

Equipment

Equipment in the Wastes

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

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

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

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

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

Currency in the Wastes

This book intentionally does not refer to or

use one specific type of currency.

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

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

Electronic Goods

3-D Camera Price

?

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

Electric Lock picks Price

750

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

Electric Lock picks Mk. II Price

1,000

Similar to above, but grants a +4 bonus to Disable Device checks against electronic locks.

Geiger Counter Price

750

This hand held device allows the use to measure

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

Learning Kits

Price

1,500

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

Motion Tracker

Price

1,000

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

RobCo PIPBoy 2000

Price

2,000

The ultimate electronic accessory for the person on the go in the 21st century. The RobCo PIPBoy 2000 (and other versions) are usually assigned to Vault personnel, but can also be found in use with various organizations with access to high technology. The PIPBoy is a wrist mounted electronic device, and has many features:

- A clock function (both standard and military times, and can adjust for different time zones) with an alarm.
- Can read and write to both standard 64k, 128k and expanded 256k Holotapes.
- Can store text messages, data from Holotapes, and simple maps.
- Can interface with other hardware such as

the Stealth Boy, Motion Tracker, and Learning Kits.

- Features an attractive green monochrome screen with beautiful faux-wood Bakelite shell.

Stealth Boy

Price

1,000

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

THT Tapes (Holotapes)

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

Clothing

Vault jumpsuit

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

Reaver clothing

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

NBC Suit

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

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

Clothing and other misc. gear

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

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

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

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

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

helping of preservatives!

Medical Services

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

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

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

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

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

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

Dermal Impact Armor

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

Dermal Impact Assault Enhancements

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

Phoenix Armor Implants

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

Phoenix Assault Enhancement

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

Drugs

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

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

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

More recently, tribes of more primitive

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

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

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

Availability in the wastes

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

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

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

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

Addiction

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

After Burner Gum

Price

350

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

Buffout

Price

200

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

Healing Powder

Price

100

Effects

A powerful healing drug made from a mixture

of plants. Cures 1d8-1 points of damage, but the user suffers mild hallucinations, incurring a -1 penalty to their actions for an hour after use.

Jet

Price

100

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

Mentats

Price

280

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

Mutagenic Serum

Price

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

Mutie

Price

2000

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

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

Psycho

Price

400

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

Rad Away

Price

1500

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

Rad X

Price

300

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

Stim pack

Price

150

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

Super Stim pack

Price

500

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

Trauma Pack

Price

600

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

Ultra Stim pack

Price

1000

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

Voodoo

Price

400

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

Weapons

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

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

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

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

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

Availability in the wastes

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

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

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

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

Additional Weapons can be found on pages 96 to 109 of the d20 MODERN CORE RULE BOOK.

Conventional Handguns

.223 Pistol

Price

3500

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

Brigham Needler Pistol

Price

2200

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

Browning HP

Price

2,300

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

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

Calico M950

Price

1,800

The Calico M950 is basically a shortened version of the Calico Liberty 100. Well known for their robust magazine sizes and ambidextrous use thanks to the location of the fire selection switch.

Casull Revolver

Price

1,200

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

Colt 6520 10mm Auto pistol

Price

250

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

Desert Eagle (.44)

Price

2,750

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

HSI Mauser

Price

1,000

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

SIG Sauer 14mm Pistol

Price

1100

This SIG Sauer pistol fires the awe-inspiring, though rare, 14 mm cartridge. Known around the wastes for its stopping power, those lucky

enough to find one cherish it.

SIG Sauer P220

Price

900

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

S&W M29 Revolver

Price

1,300

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

Conventional Long-arms

AK 112 Assault Rifle

Price

1300

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

B.B Gun

Price

300

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

Calico Liberty 100

Price

3000

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

DKS-501 Sniper Rifle

Price

5,000

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

Enfield XL70E3

Price

4000

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

FN FAL**Price**

3500

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

FN P90c**Price**

5,000

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

HK CAWS**Price**

3,200

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

HK G11**Price**

6,400

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

HK MP9 SMG**Price**

1200

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

M1 Garand**Price**

1,600

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

M14**Price**

1,100

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

M3A1 "Grease Gun"**Price**

1,200

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

MP-38**Price**

2,200

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

Pancor Jackhammer**Price**

3,400

Another of the relatively rare fully automatic shotguns. Its body is made of a rynite plastic, and fires its own special 12-gauge ammunition from a 10 round drum.

Ruger ACF 556F**Price**

2,500

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

Spear Gun**Price**

1,000

Using a compressed air, the spear gun launches

a rather nasty looking barbed fishing spear at targets.

Sten gun

Price

1,200

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

Thompson M1928

Price

1,800

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

Walther MPL

Price

2,100

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

Winchester City-Killer 12 gauge Combat Shotgun

Price

3000

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

Mini guns

German Rheinmetal AG Vindicator Mini gun

Price

16000

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

HK L30

Price

8000

Working in a fashion similar to a gatling gun,

the HK L30 is a military grade laser weapon, utilizing multiple barrels to fire bursts of laser fire.

MEC Gauss Mini gun

Price

30000

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

Rockwell Avenger Mini gun

Price

6000

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

Rockwell CZ53 Personal Mini gun

Price

4000

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

Machine guns

Bozar

Price

5,000

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

Bren Gun

Price

3,000

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

Browning Automatic Rifle

Price

2,750

The Browning Automatic Rifle (or BAR) primarily

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

M249 SAW

Price

2,300

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

Energy Handguns

Laser

Wattz 1000

Price

2000

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

Magneto

Price

2000

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

Plasma

Glock 86

Price

3000

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

Glock 86 (extended capacity)

Price

3500

This pistol is a modified version of the standard

Glock 86 plasma pistol. The major modification to this pistol is the adjustment of the magnetic housing chamber, making the gun use Small Energy Cells more efficiently, halving the power consumption.

Pulse

YK32

Price

5000

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

Gauss

PPK12

Price

6000

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

Other

Alien Blaster

Price

-

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

Solar Scorchers

Price

-

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

Spasm Gun

Price

-

A personal defense just a step or two up from

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

Energy Long-arms

Laser

Wattz 2000

Price

6000

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

Wattz 2000 (expanded capacity)

Price

6500

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

Plasma

Winchester Model P94

Price

10000

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

Turbo Plasma Rifle

Price

11000

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

Pulse

YK42B

Price

10000

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

Gauss

M72

Price

12000

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

Other Ranged Weapons

Acid Sprayer

Price

1900

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

Flamer

Price

2000

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

Improved Flamer

Price

2500

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

Hand held Flamer

Price

3000

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

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

Unarmed Melee Weapons

Clawed Gloves

Price

1000

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

Lacerators

Price

100

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

Mace Gloves

Price

150

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

Sapper Gloves

Price

80

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

Shredders

Price

90

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

Tiger Claw

Price

75

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

Melee Weapons

Deco Filament Knife

Price

2000

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

Powered Melee Weapons

Cattle Prod

Price

250

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

Super Cattle Prod

Price

350

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

Impact Gloves

Price

900

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

Micro Sledge

Price

500

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

Power Fist

Price

2,500

A 'Big Frigger' Power fist from BeatCo. Utilizes

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

Enhanced Power Fist

Price

3,000

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

Punch Gun

Price

600

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

Ripper

Price

1,750

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

Super Sledge

Price

2,000

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

Explosives

Acid

Price

300

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

"Boom Bugs"

Price

100

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

Incendiary

Price

350

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

Powder Bag

Price

30

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

Plasma

Price

300

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

Pulse

Price

250

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

Traps and Landmines

Claymore

Price

1,000

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

Explosive Trap

Price

600

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

EMP Trap**Price**

1,500

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

Gas Trap**Price**

300

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

Remote Det. Trap**Price**

1,300

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

T06 Acid Sprayer**Price**

1,500

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

T45LE Mine**Price**

1,500

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

T45SE Mine**Price**

1,250

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

Miniguns

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

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

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

(1) Needler pistols do damage by injecting poison. They can use any of the poison types listed in the main rulebook, and the web enhancement.

(2) The 14mm fires an AP round that ignores 2 points of a targets Defense and DR.

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

Weapon	Damage	Crit	Type	Range	R.o.F.	Mag	Size	Weight
AK112	2d8	20	Bal	70	S,A	24 box (5mm)	Large	9 lb.
BB Gun	1	20	Bal	60	Single	100 Int (BBs)	Medium	3 lb.
Calico Liberty	2d6	20	Bal	50	S,A	50/100 box (9mm)	Large	7 lb.
DKS-501	2d8	20	Bal	110	S	6 box (.223)	Large	8 lb.
XL70E3I	2d8	20	Bal	80	S,A	30 box (5.56mm)	Large	11 lb.
FN FAL	2d10	20	Bal	90	S,A	20 box (7.62mm)	Large	11 lb.
FN P90c	2d8	20	Bal	70	S,A	50 box (5.7mm)	Large	8 lb.
HK CAWS	2d8	20	Bal	50	S,A	10 box (12 ga.)	Large	11 lb.
HK G11	2d8	20	Bal	80	S,A	50 box (4.73CL)	Large	9 lb.
H&K MP9 SMG	2d6	20	Bal	40	S,A	30 box (10mm)	Medium	7 lb.
M1 Garand	2d8	20	Bal	90	S	8 box (.30)	Large	10 lb.
M14	2d8	20	Bal	80	S,A	20 box (7.62mm)	Large	11 lb.
M3A1	2d6	20	Bal	30	A	30 box (.45)	Medium	8 lb.
MP-38	2d6	20	Bal	40	S,A	32 box (9mm)	Large	9 lb.
Pancor Jackhammer	2d8	20	Bal	50	S,A	10 box (12 ga.)	Large	11 lb.
Pipe Rifle	2d6	20	Bal	60	Single	1 int (10mm)	Medium	7 lb.
Ruger ACF	2d8	20	Bal	40	S,A	40 box (5.56mm)	Large	8 lb.
Spear Gun	1d10	19-20	Pierce	40	Single	1 int (spear)	Large	3 lb.
Sten Gun	2d6	20	Bal	40	S,A	32 box (9mm)	Medium	6 lb.
Thompson M1928	2d6	20	Bal	20	S,A	50 box (.45)	Large	10 lb.
Walther MPL	2d6	20	Bal	50	S,A	32 box (9mm)	Large	7 lb.
Winchester City Killer	2d8	20	Bal	40	S,A	10 int (12 ga.)	Medium	11 lb.

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

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

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

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

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

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

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

(1) The Magneto ignores the first 5 DR of any armor, while regular lasers ignore the first 3 DR.

(2) Plasma weapons ignore the first 6 DR.

(3) Pulse weapons are especially damaging to electronics. Against electronics, the critical range becomes 18-20, and deals an extra die of damage.

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

(5) The weapon deals 2d6 damage with a successful hit, and requires the target to make a Fortitude save (DC 15), or be paralyzed for 1d6 rounds.

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

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

(1) Regular lasers ignore the first 3 DR.

(2) Plasma weapons ignore the first 6 DR.

(3) Pulse weapons are especially damaging to electronics. Against electronics, the critical range becomes 18-20, and deals an extra die of damage.

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

(*) See description for this weapon. Max of 24 shots per full charge.

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

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

(1) On a successful attack, this weapon does 1d6 points of damage to the target (1d6+2 against robots), and 1 point of damage to every other target in a 5-foot area.

(2) See page 102 of the D20 MODERN PLAYERS GUIDE for rules concerning flamethrowers.

(3) When attacking with this weapon, the targets defense is 3 points lower than normal.

(4) The hand held flamer shoots a 10 foot wide, 5 foot long cone of flames that deal 1d6 points of fire damage to anything in its path, and deals an additional 1d6 points of damage until the flames are put out. Targets can make a Reflex save (DC15) to take half damage. As it is poorly constructed, the pressurized fuel container has a hardness of 2, and 2 hit points. When the container is reduced to 0 hit points, it explodes, dealing 4d6 damage to the wearer, and 2d6 damage to everyone adjacent to them.

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

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

(1) The sapper gloves function in a similar fashion to a sap. The damage it deals is subdual damage, not lethal.

(*) A person using these is considered unarmed. Unless otherwise noted, these weapons also allow the wearer to deal lethal damage. These weapons deal the listed damage in addition to the person's normal unarmed damage.

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

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

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

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

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

(1) The Punch Gun utilizes one shotgun shell to deliver damage. Due to its extremely short barrel, it has no range, and can only damage targets in melee.

(*) A person using these is considered unarmed. Unless otherwise noted, these weapons also allow the wearer to deal lethal damage. These weapons deal the listed damage in addition to the person's normal unarmed damage.

Table 5-11: Explosives

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

(1) Acid grenades deal 2d6 damage on initial contact, and an additional 1d6 damage for another 1d6 rounds, or until washed off.

(2) Incendiary grenades deal 2d6 damage initially, and then deal 1d6 damage until they make a Reflex save (DC 15).

(3) When hit, the target must pass a Fort save (DC 15) or be stunned for 1d4 rounds.

(4) Pulse grenades only do damage to electronic equipment.

Table 5-12: Traps and Landmines

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

(1) EMP traps contain a capacitor more powerful than the one used in the Pulse grenade, enabling it to damage organic material. As such, if the EMP trap is tripped by living creatures, they take 1d6 damage.

(2) The gas trap can hold a variety of payloads, and can contain any inhaled poison listed on page 54 of the d20 MODERN CORE RULEBOOK.

(3) The T06 Acid Sprayer mine deals an initial 4d6 points worth of damage. It then continues to deal an additional 1d6 point of damage for another 1d6 rounds, or it is washed off.

(4) Due to its powerful charge and method of attack, this mine ignores the first 10 hardness/DR of a target.

(5) Due to its powerful charge and method of attack, this mine ignores the first 5 hardness/DR of a target.

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

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

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

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

Fallout Ammunition

Weapons in the wastes use a bewilderingly wide array of ammunition. From the small and almost universal 9mm, to the devastating .50 caliber round, there is almost one type of bullet for any given situation. Weapons are usually only chambered to accept one type of round, and some modification needs to be done to the weapon for it to receive other types of ammunition. However, there are a select few weapons that can use more than one type of

ammunition without any modification.

.50Cal Depleted Uranium

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

2mm EC

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

12 ga. EMP

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

Flechette

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

Slug

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

14mm

A round that is slightly larger than .50 cal.

Flamer Fuel

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

Hypo needles**Poison needles**

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

AP needles

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

Micro Fusion Cells

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

Rockets**EMP**

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

AP

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

Small Energy Cells

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

Table 5-13: Ammunition Types

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

Table 5-13: Ammunition Types (continued)

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

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

Weapon modification and reloading

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

Table 5-14: Firearm Modification

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

Table 5-16: Reloading

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

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

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

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

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

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

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

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

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

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Armor in the Wastes

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

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

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

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

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

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

Availability in the Wastes

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

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

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

Light Armor

Leather Jacket

Price

250

Really more of a fashion statement than armor. It's better than bare skin, and keeps the elements off you.

Leather Armor

Price

700

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

Leather Armor MkII.**Price**

1000

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

Medium Armor**Combat Armor****Price**

7000

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

Combat Armor MkII.**Price**

9000

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

Brotherhood Armor**Price**

12000

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

Environmental Armor**Price**

6000

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

Environmental Armor MkII**Price**

7500

The MkII version of Environmental Armor increases the protection against environmental

damage, but sacrifices even more mobility.

Metal Armor**Price**

1500

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

Metal Armor MkII**Price**

2000

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

Tesla Armor**Price**

5000

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

Powered Armor**Power Armor****Price**

12500

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

Hardened Power Armor**Price**

15000

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

Power Armor MkII.**Price**

20000

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

Advanced Power Armor MkII.

Price

25000

The Advanced Mk. II version incorporates parts made almost entirely of ceramic, as opposed to the polymer/ceramic combination of the original Mk. II.

All power armor models have the following:

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

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

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

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

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

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

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

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

(1) Metal Armor has a DR of 2, while the MkII version has a DR of 3. Regular and Mk. II armor have a DR of 3, while Brotherhood armor has a DR of 4. The suit covers the whole body, including a helmet.

(2) Environmental Armor grants the wearer a 60% chance of avoiding radiation and airborne pathogens. The suit also grants a +6 Fortitude bonus against airborne pathogens and radiation. MkII armor grants a 90% chance, and a +7 Fortitude bonus. This suit is airtight, and the bonuses ONLY apply when the helmet is worn with the suit. Both suits have a DR of 3. However, due to their unwieldy construction, the wearer incurs a -5 penalty to their Move Silently check.

(3) Against Energy (EN), Electrical (Elec), and Laser (Las) weapons, Tesla armor has DR 10, against other attacks it has a DR of 3. Tesla armor also grants a +10 bonus to Fortitude saves when taking electrical damage. However, due to its unwieldy construction, the wearer incurs a -5 penalty to their Move Silently check.

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

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

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

Armor modification

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

Armor spikes

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

Defensive Increase

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

Armor Adjustment

Generally, most armor is made to fit human sized bodies, giving humans and ghouls an advantage over super mutants and deathclaws. Some armor, however, can be resized or manufactured to fit much larger bodies. For

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

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

Scratch-built Armor

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

Light Materials

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

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

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

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

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

Soft Metal - Soft metal such as tin or copper.

Medium Materials

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

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

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

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

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

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

Heavy Materials

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

Heavy Metal - Heavier pieces of metal,

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

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

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

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

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

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

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

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

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

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

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

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

Vehicles

Vehicles in the Wastes

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

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

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

In general, working fusion cars will be an easier find than working gasoline cars. Even before the war gasoline was becoming scarce, and consumers moved to fusion cars. Thanks to the arrival of abundant and cheap fuel thanks to fusion power, most fusion cars will run inefficiently, as most people did not bother to install the proper equipment to regulate the

car's power usage. With the proper equipment, a modified car will travel twice as far as an unmodified car, and at least 1.5 times as far as a gasoline-powered car of the day. Sadly post-war gasoline powered cars are much less fuel-efficient. Seeing as most cars running in the wastes are usually hobbled together from parts from a variety of other vehicles, they tend to be wildly fuel inefficient and slow. These cars will usually use up twice as much gas and reach a top speed around as much as 75% of their original top speed. Only those cars that escaped the ravages of the elements and prepared for long-term storage, or those that are meticulously taken care of will reach their original operating specifications.

APC

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

Buggy

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

Highwayman

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

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

Hummer

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

Scouter

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

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

Tank

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

Vertibird

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

Table 5-21: Vehicles

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

Table 5-22: Vehicle Weapons

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