphetamine that stimulates the central nervous system. The user is filled with a rush of energy & strength for a few minutes	\$25	+1 die type St, +2 to Notice rolls, Action Boy Edge, lasts 5 minutes, highly addictive
Mentats	A pillbox of mind-altering chems. Increases memory related functions, and speeds other mental processes	\$280	+2 die type Sm, +2 to Notice rolls, +1 Ch, lasts 24 hours, addictive
Psycho	A unique delivery system; it is supposed to increase the combat potential of a soldier	\$400	+2 die type Ag, +3 Toughness, -2 die type Sm, lasts 4 hours, addictive

Medical & Support Items

Name	Description	Cost	Weight	Notes
Antidote	A bottle containing a home-brewed antidote for poison. A milky solution with floating pieces of Radscorpion flesh	\$50	1	Cures poisons and poison-induced paralysis
Healing Powder	A very powerful healing magic- though it will bring the feeling of sleep to your head	\$20	0.5	May make an immediate natural healing check at -2 to heal 1 Wound, gain 1 Fatigue level after 6 hours
Stimpak	A healing chem. When injected, the chem provides immediate healing of minor wounds	\$175	0.5	Immediately heals 1 Wound on use
Super Stimpak	An advanced healing chem. Very powerful. Superstims will cause a small amount of damage after a period of time due to the powerful nature of the chemicals used	\$225	0.5	Immediately heals 2 Wounds on use, -1 die type Vigor after 1 hour for 12 hours
Med-X	Powerful synthesized morphine	\$140	0.1	Ignore Wound penalties for 4 hours, addictive
Rad-X	Anti-radiation chems to be taken before exposure. No known side effects	\$300	0.1	+6 Rad Resistance for 24 hours
RadAway	A chemical solution that bonds with radiation particles and passes them through your system. Takes time to work	\$500	0.1	-1 level Rad Poisoning
First Aid Kit	A small kit containing basic medical equipment: bandages, wraps, antiseptic spray and more	\$150	2.5	Contains all the basic items needed to have no penalties on a Medicine roll. 5 uses
Doctor's Bag	This black bag contains instruments and chems used by doctors in the application of their trade	\$300	10	+1 to Medicine
Radiation Suit	This protective suit shields the wearer from radioactive exposure, but offers no combat protection and hampers most actions	\$650	20	+3 Rad Resistance; -2 to all combat rolls

Box of Spare Parts	Various assorted nuts and bolts, weapon parts, circuitry and more	\$150	5	Contains all the basic items needed to have no penalties on a Repair roll. 5 uses
Toolkit	A compact metal box with various wrenches, screwdrivers and more	\$300	10	+1 to Repair
Motion Sensor	A Wattz Electronics combination radar, sonar mapping and motion tracker tool, C-U model	\$800	10	Short range tracking of movement through solid barriers
Geiger Counter	A C-Radz model particle detector used for measuring nuclear radiation. A must for the sensible explorer	\$650	5	Measures atmospherical radiation level
Electronic Lockpicks	The computer-guided Micromanipulator FingerStuff Electronic Lock Pick, by Wattz Electronics	\$375	2	+1 to Lockpicking
Stealth Boy	A RobCo Stealth Boy 3001 personal stealth device. Generates a modulating field that transmits the reflected light from one side of an object to the other	\$1800	3	Invisibility for 1 hour. Single use
Night Vision Goggles	Allow for a dramatically increased visibility range in suboptimal lighting conditions	\$450	1	Ignore modifiers for Dim or Dark lighting; Pitch Darkness at -2
2043B Radio	A model 2043B Radio Communicator, from the fine people at Wattz Electronics. Dependable, rugged, and camouflaged. With the optional RS-121 interface	\$350	6	Short range radio receiver and transmitter

Mundane Items

Name	Cost	Weight	Name	Cost	Weight
Basket (30lbs)	\$15	4	Skinning knife	\$8	0.5
Bedroll	\$25	4	Tent	\$80	10
Binoculars	\$45	0.5	Torch	\$5	3
Blanket	\$10	4	Whistle	\$2	-
Canteen	\$5	0.5	Wire (steel, 50")	\$25	0.5
Compass	\$20	0.1	Writing implements	\$20	0.5
Duct tape	\$10	0.1	-	-	-
Duffel bag	\$20	2	Normal clothing	\$20	1
Flare	\$10	0.1	Formal clothing	\$80	1
Flint and steel	\$7	0.5	Wasteland outfit	\$35	1
Foothold trap	\$40	6	Simple meal	\$5	-
Fuel (1 quart)	\$55	2	Hearty meal	\$12	-
Gas mask	\$80	2	Rations (5)	\$20	2.5
Hammer	\$10	1	Dirty water (bottle)	\$5	2
Heating element*	\$55	2	Pure water (bottle)	\$15	2
Journal	\$10	0.5	Booze (bottle)	\$8	2

Lamp (electrical)*	\$70	2	Rotgut (bottle)	\$15	2
Lamp (oil)	\$25	3	Cigarettes (carton)	\$20	-
Lighter	\$8	0.1	Room (private)	\$30	-
Lockpicks	\$75	0.5	Room (double)	\$12	-
Mess kit (steel)	\$15	2	Guard dog	\$90	-
Pickaxe	\$20	5	Brahmin	\$725	-
Pots and pans (metal)	\$30	5	Feed (day)	\$11	4
Rope (50")	\$40	10	Cargo baskets (4)	\$70	-
Sack	\$8	0.5	Collar and harness	\$215	-
Shovel	\$10	4	Cart (900lbs)	\$475	-

* Runs on Small Energy Cells at a rate of 8 hours continuous use per SEC charge.

Attribution

- Black Isle Studios' *Fallout: A Post Nuclear Role Playing Game* and *Fallout 2*
- Bethesda's *Fallout 3* and *Fallout: New Vegas*
- Mick aka DoomMunky's *Savaged Fallout v 1.0*
- Sebastian "Zwart" Schoo's *Savage Fallout*
- Jason Mical's *Fallout PnP 3.0*
- Johan Eriksson *Fallout species*
- J.E. Sawyer's *Simple system*



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