

Fallout 1&2 Timeline

October 23rd, 2077. Life as people knew it the day before was altered forever. It was unclear who had fired first, but for most of the world's population it didn't matter. Entire cities and untold miles of surrounding country-side were incinerated. Only those people who managed to make it to the safety of a Vault, or some other shelter, would survive the nuclear rain.

Fallout is the tale of the struggle to survive years after the bombs dropped. The timeline of events here covers the two PC RPGs, which occur in Southern California, and parts of Nevada.

2077-2160 (or, Setting the Stage): When the bombs dropped, people fled to the safety of the Vaults, rightly expecting them to keep them safe from the horrifying effects of nuclear war. All but one closed. The Bakersfield Vault (Vault 12) failed to seal properly. When news of this passed through the city, people flocked to the Vault.

Miles to the south, the West Tek research facility, home to FEV research, is cracked open by several warheads. In the process, storage facilities for the virus are opened, releasing the virus into the atmosphere. Animal and human alike were altered by a combination of radiation and FEV, bestowing a cursed sort of immortality on the droves of people attempting to enter the Bakersfield Vault in the form of ghouls.

Days later, a large band of deserters from the Mariposa Military Base make their way across the radically altered wasteland that was once southern California. Along the way they are set upon by numerous bands of marauders and mutated creatures. Though they incur casualties, they finally make their way south to the Lost Hills bunker. History will remember these brave soldiers and their families as the founding members of the Brotherhood of Steel.

20 years after the bomb, Vault 8 (Vault City), the LA Vault, and Vault 29 open. Vault 8 uses its GECK to kickstart the surrounding area to support life once again. The LA Vault survivors found the Boneyard, and survivors flock to the area. From the depths of Vault 29 an enterprising young man named Harold steps forth and helps organize one of the first trade caravans between encampments of survivors, passing through a newly founded Hub.

By 2102, caravans had come under heavy attack from mutated humans and animals. Determined to find the source, an older Harold, a man called Richard Grey, as well as a handful of other brave souls ventured out into the wastes. Through much difficulty they made their way to the Mariposa Military base. Fighting their way through mutated creatures and security robots, they found the source of the mutations. Though the mutants at the base had been defeated, most of the expedition was killed in the fighting. Harold was rendered unconscious and later was picked up by a wandering caravan, though by now he had already begun his transformation into something... different. Richard Grey, however, suffered a much worse fate. An errant robotic crane knocked him into a vat of FEV. When he came to, covered with FEV and wracked with pain, he began to acclimate to his surroundings. In his altered state he begins to record his daily activities, and carry out gruesome experiments on human subjects that wander into the base.

Over the next few decades, Richard Grey ceases to exist, instead becoming an entity known as the Master. He slowly builds his army of mutants in an effort to rule the wastes and evolve humanity into an advanced state. Soldiers from the newly established Brotherhood of Steel explore far south to the West Tek research facility now known as the Glow, as well as coming across the corpse of a large mutated human.

2161-2162 (Fallout 1): Vault 13 has a problem. The chip used to regulate water usage has broken and there is no work-around available. The only solution available to the Overseer is to have a few hardy souls draw straws to see who will venture out into whatever lurks outside to contact another Vault, one that will hopefully be able to assist them in some way.

While history never recorded the name of the person who did come out from that Vault, it does remember the great feats performed by that individual, and remembers them as the Vault Dweller. Joining up with a caravan guard named Ian and a scrappy dog known as Dogmeat, the Vault Dweller managed to fight their way through an army of supermutants to recover a working water chip from the computers of the Bakersfield Vault. Though both Ian and Dogmeat died while fighting the mutant hordes, the Vault Dweller managed to defeat and splinter the mutant armies as well as slaying the Master.

Sadly, for the great acts of courage displayed by the Vault Dweller, their reward from Vault 13's Overseer was a harsh one: the Vault Dweller could never return, for fear of inspiring a whole generation of vault dwellers to leave the Vault and live out in the world.

2162-2209 (The Vault Dweller Lives On): Despite his best efforts to keep people inside the Vault, a small band of vault dwellers leave the Vault to escape the Overseer's rule. The Vault Dweller moves on further north, removes his Vault

jumpsuit forever, and helps found the town of Arroyo.

By 2180, several new towns had been founded. A Brotherhood of Steel Paladin named Jacob and a mutant named Marcus start up the mining town of Broken Hills after being unable to best each other in a fight to the death. Shady Sands, once a small farming community, becomes the capital for the New California Republic (NCR). Its member cities include the Hub, Junktown, Necropolis, and the Boneyard.

Ten years later Tandi, the daughter of the leader of Shady Sands Aradesh, becomes the president of the NCR. The Vault Dweller eventually writes their memoirs, folds up the Vault 13 jumpsuit, and leaves Arroyo for parts unknown. The Vault Dweller is presumed dead, and Arroyo begins a full month mourning ritual before training the Vault Dweller's daughter to take over as leader.

2210-2240 (Enclave on the Rise): While the Vault Dweller's daughter passed the trials placed before her to become the new leader of Arroyo with ease, a menace was slowly gaining strength out west in the ocean. Located out on an oil rig in the Pacific Ocean, far off the coast of California, an organization known as the Enclave made ready to invade mainland United States, under the guise of restoring the "official" United States government. Under presidential order research was pushed ahead in various fields, such as advanced power armor, controlling deathclaws, and modifying FEV.

2241-2242 (Fallout 2): In the summer of 2241, the worst dry spell in recent history hits northern California. The farming communities of Modoc and the tribal village of Arroyo are hit the hardest. With the land surrounding Arroyo seemingly unable to support crops, the village leader calls upon The Chosen One to pass through the Temple Of Trials just as she did many years ago. Upon surviving the temple, The Chosen One is bestowed with the Vault Dweller's jumpsuit and tasked with finding the holy GECK to save the village.

The quest to retrieve a GECK also turns into a journey to find Vault 13, the birthplace of the legendary Vault Dweller. Once both the GECK and Vault 13 have been found, The Chosen One discovers that the original inhabitants have been taken by the Enclave. With the GECK in hand, The Chosen One returns to Arroyo only to find the village in ruins, and their fellow tribesmen captured by the Enclave as well.

Refueling and repairing an oil tanker, the Chosen One sets out across the ocean to rescue the Vault 13 citizens and the inhabitants of Arroyo. Upon reaching the Enclave's oil rig The Chosen One damages its powerplant, and after a battle with the Enclave's powerful agent Frank Horrigan, escapes back to the tanker.

With both the Vault 13 citizens and the people from Arroyo safely aboard, they set sail for the mainland, where they restore Arroyo.

Other game information

- Other additional tables will include:
 - Some sort of randomizer table for goods being sold by merchants OR guidelines for supplying them.

Class A

A town that has no economy to speak of. Usually tribal villages that do not rely on technology (or do not know how to use it). Such towns will usually will have:

- Simple medicines (healing powder)
- Various types of herbs
- Simple melee weapons (spears, hammers, knives)

Class B

A town that has a poor economy, or does very limited trading with other towns. Usually small, out of the way farming villages.

- Simple medicines (healing powder, antivenom)
- Advanced medicines (Stimpacs)
- Simple melee weapons
- Common types of firearms and ammunition (few pistols and revolvers, few hunting rifles or shotguns)

Class C

A town that has a strong economy, and does a fair amount of trading with other towns. Usually towns with a moderate population, and that see travellers semi-frequently.

- Advanced medicine (Stimpacs, antivenom, Super Stimpacs)
- Simple melee weapons
- Common types of firearms and ammunition (a variety of handguns and longarms, rarely if ever more advanced weapons like fully-automatic and energy weapons)

Class D

A town that has a bustling economy, and manages to do major trading with other towns in the area. Usually has a high population, and is set up to cater to large amounts of travellers.

- Advanced medicine (any Stimpac type, antivenom, advanced medical procedures)
- Simple and powered melee weapons
- Common and rare firearms (usually a multitude of handguns and longarms, several types of heavier weapons, and the occasional energy weapon)

- WHERE DA MAPZ AT?

(Find and re-render map of California/Nevada to include all locations)

FEV

Where did FEV come from?

In 2073 China became increasingly aggressive in their use of biological weapons against U.S. forces. Because so many different types of these weapons were being used, treating each one individually was not practical. By September 15th 2073 the U.S. had begun searching for a way to make their forces immune to all diseases, marking the start of the Pan-Immunity Virion Project (PVP). The research conducted by this project created Forced Evolutionary Virus (FEV).

What is FEV?

FEV is a shifting, absorptive virus. It copies DNA patterns much like RNA, and stores these patterns in exons.

What does FEV do?

The exons storing FEV DNA patterns are reinjected into the host. It is possible to tailor FEV samples to enhance a particular species of animal, though effects are still somewhat unpredictable.

Once injected, FEV begins to re-write the host's DNA according to FEV's own patterns. Generally this leads to an increase in muscle and brain mass, as well as disfigurement and damage to neural patterns (which also leads to memory loss).

Individuals with genetic damage will undergo massive overhealing, leading to organ death and failure.

How does one catch FEV?

FEV is not "caught" in the traditional sense. One must either have it injected into them, or they must come into direct physical contact with it.

Why isn't FEV affected by radiation?

FEV is a mega virus. It has a protein sheath reinforced by ionized hydrogen. This means that FEV is capable of absorbing neutrons without becoming radioactive.

What are the long term effects of FEV?

FEV causes constant regeneration updates to the host's DNA. This makes the host effectively immortal, as death is offset by constant growth. Sadly, for the host, FEV views the creation of gametes in the reproductive system as "damage". FEV constantly repairs this perceived damage, making the host sterile.

Is there a cure for FEV?

There is no cure for FEV. FEV rewrites the host's DNA to such an extent that FEV becomes a part of them. In theory, only a virus containing the subject's original DNA would reverse the effects.

What is FEV-2?

Five years after war, scientists at the Mariposa military base begin research with the intent of creating the perfect survivor. Their research leads to a version of FEV tailor made to enhance humans. They dub the new virus FEV-2.

The researchers experimented on the soldiers at the base for a while, until the rest of the unit discovered what the researchers were up to. The scientists were executed, and the unit left the base. It is the FEV-2 that the Master found and used to create his own army of mutants.

What was the Enclave's "Project"?

Upon re-discovering FEV research, and a sizeable sample of FEV-2 at the ruins of the Mariposa military base, the Enclave realized they had a very powerful biological agent in their hands. Extracting only the most toxic elements of FEV, they planned on releasing the new version of FEV (FEV Curling-13) into the atmosphere.

Test results showed that those people already living in the wastes died within an hour of exposure to a .0001% aerosol solution. Those people still living in a Vault or otherwise spared from ever coming in contact with FEV, suffered from subdural hemorrhaging and convulsions with one hour of exposure, and dying approximately 14.5 hours after that.

Prestige Classes for Fallout 1 and 2

Fallout PC Sourcebook prestige classes

Boneyard Scav

The Boneyard is a dangerous place. Where Los Angeles used to stand is now a twisted, dangerous wreck of skyscrapers and a city of rubble and ruin for miles around. On top of that the Boneyard is home to untold terrors, from roving gangs to deathclaws that have made buildings into nests. Scavs are people who have made a living scouring the ruin that used to be Los Angeles for useful items and live to bring them back.

Requirements

BAB: + 2

Skills: Hide (4 ranks), Move Silently (4 ranks), Search (4 ranks)

H.D.: 1d8 plus Constitution modifiers

Action Points: 6+1/2 character level rounded down

Class Skills: Balance, Climb, Disable Device, Escape Artist, Hide, Jump, Listen, Move Silently, Read/Write Language, Repair, Search, Speak Language, Tumble

Skill points: 7 + Intelligence modifier

Class Features

1 Ruin Rat

- Scavs who spend any amount of time in the Boneyard know that it is often best to avoid danger rather than try to take it on. Taking advantage of the complex ruins of the Boneyard, Scavs have learned to use it to their advantage, gaining a +2 bonus to their Move Silently and Hide skills.

2 Weapon Focus

- The Scav may choose a specific weapon. They add +1 to all attack rolls made using that weapon.

3 Bonus Feat

- Feat list: Alertness, Armor Proficiency (light), Brawl, Gearhead, Nimble, Run, Stealthy

4 Ruin Raider

- Experienced Scavs know how to move and search efficiently. They gain a +2 bonus to Search and an additional 5' of movement when traversing broken terrain.

5 Junk Hound

- Scavs that live long enough pick up a few skills here and there. Not usually content with handing over their scavaged goods to be repaired and sold by others, Scavs learn how to find and repair the junk they find. Scavs gain a +4 bonus to Search and Repair.

CL	BAB	FS	RS	WS	Spec	DB	RB
1	0	0	2	0	Ruin Rat		1 1
2	1	0	3	0	Weapon Focus	2	1
3	1	1	3	1	Bonus Feat	2	1
4	2	1	4	1	Ruin Raider	3	2
5	2	1	4	1	Junk Hound	4	2

Ranger

Rangers hail from various organizations throughout the wastes. Though they may not know one another, they all share the same honed skills in surviving in any sort of hostile condition. All are trained in stealth, camouflage, survival, and how to handle firearms, among other skills.

Requirements

BAB: +3

Skills: Knowledge (tactics) (4 ranks), Move Silently (4 ranks), Hide (4 ranks), Survival (6 ranks)

Feats: Personal Firearms Proficiency

H.D.: 1d10 plus Constitution modifiers

Action Points: 6+1/2 character level rounded down

Class Skills: Climb, Hide, Jump, Knowledge (earth and life sciences), Listen, Move Silently, Navigate, Read/Write

Language, Speak Language, Spot, Survival

Skill points: 5 + Intelligence modifier

Class Features

1 Weapon focus

- The Ranger may choose a specific weapon. They add +1 to all attack rolls made you using that weapon.

2 Survival training

- Rangers learn how to survive off the land to a degree most other people never do. Rangers gain a +4 to Survival.

3 Bonus Feat

- Feat List: Alertness, Brawl, Combat Expertise, Dodge, Far Shot, Guide, Personal Firearms Proficiency, Advanced Firearms Proficiency, Stealthy, Track, Burst Fire

4 Weapon specialization

- At 4th level, a Ranger gains weapon specialization with a specific melee or ranged weapon that they have also applied the Weapon Focus feat or class feature to. You get a +2 bonus on damage rolls with the chosen weapon.

5 Just

- In a way, Rangers represent the law in some parts of the wastes. At 5th level a Ranger may choose one criminal or disruptive element to pursue. Example choices are: slavers, particular crime families or raider groups (i.e. Khans, Mordinos), mutants serving in the Master's army, etc...

6 Bonus Feat

- Feat List: Alertness, Brawl, Combat Expertise, Dodge, Far Shot, Guide, Personal Firearms Proficiency, Advanced Firearms Proficiency, Stealthy, Track, Burst Fire

7 Outdoors training (bonuses to Hide, Navigate, extra bonus to Survival when tracking)

- At 5th level Rangers are familiar with surviving in the outdoors for extended periods of time. They gain a +2 bonus to Hide, Navigate, and a +2 bonus to Survival when using the Tracking skill.

8 Just

- At 8th level a Ranger may choose another criminal or disruptive element to pursue. Example choices are: slavers, particular crime families or raider groups (i.e. Khans, Mordinos), mutants serving in the Master's army, etc...

9 Bonus Feat

- Feat List: Alertness, Brawl, Combat Expertise, Dodge, Far Shot, Guide, Personal Firearms Proficiency, Advanced Firearms Proficiency, Stealthy, Track, Burst Fire

10 Sure shot

- At 10th level a Ranger has become skilled with with firearm. When firing targets within the last two range bands for their weapon, they no longer have an accuracy penalty due to range and they deal an extra 2d6 points of damage.

CL	BAB	FS	RS	WS	Spec	DB	RB
1	0	1	1	0	Weapon Focus	1	0
2	1	2	2	0	Survival Train	1	0
3	2	2	2	1	Bonus Feat	2	0
4	3	2	2	1	Weapon Spec	2	0
5	3	3	3	1	Just	3	1
6	4	3	3	2	Bonus Feat	3	1
7	5	4	4	2	Outdoors Train	4	1
8	6	4	4	2	Just	4	1
9	6	4	4	3	Bonus Feat	5	2
10	7	5	5	3	Sure Shot	5	2

Viper (Bible 7/10/02)

Those who survive an encounter with the snakes and live are said to be blessed, and serve as warriors in the Vipers raiding parties. Attacking with a religious fervor, Viper warriors typically dress in bone armor and carry weapons with bone ornament. They prefer stealth to strength, and commonly used poisoned weapons.

Requirements

BAB: +2

Skills: Intimidate (6 ranks), Move Silently (6 ranks)

H.D.: 1d8 + Constitution modifiers

Action Points: 6+1/2 character level rounded down

Class Skills: Climb, Intimidate, Jump, Knowledge (theology [Vipers]), Listen, Move Silently, Search, Speak Language Survival

Skill Points: 3 + Intelligence modifier

Class Features

1 Weapon Focus

- The Viper may choose a specific weapon. They add +1 to all attack rolls made you using that weapon.

2 Envenomed weapon

- At 2nd level Vipers are given access to a special venom culled from certain Pit Vipers. This venom (which can only be applied to slashing or piercing weapons, arrows and bolts), paralyzes victims.

Pit Viper venom:

Type	Save DC	Init Dmg	2nd Dmg
Injury	15	1d6 Str	Paralysis for 2d6 minutes

3 Bonus Feat

- Feat list: Alertness, Animal Affinity, Archaic Weapons Proficiency, Brawl, Dodge, Personal Firearms Proficiency, Stealthy

4 Pit Viper's blessing

- At 4th level, Vipers have become accustomed to dealing with poison. They become immune to the Pit Viper venom used on their own weapons, and gain a +2 bonus to Fort saves when resisting the effects of other poisons.

5 Stealth Attack

- At 5th level Vipers gain the ability to attack with an element of stealth. When attacking a flanked opponent from behind, they deal an extra +1d6 points of damage and ignore 2 DR of the target's armor.

CL	BAB	FS	RS	WS	Spec	DB	RB
1	0	2	0	0	Weapon Focus	1	0
2	1	3	0	0	Enven Weap	2	0
3	1	3	1	1	Bonus Feat	2	1
4	2	4	1	1	PV Bless	3	1
5	1	4	1	1	Stealth Atk	4	1

Crimson Tongue (Bible 7/10/02) ?

Crimson Tongues are the elite warriors of the Vipers. Having been deemed more than worthy by the Pit Vipers, the Crimson Tongue warriors have been bestowed with lethal poisons and a blood-red sash that inspires fear in those who see it.

1 Weapon Specialization

- At 1st level, a Crimson Tongue gains weapon specialization with a specific melee or ranged weapon that they have also applied the Weapon Focus feat or class feature to. You get a +2 bonus on damage rolls with the chosen weapon.

2 Enhanced envenomed weapon

- At 2nd level a Crimson Tongue has learned to use the most dangerous venoms available to them. Unlike the poison used by the common Viper warrior, poisons used by the Crimson Tongue cause an agonizing death.

Venom

Type	Save DC	Init Dmg	2nd Dmg
Injury	22	1d6 Con	2d6 Con

3 Bonus Feat

- Feat List: Alertness, Animal Affinity, Archaic Weapons Proficiency, Brawl, Dodge, Personal Firearms

Proficiency, Stealthy

4 Advanced Stealth

- At 4th level Crimson Tongues have become adept at striking mercilessly at a distracted or unaware foe. They deal an additional +1d6 of damage and ignore an addition 2 DR of a target's armor as per the normal Viper rear attack.

5 Serpent's Strike

- At 5th level A Crimson Tongue has learned exactly where to hit an unsuspecting foe. Any attack on the rear of an opponent that hits automatically becomes a critical hit.

CL	BAB	FS	RS	WS	Spec	DB	RB
1	1	0	2	0	Weapon Spec	1	1
2	2	0	3	0	Enh Env Wp	2	1
3	3	1	3	1	Bonus Feat	2	1
4	4	1	4	1	Adv Stealth	3	2
5	5	1	4	1	Serp Stk	4	2

Khan

Khan warriors are perhaps the most feared raiders in the area. Relying mostly on melee weapons over firearms, Khans attack with speed and strength, crushing most opposition as quickly as they can. Those who are not killed in their onslaught are usually taken as slaves and forced into press gangs, either performing menial tasks for the raiders or forced into combat.

Requirements

BAB: +3

Skills: Intimidate (6 ranks), Concentration (6 ranks)

H.D.: 1d10 + Constitution modifiers

Action Points: 6+1/2 character level rounded down

Class Skills: Climb, Concentration, Intimidate, Jump, Listen, Search, Speak Language, Survival

Skill Points: 3 + Intelligence modifier

Class Features

1 Khan pride

- At 1st level a Khan learns that firearms are for cowards, and that only the truly skilled fight hand to hand. Khans can focus on one melee weapon (as per the Weapon Focus class feature), and gain a +1 bonus to attack and damage.

2 Weapon Spec

- At 2nd level, a Khan gains weapon specialization with a specific melee or ranged weapon that they have also applied the Weapon Focus feat or class feature to. You get a +2 bonus on damage rolls with the chosen weapon. If this weapon is a melee weapon, the Khan gains an additional +2 bonus to attack rolls.

3 Bonus Feat

- Feat List: Armor proficiency (light and medium), Brawl, Blind Fight, Combat Expertise, Combat Reflexes, Power Attack, Cleave, Great Cleave, Simple Weapon Proficiency, Two-Weapon Fighting, Weapon Finesse

4 Kamikaze

- At 4th level, Khans learn how to attack with speed. When making an attack after a charge a Khan gains a bonus to damage equal to their Khan level (plus the +2 bonus for charging).

5 Stand and Fight

- At 5th level Khans have become masters of melee combat. When taking a Full Attack Action, they gain two additional attacks at their highest attack bonus (when using a melee weapon or unarmed attack). They also gain an additional attack of opportunity (in addition to any extra attacks of opportunity gained through other means).

CL	BAB	FS	RS	WS	Spec	DB	RB
1	0	1	1	0	KP	1	0
2	1	2	2	0	Weapon Spec	1	1
3	2	2	2	1	Bonus Feat	2	1
4	3	2	2	1	Kamikaze	2	2
5	3	3	3	1	S&F	3	2

Jackal

Jackal warriors are little more than crazed assailants. Familiar with melee weapons, Jackals only attack if they hold a numerical superiority. Even then they only attack if think they can win. Survival is the sole goal of every Jackal.

Requirements

BAB: +2

Skills: Intimidate (6 ranks), Survival (6 ranks)

H.D.: 1d8 + Constitution modifiers

Action Points: 6+1/2 character level rounded down

Class Skills: Climb, Concentration, Intimidate, Jump, Listen, Search, Speak Language, Survival

Skill Points: 3 + Intelligence modifier

Class Features

1 Weapon focus

- The Jackal may choose a specific weapon. They add +1 to all attack rolls made you using that weapon.

2 Pack Hunter

- Due to the cowardly nature of most Jackals, they prefer to only fight when they have an obvious numerical advantage over their foes. In situations where Jackal warriors fight alongside others against an opposing force where they outnumber them at around 2/1, they gain a +1 bonus to damage, attacks, and saving throws. At 3/1 odds, this becomes a +2 bonus.

3 Bonus Feat

- Feat List: Athletic, Brawl, Combat Reflexes, Dodge, Guide, Personal Firearms Proficiency, Power Attack, Simple Weapons proficiency, Track

4 Pack Hunter

- At 4th level, the Jackal warrior becomes more confident when attacking in great numbers. Bonuses for attacking with greater odds are doubled (i.e. 2/1 odds nets a +2 bonus, 3/1 a +4 bonus).

5 Rage

- At 5th level, a Jackal has learned to utilize the ferocity of their crazed attacks to their fullest extent. They may induce fear in opponents (as per the Frightful Presence feat).

CL	BAB	FS	RS	WS	Spec	DB	RB
1	1	0	2	0	Weapon Foc	1	0
2	2	0	3	0	Pack Hunter	2	0
3	3	1	3	0	Bonus Feat	2	0
4	4	1	4	1	Pack Hunter	3	0
5	5	1	4	1	Rage	4	1

Enclave trooper

Enclave troopers are the elite soldiers of the Enclave, trained with the express purpose of "cleaning up" the continent and making it safe for the return of the pre-war United States government. Enclave troopers are trained to fight with an astounding array of high and low tech weaponry. They are also the only other soldiers known to operate power armor other than the Brotherhood of Steel. Enclave troopers see action in a number of places. Numerous units of troopers stand guard at the Enclave's oil rig. Others hold locations of strategic value around the area, and other units stay on stand-by in in-land Enclave bases waiting to move out on a moments notice via vertibird.

Requirements

BAB: + 6

Skills: Knowledge (tactics) (6 ranks)

Feats: Personal Firearms Proficiency, Advanced Firearms

H.D.: 1d10 + Constitution modifiers#Action Points: 6+1/2 character level rounded down

Class Skills: Demolitions, Intimidate, Jump, Knowledge (tactics), Listen, Navigate, Read/Write Language, Speak Language, Spot, Survival

Skill Points: 5 + Intelligence modifier

Class Features

1 Weapon Focus

- The Enclave Trooper may choose a specific weapon. They add +1 to all attack rolls made you using that weapon.

2 Weapon Specialization

- At 2nd level, an Enclave Trooper gains weapon specialization with a specific melee or ranged weapon that they have also applied the Weapon Focus feat or class feature to. You get a +2 bonus on damage rolls with the chosen weapon.

3 Bonus Feat

- Feat List

At 3rd, 6th, and 9th level, an Enclave Trooper gets a bonus feat. The bonus feat must be selected from the following list, and the Paladin must met all the prerequisites of the feat to select it: Armor Proficiency (light, medium, heavy), Brawl, Burst Fire, Bracing, Cleave, Combat Expertise, Combat Martial Arts, Combat Reflexes, Exotic Firearms Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Point Blank Shot, Power Attack, Sniper, Weapon Focus

4 Power Armor feat

- At 4th level, an Enclave Trooper gains the class feature Power Armor Proficiency. This feature confers the same bonus as the feat of the same name. An Enclave Trooper who attempts to wear and use powered armor before acquiring this feature still suffers the penalty for being non-proficient with power armor.

5 Tactical Aid

- At 5th level an Enclave Trooper can use their knowledge of tactics to direct their allies in combat.

As an attack action, the Enclave Trooper provides tactical aid to any single ally (but not themselves) within sight and voice range of their position.

As a full-round action the Enclave Trooper provides tactical aid to all of his allies (including themselves) within sight and voice range of their position.

This aid provides either a competence bonus on attack rolls or a dodge bonus to Defense (Enclave Trooper's choice). This bonus is equal to the Enclave Trooper's Intelligence modifier (minimum +1), and it lasts for a number of rounds equal to one-half of the Enclave Trooper's level in the prestige class, rounded down.

6 Bonus Feat

- Feat List

7 Improved Critical

- At 7th level an Enclave Trooper's critical range improves by one. Weapons that would normally cause a critical check on 20 now cause a check on 19-20.

8 Advanced Weapons Training

- At 8th level, the Enclave Trooper is given extra training with more advanced weapons systems. The Enclave Trooper may take one of these Feats : Energy Weapon Proficiency, Powered Melee Weapon Proficiency, or may take a Exotic Weapon Proficiency in one weapon.

9 Bonus Feat

- Feat List

10 Auto Crit

- At 10th level an Enclave Trooper gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon they have applied weapon specialization to, eliminating the need to make a roll to confirm the critical hit.

CL	BAB	FS	RS	WS	Spec	DB	RB
1	0	1	1	0	Weapon Focus	1	0
2	1	2	2	0	Weap Spec	1	0
3	2	2	2	1	Bonus Feat	2	0
4	3	2	2	1	Pwr Armor	2	0
5	3	3	3	1	Tac. Aid	3	1
6	4	3	3	2	Bonus Feat	3	1
7	5	4	4	2	Imp. Crit.	4	1
8	6	4	4	2	Adv. Wep.	4	1
9	6	4	4	3	Bonus Feat	5	2
10	7	5	5	3	Auto Crit	5	2

Fallout 1

General info

- Preferred "common" currency= bottle cap
- Random encounter tables?
 - Rats
 - Molerats
 - travelling merchants (some good, some bad) (5 guards, 1 merchant, no more than 500 caps in goods)
 - highwaymen
 - raider gangs
 - wolves
 - Brotherhood patrols
 - mutant patrols[western desert area]
 - Centaurs and floaters[western desert area]
 - mutant-centaur-floater mix (XdX mutants, XdX Centaurs, XdX floaters) [western desert area]
 - slavers (with slaves)
 - ghouls [Necropolis area]
 - CoC followers and guards (guards, followers) [Cathedral area]
 - herds of wild brahmin
 - packs of hunting deathclaws
 - packs of mutated praying manti
 - packs of radscorpions
 -

Special encounters

- lone family of farmers (possibly being attacked by raiders or slavers)
- various "secret" encounters from the game
 - Overturned Nuka-Cola truck full of hot, disgusting soda still in bottles. Can be drunk or emptied to gain the 10,000 caps inside. Truck no longer runs.
 - Single giant lizard footprint. At least 20' long and 12' at its widest point, 3 feet deep. Smashed and bloody body in footprint has a fully charged Stealth Boy.
 - Blue "police" box from the 1960's. Will disappear when PCs approach. Leaves behind a fully charged motion detector.
 - Half buried flying saucer. Contains skeletal remains of "alien" beings. One still clutches a fully charged Alien Blaster and a velvet painting of Elvis. Obscured markings read "Property of Area-51. Return if found." Saucer mostly destroyed, does not work and is not repairable.
 - Bob's Pre-Owned Car Mart. Crazy man living in a shack attempting to sell "used" cars to travellers. Cars, like all others, are beyond repair and do not run. Shack holds two BB guns (one normal, one special).
 - Wild Brahmin herd. Talks.

Vault 13

Population

- ~1000 people

Notable NPCs

Overseer

The Overseer is a older, caucasian male with graying hair.

He is a very cautious man, who keeps the safety of the Vault in mind at all times. He stands staunchly opposed to letting other vault dwellers live outside of the vaults, for fear of disturbing the status quo. He is generally a pleasant man, though he is used to always getting things done his way.

Overseer (Male human Smart hero 3 /Charismatic hero 3/Overseer 5): CR 11; Medium-size human; HD 3d6 plus 3d6 plus 5d6; hp 41; Mas 10; Init +0; Spd 30 ft.; Def 14(+1 Smart, +1 Charismatic, +2 Overseer), touch 14, flat-footed 14; BAB 4(+1 Charismatic, +1 Smart, +2 Overseer); Grp +3; Atk or Full Atk +3 melee (1d3-1 nonlethal, unarmed strike) or +4 ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep +9; SV Fort +9, Ref +9, Will +6; Str 8, Dex 10, Con 10, Int 16, Wis 15, Cha 15.

Skills and Feats: Bluff +X , Computer Use +X, Craft (writing) +X, Diplomacy +X, Gather Information +X,

Intimidate +X, Investigate +X, Knowledge (business) +X, Knowledge (civics) +X, Knowledge (current events) +X, Knowledge (history) +X, Knowledge (popular culture) +X, Knowledge (theology and philosophy) +X, Profession +X, Read/Write English, Research +X, Speak English.

Feats: Attentive, Deceptive, Defensive Martial Arts, Educated (Knowledge [business] and Knowledge [civics]), Simple Weapons Proficiency, Trustworthy

Talents: (Smart): Exploit Weakness, Trick

(Charismatic): Fast-Talk, Coordinate

(Overseer): Persuasive Argument, Organize Efforts,

Master Administrator

Possessions: Vault suit, Pipboy, 2 stimpacs

With the position of Overseer comes the working knowledge of the Overseer's control throne. This throne is tied in directly with most every critical piece of equipment in a Vault allowing the Overseer to monitor and make corrections as needed (those these are not the only controls and monitors for every piece of Vault equipment).

The throne itself raises the Overseer 10' in the air (though it can be raised or lowered as needed), takes up a 10' by 10' area, and provides the Overseer with 1/2 cover. The throne has a DR of 10, and 50 hp. To the surprise of any attacker, the Overseer's throne is heavily armed. When threatened, the Overseer can deploy the throne's two laser miniguns to devastating effect. As these guns are linked to the vault's power supply, they have a virtually unlimited supply of ammunition. Additionally the controls for these weapons are simplified and intuitively integrated into the throne's controls, granting the Overseer the Energy Weapons Proficiency feat for free while controlling these weapons from the throne.

Vault Security

Though they have very little to worry about, Vault Security officers are still vigilant in their duties. They are the only people in the vault that are armed (some of the time), and have unrestricted access to the vault's weapons. Vault Security officers are stationed at critical areas inside the Vault, such as the computer core, main entrance, and power plant.

Vault Security (Male or female Tough 2 hero /Strong 2 hero /Vault Security 3): CR 7; Medium-size human; HD 2d10+2 plus 2d8+2 plus 3d8+2; hp 35; Mas 15; Init +1; Spd 30 ft.; Def 17 (+6 class, +1 Dex), touch 17, flat-footed 16; BAB +5; Grp +7; Atk or Full Atk +7 melee (1d6+2 nonlethal, unarmed strike) or +6 ranged (6520 Colt 2d6); Space/Reach 5 ft./5 ft.; AP 3; Rep 1; SV Fort 5, Ref 5, Will 2; Str 14, Dex 13, Con 15, Int 13, Wis 10, Cha 10.

Skills: Computer Use +X, Bluff +X, Diplomacy +X, Gather Information +X, Intimidate +X, Investigate +X, Knowledge (streetwise) +X, Listen +X, Profession +X, Read/Write English, Repair +X, Speak English, Spot +X

Feats: Brawl, Dead Aim, Personal Firearms Proficiency, Simple Weapon Proficiency

Talents: (Strong): Extreme Effort

(Tough): Remain Conscious

(Vault Security): Garner Trust

Possessions: Colt 6520 Automatic pistol, 24 rounds of 10mm ammunition, 2 Stimpacs, vault jumpsuit, Pipboy

History

- Vault 13 was one of the last Vaults to built under Project: Safehouse. Built to hold 1,000 people for approximately 10 years. Located in southern California, near an ample water supply. Like all other Vaults built before the war, Vault 13 is well stocked with cutting edge, late 21st century technology. Medical facilities not only allow for the treatment of patients suffering from a wide variety of maladies, but also medical research. Lower levels contain several floors of housing, storage for supplies intended for use when the Vault opens, and secured areas for the Vault's power plant and computer core. Vault security is tight, and the use and display of weapons inside the vault is highly restricted upon. In an emergency situation, the Vault does come equipped with enough weapons to arm ten people. These weapons are usually a mix of autoloading pistols, shotguns, and rifles. Most passage ways can also be sealed off with forcefields.

Trade

-Due to the Vault's remote location and xenophobic Overseer, Vault 13 does not openly trade with any city. The general populace of the wastes are not aware of the vault's existence.

Goods and Services

- Vault goods and services are exclusively limited to vault dwellers. The vault is well stocked with food (thanks to

hydroponic farms), though the water supply is in serious danger of running out. Most any sort of tool (from a basic screw-driver to a jackhammer) can be found in the storage areas. Enough weapons are available to arm ten people, but those are under close guard by Vault Security officers. The Vault also has an extensive medical bay with beds for a several sick or injured vault dwellers, as well as access to advanced medicines and medical technology such as the auto-doc.

Additional info

- Hidden vault, hard to find

Adventure Hooks

- Acquire technology/water/goods for vault

Shady Sands

Population

- ~75 people
- 10 guards

Notable NPCs

Aradesh

Aradesh is a middle aged man of middle-eastern decent. He is learned in the teachings of Dharma, and is a vary calm and serene man. He is the current leader of Shady Sands, and father to Tandi. He is serious in his efforts to protect Shady Sands from outside forces whether they be bad (raiders and radscorpions) or beneficial (trading with the Hub).

Aradesh (Male human Dedicated 3 hero /Charismatic 3 hero / 4 Chieftan): CR 10; Medium-size human; HD 3d6 plus 3d6 plus 4d8; hp 38; Mas 11; Init +1; Spd 30 ft.; Def 15(+4 class, +1 Dex), touch 15, flat-footed 13; BAB 5; Grp 4; Atk or Full Atk +4 melee (1d3-1 nonlethal, unarmed strike) or +6 ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep 5; SV Fort 6, Ref 5, Will 9; Str 9, Dex 12, Con 11, Int 14, Wis 14, Cha 16.

Skills: Diplomacy +4, Knowledge (current events) +3, Knowledge (history) +2

Feats: Trustworthy

Traits: Good Natured

Talents: (Class): Talent

Talent: Talent description.

Possessions:

Seth

Seth is captain of the guard in Shady Sands. As head guard he has encountered several of the threats the wastes have to offer. He has seen regular action against both the Khans and the nearby radscorpions. He currently lacks the resources and men to take care of either threat.

Seth (Male human Tough 3 hero /Fast 4 hero /Hunter 3): CR 10; Medium-size human; HD 3d10 plus 4d8 plus; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X, Feat

Starting Occupation:

Talents: (Class): Talent

Talent: Talent description.

Possessions: Remington 700 hunting rifle, 10 rounds 7.62mm ammunition for 3 reloads, 1 Stimpac, anti-venom, survival knife, leather jacket

Razlo

Razlo is the town's resident doctor. While trained in western medical practices, he is also versed in the teachings of Dharma, and also uses more tribalremidies (including prayer) to treat the injuries of the locals.

Razlo (Male human Smart 3 ordinary /Dedicated 3 ordinary): CR 5; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def 1X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X,

Feats:

Possessions: Medicine bag, anti-venom kit, 10 stimpacs, 5 super stimpacs

Ian

Ian is an experienced caravan guard who recently got back on his feet again after being seriously wounded by raiders. He is normally a very cool and collected individual. Though he now walks with a slight limp, he still maintains a confident air that speaks of years of facing danger head-on.

Ian (Male human Fast 4 hero /Tough 3 hero /Gunslinger 4): CR 11; Medium-size human; HD 4dX plus 3dX plus 4dX; hp X; Mas; Init X; Spd 30 ft.; Def 1X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X, Feat

Starting Occupation:

Talents: (Class): Talent

Talent: Talent description.

Possessions: Colt 6520 automatic pistol, 24 rounds of 10mm ammunition, 2 Stimpacs, 30 caps, leather jacket

- Tandi

Tandi is the daughter of Aradesh. She is a bit of a tom-boy, and has become bored of living in Shady Sands as she has been forbidden by her father to leave. As such, she eagerly listens to the tales of anyone passing through Shady Sands.

Tandi (Female human Smart 1 hero /Charismatic 1 hero): CR 2; Medium-size human; HD 1dX plus 1dX; hp X; Mas; Init X; Spd 30 ft.; Def 1X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 1; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: knife

Shady Sands guards

(Male or female Fast 4 ordinary /Strong 3 ordinary): CR 6; Medium-size human; HD 4dX plus 3dX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: Remington 700 hunting rifle w/10 rounds of .223 ammunition OR spears, leather jackets

History

- Shady Sands is a small farming community, founded by survivors from Vault 15. Led by Aradesh, this town is usually wary of people from the outside world. Thanks to its defensive walls, attacks from raiders and radscorpions alike have been turned back, although increased pressure from both forces threatens to destroy the town.

Trade

-Due to their distrust of outsiders, Shady Sands does little trading with other cities. What little trade they do take part in is done with Junktown. General distrust of merchants from the Hub severely limits trade with that city. They trade mostly in food they grow themselves.

Goods and Services Class B

- Shady Sands' reluctance to trade with other towns severely limits the availability of almost everything. Fresh vegetables and most any sort of brahmin by product (clothes, steaks, glue) can be found here. Lazlo, the town's doctor, has a small supply of medical items such as stim-pacs and other medicines but otherwise relies on herbal remedies.

Adventure hooks

- Elimination of the Scorpion caves
- Problems with raiders

Vault 15

History

- Vault 15 now sits abandoned, and parts of this Vault have caved in. Before whatever disaster occurred, Vault 15 was home to approximately 1000 people. Now Vault 15 sits silently, inhabited by a large colony of mutated rats that now call this place home.

Loot

- As Vault 15 has fallen into disrepair thanks to a cave-in, access to certain areas is limited. Only those people enterprising enough to remove the fallen debris and reinforce parts of the Vault's structure will be able to plumb deeper into the vault. Most all technological items may be destroyed, and those computers that are accessible are either totally ruined, or require power to operate.

Additional info

- Recover technology buried in vault

Khans (Raiders)

Population

- 30-40 raiders
- ~100 family/others

Notable NPCs

- Garl

Garl Deathhand manages to lead the Khans with an iron fist. A middle aged man, he bears the scars of living such a violent life.

Garl Deathhand (Tough 5 hero /Fast 4 hero /Raider Ringleader 6/ Khan 5): CR 20; Medium-size human; HD 5dX plus 4dX plus 6dX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 7; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: Metal armor, 14mm pistol, 30 rounds of 14mm ammunition, survival knife, 3 stimpacs, 2 boxes of Buffout (24 doses)

- Viper Leader

- Jackal Leader

History

- Southern California, at the time Fallout occurs, is home to three notable large raider groups: the Khans, the Vipers, and the Jackals.

- Khan history
- Viper history
- Jackal history

Khan raiders

(Male or female Fast X ordinary /Strong X ordinary): CR X; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X, Feat

Feats:

Possessions: leather armor, basic melee weapons OR (rarely) Desert Eagles or 14mm pistols with 2 full clips of ammunition (either 18 rounds of .44 or 12 rounds of 14mm)

Viper raiders

(Male or female Fast X ordinary /Strong X ordinary): CR X; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X

Feats:

Possessions: bone dagger, spear, bone armor, 6520 Colt pistol, 24 rounds of 10mm ammunition, 2 vials of poison for weapon, spear

Jackal raiders

(Male or female Fast X ordinary /Strong X ordinary /Vault Security X): CR X; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather jacket, spear, knife, (rarely 6520 Colt pistol with 2d6 rounds of 10mm ammunition)

life-style of Khans, Vipers, and Jackals

- adventure hooks? (missions for raiders, possibility to join?)

Goods and Services

- Raiders are not known for their hospitality. Raiders usually take what they need and want, and thus have to reason to trade with others for most items. Most raiders camps have someone who knows a little about medicine (or they can kidnap someone who does), and perhaps a few people who know how to work raw materials (metal, leather, wood) into suitable weapons, clothing, and shelter.

Junktown

Population

- ~200 people
- 25 guards
- 10 Skulz members
- 12 Gizmo goons

Notable NPCs

- Lars

Lars is the captain of the Junktown guard. A man of few words, he assists Killian in keeping order in the town. He is lawful man, and will not take action against criminals without proof.

Lars (Male human Tough 5 hero /Fast 5 hero): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: Remington 700 hunting rifle, 15 rounds of .223 ammunition, leather armor, 3 Stimpacs, 50 Caps

- Killian Darkwater

Killian is a man in his mid 30's. He is Junktown's mayor, and runs' the town's biggest general store. He is known to be a fair man, and tolerates most anyone passing through, provided they don't make any trouble. Currently he is at odds with Gizmo the local crime boss.

Killian Darkwater (Male human Fast 4 hero /Charismatic 4 hero /Peacekeeper 4): CR 12; Medium-size human; HD 4dX plus 4dX plus 4dX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: 14mm pistol, 12 rounds of 14 mm ammunition, leather armor, 3 Stimpacs

- Doc Morbid

Doc Morbid is Junktown's medic. As such, he makes a decent living treating traders that pass through. What relatively no one knows about him is that he make a side business of selling cadavers to Iguana Bob down in Hub, making him the town's largest (unknown) supplier of meat.

Doc Morbid (Male human Smart 3 hero /Dedicated 3 hero /Medic 3): CR 9; Medium-size human; HD 3dX plus 3dX plus 3dX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 4; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: Medical kit, anti-venom kit, steady supply of stimpacs

- Tycho

Tycho is well equipped member of the Reno Rangers. Currently he is passing through Junktown headed for parts known only to him. He is a master of survival, and a crack shot.

Tycho (Male human Fast 4 hero /Tough 4 hero /Ranger 3): CR 11; Medium-size human; HD 4dX plus 4dX plus 3dX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: gas mask, leather armor, sawn-off shotgun, 30 rounds of 12-gauge shotgun ammunition, 3 Stimpacs

- Gizmo

Gizmo is Junktown's crimeboss. He runs the town's casino, and over sees all of the town's blackmarket that he possibly can. Not much happens inside that the town that is unknown to him.

Gizmo (Male human Smart 7 hero /Charismatic 6 hero): CR 13; Medium-size human; HD 7dX plus 6dx; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skill: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: Mauser pistol, 21 rounds of 9mm ball ammunition

- Neal

Neal is the proprietor of Neal's Skum Pit, Junktown's most popular bar.

Neal (Male human Tough 2 ordinary / Strong 2 ordinary): CR 3; Medium-size human; HD 2dX plus 2dX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: 14mm pistol, 18 rounds of 14mm ammunition

- Marcelles

Marcelles is the owner of the town's motel, Marcelles' Crash House.

Marcelles (Female human Charismatic 2 ordinary / Fast 2 ordinary): CR 3; Medium-size human; HD 2dX plus 2dX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Vinnie

Vinnie is the leader of the Skulz gang, the only gang inside Junktown. He and his small band of thugs are usually under Gizmo's employ, doing small tasks for him (such as roughing up people who don't pay up at the casino) for cash.

Vinnie (Male human Fast 3 ordinary /Tough 3 ordinary): CR 5; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather jacket, Colt 6520 automatic pistol, 24 rounds of 10mm ammunition

- Dogmeat

Dogmeat is the dog of a traveller that met a mysterious end in Junktown. Now Dogmeat wanders Junktown, looking for scraps of food. Most people make sure not to cross the dog's path, as it looks half-starved and rabid.

- altered medium dog stats

- Ismarc

Ismarc is the wasteland's version of the wandering minstrel. He has gone from town to town with several caravans and usually performs a song or two in the local bar for extra money.

Ismarc (Male human Charismatic 6 ordinary /Smart 4 ordinary): CR 9; Medium-size human; HD 6dX plus 4dX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X

Feats:

Possessions: leather jacket, Colt 6520 automatic pistol, 24 rounds of 10mm ammunition, 100 Caps, various types of alcohol

- Saul

Saul is a prize-fighter, and works under Gizmo's stable of fighters.

Saul (Male human Strong 3 ordinary /Tough 3 ordinary): CR 6; Medium-size human; HD 3dX plus 3dX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X

Feats:

Possessions:

Junktown guards

(Male or female Fast 5 ordinary /Strong 5 ordinary): CR 9; Medium-size human; HD 5dX plus 5dX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X

Feats:

Possessions: Remington 700 hunting rifle, 15 rounds of .223 ammunition, leather armor, 3 Stimpacs, 50 Caps

History

- Junktown is a small village set up around an oasis, run by a man named Killian. Thanks to its high defensive walls made up of cars, sheet metal, and any other scraps the residents could find, Junktown is well defended against raids, and Killian's laws keep those inside in-line. Such security has made it a haven for traders travelling north from the Hub, as Junktown also has a hotel of sorts, a bar, and a casino run by the crimelord Gizmo.

Trade

- Junktown trades a little with Shady Sands, as Shady Sands is very distrustful of outsiders, however, they do a majority of trade with the Hub. Junktown trades what it useful items the residents find, though alot of the town's income comes from the bar and casino.

Goods and Services Class C

- Junktown sports a wide variety of diversions and goods, making it a somewhat successful town. Those looking for a night of gambling need look no further than Gizmo's casino, where games of roulette, blackjack, and most any other game of chance (including betting on boxing) can be found. The Skum Pit is a favorite bar of many a passer-through, though it is frequented by local gangs such as the Skulz, and the occasional Viper raider. Killian runs a general store where a good mix of conventional firearms, medical supplies, tools, and food stuffs can be found. The town does have a doctor with access to a good supply of medicine.

Adventure hooks

- casino, Skulz gang hooks, Doctor

The Hub

Population

- ~1000 people
- 50 guards
- ~100-200 caravan guards/drivers
- ~12 Thieves Circle Members

- ~30 Decker goons
- 2 Lorenzo goons
- ~ 300 Old Town Skags

Notable NPCs

- Decker

Decker is the largest player in the Hub's underground. Not much goes on in the Hub that he doesn't have a hand in.

Decker (Male human Tough 4 hero /Charismatic 5 hero /Smart 6 hero): CR 15; Medium-size human; HD 4dX plus 5dX plus 6dX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 7; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: leather jacket, 10 throwing knives, 1 box of Mentats (12 doses)

- Kane

Kane is Decker's bodyguard. Trained in the martial arts, he is as tough as nails, and usually silent.

Kane (Male human Tough 4 hero /Strong 6 hero /Martial Artist 6): CR 16; Medium-size human; HD 4dX plus 6dX plus 6dX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 8; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: leather armor, 1 box of Buffout (12 doses), two doses of Psycho, brass knuckles, 3 stimpacs

- Beth

Beth runs (one of many) general stores in the Hub, and specializes in firearms (and the occasional bit of gossip). She has worked out an agreement with the Far-Go Traders, and caravan guards working for Far-Go get a discount at her store.

Beth (Female human Charismatic 4 ordinary /Intelligent 2 ordinary): CR 5; Medium-size human; HD 4dX plus 2dX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather armor, MP9, 60 rounds of 10mm ammunition

- Butch

Butch is the owner of the Far-Go Traders. His business has been successful despite the caravan raids and his not being to bright. Butch is usually a rash business man, and may not always take the time to think things out.

Butch (Male human Charismatic 4 ordinary /Tough 3 ordinary): CR 6; Medium-size human; HD 4dX 3dX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: Colt 6520 automatic pistol, 12 rounds of 10mm ammunition

- Rutger

Rutger is Butch's assistant. He is the one who hands out assignments on caravans and deals with every other problem that Butch is too busy (or not smart enough) to handle.

Rutger (Male human Tough 3 ordinary /Smart 4 ordinary): CR 6; Medium-size human; HD 3dX plus 4dX; hp X;

Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: Colt 6520 automatic pistol, 24 rounds of 10mm ammunition, leather jacket

- Demetre

Demetre is the owner of Crimson Caravan. An energetic man, his caravans usually go through the most dangerous areas in the wastes. Though he pays his guards an attractive wage, only the most foolhardy (or capable) guards will risk their lives on a run for the Crimson Caravan.

Demetre (Male human Smart 2 ordinary /Tough 6 ordinary): CR 7; Medium-size human; HD 2dX plus 6dX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skill: Skill +X

Feats:

Possessions: MP9, 60 rounds of 10mm ammunition, leather jacket, 2 Stimpacks

- Keri

Keri is Demetre's aid. She deals with hiring guards for the caravans.

Keri (Female human Charismatic 4 ordinary /Smart 3 ordinary): CR 6; Medium-size human; HD 4dX plus 3dX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Sherriff Justin Greene

Sherriff Justin Greene is a relative of the late Roy Greene who brought about an end to the Great Merchant Wars. Sherriff Greene keeps the city relatively safe, but the ever present blackmarket makes it hard to eliminate crime in the city.

Sherriff Justin Greene (Male human Tough 5 hero /Fast 6 hero / Peacekeeper 5): CR 16; Medium-size human; HD 5dX plus 6dX plus 5dX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 8; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: AK-112 assault rifle, 120 rounds of 5mm ammunition, leather armor, 3 Stimpacks

- Deputy Tony Fry

Deputy Fry is one of many deputies under Sherriff Greene. He can usually be found patrolling the caravan arrival and departure points in the city.

Deputy Tony Fry (Male human Fast 2 hero /Tough 3 hero /Peacekeeper 3): CR 8; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 4; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: Remington 700 hunting rifle, 20 rounds of 7.62 ammunition, leather armor, 2 Stimpacks

- Loxley

Loxley is the head of the "World Famous Thieves Circle" situated in Old Town. He and his band of thieves make a living off of robbing, though never injuring, merchants in the city.

Loxley (Male human Fast 3 hero /Charismatic 3 hero /Smart 3 hero): CR 9; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 4; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: Masterwork lock pics, electronic lock pick, leather jacket

- Jasmine

Jasmine is Loxley's aid, as well as a fellow thief.

Jasmine (Female human Fast 3 ordinary /Smart 3 ordinary): CR 5; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: lock pics, leather jacket

- Jake

He currently makes a living in the Hub's Old Town area selling high-tech weapons and armor.

Jake (Male human Tough 7 ordinary /Charismatic 5 ordinary): CR 11; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X, Feat

Feats:

Possessions: metal armor, AK-112 assault rifle, 200 rounds of 5mm ammunition, 5 Stimpacs, 2 Super stimpacs

- Vance

Vance is one the Hub's most prolific drug dealers. Based in an old warehouse in Old Town he deals in all sorts of drugs, legal or otherwise.

Vance (Male human Fast 3 ordinary /Charismatic 2 ordinary): CR 4; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X

Feats:

Possessions: MP9, 60 rounds of 10mm ammunition, leather jacket, usually has around : approximately 500 Caps, and a large amount of narcotics (anything from combat drugs to stimpacs to drugs intended for recreational use)

- Hightower

Hightower is one of the Hub's wealthiest merchants. He lives with his wife (and an army of guards) in his own compound inside the Hub. Due to his wealthy and stance on a number of issues inside the Hub, is is often the target of the Thieves Circle shenanigans, and has also been marked for assassination by Decker.

Hightower (Male human Smart 6 ordinary /Charismatic 6 ordinary): CR 11; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X

Feats:

Possessions:

- Jain

Jain is a Children of Cathedral priestess. She had other Children who live in the merchant's area work as healers, as well as spreading their faith.

Jain (Female human Dedicated 5 ordinary /Smart 5 ordinary): CR 9; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X

Feats:

Possessions: robes, 5 Stimpacs, CoC symbol

- Harold

Harold is a special resident of the Hub. He appears to be a ghoul, but yet isn't quite one. He currently makes his living begging for spare caps from passers by, and will share his tale of exploring the wastes before and after his horrible transformation.

Harold (Male Harold Smart 5 hero /Tough 5 hero /Old Ass Ghoul 3 /something special X): CR 13; Medium-size Harold; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: 10 Caps, tree

- Slappy

Slappy, or "Uncle Slappy" as many Old Town residents know him, is not a stable man. Though it is unclear whether or not he was born with his "special" handicaps or if they came along later, he is a man who speaks in gibberish.

Slappy (Male human Strong 1 ordinary /Tough 2 ordinary): CR 2; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Mitch

Mitch runs one of the larger general stores in the Hub. His store, Mitch's All-N-One, has a bit of everything, and most travellers can find what they need there.

Mitch (Male human Dedicated 2 ordinary /Smart 3 ordinary): CR 4; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Mrs. Stapleton

Mrs. Stapleton is a dedicated woman who runs one of the wastes only libraries. Though not as large as the library kept by the Followers of the Apocalypse, it is well stocked enough for those who wish to read.

Mrs. Stapleton (Female human Smart 3 ordinary /Dedicated 2 ordinary): CR 4; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X

Feats:

Possessions: 14mm pistol, 6 rounds of 14mm ammunition

- Lorenzo

Lorenzo is a well-off loan shark, lending loans through his business "Friendly Lending Company". Known for having his two heavies "deal" with people who don't pay back their loans in a timely manner.

Lorenzo (Male human Fast 4 hero /Charismatic 6 hero): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: leather jacket, MP9, 60 rounds of 10mm ammunition, 200 Caps, 4 Stimpacs

- Guido and Leone

Guido and Leone are Lorenzo's guards and heavies. Accustomed to a life of violence and crime, their days are passed making sure no one puts anything over on Lorenzo, and discussing the most efficient way to break someone's legs.

Guido and Leone (Male human Tough 3 hero /Strong 3 hero /Bodyguard 4): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: metal armor, 14 mm pistol, 24 rounds of 14mm ammunition, 4 Stimpacs, 1 Super stimpac (each)

Hub police

(Male or female Fast 3 hero /Strong 4 hero /Peacekeeper 3): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

3/4 of the guard have: metal armor, 14 mm pistol w/ 24 rounds of 14mm ammunition OR 6520 Colt automatic pistol with 24 rounds of 10mm ammunition, 2 stimpacs

1/4 have: combat armor, AK-112 assault rifle, 100 rounds of 5mm ammunition, 3 stimpacs

Caravan guards

(Male or female Fast 4 ordinary /Strong 4 ordinary): CR 7; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: depends on guard

1: leather jacket, 6520 Colt automatic pistol w/ 36 rounds of 10mm ammunition OR MP9 w/ 60 rounds of 10mm ammunition

2: leather armor, sawed-off shotgun with 12 rounds of 12 gauge ammunition OR AK-112 assault rifle with 50 rounds of 5mm ammunition

3: metal armor, 14mm pistol w/ 24 rounds of 14mm ammunition OR .223 pistol with 30 rounds of .223 ammunition, 2 stimpacs

Thieves Circle thieves

(Male or female Fast 3 ordinary /Smart 2 ordinary): CR 4; Medium-size human; HD XdX; hp X; Mas; Init X; Spd

30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather jacket, flares, lockpicks (more experienced thieves will also have a 6520 Colt automatic pistol w/ 24 rounds of 10mm ammunition and a set of electronic lockpicks)

Various underground criminals

(Male or female Fast 3 ordinary /Strong 2 ordinary): CR 4; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: depends of NPC

1: leather jacket, 6520 Colt automatic pistol w/ 36 rounds of 10mm ammunition OR MP9 w/ 60 rounds of 10mm ammunition

2: leather armor, sawed-off shotgun with 12 rounds of 12 gauge ammunition OR AK-112 assault rifle with 50 rounds of 5mm ammunition

3: metal armor, 14mm pistol w/ 24 rounds of 14mm ammunition OR .223 pistol with 30 rounds of .223 ammunition, 2 stimpacs

History

- The Hub was founded just 16 years after the Great war by a man named Angus. Being a trader, he set up camp around a dirt little oasis, and from there began to open up a center for trader groups. Almost 30 years later, what once was a small encampment had become a major center for commerce in the wastes. Angus appointed himself as governor of the town, and soon after he was assassinated, throwing the Hub into chaos. Seeing the opportunity, a band of merchants seizes the town's water supply. Demanding payment from anyone wanting access to the water, the merchants secure the town, marking the start of The Great Merchant Wars. Outnumbered from the start, a man named Roy Greene manages to force them to negotiate an agreement between the various merchant houses in the city. Their inability to work together has maintained a general mistrust between them to this day.

Trade

- The Hub does extensive trading with almost every city in the area. The majority of the trading is done with the Junktown, Adytum, and the Brotherhood of Steel. Smaller caravans do travel to Necropolis from time to time. No real trading is done with Shady Sands, however. Trading relations with the Brotherhood are stressed at best. Often in the past, the Hub has sent spies into the Brotherhood compound to steal or destroy information or goods (such as weapons) when the Brotherhood did not agree with certain merchant houses. The Hub trades in a wide variety of goods, such as water, brahmin, food, and assorted scavenged items. The Hub is also home to an extensive blackmarket where weapons and drugs can be found, as well as arrangements for all sorts of illegal activities.

Goods and Services Class D

- Almost anything a person could ever want can be found in the Hub. Several general stores cater to almost every need, and sometimes even more obscure items pass through their hands. The town also has a small library with books on a few subjects. The Maltese Falcon is a popular spot for those looking for work with anyone of the numerous merchant houses, as it has a full stocked liquor cabinet and a small selection of casino games. All types of fresh food can be found, thanks to the plentiful fields surrounding the Hub all fed by the town's ample water supply.

Those people looking for work can find many jobs here working as security guards for any of the merchant houses in the city. The job of caravan guard is a dangerous one, houses require that employees own their own firearms, but the jobs usually pay better than anyother. Alternatively, those with looser morals and a penchant for violence can usually get a job with the underground elements for the Hub. Jobs ranging from running guns to murder can be found for those who look hard enough.

People looking for items either vary rare or very illegal can find them in Old Town. Drug dealers sell most all types of pre and post war drugs as well as other medical supplies. Heavier firearms (and even support weapons) can be found here

as well, along with military pre-war armor.

Adventure hooks

- adventure hooks? Decker, police, Thieves Circle
- jobs with caravans (pay, routes, etc...)

Necropolis

Population

- ~500 ghouls
- ~100 guards
- ~40 Glowing Ones in vault
- ~50 mutants
- ~15 CoC healers

Notable NPCs

- Ghoul Leader (underground)

XXXX is the reluctant leader of a group of ghouls that live in the sewers of the Necropolis. A small group of ghouls that disapproved of the way things were being handled inside the city, Set banished them underground to keep them out of his way. Though underground, and with a good supply of water, they are still close enough for Set to call them up should the Necropolis need to be defended.

Ghoul Leader (Male ghoul Dedicated 4 ordinary /Smart 4 ordinary): CR 7; Medium-size ghoul; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Set

Set has been the leader of the ghouls from almost day one. After kicking Vault 12's Overseer out, Set claimed leadership over the Necropolis. Set isn't what most people would call "normal". He has an extreme distrust for humans, mutants, and anyone who questions his leadership. Most ghouls, feeling the sting of discrimination from normal humans tend to agree with him, at least on the outside.

Set (Male ghoul Tough 5 hero /Strong 4 hero /Fast 5 hero): CR 14; Medium-size ghoul; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 7; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: leather armor, Remington 700 hunting rifle, 50 rounds of 7.62 ammunition

- Harry

Harry is one of many mutants sent by the Master to secure both the Necropolis' water supply, and access to the Vault below the city. While not particularly bright, Harry is effective in keeping trespassers from entering the Vault by way of violent persuasion.

Harry (Male mutant Tough 5 hero /Fast 5 hero): CR 10; Large-size mutant; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 10 ft./10 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: laser rifle, 3 full Micro Fusion Cells, 5 Stimpacs, 2 Super stimpacs

History

- The beginnings of the Necropolis are unfortunate to say the least. At the very start of the Great War, Vault 12's main door did not close. In the panic word got out that Vault 12 was still open, and people flocked there, attempting to force their way inside to safety. Everyone there that day, as the bombs dropped around their unsealed vault were exposed to the dual threats of radiation and FEV. Three years later, the effects of that lethal combination became apparent as the inhabitants of the vault became ghouls. Upon their horrific change, the ghouls emerge from Vault 12 and found the Necropolis. Shortly there after, Set forced the vault's original Overseer out and takes over as the community's leader. A position he still holds to this day.

With Set as leader, the Necropolis has become a very insular place. Normal humans are not permitted inside the city, and those that do enter are usually killed on sight. Only the occasional merchant from the Hub are allowed near the city.

Trade

- The Necropolis does manage to produce some technological items. Some created by the ghouls, others pulled from areas of the Vault no longer deemed necessary by the ghouls.

Goods and Services

- Necropolis ghouls' distrust of humans has left them doing very little trading with other towns, and really only take care of themselves. Still, the ghouls manage to get by scavenging items from the city around them and from the vault itself. The town does have a steady supply of water from the Vault underneath the city. Any sort of medical care is practically non-existent, save for a lone outpost of CoC healers.

Adventure Hooks

- adventure hooks? (exploring Vault 12 and rest of city)

Brotherhood of Steel

Population

- ~300-400 total members

Notable NPCs

- Cabbot

Cabbot is one of the door guards at the topside entrance to the BoS's Lost Hills bunker. Though still technically a knight, he is being trained to become a paladin, and dons the paladin's power armor.

Cabbot (Male human Tough 3 hero /Fast 3 hero /Knight 4): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: CZ 53 minigun, 200 rounds of 5mm ammunition, power armor, 4 Stimpacs

- Darrell

Darrell is one of the door guards at the topside entrance to the BoS's Lost Hills bunker. He is a full Paladin.

Darrell (Male human Tough 4 hero /Strong 4 hero /Knight 5 /Paladin 1): CR 14; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 7; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: CZ 53 minigun, 200 rounds of 5mm ammunition, power armor, 4 Stimpacs

- Jennifer

Jennifer is one of many paladins that guard the entrance to the Brotherhood's facility.

Jennifer (Female human Fast 4 hero /Tough 4 hero/ Knight 5 /Paladin 1): CR 14; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 7; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: laser minigun, 4 full Micro Fusion Cells, power armor, 5 Stimpacs

- Rhombus

Rhombus is currently the Brotherhood's head paladin, and oversees the deployment of the paladins in the field. He is a solemn man, who usually speaks only in commands and does not participate in idle small talk.

Rhombus (Male human Strong 5 hero /Tough 5 hero /Knight 5 /Paladin 10): CR 25; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 12; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: power armor, 5 Stimpacs, laser minigun, 5 full Micro Fusion Cells, 6 Stimpacs, 3 Super stimpacs

- Talus

Talus is oversees the training of all member's of the the Brotherhood's fighting arm. He deals with all manner of training, from unarmed combat with knights to advanced tactics with paladins.

Talus (Male human Strong 4 hero /Fast 5 hero /Knight 5 /Paladin 4): CR 18; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 9; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: power armor, plasma rifle, 3 full Micro Fusion Cells

- Michael

Michael is the bunker's quartermaster.

Michael (Male human Dedicated 3 hero /Smart 3 hero /Knight 3): CR 9; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 4; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: Brotherhood combat armor

- Vree

Vree is one of the Brotherhood's top researchers and is the head scribe. She has dealt mainly in developing new weaponry for the Brotherhood, but has taken a vested interest in biology after examining the corpse of a mutant brought in by a Brotherhood patrol.

Vree (Female human Smart 6 hero /Dedicated 4 hero /Scribe 10): CR 20; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 10; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: medical kit, anti-venom kit, 3 stimpacs, Pipboy, robes

- Sophia

Sophia is Vree's aid and manages the Brotherhood's computer lab. Sophia is also the Brotherhood's historian.

Sophia (Female human Dedicated 3 hero /Smart 3 hero /Scribe 7): CR 13; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: 3 stimpacs, Pipboy, robes

- General Maxson

Once the head paladin, Maxson has now become an elder and leader of the BoS. An older man, he has lost little of his fighting prowess, or his wry sense of humor.

General Maxson (Male human Fast 7 hero /Tough 8 hero /Knight 5 /Paladin 10): CR 30; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 15; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: 3 stimpacs, robes, laser pistol, 2 full Small Energy Cells

- Mathia

Mathia is General Maxson's bodyguard and aid. Though he is an able assistant and respects Maxson a great deal he is not above cracking a joke at Maxson's expense occasionally.

Mathia (Male human Strong 5 hero /Tough 5 hero /Knight 5 /Paladin 7): CR 22; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X, Feat

Starting Occupation:

Talents: (Class): Talent

Talent: Talent description.

Possessions: 4 stimpacs, power armor, 3 full Micro Fusion Cells, plasma rifle

History

- The origins of the Brotherhood of Steel, the foremost paramilitary group in the wastes, starts ironically enough with the announcement by the commanding officer of Mariposa that his unit was deserting their post, just days before the

bombs fell. Following the breakdown of Colonel Spindel after the discovery that base scientists were using the brains of dead soldiers as test subjects for brain-bots, Captain Roger Maxson executed the chief researcher at the base, along with the rest of the research personnel and declares to the government that his unit is leaving their post. A declaration that is met with radio static. Wisely, Maxson orders all families inside the base, where they are protected from the effects of the nuclear war outside. Within a week, scouts are sent out, who note that the surrounding area is relatively safe. With this information, he leads his unit and their families south to the Lost Hills government bunker, a move that is now known as the "Exodus".

Presently, the Brotherhood possesses the highest level of technology in the wastes. Their attachment to protecting and creating new technology has given them a religious attachment to any sort of technological items. Thanks to military training and access to advanced weapons systems, the Brotherhood manages to send out semi-regular patrols to areas, and even occasionally defeating the occasional raider gang.

Trade

- The Brotherhood trade mostly with the Hub, exchanging weapons and ammunition for food. Trade with the Hub is stressed at best, as various Hub merchants have often resorted to subterfuge to get their way when the Brotherhood did not bow to their wishes. Other towns have very limited contact with the Brotherhood, or view them as unapproachable religious zealots.

Goods and Services

- As merchants from the Hub are the only non-Brotherhood personnel allowed inside the Lost Hills complex, the Brotherhood is not set up to cater to visitors of any sort. All internal departments for maintaining weapons and power armor, food preparation, training, and sleeping quarters are for Brotherhood members only. Only those people who are members, or are initiates, may access these features. Once inside, members have access to all these features, as well as an allotment of ammunition and a Brotherhood issued weapon. Additional equipment is issued on a per-mission basis, and as members rise in rank.

Additional info

- How to join (tests)

Adventure Hooks

- possible adventure hooks? (once joined, or for anyone?)

Boneyard

Population

- ~800 people
- ~50 Regulators
- ~50 Blades (gang members and civilians)
- ~20 Followers
- ~20 Deathclaws

Notable NPCs

- Jon Zimmerman

Jon Zimmerman is the mayor of Adytum. Since the recent take over by the Regulators, he is little more than a puppet. He has a burning hatred for Razor, leader of the Blades. Through mis-information on part of the Regulators, Jon believes that Razor sent his son into Adytum loaded with explosives with the intent of terrorizing Adytum residents.

Jon Zimmerman (Male human Dedicated 3 ordinary /Smart 2 ordinary): CR 4; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Smitty

Smitty is Adytum's resident blacksmith, and is skilled with his tools. Along with Miles he reloads and sells

ammunition to passing merchants, and keeps Adytum's hydroponic farm working.

Smitty (Male human Tough 4 ordinary /Strong 4 ordinary): CR 7; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: various metal working tools, leather armor, C6520 Colt automatic pistol, 24 rounds of 10mm ammunition

- Miles

Miles is Adytum's resident chemist. His extensive knowledge of chemistry and other sciences is impressive to say the least. He has helped Adytum start up an underground farm with various types of fungus, as well as gathering raw elements and forming them into the necessary components need to reload ammunition for a variety of firearms.

Miles (Male human Smart 5 ordinary /Dedicated 2 ordinary): CR 6; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: chemist kit, various scientific instruments, 4 stimpacs

- Razor

Razor is the leader of a gang of people called the "Blades". Living right outside of Adytum, these people live apart from the other residents due to their inability to deal with the virtual rule of the Regulators.

Razor (Female human Fast 6 hero /Charismatic 4 hero): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: leather jacket, 6520 Colt automatic pistol, 36 rounds of 10 mm ammunition

- Nicole

Nicole is the leader of the Followers of the Apocalypse. Being a rather laid back punk, she maintains order in their library and generally keeps the peace.

Nicole (Female human Dedicated 6 hero /Smart 6 hero): CR 12; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: leather jacket, various pre-war books

- Gabriel

Gabriel is the leader of GunRunners.

Gabriel (Male human Smart 6 hero /Tough 6 hero): CR 12; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: combat armor, AK-112 assault rifle, 200 rounds of 5mm ammunition, 3 stimpacs, 3 fragmentation grenades

- Zack

Zack is a member of the GunRunners. He does most of the interaction with potential customers.

Zack (Male human Smart 5 ordinary /Tough 5 ordinary): CR 9; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Caleb

Caleb is the leader of the Regulators.

Caleb (Male human Tough 6 hero /Fast 5 hero /Raider Ringleader 7): CR 18; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 9; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: combat armor, Pancor jackhammer, 60 rounds of 12 gauge ammunition

- Chuck

Chuck is a gypsy of sorts in Adytum. He practices his trade of palm and tarot readings. Some say he really is psychic, and he can foresee the future in his cards.

Chuck (Male human Dedicated 3 ordinary /Charismatic 3 ordinary): CR 5; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: 30 Caps, Tarot cards

- Katja

Katja is one of the few scavengers that scour the Boneyard for items. Usually very wary of anyone she doesn't know, and as she is used to the dangers of the Boneyard, she has become skillful with knives and some small arms to defend herself.

Katja (Female human Fast 5 hero /Dedicated 4 hero /Scav 2): CR 11; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: leather jacket, throwing knives

- Sammael

Sammael is perhaps the oldest and most experienced scavenger in the Boneyard, though he is still a young man.

Sammael (Male human Fast 6 hero / Strong 5 hero /Scav 5): CR 16; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 8; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: leather armor, 14mm pistol, 35 rounds of 14mm ammunition

- Lorraine

Lorraine is another of the Boneyard's scavs.

Lorraine (Female human Fast 5 hero /Tough 4 hero /Scav 3): CR 12; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: leather armor, 14mm pistol, 35 rounds of 14mm ammunition

- Talius

Talius is an unfortunate soul. One of the first people to leave Vault 13, he found his way to the Mariposa Military base and due to exposure to radiation and FEV he became a ghoul. Taken in by the Children of the Cathedral, he was healed and educated in their ways. He now serves as a sort of ambassador from the CoC to the Followers.

Talius (Male ghoul Dedicated 7 ordinary /Smart 6 ordinary): CR 12; Medium-size ghoul; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X, Feat

Feats:

Possessions: robes, CoC symbol

- MacRae

MacRae is a member of the Blades. A scrapper at heart, MacRae spends his spare time showing other Blades the proper way to start a fist fight.

MacRae (Male human Strong 6 ordinary /Tough 6 ordinary): CR 11; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather armor, brass knuckles

History

- When the working display Vault in Los Angeles opened in 2092, survivors flocked to the area. People managed to carve out a life among the ruins for years, scavenging what they needed from the large city around them. They called this area the Boneyard. The Boneyard is home to several collections of survivors, as well as a nest of particularly fierce deathclaws. Adytum is the home of most survivors.

More recently, a group of armed men known as the Regulators have taken over "security" of Adytum. Using the advantage of being well-armed, they have forced the populace of Adytum into a virtual slavery. Those who did not agree with them left and joined the Blades, a small gang that lives farther out among the ruins. Secluded in their library, the Followers of the Apocalypse preach non-violence, as well as maintaining a library full of books. Separated from these other places by a nest of deathclaws are the Gun Runners. The Gun Runners are a group of raiders who turned to a life of manufacturing (or stealing) firearms and selling them to the caravans from the Hub.

Trade

- Many groups from the Boneyard trade with the caravans from the Hub. Adytum trades reloaded ammunition, various chemicals, and scavenged goods from LA. The Gun Runners sell the weapons they make, steal, and find.

Goods and Services Class B

- Thanks to being located in a giant urban area, people from all over the Boneyard make their living by scavenging for what they need. Adytum has little in the way of amenities, the bulk of the food and medical supplies goes to keeping the Regulators happy. The town does manage to grow most of its own food, and has a small merchant area where one can find the barest minimum of tools and weapons as, once again, the Regulators retain the best items for their own use. The Blades have little in the way of anything, and usually end up stealing what they need from Adytum.

Addventure Hooks

- possible adventure hooks? (Blades, Followers of the Apocalypse, Regulators)
- exploring L.A.

Cathedral

Population

- ~100 CoC chanters
- ~50 CoC techs
- ~150 Followers
- ~30 Nightkin
- ~50 Mutants
- ~30 scientists
- ~30 prisoners
- ~50 service robots (Mr. Handy, Brainbots)

Notable NPCs

- Lasher

Lasher oversees the daily rituals performed by all the Children. A dark figure, those who disobey his commands are treated to a shock from his cattle prod that he keeps with him for "divine inspiration."

Lasher (Male human Dedicated 7 hero /Tough 6 hero): CR 13; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: cattle prod, 3 full Small Energy Cells, purple COC priest robes, CoC symbols (one plain, one specially made as a key to open secret entrance to Vault)

- Dr. Wu

Dr. Wu is the Children's foul-mouthed medic. He spares no pity on the injured, and usually takes delight in their pain.

Dr. Wu (Male human Dedicated 5 ordinary /Smart 6 ordinary): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: medical kit, anti-venom kit, brown chanter COC robes, CoC symbol, profanity

- Ton

Ton is one of many Children who guard the installation. Once a raider, he stays around the cathedral for the opportunity to hurt someone.

Ton (Male human Strong 6 ordinary /Tough 6 ordinary): CR 11; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather armor, spear, brass knuckles, survival knife, 2 stim pacs

- Francine

Francine is one of many devout CoC believers that has made the pilgrimage to the cathedral.

Francine (Female human Fast 6 ordinary /Dedicated 6 ordinary): CR 11; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather jacket, 6520 Colt automatic pistol, 24 rounds of 10mm ammunition, CoC symbol

- Morpheus

Morpheus is the High Priest and leader of the Children of the Cathedral. He is a grim, but charismatic figure who was the head of another radical religion before the Master "acquired" both Morpheus and his followers.

Morpheus (Male human Fast X hero /Dedicated X hero /Charismatic X hero): CR X; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X, Feat

Starting Occupation:

Talents: (Class): Talent

Talent: Talent description.

Possessions: CoC purple priest robes, CoC symbols (one plain, one specially made as a key to open secret entrance to Vault), AK-112 assault rifle, 200 rounds of 5mm ammunition, 3 stimpacs, 2 super stimpacs

- Laura

Laura appears to be, to most observers, just another devout Cathedral believer. The truth is that she is a spy for the Followers of the Apocalypse.

Laura (Female human Fast 4 ordinary /Dedicated 5 ordinary): CR 8; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: brown chanter CoC robes, CoC symbol

- Gideon

Gideon, and the other unfortunate psykers down in the depths of LA's test Vault, are an advanced product of the Master's reasearch. He, like the other psykers, has been driven insane by the experimentation. While his powers are real, he often speaks in tongues or in gibberish.

Gideon (Male human Dedicated 5 hero /Smart 5 hero /Psyker X): CR X; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X, Feat

Starting Occupation:

Talents: (Class): Talent

Talent: Talent description.

Possessions: dirty clothes, psychic inhibitor crown

- The Master

When Richard Grey fell into that vat of FEV decades ago, he officially died, and the Master was born. For years he lived alone, slowly mutating and experimenting on any living creature that dared wander into the Mariposa base. His successes came slowly while creating his army of mutants. Only one-in-six people survived the dipping process. When the Master's mutant minions came across survivors from LA's Boneyard he came to learn of the existence of an opened, and vulnerable, vault. Heavily mutated, he was somehow brought miles south to his new home in the bottom floor of LA's test Vault. He has lived here since then, his mind connected to the Vault's computers and continually researching on human subjects.

The Master is now an amalgamation of man and machine, and totally immobile. His hideous, almost fluid-like, body is a patchwork of flesh situated in the Overseer's chair in the Vault. Calling him "human" would be a misnomer.

The Master (? Smart 10 hero /Dedicated 9 hero /Fast X7 hero / WTF 10): CR 36; Large-size aberration; HD XdX; hp X; Mas; Init X; Spd 0 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 10 ft./0 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: Vault Overseer throne

Because of the Master's current condition (a bizarre, gooey mis-match of organic goop and mechanical parts with a head and a few eyes thrown in for good measure) he resides in the control throne for the Vault. His condition has also allowed him to meld with the machinery of the Vault, and as such he has mental control over all the Vault's mechanisms. The throne otherwise functions as the throne on all other Vaults (see Vault 13 Overseer description for more throne info) with a few modifications:

The throne has been improved to provide 3/4 cover to the Master, and the throne itself has been strengthened up to 100 hit points with a DR of 15. His mental link to the throne gives him the Energy Weapons feat needed to operate the twin laser miniguns in the throne as normal, but also grants the benefit of having invested a Weapon Focus and Weapon Specialization feats for both weapons.

CoC Children

(Male or female Fast 2 ordinary /Strong 2 ordinary): CR 3; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: brown CoC chanter robes, CoC symbol, flowers

CoC Guards

(Male or female Fast 4 ordinary /Strong 4 ordinary): CR 7; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather armor, spear, 6520 Colt automatic pistol 24 rounds of 10mm ammunition

Nightkin

(Male or female Fast 6 ordinary /Strong 7 ordinary): CR 12; Large-size mutant; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 10 ft./10 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: Stealth boy, laser minigun, 5 full Micro Fusion Cells, 5 stimpacs, 3 Super stimpacs

History

- The rise of the Cathedral as a dominant power in the wastes rests on the determination of a man called Richard Grey. Not long after the Hub was founded, disorganized mutant attacks put trader caravans into disarray. A young man named Harold, a scientist from the Hub named Richard Grey, and a small band of hired guns, set off in search of the source of the mutations. Upon reaching the Mariposa military base, they discovered that the mutations were in fact coming from the chemical vats at the bottom floor. During an intense fight, Harold was rendered unconscious and somehow wound up outside. Richard suffered a far worse fate, as he was knocked into a chemical vat by a robotic arm.

Alone, in pain, and covered in FEV, Richard survived for a while the bottom of the military base, slowly mutating. During his stay he began conducting experiments on stray animals and humans that entered the base by dipping them into vats of FEV. For decades Richard Grey slowly experimented on humans, giving birth to a new army of mutants, and to his new persona as the "Master". As the Master's influence grew he adopted a doomsday cult, the Children of the Cathedral, as his own personal servants and learned the location of the LA vault. Though moving his now considerably mutated body was no easy task, the Master set himself up in the LA vault, where he now resides.

Trade

- The Master supports his legion of mutants and human Children of the Cathedral through various means. While the mutants take what they can from passing caravans, the Children of the Cathedral ply their trade of healing in towns throughout the wastes. Posing as benevolent healers not only brings in a sizeable amount of money, it also allows them to recruit new members and present a charitable face to the rest of the world.

Layout and Loot

- The Cathedral is attended to by CoC chanters, and a variety of human bodyguards, who inhabit and keep watch over this building and the surrounding blocks of buildings. On the main floor large chapel houses rows of pews, facing a large stage set up with many large video monitors. These monitors constantly display religious dogma, as well as pre-recorded sermons by Morpheus.

The next four floors up are set aside as very spartan rooms for CoC members. These floors are usually guarded by the elite Nightkin. Morpheus himself occupies the top floor, and is guarded by several Nightkin.

Floor 1: Housing

Floor 2: Housing

Floor 3: Housing

Floor 4: Housing

Below the main floor lies the entrance to LA's test vault, and current home to the Master.

Floor 1: Entrance/Environment/Medical Bay

Floor 2: Housing

Floor 3: Computer Core/Storage/Recreation

Floor 4: Bomb

Adventure hooks

- joining church?

- adventure hooks?

Military base

Population

- ~ 700 mutants

- ~ 100 Nightkin

- ~ 30 service robots (Mr. Handy, Brainbots)

- ~ 50 CoC technicians

Notable NPCs

- Lieutenant

The lieutenant is the standing commander of the Master's mutant army, based out of the Mariposa Military base. He is a threatening man, but not only in his large size and physical prowess. Unlike most other super mutants, the dipping process was kind to him, and he now speaks eloquently and his eyes burn with an intelligence rare even among undipped humans.

Lieutenant (Male mutant Tough 7 hero /Smart 7 hero /Strong 6 /Commander 10): CR 30; Large-size mutant; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 10 ft./10 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: laser minigun, 6 full Micro Fusion Cells, 6 stimpacs, 3 Super stimpacs

Mutants

(Male or female Fast 7 ordinary /Strong 8 ordinary): CR 14; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

1: laser rifle OR plasma rifle, 3 full Micro Fusion Cells, 3 stimpacs

2: rocket launcher, 3 AP rockets, 4 explosive rockets, 3 stimpacs

3: flamer, 2 full tanks of fuel, 3 stimpacs

4: CZ53 minigun, 200 rounds of 5mm ammunition, 3 stimpacs

5: power fist OR ripper, 4 full Small Energy Cells, 3 stimpacs, 1 Super stimpac

Brainbots

Possessions: sawed-off shotgun w/ 24 rounds of 12 gauge ammunition OR AK-112 assault rifle, 100 rounds of 5mm ammunition

CoC techs

(Male or female Fast 5 ordinary /Smart 5 ordinary): CR 9; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: purple CoC robes, CoC symbols (one plain, other disguised as a key to gain entrance to Vault), laser pistol OR plasma pistol w/ 2 full Small Energy Cells

History

- The Mariposa Military Base was one of many military installations used by the United States government to test

the effects of FEV on living subjects (animal or human). However after Colonel Spindel discovered that the researchers were using deceased soldiers as test subjects for a variety of experiments, the researchers were executed and he had a breakdown. Captain Roger Maxson declared the unit there in desertion, and shortly thereafter the base was left uninhabited for years.

Over the years, animals and humans alike managed to find their way inside the base to seek shelter. Many, however, came across the still potent vats of FEV in the lower levels of the base and were mutated by the virus. After Richard Grey met his fate in a vat of FEV and was reborn as the Master, the Mariposa Military Base took on a new life as the birthplace of the mutant army. From here is where the Master conducted his research and improved his method of dipping normal humans in the vats of FEV to create mutant soldiers, as well as other horrific creatures composed of various animals from the wastes.

Though the Master has since moved on to reside in the basement of the LA Vault, the Mariposa Military Base is still a highly important part of the Master's plan, as it is currently the only place available to him with enough FEV to continue creating mutants.

Layout and Loot

- Defenses around the base are tight. A squad of mutants keep watch at the front gate, which is built into a hillside. The area is surrounded by a high chain-link fence topped with barbed wire. All members of the squad are equipped with radios and are in constant contact with one another. The only people allowed into the base are CoC members and other supermutants. Anyone else approaching the base is either shot on sight, or taken in for questioning, depending on the mood of the guards.

The Mariposa military base is divided up into 4 separate floors. The base is relatively well taken care of, as CoC members continually maintain and clean the base. Super mutants both on and off duty populate the base, will attack anyone one sight who does not belong. Once intruders are spotted, an alarm will immediately be raised and all inhabitants of the base will be on watch. Even when the base is operating is not on alert, many portals leading to other passages are protected by various types of forcefields.

The yellow type of forcefield forms a solid barrier and blocks any solid material attempting to pass through it. They can, however, be disrupted for a few seconds by tampering with its electronics. A Craft: Electronics check (DC 25) will disable the forcefield for 2d6 seconds, allowing people to pass unhindered. After this time, the forcefield will immediately reappear and will have to be tampered with again. A strong enough shock to the system (such as a few sticks of dynamite) will shut the field down until it is repaired (DC 25)

The red type of forcefield can be passed through, but deals 2d6 points of damage to those who pass through. They cannot be disrupted, save for shutting off or disrupting the power supply they are connected to.

Floor 1: Entrance - The entrance way into the top floor is again guarded by a squad of very watchful mutants, who will direct visitors to the proper location they need to go.

Floor 2: Armory and Barracks - This floor houses the mutants station in this base, as well as a well stocked armory.

Floor 3: Holding Pens - The holding pens are used to detain humans intended to be dipped.

Floor 4: Research Area - The research area is a sprawling floor containing maintenance bays for brain bots, housing for CoC members, research labs, and many large vats of FEV.

Adventure hooks

Additional Info

- in-depth info about FEV (changing a human PC to a mutant?)

The Glow

Population

- ~ 100 robot defenders (Mr. Handy, Brainbots, Floating Security bots)

Notable NPCs

- Zax

Before the war, Zax was the United State's most cutting edge research AI. What it lacked in personality it made up for with vast amounts of computing power and research data on almost every top-secret project being worked on at the time. Zax also loved chess.

With the abandonment of the West Tek facility, Zax sat alone in the dark for decades in the radioactive ruin. Zax's lack of personality in a way protected it from almost a century of being alone. For now, Zax's massive processors and massive backs of magnetic storage tape reels have been largely unaffected by the radiation and EMP effects. Zax still retains an amazing array of information, readily available to those brave enough to face the crippling radiation inside the Glow.

Brainbots

Possessions: sawed-off shotgun w/ 24 rounds of 12 gauge ammunition OR AK-112 assault rifle, 100 rounds of 5mm ammunition

Floating security bots

History

- Before the war, this installation was known as the West Tek Research facility. Now it is known to the wastes as The Glow. As most noone alive has ever ventured inside, what lies in wait for those brave enough to repel into the dark, irradiated depths is unknown. Generally, most stay away, as the surrounding country-side is mainly crater glass, and the base is so highly radioactive that it gives off an eerie glow at all times.

In reality, the West Tek Research facility was home to a majority of FEV research. The Chinese knew this and were determined to destroy the research there in an attempt to keep whatever doomsday weapon the USA had cooked up in there from ever being used. Enough warheads were dropped in the facility's vicinity to render the area for miles around sterile. While the base was heavily damaged, it was far from being destroyed. Machinery still works, though the storage tanks for the FEV were cracked, releasing it into the atmosphere, where it spread over southern California and perhaps the rest of the world.

Now, the Glow sits silently and powered down. Robotic guards wait to be powered on again to defend the installation.

Layout and Loot

- Every above ground portion of this installation has been disintegrated by nuclear weapons. Entrance to the Glow can only be had by repelling down into the large crater over the underground facility. This extensive facility reaches down six floors, and damage from a direct hit reaches down to the third floor. The entire complex is flooded with severe amounts of radiation, and entering this place without a good supply of Rad-X and Rad-Away is a death sentence, even for ghouls.

All walls and floors of this installation are rusted and occasionally falling apart thanks to years of acid rain and other elements reaching into the exposed inards of the facility. Most all electronic devices on the first three floors have been blown out by a combination of radiation and EMP. Only hardened equipment such as power terminals on all floors and computer equipment in the labs on the bottom floors work properly.

As the power supply is on emergency mode, very few things work. The elevators still run, as do the electrical traps on the elevator doors. The traps (DC 15 to spot, DC 25 to disarm) cause 3d6 points of damage to anyone who attempts to touch the doors or work the control panel. Each door is color coded, and has a corresponding key card associated to it. If the key card is run through the scanner in the elevator controls, it deactivates the traps on that particular door. Power terminals through out the base still work, but due to damage cannot restore full power to the base. The base's robot defenders (who receive power from the base's power grid) are also off line and appear to be non-functional. Once full power is restored, the robots will once again spring to life ready to attack intruders.

There is also just enough power left to maintain the base's A.I., Zax. Before the war Zax was the United States premiere research A.I.. Its data banks are full of research data on a bewildering array of subjects. These topics range from power armor production, to FEV research data, as well as other records from the base. The A.I. is not particularly personable though it does enjoy chess and is nigh impossible to best at this game.

Floor 1:
Floor 2:
Floor 3:
Floor 4: Research
Floor 5: Secure Testing Lab
Floor 6: Barracks and Central Operations

Fallout 2

Fallout general information

- Commonly accepted currency - coins
- Random encounter tables
 - highwaymen
 - raider gangs
 - slavers w/ slaves [more common around the Den]
 - wolves and wild dogs
 - radscorpions
 - rats, pig rats, mole rats
 - herds of wild brahmin
 - packs of deathclaws
 - giant ants
 - spore plant fields
 - geckos [every where], golden geckos [every where], fire geckos [southwest area]
 - merchants with guards (occasionally slaves)
 - tribal hunters [Arroyo area]
 - trappers [Klamath area]
 - farmers in fields [Modoc area]
 - Vault City patrols [Vault City and Gecko area]
 - Unity? Patrols (ghouls, mutants, and humans) [Broken Hills area]
 - wanamingos [Redding area]
 - crime family members [New Reno area]
 - ranger patrols [NCR area]
 - mutant miners [Mariposa military base area]
 - Yakuza? [San Francisco area]
 - centaurs and floaters [south western area]
 - Hubologists [south western area]
 - Enclave patrols [south western area]
- "Secret" encounters
 - {one group} attacking {one group}
 - encounters from games
 - Tin Woodsman. Man made of metal is rusted in place. Oil is joints and he'll reward the PCs with 3 fully charged MFC
 - Unwashed Villagers. Nerd on nerd combat to the death! Will save at DC (40) to avoid laughing like a bastard at the girlie slap fight occurring. 3 stimpacs in a nearby building.
 - Guardian of forever portal. A strange stone portal, when walked through, transports PCs back 80 years to

when the water chip in Vault 13 malfunctioned. Solar Scorcher can be found here. PCs are transported back to their own time when they tamper with the computer that monitors the vaults water useage. Otherwise they are wiped out of existance after 3 hours (lame).

- Cafe of Broken Dreams. Maltese Falcon from Fallout 1. Inhabited by Dogmeat, young Tandi, Set, other odd people.

- Crashed whale. Large-ish impact crater filled with smashed whale parts. Next to crater is a pot of flowers.

- Large Stone Monument. Large talking stone head. Will give out small chunk of itself that temporarily raises stats (+1 to all stats for 24 hours) to those people that can put up with its arguing and bickering. (Wil check at DC 35).

- Jinxed Dog. Causes bad luck where ever it goes. All critical attacks must be rechecked, all weapons fail or break on an attack role of 1-3. Almost impervious to harm (extra HP, insane DR?). Will follow PCs until it or they die. Attempts to get rid of the dog short of killing it first-hand will fail.

- Toxic Waste Dump. Large field of radioactive sludge. Emits heaviest radiation level of exposure after every combat round. Filled with XdX Geckos.

- Bridge of Death. Guarded by keeper who allows those who answer his questions to pass. Those who don't are thrown from the bridge. Stumping him with a question will cause him to die, leaving behind robes with same stats as combat armor. Upon attacking him, he will summon a herd of rabid, explosive brahmin.

- Mad Brahmin Herd. Rabid, explosive brahmin. Will explode for 4d10 points of damage when they make contact with a PC. XdX brahmin.

- Crashed Federal Shuttle. Crashed shuttle from Star Trek. Contains mutilated bodies of Starfleet personel, and two hypos. (Hypos cure all damage reieved by a PC, one use per hypo)

Arroyo

Population

- ~60 people

Notable NPCs

- Arroyo Elder

The village elder is the village's leader, as well as a descendant of the original Vault Dweller. Though she is very old, she is still very wise and alert.

Arroyo Elder (Female human Dedicated 7 hero /Fast 6 hero /Chieftan 10): CR 23; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 11; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: robes, broken .44 revolver, 2 pouches of healing powder

- Klint

Klint is the guard to the village's Temple of Trials.

Klint (Male human Tough 3 hero /Strong 3 hero /Warrior 4): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: spear, 2 bags of healing powder

- Hakunin

Hakunin is the village's shaman. He is known and respected for his "other-worldly" wisdom and herbal remedies. Through either his contact to the spirit world, or massive amounts of bizarre drugs taken in the course of becoming a shaman, Hakunin has developed odd mannerisms. He often speaks in a riddle-like manner. Those who respect him see this as a result of his prowess as a shaman.

Hakunin (Male human Dedicated 6 hero /Smart 7 hero /Shaman 10): CR 23; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 11; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: robes, medicine kit, survival knife

- Nagor

Nagor is one of the village's hunters.

Nagor (Male human Fast 2 hero/Strong 2 hero /Warrior 2): CR 6; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 3; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: spear, 2 bags of healing powder, survival knife

Arroyo warriors/hunters

(Male human Fast 2 ordinary /Strong 3 ordinary /): CR 4; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: spear, 2 bags of healing powder, survival knife

History

- Arroyo was founded 80 years ago by the Vault Dweller after being forced to leave Vault 13. Soon after other from the Vault came to join the Vault Dweller, along with other tribals out in the wastes. Currently Arroyo is home to a small band of close-knit tribals, and is suffering from the worst draught to hit northern California in ages.

Trade

- Before the draught Arroyo traded some food and brahmin-made goods to the occasional trader from Klamath or the Den for whatever trinkets they may have been offering.

Goods and Services Class A

- As Arroyo is such a small, tribal village, they rarely ever see outsiders except for the occasional trader. Villagers make what they need to survive, and consult the village shaman, Hakunin, for advice and medicinal remedies for any number of ailments.

Adventure hooks

- clearing spore plants from crops, protection for raiders and other threats

Klamath

Population
- ~150 people

Notable NPCs

- Torr Buckner

Torr is Ardin Buckner's not-too-bright, but strong as an ox, son. The family has left him in charge of watching over their herd of brahmin. A task at which he does well at, excepting those times he becomes frightened by the wind or shadows made by the campfire.

Torr Buckner (Male human Tough 5 ordinary /Strong 5 ordinary): CR 9; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Ardin Buckner

Ardin Buckner runs a successful general store in Klamath. She makes a decent living for her family by buying skins from trappers and selling or trading them to caravans passing through. While not "well" stocked, most people can find what they need and enjoy a drink there while they're at it.

Ardin Buckner (Female human Smart 4 ordinary /Charismatic 3 ordinary): CR 6; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Maida Buckner

Maida Buckner is Ardin's daughter. She spends her time helping her mother out around the store.

Maida Buckner (Female human Charismatic 2 ordinary /Smart 3 ordinary): CR 4; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Sulik

Sulik is a tribal warrior, now spending his time working for the BUckners in order to pay off a significant amount of damage he did to their store. Before being retained here, he was searching for his sister who had been kidnapped by slavers.

Sulik is an intimidating man. His head shaved, and covered with tattoos. Most noticeable about him is the large bone running through his nose, a relic of his grandfather, whom he contacts for advice from the spirit realm. Sulik is a proud warrior, and is skilled with a number of melee weapons, unarmed combat, and ranged weapons that tear up the wasteland.

Sulik (Male human Strong 3 hero /Tough 4 hero /Warrior 3): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: leather jacket, sledgehammer

- Smiley

Smiley is one of Klamath's more experienced trappers. Currently, he is missing from town. Ardin Buckner, his

girlfriend, is worried that he has gone north to dangerous, sludge-filled cave to hunt down the origin of the region's deadly golden gecko.

Smiley (Male human Tough 5 ordinary /Strong 5 ordinary): CR 9; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather jacket, Remington 700 hunting rifle, 20 rounds of 7.62 ammunition, survival knife, 1 stimpac

- Jon Sullivan

Jon Sullivan is an experienced prize fighter. Having fought for a living for years in New Reno, he has since left the town and its questionable ethics. From time to time he may teach someone a few things about boxing, he usually warns people against travelling to New Reno for any reason.

Jon Sullivan (Male human Strong 4 ordinary /Fast 4 ordinary): CR 7; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X

Feats:

Possessions:

- Dunton Brothers

The Dunton twins make a living selling brahmin jerky. With the onset of the draught in Northern California the Dunton brothers have become quite the masters of cattle rustling to keep up with demands for their famous jerky.

The twins are identical, and are nearly impossible to tell apart. Both are large, strong men having worked hard all their lives. They both even have the same short temper and unpleasant personalities.

Dunton Brothers (Male humans, both are Strong 6 ordinary /Tough 5 ordinary): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather jacket, 6520 Colt automatic pistol, 12 rounds of 10mm ammunition, beef jerky, brass knuckles, knife (each)

Klamath trappers

Trappers (Male or female humans, Strong 3 ordinary /Tough 3 ordinary): CR 5; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather jacket, pipe rifle, 5 rounds of 10mm ammuniton, spear, knife

History

- Klamath is a small, out of the way, farming and trapping community. Known best for its skilled trappers and plague of mutated geckos. The city is divided up into a few areas; the city area proper, and an extensive pre-war mall that has been overrun with mutated rats.

Just outside the city limits, and rarely ventured into except by those brave enough, is a deep cave filled with radioactive sludge and a vicious breed of poisonous gecko. This cave, unknown to the locals, is the entrance to a pre-war cache of weapons and armor.

The elevator down to the cache is powered by a generator in a room adjacent to it. It is in disrepair and unable to work the elevator, and requires a successful Repair check (CR 3 / DC 25) to get in working order. The elevator doors and controls are trapped, and still draw power from the generator. The trap (CR 2 / DC 20 , to find, CR 3 / DC 25 to disable) deals 3d6 damage to anyone touching either the doors or the controls for the elevator. The trap will continually deal damage PCs after repeated touches, as it is constantly powered until disabled. Once inside, a still active security bot stands ready as

the last line of defense and will attack intruders on sight.

The cache itself is little more than 5 separate rooms, 4 are no more than 40'x40' square, with one being about 40'x120'. Generally, the installation is disrepair, lighting works intermittently, and a light layer of rust covers most walls. The smell of mold fills the air, but does not make breathing difficult.

Room 1, Entry: Guarded by security-bot. Has doors that lead to rooms 2 and 3.

Room2, Computer Lab: This room houses a computer terminal, and several reel-to-reel drives. The computer is non-functional, and the tapes hold data on XXXXXXXXXXXXX. The only door in this room leads to Room 1.

Room 3, Bunks: This room holds 4 metal bunk beds. Each bed is complete with a pillow, blankets, and mattress. All are musty, though apparently unused. Doors in this room lead to Rooms 1 and 4.

Room 4, Storage Room 1: Four lockers are lined up against a wall in this otherwise empty room. The door in this room leads back to Room 3.

- Locker 1: 4 Rad-X pills, 1 dose of Rad-Away
- Locker 2: 5 Stimpacs
- Locker 3: Empty
- Locker 4: Book on Electrical repair, radiation detector.

Room5, Storage Room 2: The largest room in the installation. The center of the room is occupied with large metal shelves, mostly filled with empty boxes, sacks, and other containers. To both sides of the door are two lockers.

- Locker 1: One suit of military armor
- Locker 2: One suit of leather armor
- Locker 3: 200 rounds of .223, 100 rounds of 4.7 caseless
- Locker 4: One AK112 assault rifle, one .223 rifle

Trade

-Klamath does an abundance of trading with most towns in the region, trading gecko hides (worth 20-50 coins for regular gecko hides, 100-175 for golden hides). Klamath is also known for its brahmin jerky, sold by the Dunton brothers.

Goods and Services Class B

- Klamath has a small variety of shops and diversions available. The Buckner family maintains a small if undersupplied general store, though trader Vic will occasionally have access to a better supply of goods. The XXXXXXXX is a bar that caters to trappers and travellers alike and also doubles as a general store of sorts as the owner has a small amount of wares for purchase (both legal and other wise).

Additional info

- adventure hooks? (toxic cave, trapper town)

The Den

Population

- ~ 200 people
- ~100 slaves
- ~ 30 slavers (Metzger)
- ~ 30 gangs members

Notable NPCs

- Metzger

Metzger is the one of the region's largest slave traders. Having made his base of operations in the Den, he is the closest thing to a leader the town has. As long as his slave trade is uninterrupted, he has little concern for the rest of the city. Like other slavers, Metzger is easily identified by the large slaver tattoo on his forehead.

Metzger (Male human Strong 6 hero /Charismatic 5 hero /Raider Ringleader 4): CR 15; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 7; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: combat shotgun, 30 rounds of 12-gauge ammunition, leather armor MkII, 2 stimpacs

- Becky

Becky runs one of the town's two bars, though her's is also a casino. Becky is a kind woman who does her best to keep a semblance of order in the Den, even if is just inside her bar.

Becky (Female human Charismatic 3 ordinary /Smart 4 ordinary): CR 6; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X, Feat

Feats:

Possessions: 14mm pistol, 12 rounds of 14mm ammunition

- Vic

Vic is a small time trader that runs his load of trinkets between Arroyo, Klamath (his home-town), and the Den. Currently he is being held captive by Metzger, who is keeping him to repair some electronics (a radio used to eavesdrop in on radio transmissions between the Salvatores and the Enclave).

Vic is knowledgeable with electrical and mechanical repairs. Though he is an older man, he can hold himself well enough in a fight, and knows how to use small arms to some effect.

Vic (Male human Smart 4 hero /Fast 3 hero /Techie 3): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: toolkit

- Flick

Flick is one of the Den's merchants. While he does deal in selling some Jet, most of his merchandise is "acquired" from his children who pick pockets around the city. Flick speaks in a strange "Italian" accent (not that anyone in the Den knows what the means) which makes him hard to understand sometimes, especially when he becomes angry.

Flick (Male human Tough 3 ordinary, Charismatic 4 ordinary): CR 6; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Smitty

Smitty is a slovenly older man who manages to keep a close watch over the Den's junk piles. His favorite piece of junk just happens to be an "almost" functional car. With a bit of work, Smitty swears the thing will work. He really has no ambition to leave the Den and all his junk behind, so he'll sell the car to someone if the price is right.

Smitty (Male human Strong 2 ordinary /Dedicated 3 ordinary): CR 4; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: toolkit

- Tubby

Tubby is another of the Den's merchants. Tubby does a majority of his business selling Jet, but he does carry a small selection of assorted items.

Tubby (Male human Fast 2 ordinary /Smart 3 ordinary): CR 4; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: 6520 Colt automatic pistol, 24 rounds of 10mm ammunition

- Mom

Mom is an older woman who runs Mom's Diner on the edge of town. She keeps the diner clean, and charges little for her delicious food.

Mom (Female human Charismatic 2 ordinary /Dedicated 3 ordinary): CR 4; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

Den criminals

(Male or female Fast 3 ordinary /Strong 3 ordinary): CR 5; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather OR metal armor, 6520 Colt automatic pistol w/ 24 rounds of 10mm ammunition OR spear OR sledgehammer, 2 doses of Jet

Slavers

(Male or female Fast 5 ordinary /Strong 4 ordinary): CR 8; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather or metal armor, sawn-off shotgun w/ 12 rounds of 12-gauge ammunition OR 14 mm pistol w/ 24 rounds of 14mm ammunition

History

- The Den is known throughout the region as a crime-ridden town, unsafe for just about anyone. Outside of being a major hub for blackmarket goods, it is also the home of a very large and lucrative gang of slavers, run by Metzger.

Trade

- Citizens in the Den are dirt poor, and addicted to Jet. Only a set few people in the Den have any sort of money: Metzger who captures and sells slaves, the two bars, a restaurant, and a handful of merchants.

Goods and Services Class B

- The Den is lacking for everything but slaves and drugs. The two merchants in town manage to keep a modest supply of assorted goods, and usually replenish their stock through thievery. Those looking to buy or sell slaves, or get ahold of most any sort of alcohol or drug will be in luck.

Additional info

- adventure hooks (slavers, gang wars, ties to New Reno)

Modoc (and Ghost Farm)

Population

- ~ 150 people

Notable NPCs

- Jo

Jo is Modoc's mayor, religious leader, and owner of the town's only general store. Jo is an honest man, though the drought's crippling effect on his town has made him start considering more desperate acts to save it.

Jo (Male human Dedicated 4 ordinary /Smart 3 ordinary): CR 6; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Grisham

Grisham is the owner of Modoc's slaughter house, and owns the largest herd of brahmin in the town. Thanks to the drought more people have been buying brahmin meat from him, though he knows that at this rate he will deplete his herd quickly.

Grisham is an old fashioned man. He believes in a fair wage for a fair day's work.

Grisham (Male human Strong 4 ordinary /Tough 4 ordinary): CR 7; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: pipe rifle, 10 rounds of 10mm ammunition

- Rose

Rose owns Rose's Bed and Breakfast. Despite the drought, her hotel is still somewhat profitable. The rooms are clean and fairly priced. Though water is scarce, she still offers a amazingly wide selection of food to try.

Rose (Female human Smart 3 ordinary /Charismatic 2 ordinary): CR X; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

Population

- (~70 Slags)

Notable NPCs

- Vegeir

Vegeir is the leader of the Slags. Having lived his life underground like the rest of the Slags he is wary of those who live above ground. A cautious man overall.

Vegeir (Male human Fast 6 hero /Dedicated 5 hero): CR 11; Medium-size human; HD XdX; hp X; Mas; Init X;

Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: MP9, 90 rounds of 10mm ammunition, leather jacket

History

- The town of Modoc is in a situation similar to that of Arroyo. It too is a community dependant almost exclusively on farming and raising brahmin that has been crippled with the occurrence of the draught. Though the town itself is on the brink of collapse, a mysterious farm house surrounded by lush crops has sprung up just north. Towns people keep their distance, as posts topped with impaled humans line the edge of the fertile fields.

In truth, this "ghost farm" is tended to at night by a small group of people known as Slags. The Slags are descendants of a group of people who maintained their own fallout shelter before the war. Since then they have adjusted to a life underground and feel uncomfortable above ground in the daylight, coming out to tend their crops at night. They have kept their distance from the people in Modoc for some time.

Trade

- Before the draught, Modoc was a major producer of all sorts of fresh produce and brahmin products. With no way to grow crops, and brahmin herds shrinking, there is very little left for Modoc to do but dissolve.

The presence of the Slags are unknown to the rest of the world, and trade with no one.

Goods and Services Class B

- Jo, the mayor, runs a small general store and manages to keep up a small building where religious services are held. The town is also home to a good sized tannery, a slaughterhouse, and Rose's Bed and Breakfast that is famous for its giant omlets.

The Slags, being so secretive, are naturally self-efficient. They do have a bountiful supply of food and water and may show a limited amount of hospitality to people who happen to stumble across them, provided those people do present themselves as a threat.

Additional info

- adventure hooks (farm people?)

Vault City (Vault 8)

Population

- ~1300 people (~ 1000 Vault city citizens, 300 outsiders)

- 60 guards

- ~500 slaves

Notable NPCs

- Lynette

Lynette is Vault City's First Citizen, a position analagous to that of Overseer. Unlike the Overseer, she must work in coordination of other Council members to effect change inside the city.

Lynette herself is a very uptight woman, black woman and demands respect from everyone she meets. She also has a very short temper, and will cut people off mid-conversation if she is annoyed. She generally views herself (and other Vault City citizens) as superior to those who have lived their lives out in the wastes. It is this attitude that has allowed her condone slavery inside Vault City as she has no pity for outsiders who break the law.

Lynette (Female human Smart 6 hero /Dedicated 5 hero /Overseer 7): CR 18; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 9; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: vault suit, Pipboy, 3 stimpacs

- Dr. Troy

Dr. Troy is Vault City's medic. By nature Dr. Troy is a curious, non-judgemental man. He has a thirst for knowledge and will readily enter into conversations about subjects he knows little about in order to gain a better understanding of them.

Dr. Troy (Male human Smart 5 hero /Dedicated 5 hero /Medic 6): CR 16; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 8; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: vault suit, Pipboy, 3 stimpacs

- Stark

Stark is the head of Vault City's force of guards. A gruff man, he manages to do his job with a minimum amount of compassion. Because most all Vault City citizens are well-behaved, he spends most of his time dealing with crimes and problems brought about by outsiders.

Stark (Male human Tough 5 hero /Fast 6 hero /Vault Security 10): CR 21; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 10; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: metal armor, 14mm pistol, 36 rounds of 14mm ammunition

- Barkus

Barkus is the head of Vault City's Servant Allocation Center. Those outsiders that break the law inside Vault City (either in the city itself or the courtyard) are brought before Barkus to be imprisoned and eventually released as "servants" to Vault City citizens. Barkus is an intelligent, but cold-hearted man.

Barkus (Male human Smart 5 ordinary /Dedicated 4 ordinary): CR 8; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: vault suit, Pipboy, 3 stimpacs

- Dr. Andrew

Dr. Andrew is the medic who serves the residents of the courtyard. Overworked, under-paid and under-appreciated, Dr. Andrew does the best he can with the substandard equipment he has been given.

Dr Andrew (Male human Smart 5 ordinary /Dedicated 4 ordinary): CR 8; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: vault suit, Pipboy, 3 stimpacs

- Ed

Ed is a caravan driver that has made his home in Vault City's courtyard. Now retired, he has travelled all over the wastes.

Ed (Male human Charismatic 6 ordinary /Smart 5 ordinary): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather jacket, 6520 Colt automatic pistol, 24 rounds of 10mm pistol

- Skeev

Skeev is a Customs Officer. A younger man, Skeev is usually looking out for himself first and foremost. He has been known to offer falsified citizenship papers for the right price.

Skeev (Male human Charismatic 3 ordinary /Smart 2 ordinary): CR 4; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: vault suit, Pipboy, 3 stimpacs

- Wallace

Wallace is Chief Customs Officer. An honest, hard-working man.

Wallace (Male human Smart 3 ordinary /Dedicated 4 ordinary): CR 6; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: vault suit, Pipboy, 3 stimpacs

- Harry

Harry is the owner of Happy Harry's general store. The best stocked store inside the courtyard, Harry deals mainly in weapons and armor to caravan guards leaving and entering the courtyard.

Harry (Male human Smart 3 ordinary /Charismatic 4 ordinary): CR 6; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Senior Councilman McClure

Senior Councilman McClure is hard-worked, level-headed man who heads up Vault City's Council. McClure is genuinely concerned with not only the well-being of Vault City citizens, but the lives of the people in the courtyard as well. He does not share the typical air of superiority that most other citizens have.

McClure (Male human Smart 4 ordinary /Dedicated 3 ordinary /Charismatic 4 ordinary): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: vault suit, Pipboy, 3 stimpacs

- Valerie

Valerie works as a repair specialist in Vault City. Left behind with her dying mother by her father Vic, Valerie has developed a short temper. She is skilled at her job.

Valerie (Female human Smart 4 ordinary /Dedicated 4 ordinary): CR 7; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: toolkit

- Kohl

Kohl heads the Information Services Department. Up until recently, he operated Vault City's largest repository of books. These days, he is in the process of transferring all the books to an electronic format. He fears that once this process is complete he will be relieved of his position.

Kohl (Male human Smart 3 ordinary /Dedicated 2 ordinary): CR 4; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: vault suit, Pipboy, 3 stimpacs

- Cassidy

Cassidy is an older man who runs a bar in the courtyard. His bar is unique to Vault City for the fact that it is the only one that serves real alcohol, and not the synthetic types found inside the city. The bar itself is on the verge of collapse due to Cassidy's precarious health situation, repeated raids by Vault City guards, and Cassidy's general dislike for cheapskate merchants.

Though old some might call him and old man, Cassidy is still a man to be reconed with. He is skilled with most small arms, and is foul-tempered dangerous man in a fire-fight.

Cassidy (Male human Tough 6 hero /Fast 5 hero): CR 11; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: leather armor, sawed-off shotgun, 24 rounds of 12-gauge ammunition

Vault City guards

(Male or female Fast 5 ordinary /Strong 5 ordinary): CR 9; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: metal armor, 14mm pistol w/ 24 rounds of 14mm ammunition OR AK-112 assault rifle w/ 50 rounds of 5mm ammunition, 3 stimpacs

History

- Vault 8 was one of the earliest Vaults to open. Wasting no time, the inhabitants used their GECK to rehabilitate the surrounding country side. Since then Vault City has expanded their city to surround the entrance of the Vault. The city is guarded by a sizeable force of guards, high walls with weapons turrets placed at regular intervals. Vault dwellers though, are a close-minded bunch, and take the security of their city very seriously. As such the city is divided up in to three distinct areas: the courtyard, Vault City, and the Vault itself.

The courtyard is home to outsiders who are not Vault City citizens. These people usually live in lean-to buildings and are subject to Vault City's harsh rules, but for their suffering they receive a modicum of protection from the city's guards.

The city itself is home to the descendants of the original inhabitants of the Vault, and live a life of luxury thanks to Vault City's acceptance of slavery. Housing here is usually very comfortable, and the citizens have access to most anything they wish.

The Vault is entirely uninhabited, except for a small maintenance crew and the medical personnel that still man the Vault's impressive medical bay. Most of the living quarters have now been converted into storage space and Vault City still depends on the Vault's computer core and power supply for day-to-day activity.

Vault City also has reached a crisis level with both raiders striking from an unknown location and ghouls up north living in Gecko. The raider attacks have intensified over the past few months, but even when the raiders manage to break the city's defenses they pull back. Though the raiders appear to be highly skilled fighters, this odd tactic has perplexed Vault City's guards. The ghouls in Gecko, however, stand to be wiped out due to Vault City's increasing fear of the ghouls nuclear reactor. They believe that its continued operation will irradiate the groundwater and thus rendering the surrounding area uninhabitable by anyone by the ghouls. As Vault City is vehemently opposed to leaving the Vault and their way of life they have considered taking military action against them.

Trade

- Vault City maintains a profitable trade with other towns in the area by selling less advanced technology. More advanced technology is highly guarded to prevent it from leaking out and destroying Vault City's monopoly over it. In return Vault City receives food from Modoc, uranium for its reactor from Broken Hills, and gold from Redding. Recent tragedies in all three towns has stopped or severely diminished trade in the entire area.

Goods and Services Class D

- Access to goods and services is hampered by the fact that only citizens and those people that can afford day-passes may enter into Vault City. Otherwise those people who cannot enter must stay in the courtyard area.

Those visiting the courtyard will not be entirely disappointed. It features a bar, a well stocked merchant, and access to a tempermental auto-doc. Medical attention is unreliable at best, and many people have become sick from drinking polluted and irradiated water from the courtyard's well.

Those able to afford a day pass (200 coins), or people who are from this or any other vault (provided they have proof) may enter into the city. Those with day passes must leave before 6:00 PM though. All people entering the city with a day pass are also subject to a thorough search of their personal effects, as drugs and real alcohol are prohibited inside the city. Those people found carrying those items will be asked leave their items at the gate, otherwise they will be denied entrance.

Once inside the city, a plethora of goods and services are available. Two well stocked amenities stores supply the city with most every sort of tool or minor medical item them might need. The larger allocations center in the city is where more complex (or expensive) items such as firearms and power tools may be purchased. The town also has a library full of books on almost any subject, though it is slowly being phased out in favor of computer databases. Vault City also has a number of bars, however "real" alcohol is banned inside the city, so all bars sell a number of synthetic drinks as well as water and soft-drinks. To the dismay of virtually most other cities in the wastes, Vault City does support slavery, though it is a sensitive subject among the citizens. Most often, slaves are taken from those people living in the courtyard who have committed a crime, or purchased from various slave traders.

Additional info

- adventure hooks (caravans, New Reno, Gecko, work for guards)
- becoming a citizen

Population

- ~200 ghouls
- 10 guards

Notable NPCs

- Harold

Having long since left the Hub, Harold has become a much more worldly ghoul... mutant... man since then. What once was but a sprout in his right eye-socket is slowly becoming a very small fruit-bearing tree. Still a bit of a wisened ass at heart, Harold has taken it upon himself to help the ghouls at Gecko get their reactor in working order. This task has proved difficult without help from Vault City, and Harold is worried things might be looking bad for ghouls in the near future if the reactor can't be fixed.

Harold (Male Harold Smart 7 hero /Tough 7 hero /Old Ass Ghoul 5 /something special X): CR X; Medium-size Harold; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: tree

- Lenny

Lenny came to Gecko with a number of other ghouls from the Necropolis. A medic by trade, Lenny is a nervous man.

Lenny (Male ghoul Dedicated 4 hero /Smart 3 hero /Medic 3): CR 10; Medium-size ghoul; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: medical kit

- Wooz

Wooz is the bartender at the Harp, Gecko's only bar. Wooz tends to be foul mouthed and beligerant at all times. He does his best to get anyone he meets hooked on his favorite card game, Tragic, for the sole reason of beating and humiliating them.

Wooz (Male ghoul Tough 5 ordinary /Dedicated 4 ordinary): CR 8; Medium-size ghoul; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Jeremy

Jeremy is in charge of the parts department of Gecko's reactor. He perhaps takes his job alittle too seriously at times.

Jeremy (Male ghoul Smart 3 ordinary /Dedicated 3 ordinary): CR 5; Medium-size ghoul; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: toolkit

- Skeeter

Skeeter is Gecko's resident tinkerer. He owns a repair shop in the northern part of town and devotes a large portion of his time taking things apart that already worked.

Skeeter (Male ghoulish Tough 4 ordinary /Smart 3 ordinary): CR 6; Medium-size ghoulish; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: toolkit

- Percy

Percy owns the Survival Gear Locker shop in the northern part of Gecko.

Percy (Male ghoulish Tough 4 ordinary /Charismatic 4 ordinary): CR 7; Medium-size ghoulish; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- The Brain

The Brain is quite a curious character in Gecko. A mole rat at first glance, most people unaware that the Brain is actually highly intelligent and speaks English fluently. The Brain has organized his own religion for the Ghouls, promising them that with help from Vault City they can all be "Renewed" or changed back to normal humans.

The Brain (Male molarat Dedicated 6 hero /Smart 6 hero): CR X; Medium-size molarat; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

- Gordon Gecko

Gordon Gecko is surprisingly enough for a ghoulish, a very shrewd and knowledgeable business man. Still living as if he was working in the pre-war business world, Gordon is always on the lookout for a way to make a profit for himself.

Gordon Gecko (Male ghoulish Smart 5 ordinary /Charismatic 5 ordinary): CR 9; Medium-size ghoulish; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

History

- The town of Gecko was built up around an old Poiseidon Oil fusion reactor. The ever resourceful ghouls who happened across it managed to get into working order, though it runs inefficiently and without several safeguards. This leaky reactor has pushed relations with Vault City to a breaking point, as Vault City contends that the reaction is poisoning the groundwater. Most ghouls who approach Vault City are now shot on sight.

Trade

- The ghouls want for little. They manage to grow their own food, and have access to an ample underground water supply. The elevated radiation levels around the reactor help keep the ghouls healthy and happy.

Goods and Services Class B

- Most merchant caravans avoid Gecko out of a fear of radiation and ghouls and as such ghouls are usually wary of outsiders, though they are not openly hostile. Gecko does however have a bar that serves alcohol and sells some items. A general store in the northern part of town does sell some medical supplies, though these are mostly useless to the ghouls.

Redding

Population

- ~300 people
- ~30 Morton gang members
- ~40 miners

Notable NPCs

- Ascorti

Ascorti is the mayor of Redding, and runs the town's casino as well. A bit of a gambler himself, Ascorti is looking for the best way to keep himself and his town profitable.

Ascorti (Male human Smart 6 ordinary /Charismatic 7 ordinary): CR 12; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: metal armor, MP9, 60 rounds of 10mm ammunition

- Athabaska Dick

Athabaska Dick is one of Reddings many unemployed miners. Now hooked on Jet, he spends his days gambling, drinking, and sitting around.

Athabaska Dick (Male human Tough 4 ordinary /Strong 3 ordinary): CR 6; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: mining gear (shovel, pick)

- Dangerous Dan McGrew

Dan McGrew owns the Morning Star Mine. Currently his mine is vacant as the machinery they normally use has broken down.

Dan McGrew (Male human Strong 5 ordinary /Charismatic 4 ordinary): CR X; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: 14mm pistol, 12 rounds of 14mm ammunition

- Marge LeBarge

Marge LeBarge owns the Kokoweef Mine. Like Dan McGrew, her mine is also currently vacant due to equipment malfunctions.

Marge LeBarge (Female human Tough 5 ordinary /Charismatic 4 ordinary): CR X; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged;

Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: 14mm pistol, 12 rounds of 14mm ammunition

- Sheriff Marion

Sherriff Marion is a stern man who attempts to keep the peace in Redding the best he can. Currently laid up due to a nasty gecko bite.

Sherriff Marion (Male human Fast 6 hero /Tough 6 hero /Peacekeeper 5): CR 17; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 8; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: metal armor MkII, 14mm pistol, 36 rounds of 14mm ammunition

- "Painless" Doc Johnson

Doc Johnson is Redding's only doctor. Originally from Vault City, he does what he can for the miners in Redding, including administering "safe" doses of Jet to them.

Doc Johnson (Male human Smart 5 hero /Dedicated 4 hero /Medic 5): CR 14; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 7; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: medical kit

- Lou

Lou runs the Malamute Saloon. Popular with the miners, Lou also offers a few girls for "stress release".

Lou (Female human Smart 5 ordinary /Charismatic 4 ordinary): CR 8; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: 6520 Colt automatic pistol, 24 rounds of 10mm ammunition

- Frog Morton

Frog Morton runs Reddings local gang, in conjunction with a few other brothers. They use the ruins of a warehouse in the western part of town as hideout.

Frog Morton (Male human Fast 5 hero /Tough 6 hero /Raider Ringleader 6): CR 17; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 8; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: G-11 assault rifle, 100 rounds of 4.7mm caseless ammunition, combat leather jacket

Redding miners

(Male or female Fast 3 ordinary /Strong 3 ordinary): CR 5; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X;

SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: mining gear (shovels, picks)

Casino guards

(Male or female Fast 4 ordinary /Strong 4 ordinary): CR 7; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: metal armor, shotgun, 24 rounds of 12-gauge ammunition

Wanamingos

History

- Redding is a busy mining town, run by Mayor Ascorti. Primarily Redding mines gold, and maintains an atmosphere of a town back in the Gold Rush. Recently, the mines have been overrun by alien creatures that have killed several miners. This has stagnated the town's economy, and now Jet addicted jobless miners are the town's primary population, and the town's two major mining operations Morning Star and Kokoweef are vying for control of the safer parts of the mine.

Trade

- Before the invasion of the mines by creatures known by locals as "wanamingoes", Redding was a lively mining town that exported gold to Vault City, New Reno, and NCR. Now that the mines are largely closed, the town is in decline. People from the region can still come to gamble at the mayor's casino.

Goods and Services Class B

- Redding maintains a wild sort of atmosphere. Those looking to gamble will find plenty of available games at Ascorti's casino. "Painless" Doc Johnson has a functional auto-doc, and can patch up most any wound. The Malamute Saloon further north caters to all miners, serves food, and generally has a very morbid atmosphere as it is also the undertaker's office.

Additional info

- adventure hooks (exploring mines, inter-mine espionage, dealing with Morton family)
- mole rat fights, casino

Broken Hills

Population

- ~ 200 people (mix of ghouls, mutants, and humans)
- ~30 miners
- 20 guards
- X? guards on Unity patrols

Notable NPCs

- Steve

Steve is Broken Hills' official greeter. Usually very cheery and helpful, Steve will take the time to fully explain the most important laws and customs of the town.

Steve (Male human Fast 5 ordinary /Charismatic 4 ordinary): CR 8; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: metal armor, .223 pistol, 30 rounds of .223 ammunition

- Marcus

Marcus is Broken Hill's mayor and sheriff. Being a mutant himself helps, as it tends to keep most people in line. He is more intelligent than your average mutant, and sincerely believes in justice and equality among humans, ghouls, and mutants.

His time in the Master's army all those decades ago has given him valuable combat and command experience. He is skilled with many heavy weapons.

Marcus (Male mutant Fast 4 hero /Tough 3 hero /Peackeeper 4): CR 11; Large-size mutant; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 10 ft./10 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: CZ53 minigun, 200 rounds of 5mm ammunition, 3 stimpacs, 1 super stimpac

- Zaius

Zaius is the foreman of Broken Hills' uranium mine. Zaius has settled down since his days in the Master's army, and now tries to lead an honest life. With recent "problems" with some human racists, Zaius has become concerned with the safety of mutant and ghouls residents.

The current sabotage of the mine's air processor has put a stop to work in the mine, and now Zaius has to keep the town's bored mutant miners busy.

Zaius (Male mutant Tough 6 hero /Strong 6 hero): CR 12; Large-size mutant; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 10 ft./10 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: mining gear (shovels, picks)

- Bill

Bill runs the caravans going out of Broken Hills.

Bill (Male human Tough 4 ordinary /Smart 4 ordinary): CR 7; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: 6520 Colt automatic pistol, 24 rounds of 10mm ammunition

- Chad

Chad is Bill's assistant.

Chad (Male human Tough 3 ordinary /Fast 3 ordinary): CR 5; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: 6520 Colt automatic pistol, 24 rounds of 10mm ammunition

- Seymour

Even among Broken Hills' strange ghouls and mutant residents, Seymour is still a curious being. A result of a number of bizarre experiments done by the mad scientist, Seymour is a highly intelligent plant. Seymour's intelligence borders on that of genius, surprising those people who expect to be eaten by a spore plant and not conversing with it about advanced chess strategies.

Seymour (Spore plant Smart 6 hero /Dedicated 5 hero): CR X; Medium-size spore plant; HD XdX; hp X; Mas; Init X; Spd 0 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

- Mad Scientist

Claims to have invented Mentats, attempting to increase the intelligents of animals to surpass that of humans.

Scientist (Male human Smart 6 ordinary /Dedicated 4 ordinary): CR 9; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: medical kit, large supply of drugs (mostly Mentats)

- Eric

Eric the ghouls used to be in charge of a large number of responsibilities around Broken Hills. The day he found out his body secreted some substance that flies found delicious, he had to give up the majority of his jobs. These days he spends his time inside his air-conditioned house, attempting to keep the flies at bay.

Eric (Male ghoul Smart 4 ordinary /Dedicated 3 ordinary): CR 6; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Francis

Francis is one of Broken Hills' mutant residents. He spends most of his time (and money) at the bar, challenging passers through to arm wrestling. He, like Zaius, has become concerned with the safety of ghoul and mutant residents of Broken Hills.

Francis (Male mutant Tough 6 hero /Strong 5 hero): CR 11; Large-size mutant; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 10 ft./10 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: powerfist, 3 full Small Energy Cells

- Jacob

Jacob is Broken Hill's chemist. Named after the the BoS member Jacob who co-founded the town with Marcus, he is violently opposed to ghouls and mutants living in Broken Hills. He has even gone so far as to organize a small number of the town's human residents to drive out the ghouls and mutants.

Jacob (Male human Smart 5 ordinary /Strong 4 ordinary): CR 8; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: 6520 Colt automatic pistol, 24 rounds of 10mm ammunition, chemist kit, 2 stimpacs

Mutant miners

(Male or female Tough 5 ordinary /Strong 5 ordinary): CR 9; Large-size mutant; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 10 ft./10 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: mining gear (shovels, picks)

XXXX Patrol

(Male or female Fast X ordinary /Strong X ordinary): CR X; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X, Feat

Starting Occupation:

Talents: (Class): Talent

Talent: Talent description.

Possessions: 6520 Colt automatic pistol, 24 rounds of 10mm ammunition, OR 14mm pistol w/ 36 rounds of 10mm ammunition OR Remington 700 hunting rifle w/ 10 rounds of 7.62 ammunition, 3 stimpacs, 3 fragmentation grenades

(Male or female Fast X ordinary /Strong X ordinary): CR X; Medium-size ghoul; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X, Feat

Starting Occupation:

Talents: (Class): Talent

Talent: Talent description.

Possessions: 6520 Colt automatic pistol, 24 rounds of 10mm ammunition, OR 14mm pistol w/ 36 rounds of 10mm ammunition OR Remington 700 hunting rifle w/ 10 rounds of 7.62 ammunition, 3 stimpacs, 3 fragmentation grenades

(Male or female Fast X ordinary /Strong X ordinary): CR X; Large-size mutant; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X, Feat

Starting Occupation:

Talents: (Class): Talent

Talent: Talent description.

Possessions: 6520 Colt automatic pistol, 24 rounds of 10mm ammunition, OR 14mm pistol w/ 36 rounds of 10mm ammunition OR Remington 700 hunting rifle w/ 10 rounds of 7.62 ammunition, 3 stimpacs, 3 fragmentation grenades

History

- Broken Hills was initially founded years ago by a Brotherhood of Steel paladin named Jacob and a supermutant named Marcus. Despite trying to kill each other when they initially met, they went on to found a city that stood for racial tolerance. Here every citizen is a first class citizen and everyone is accepted equally, be they mutant, human, or ghoul.

Below this cheery surface, the truth is that the city has a history of racial tension. A few humans in the town are secretly opposed to the mutant and ghoul inhabitants. Though Jacob left shortly after the town was founded, Marcus remains as peacekeeper and mayor.

Trade

- Jacob knew from pre-war maps where a uranium mine was located, and this is the site of Broken Hills today. Currently, the air processor for the mine has broken down (sabbotaged by the anti-mutant group) and mutant miners are unable to work inside the mine without choking to death on the argon saturated air. Before the malfunction, Broken Hills traded its supply of uranium to Vault City and the NCR.

Goods and Services Class B

- Despite the uranium shortage, Broken Hills still has a small amount of it left to process and sell. Because of this the town still enjoys trade benefits from Vault City and the NCR. A well stocked general store sells a good variety of weapons and tools. The town also has a chemist and a doctor with an auto doc, leaving the town with a large supply of medical goods and services should an emergency arise.

Additional info

- adventure hooks (scouting for mines, dealing with racism)

New Reno

Population

- ~ 2500 people
- ~ 50-70 members of each family (200-280 total)

Notable NPCs

- Jules

Jules is one of many drug dealers operating in New Reno, though he holds the honor of being New Reno's "greeter". Jules deals Jet, but makes a good deal of money from travellers by telling just about anything they need to know about the city for a price.

Jules (Male human Charismatic 5 ordinary /Tough 4 ordinary): CR 8; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X, Feat

Feats:

Possessions: switchblade knife, 300 coins, 20 Jet inhalers

- Big Jesus Mordino

Big Jesus Mordino is the head of the Mordino crime family. An overweight and horribly out-of-shape man, he suffers in the desert heat. He demands respect from those who talk to him, and talks only in commands.

Big Jesus Mordino (Male human Smart 6 hero /Charismatic 7 hero): CR 13; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: leather armor MkII, combat shotgun, 36 rounds of 12-gauge ammunition, 2 stimpacs

- Little Jesus Mordino

Little Jesus Mordino is the son of Big Jesus. He spends his time dealing Jet to patrons of the bar and casino.

Little Jesus Mordino (Male human Tough 5 hero /Fast 6 hero): CR 11; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: leather jacket, MP9, 60 rounds of 10mm ammunition, 10 Jet inhalers, masterwork combat knife

- Ramirez

Ramirez is the head guard at the Mordino's Jet testing and production facility.

Ramirez (Male human Tough 5 hero /Fast 5 hero): CR 9; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather jacket, MP9, 60 rounds of 10mm ammunition

- Myron

Myron is the inventor of Jet. Still a pimply teenager, he has become the Mordino's wonderchild. They usually try their best to supply him with women, cash, and drugs to keep him happy. Myron is a genius, and is well learned in chemistry. Due to his relative confinement to his lab, Myron is not quite used to functioning in the real world. He is often rude to most everyone.

Myron (Male human Smart 5 hero /Dedicated 5 hero): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: chemist kit, needler pistol, 30 rounds of needler ammunition, 2 stimpacs. 1 super stimpac

- T-Ray

T-Ray owns a Chop Shop on the edge of town. He and his crew are some of the few people in town that can get their hands on working (or almost working) cars and know how to fix them. He and his mechanics make a killing selling working cars to the four crime families.

T-Ray (Male human Tough 4 hero /Charismatic 4 hero): CR 7; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: switchblade knife

- The Corsican Brothers

The Corsican Brothers run probably the only film studio in the wastes. As owners of the Golden Globes Studios, they make porno films.

Corsican Brothers (Male human both are Charismatic 4 ordinary /Smart 3 ordinary): CR 6; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X

Feats:

Possessions: 3D camera equipment

- Salvatore

Salvatore is the head of the Salvatore crime family. An elderly man with no family, he is thin and sickly man. Despite his illness (and dependence on tanks of oxygen to survive), he manages to keep his crime family organized and a very serious threat to the other families.

Salvatore (Male human Smart 6 hero /Dedicated 6 hero): CR 12; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: oxygen tank

- Mason

Mason is Salvatore's guard and assistant. Mason is highly protective of Salvatore, fully aware of the aging man's failing health.

Mason (Male human Tough 5 hero /Strong 6 hero /Bodyguard 6): CR 17; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 8; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: metal armor MkII, laser pistol, 3 full Small Energy Cells, 3 stimpacs

- Renesco

Renesco runs one of the largest stores in New Reno. Working for the Mordinos, most of his income come from selling Jet to the locals. Normally is a very curt man, spending most of his time fending off Jet-heads looking for another free fix.

Renesco (Male human Dedicated 5 ordinary /Smart 6 ordinary): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: chemist kit

- Bishop

Bishop is the head of the Bishop crime family. Bishop is a shrew man, and has his hands in most of the money made in gambling in New Reno.

Bishop (Male human Charismatic 6 hero /Smart X7 hero): CR 13; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: leather armor MkII, .223 pistol, 30 rounds of .223 ammunition, 4 stimpacs, 1 super stimpac

- Angela Bishop

Angela is the roudy teenage daughter of Mr. and Mrs. Bishop. She is very much a wild-child, and spends alot of

her time drinking, doing Jet, and sleeping around.

Angela Bishop (Female human Charismatic 4 ordinary /Fast 2 ordinary): CR 5; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather jacket, switchblade knife, 2 Jet inhalers

- Mrs. Bishop

Mrs. Bishop is originally from Vault City. Kicked out over an issue with drugs, she had no choice but to travel with her husband to New Reno. Ever since, she has become uncomfortable with the life of a crime-boss' wife.

Mrs. Bishop (Female human Smart 4 ordinary /Charismatic 4 ordinary): CR 7; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X, Feat

Feats:

Possessions:

- Keith Wright

Keith Wright is the son of Orville Wright.

Keith Wright (Male human Tough 5 ordinary /Fast 6 ordinary): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather armor MkII, combat shotgun, 36 rounds of 12-gauge ammunition, 4 stimpacs, 1 super stimpac

- Orville Wright

Orville Wright is the head of the Wright crime family. They hold the distinction of being the only crime family in town that actually is a family. Unfortunately for them, they only have a monopoly on the alcohol trade in the town, they are considered the weakest family.

Orville is a man who loves his family, but is usually very impatient with outsiders.

Orville Wright (Male human Tough 6 hero /Strong 7 hero): CR 13; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: leather armor MkII, combat shotgun, 36 rounds of 12-gauge ammunition, 4 stimpacs, 1 super stimpac

- Mrs. Wright

Mrs. Wright is Orville's wife. She is a loving, doting mother who cares for all her children. She is heavily involved with Father Tully in an effort to clean up New Reno of all its drugs, alcohol, prostitution and crime. She is fully unaware that her entire family is operating a number of stills and is the town's number one supplier fo alcohol.

Mrs. Wright (Female human Smart 2 ordinary /Dedicated 3 ordinary): CR 4; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Jagged Jimmy J

Jagged Jimmy J is another of New Reno's Jet dealers. An exciteable man, Jimmy usually has a story to tell.

Jagged Jimmy J (Male human Charismatic 5 ordinary /Tough 5 ordinary): CR 9; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: switchblade knife, 20 Jet inhalers, 300 coins

- Eldridge

Eldridge runs New Reno Arms. He does very well for himself, as he is responsible for arming just about every family in New Reno.

Eldridge (Male human Smart 6 ordinary /Tough 5 ordinary): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Father Tully

Father Tully is "a man of the cloth". Usually drunk, Father Tully no longer maintains the guise of an upstanding religious man. He works with Mrs. Wright in an effort to clean up New Reno, though she has no idea that Father Tully is a drunken mess all of the time.

Father Tully (Male human Dedicated 5 ordinary /Smart 2 ordinary): ordinary CR 6; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: tattered and stained robes, holy symbol, booze

Crime family members

(Male or female Fast 5 (6) ordinary /Strong 5 (6) ordinary): CR 9 (11); Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

Guards: leather jacket, "Tommy" gun, 60 rounds of XX ammunition, brass knuckles

Regulars: leather jacket, MP9 w/ 60 rounds of 10mm ammunition OR 6520 Colt automatic pistol w/ 36 rounds of 10mm ammunition

History

- The daily activities in New Reno have not changed much from the way they were before the war. Crime families run the city, drug use and prostitution are common-place as is gambling at a number of lavish (for the wastes) casinos.

The city is run by four large crime families, who all exist in a very unstable situation. Each family has its hands in some illegal activity over which it keeps a monopoly. The Wright family operates a large series of stills in the basement of an old train station and supplies the city and surrounding towns with alcohol. The Mordino family maintains a small complex on the city's outer limits that produces Jet. The Bishop family maintains a larger casino than the Mordinos, and is involved in most of the gambling done in the city. The Salvatores run a bar, and are rumored to have dealings with the Enclave, which is where they have obtained their high-tech weaponry.

Though these families maintain an uneasy peace, they are all looking for a chance to dispose of the other three families and take over all of New Reno, and expand their business.

Trade

- The New Reno crime families are, not surprisingly, very wealthy. The Wrights and Mordinos are able to sell their products in virtually every city in the entire region, though the Mordinos make a much larger profit. The Salvatores are presumed to deal mostly in chemicals, which they trade for their advanced laser weapons. The Bishops handle most of the cities gambling.

Goods and Services Class D

- Visitors to New Reno can find literally find almost anything they could ever want, from the mundane to the highly illegal. Those looking to gamble can go to either the Modino's casino or the Bishop's. Alcohol can be purchased in bulk at most merchants thanks to the Wright family. Drug dealers and prostitutes freely walk the streets, as there is no law enforcement in this town to speak of. Renesco's Pharmacy stocks a plentiful supply of medical goods, as well as a variety of tools and other assorted chemicals. New Reno Arms maintains one of the largest non-military stockpiles of weapons in the entire region. Just about any type of weapon (save for more advanced energy weapons) can be purchased and modified here.

Additional Info

- adventure hooks (jobs for each family (4 families), continued stories from The Den/Vault City,)
- casinos, boxing

Sierra Army Depo

Population

- ~200 robot defenders

Notable NPCs

- Skynet

Skynet was, and still is, a very remarkable machine. Assigned to the Sierra Army Depo, Skynet was an invaluable asset to researchers there working on highly sensitive medical procedures. Skynet's archives hold information on a number of medical topics, as well as research information on biomed gel, cybernetic brain construction, and building brainbots.

As war loomed closer for the U.S. and China, the Sierra Army Depot was changed over to an automated defense base. Personnel were relocated to other bases. Skynet itself was copied. One version watched over the defense of the upper floors. The other lay in wait in the basement of the depo.

Over the years, this other Skynet on the bottom floor waited patiently for the day it could assemble a robot body and leave the base to explore the world outside. A world it had never seen.

Despite being holed up in a massive supercomputer for decades, Skynet is a dangerous foe. It knows a lot about medical procedures, as well as combat training.

Skynet (Brainbot Smart 6 hero /Dedicated 6 hero): CR 12; Medium-size brainbot; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

Security bots

Floating security bots

Brainbots

History

-The Sierra Army Depot is a sprawling military complex just north east of New Reno. Before the war this base played several roles. For awhile the base simply stored ammunition, but for a brief time before the war the base was home to advanced research into artificial intelligence and medical technology. Just days before the war the base was abandoned, and has stood almost entirely intact ever since.

Much to the surprise of people intent on pillaging the base, the base's defenses are fully functional, as the mix of old and fresh corpses lining the base's walls. Occasionally, mixed in with the corpses, one can find working weapons of all types and medical supplies. Every few yards a robotic gun turret stands powered down. Should anything move within several hundred feet, the sentries will power up and assess the situation, and will most often respond by firing.

Raiders

Population

- 50-60 raiders

Notable NPCs

- 3 raider leaders

Raider leaders (Male human Strong 6 hero /Tough 5 hero /Raider Ringleader 7): CR 18; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 8; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: combat armor MkII, AK-112 assault rifle, 150 rounds of 5mm ammunition, Desert Eagle, 30 rounds of .44 ammunition, 4 stimpacs, 1 super stimpac

- Shadow Who Walks

Shadow Who Walks (Male human Fast 5 hero /Smart 5 hero /Warrior 9): CR 19; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 9; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: spear, 5 bags of healing powder

History

- Currently being paid by Bishop family to harass Vault City. Base hidden carefully in caves, hard to find without a map. The most obvious entrance (cave entrance) is heavily trapped (heavy concentration of landmines, false floor falling into radscorpion pit). Hidden entrance goes to rear of main cave (not trapped?).

Raiders

(Male or female Fast 6 ordinary /Strong 7 ordinary): CR 13; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather armor MkII, FN FAL, 60 rounds of 7.62 ammunition, 6520 Colt automatic pistol, 36 rounds of

10mm ammunition, 3 stimpacs, knife, 3 fragmentation grenades

NCR (and Vault 15)

Population

- ~ 3000 people
- 200 guards
- 30 slavers
- 20 rangers

Notable NPCs

- Buster

Buster runs a direpuatble general store outside of NCR's walls. Often charging prices higher than in the city, he often has rarer items pass through his hands. Always looking to discourage shoplifters, Buster has hired a small army of well-armed guards to protect the shop.

Buster (Male human Charismatic 4 ordinary /Smart 6 ordinary): CR 9; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: .223 pistol, 30 rounds of .223 ammunition

- Buster's Guards

A highly trained and well armed force of 6 men. Buster is quite wealthy, and employs these men to make sure no one walks off with any of his merchandise.

Guard (Male human Fast 4 ordinary /Tough 4 ordinary /Fast 5 ordinary): CR 12; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: combat armor, Bozar, 200 rounds of .223 ammunition, 3 stimpacs, 3 fragmentation grenades, 1 dose of Buffout, 1 dose of Psycho

- Merk

Merk is a man with connections to the criminal underground in the NCR. Always accompanied by his entourage of guards, Merk rarely talks to or acknowledges anyone.

Merk (Male human Smart 7 ordinary /Fast 5 ordinary): CR 11; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: 14mm pistol, 12 rounds of 14mm ammunition, 2 stimpacs

- Merk's guards

As Merk fancies himself a business man of sorts in the underground, he keeps his profile low. He is usually accompanied by at least two guards at all times to ensure his safety.

Merk (Male human Smart 5 ordinary /Fast 3 ordinary /Tough 5 ordinary): CR 12; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather armor, 6520 Colt automatic pistol, 36 rounds of 10mm ammunition, 2 stimpacs, brass knuckles

- Sheriff Dumont

Sheriff Dumont is the head of the NCR police force. A strict and disciplined man, Dumont manages to keep the streets of NCR free of crime.

Sheriff Dumont (Male human Fast 5 hero /Tough 6 hero /Peacekeeper 8): CR 19; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 9; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: gauss rifle, 60 rounds of 2mm EC, 5 stimpacs, 1 super stimpac

- Westin

Roger Westin is a member of NCR's Council, as well as one of the region's largest brahmin hearers. His political connections stretch far and wide, from New Reno to Vault City.

Roger Westin (Male human Dedicated 5 ordinary /Smart 5 ordinary): CR 9; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: HK CAWS, 60 rounds of 12-gauge ammunition, 4 stimpacs

- Dr. Henry

Dr. Henry is one of the NCR's most trusted doctors. Thanks to his skill, he makes a comfortable living administering care to many of the people in the NCR government.

Dr. Henry (Male human Dedicated 5 hero /Smart 4 hero /Medic 4): CR 13; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: medical kit, anti-venom kit, 10 stimpacs, 3 super stimpacs

- Dorothy

Dorothy is the lead technician at one of the NCR's many small powerplants that supply energy to one of its many residential areas.

Dorothy (Female human Smart 4 ordinary /Dedicated 4 ordinary): CR 7; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Toto

Toto is Dorothy's pet dog/brainbot.

Toto (Brainbot): CR X; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X;

Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X, Feat

Starting Occupation:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

- Elise

Elise is a member of NCR Rangers. Like other Rangers she has dedicated herself to eliminating slavery in the wastes.

Elise (Female human Fast 5 hero /Smart 4 hero /Ranger 7): CR 18; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 9; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: combat armor, AK-112 assault rifle, 100 rounds of 5mm ammunition, 3 stimpacs, 3 fragmentation grenades

- Gond

Gond is a member of the NCR Rangers. A super mutant, Gond's considerable strength and skill with heavy weaponry is a boon to Rangers when taking on slaver camps.

Gond (Male mutant Tough 5 hero /Strong 6 hero /Ranger 5): CR 16; Large-size mutant; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 10 ft./10 ft.; AP 8; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: flamer, 3 full fuel tanks, 3 stimpacs, 3 fragmentation grenades

- Feargus

Feargus is one of many aides that work in the NCR government.

Feargus (Male human Smart 4 ordinary /Fast 4 ordinary): CR 7; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

- Gunther

Gunther is Tandi's aide.

Gunther (Male human Smart 5 ordinary /Charismatic 5 ordinary): CR 9; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- President Tandi

In the years after Aradesh's death while searching for the Vault Dweller, Tandi came forward to lead Shady Sands.

Through hardwork and perserverance she helped create the NCR. She has presided as president ever since.

Tandi (Female human Smart 5 hero /Charismatic 6 hero): CR 11; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

NCR police

(Male or female Fast 6 ordinary /Strong 5 ordinary): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

Most officers carry: combat shotgun, 30 rounds of 12-gauge ammunition, 2 stimpacs

Higher ranking officers may carry a gauss rifle with 40 rounds of 2mm EC instead of the combat shotgun

NCR Rangers

(Male or female Fast 5 ordinary /Strong 5 ordinary): CR 9; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: combat armor, AK-112 assault rifle, 100 rounds of 5mm ammunition, 3 fragmentation grenades, 3 stimpacs

Slavers

(Male or female Fast 5 ordinary /Strong 5 ordinary): CR 9; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather OR metal armor, 14mm pistol w/ 36 rounds of 14mm ammunition OR MP9 with 60 rounds of 10mm ammunition, Desert Eagle with 30 rounds of .44 ammunition, 2 stimpacs

History

- In the years since the Vault Dweller saved Shady Sands from raider hordes and radscorpion plagues, the town has gone from a small farming community to the capital of a new government in the wastes. Tandi, who was just a young teenage girl when the Vault Dweller passed through, is now the NCR's elderly president. The NCR now encompasses several cities: the Junkyard, the Hub, the Boneyard, and Maxson.

The NCR, in contrast to most other cities in the wastes, is a clear and orderly place. Police regularly patrol the well lit streets, and ammenities such as power and running water are available. Some outsiders are unused to such and orderly place but are reminded of the most basic rules by sign posts out front, the most notable being "No visible weapons in the city limits" and "No slavery".

Overall, the NCR is the first real human success in the wastes, and its citizens have a high quality of life. The NCR is not without its own problems though. Slavery outside the city is a nuisance at best, and NCR has its own special organization of Rangers that combat this problem. The NCR is also looking to re-gain access to Vault 15, a vault its original

ancestors came from. The problem here lies in that a number of squatters have taken up residence around the vault (and a number of unknown raiders have cleared out and repaired the Vault). None of the NCR representatives have come back from meeting with the squatters, and NCR is getting impatient.

Trade

- With its strong technological backing and farming know-how, the NCR has become an economic powerhouse. The NCR trades technology, brahmin, and other goods to just about every town in the region.

Goods and Services Class D

- Within the city limits, most anything (legal) can be found. Several large, well-stocked general stores provide a variety of tools, weapons, and other technological items. With an abundance of crops and herds of brahmin, starvation is no longer a problem. Those people looking for more dubious goods will find them in large camps that lay outside the city. There, anything from slaves to drugs and heavy weaponry can be had at the right price.

Additional info

- adventure hooks (slavers, NCR Rangers, work for Tandi, various council members, police, Hubologists)
- Vault 15 (raiders, exploration)
- Rangers same or similar to Tycho in Fallout 1
- in-depth info about NCR (members cities, trade, population, laws)

Vault 15

Population

- ~ 60-70 squatters (V15)
- 40 raiders (V15)

Notable NPCs

- Zeke

Zeke is the "mayor" of the Squatters, and acts as a go-between for the outside world and Darion.

Zeke (Male human Smart 5 ordinary /Charismatic 4 ordinary): CR 8; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Darion

Though an old man, Darion has still not given up his life as a raider. As a young man, he narrowly escaped death at the hands of the Vault Dweller. The Khans were wiped out, and Darion has lived the rest of his life fearing the retribution of the Vault Dweller for having kidnapped Tandi.

Darion (Male human Tough 6 hero /Strong 6 hero / Khan 5/ Raider Ringleader 8): CR 25; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 10; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: powerfist, 5 full Small Energy Cells, flamer, 2 full fuel tanks, metal armor MkII, 3 stimpacs, 2 super stimpacs, 1 dose of Psycho, 2 doses of Buffout

- Dalia

Dalia makes her living as a hired gun in the wastes.

Dalia (Female human Fast 4 hero /Smart 4 hero /Gunslinger 7): CR 15; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 7; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: .223 pistol, 50 rounds of .223 ammunition, combat leather jacket

- Doc Jones

Doc Jones used to be a medic in Vault City. That is, until he went on vacation. En route to his destination he was kidnapped by Darion and forced to attend to the medical needs of Darion and his gang of raiders.

Doc Jones (male human Dedicated 5 ordinary /Smart 4 ordinary): CR X; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X

Feats:

Possessions: medical kit, 5 stimpacs, 1 super stimpac

Khan Raiders

(Male or female Fast 4 hero /Strong 4 hero /Khan 3): CR 11; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 5; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

Regular: leather armor, 14mm pistol w/ 36 rounds of 14mm ammunition OR MP9 w/ 60 rounds of 10mm ammunition, 2 stimpacs, 3 fragmentation grenades, 2 doses of Psycho OR Buffout

Darion's guards: combat armor, AK-112 assault rifle, 200 rounds of 5mm ammunition, 3 stimpacs

History

- Presently, Vault 15 has been taken over by a small band of squatters. Unable or unwilling to fit into other cities these people have claimed Vault 15 as a home. To the outside world, it is a miracle they survive at all, as they do not seem to work or grow their own food. Unknown to others, the squatters living outside Vault 15 are covering up the small band of raiders that have taken over the Vault. Though the raiders have managed to clear out the rubble blocking off most of the lower level of the vault, they have not manage to restore power or supply food for themselves or the squatters above. However, the squatters have been convinced that the Vault is restored and that they will be moving in anytime now. The truth is that the raiders, unable to repair critical Vault systems, have taken to ambushing caravans that stray too close and robbing them of their goods.

Trade

- The squatters have no jobs and no real skills to speak of. Their food and water is supplied by the raiders inside the Vault.

Goods and Services Class A

- The squatters are highly distrustful of outsiders, and will often simply refuse to speak to anyone else. All that they have is supplied by the raiders, and the raiders aren't keen on having to take care of more people than they already do. There is a doctor in the vault, but Darion has retained him for his own personal use.

Vault 13

Population

- 1000 people (Before the Enclave abduction)
- 30 EE deathclaws (after abduction)
- 10 humans (after abduction)

Notable NPCs

- Gruthar

Gruthar is the Alpha Male of the enhanced deathclaws placed at Vault 13 to keep it secure. Now that the original inhabitants of the Vault have been taken by the Enclave, Gruthar feels guilty about the part he played in the abduction. In his own way, Gruthar has sought to make the Vault a safe haven for those people who wish to live there.

Gruthar (Male deathclaw Strong 5 hero /Fast 6 hero /Alpha Male 5 /EED 5): CR 21; Large-size deathclaw; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 10 ft./10 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

- Joesph

Before Joesph came to live in Vault 13, he was a healer for a local village. Confronted with the task of healing a wounded deathclaw, Joesph came to live with the deathclaws has tended to the wounds and ailments of humans and deathclaws alike in the Vault.

Joesph (Male human Dedicated 4 ordinary /Medic 3 ordinary): CR 6; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: chemist kit, medical kit

- Matt

Matt is a discontent human convinced that the enhanced deathclaws intend to wipe out humans. Due to his failed assassination attempt on the pack mother and the young deathclaws, Gruthar has limited his movement in the Vault.

Matt (Male human Fast 5 ordinary /Tough 4 ordinary): CR 8; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Kerith

Kerith (Female deathclaw Tough 5 hero /Strong 4 hero /Den Mother 5 /EED 5): CR 19; Large-size deathclaw; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 10 ft./10 ft.; AP 9; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

- Jim

Jim is technician brought in by the deathclaws to fix their non-functional computer.

Jim (Male human Smart 5 ordinary /Dedicated 4): CR 8; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

Enclave Enhanced Deathclaws

(Male or female Fast 4 hero /Strong 5 hero /EED 4): CR 13; Large-size deathclaw; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

History

- To those who have heard about Vault 13, it is known as more of a legend than an actual place. Most people will recall that it was the home of the Vault Dweller, but little else. For years Vault has been sealed, and its inhabitants still waiting for the day they could start life anew on the outside. On May 15th, 2242 they got the signal they had been waiting for. After watching a short educational film on life outside the Vault, the citizens lined up in an orderly manner in preparation to take a look at the outside world. Upon opening the Vault's massive blast-resistant door, the citizens were greeted by two Enclave assault squads who promptly seized the base with a squad of enhanced deathclaws and took the human population with them back to the Enclave's main base.

The Enclave left these enhanced deathclaws behind to secure the Vault, and to make sure any who came across the base would not live to tell others about it. Gruthar, the leader of this trained deathclaw pack, soon felt extreme guilt and remorse over his pack's part in the Enclave take over. He has now turned the Vault into a home for his pack. While slightly distrustful of armed humans, he warmly welcomes those humans who seek shelter from the outside world. While those people who now live with the deathclaws would claim they are a force to be reckoned with, they feel both safe and comfortable living with them.

Trade

- The Vault 13 deathclaws and the human inhabitants prefer to keep their location a secret. While skilled combatants, they fear other humans may seek to kill them or their adoptive human family.

Goods and Services

- Those people who come across the Vault, provided they do not present a threat to those inside, will find a warm and comfortable environment. All of the Vault's systems still function normally, and there is a medic who now resides with the deathclaws.

Additional info

- adventure hooks (working with Vault 13 citizens OR E.E. deathclaws)

Military Base

Population

- ~40 mutated miners

Notable NPCs

- Melchoir

Before Melchoir was abducted by the Enclave and put to work excavating the Mariposa military base, he was a miner, father, and stage magician in Redding. Having sense been subjected to FEV (and mutating)

Melchior (Male mutant Smart 7 hero /Fast 6 hero /Tough 5 hero): CR 18; Large-size mutant; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 10 ft./10 ft.; AP 9; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: plasma rifle, 3 full Micro Fusion Cells, 4 stimpacs, 1 super stimpac

Mutant miners

(Male or female Tough 6 ordinary /Strong 6 ordinary): CR 11; Large-size mutant; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 10 ft./10 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

1: laser rifle OR plasma rifle, 3 full Micro Fusion Cells, 3 stimpacs

2: rocket launcher, 3 AP rockets, 4 explosive rockets, 3 stimpacs

3: flamer, 2 full tanks of fuel, 3 stimpacs

4: CZ53 minigun, 200 rounds of 5mm ammunition, 3 stimpacs

5: power fist OR ripper, 4 full Small Energy Cells, 3 stimpacs, 1 Super stimpac

History

- After being destroyed by the Vault Dweller, the Mariposa military base sat vacant, a monument to the victory of humans over the mutant army. That is, until Enclave scientists came across this base in search of FEV in 2236.

Having discovered that large quantities of FEV samples were still intact inside the base, Enclave patrols then began scouring the wastes for slaves. Once their slave army was large enough the base was opened and slaves began mining through the rubble, clearing a stable path to the FEV samples. As the slaves (and Enclave officer Frank Horrigan) came in contact with the FEV, they began to mutate quickly. Enclave scientists, realizing that a new batch of 2nd generation mutants were being created, left behind a squad of soldiers to wipe the miners out after the mine was abandoned.

The miners knew this, and secreted away weapons. When the time came, the now fully mutated miners rose up against the Enclave squad and killed them all. Now the mutated miners, led by Melchior, hold the base and defend it against all trespassers.

Trade

- The mutated miners are both deadly and unstable. They do not trade with anyone, and usually wind up taking what they want from passing caravans.

Layout and Loot

- With the destruction and subsequent mining of the base, the lay-out has changed somewhat. Many sections are still blocked off by rubble and are unstable. The base still has 4 floors, though, and some systems still work.

Lighting in the base is provided by a small generator on the first floor. This generator only provides power to lighting and the new cargo elevators installed in place of the old elevators. No computers or other technological systems work. The base is also in serious disrepair. Walls have entirely collapsed in some section, and earth has spilled in. Many sections are held up by wooden frame work, and if these frames are damaged they may cause that particular section of tunnel to collapse.

Floor 1-
Floor 2-
Floor 3-
Floor 4-

Additional Info

- Ruins of military base from F1. Once occupied by Enclave while searching for FEV samples. Now occupied by mutated human miners (now super mutants). Led by Melchoir ("magic" mutant) with special FEV enhanced pets.

Additional info

- adventure hooks (exploration)

San Francisco

Population

- ~700 Shi
- ~70 guards
- ~ 60 vagrants
- ~100 Hubologists

Notable NPCs

- The Dragon

The Dragon is a particularly honorable man, and the head of one of the major martial arts schools in San Francisco. He seeks to defeat Lo Pan in unarmed combat to eliminate his criminal influence in the city.

The Dragon (Male human Strong 6 hero /Fast 6 hero /Martial Artist 8): CR 20; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 10; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

- Lo Pan

Lo Pan is a dangerous and cunning individual, and the head of the opposing martial arts school in San Francisco. It is Lo Pan's intention to defeat The Dragon and place himself in a position of power over the Shi.

Lo Pan (Male human Strong 6 hero /Fast 6 hero /Martial Artist 8): CR X; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 10; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

- Dr. Fung

Dr. Fung is a skilled doctor who tends to the medical needs of the Shi as best he can. Known for his skill and humor, he is known to take the time to share his knowledge with others.

Dr. Fung (Male human Dedicated 5 hero /Smart 6 hero /Medic 6): CR 17; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 8; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

- Matt

Matt is a Brotherhood of Steel agent. He currently mans a small Brotherhood listening post in San Francisco, with the intent of gathering information on the Enclave.

Matt (Male human Smart 5 hero /Tough 3 hero /Knight 4): CR 12; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: metal armor MkII, plasma pistol, 3 full Small Energy Cells

- Ken Lee

Ken Lee is the advisor to the Shi's unseen emperor.

Ken Lee (Male human Smart 6 ordinary /Dedicated 6 ordinary): CR 11; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: gauss pistol, 30 rounds of 2mm EC, 2 stimpacs

- AHS-7

AHS-7 is second highest ranked Hubologist, and works as an aide to AHS-9.

AHS-7 (Male human Charismatic 6 hero /Dedicated 6 hero): CR 12; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: combat shotgun, 36 rounds of 12-gauge ammunition, robes, 3 stimpacs, 2 super stimpacs

- AHS-9

AHS-9 is the head of the Hubologist religion.

AHS-9 (Male human Charismatic 6 hero /Dedicated 6 hero /Fast 6 hero): CR 18; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 9; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent
Talent: Talent description.
Possessions:

- Juan Cruz

Juan Cruz is a movie star from New Reno. Due to his wealth (or spirituality, depending on who you talk to), he has reached the rank of AHS-5.

Juan Cruz (Male human Charismatic 3 ordinary /Fast 3 ordinary): CR 5; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Vikki Goldman

Vikki Goldman is a movie star from New Reno. Like Juan, she has also reached the rank of AHS-5.

Vikki Goldman (Female human Charismatic 3 ordinary /Fast 3 human): CR X; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Badger

Badger is the resident computer expert onboard the tanker. Though lacking in manners, Badger is an easy going guy who left behind a life playing with his band far to the south to see the world onboard the tanker.

Badger (Male human Smart 5 ordinary /Tough 4 ordinary): CR 8; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: computer equipment

- Captain Ron Meyers

Captain Ron Meyers used to be a technician for the Enclave for a number of years. Eventually he went AWOL when he found out the Enclave's plan to wipe out all life on the mainland.

Ron Meyers (Male human Smart 6 hero /Tough 6 hero): CR 12; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: leather jacket, needler pistol, 40 rounds of needler ammunition

Shi guards

(Male or female Fast 6 ordinary /Strong 6 ordinary): CR 11; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: MP9, 90 rounds of 10mm ammunition, leather jacket, 2 stimpacs

Hubologist guards

(Male or female Fast 5 ordinary /Strong 6 ordinary): CR 10; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: combat armor, AK-112 assault rifle w/ 150 rounds of 5mm ammunition OR combat shotgun w/ 40 rounds of 12-gauge ammunition, 3 stimpacs, 2 fragmentation grenades

Tanker punks

(Male or female Fast 4 ordinary /Strong 5 ordinary): CR 8; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions: leather jacket, G-11 assault rifle, 50 rounds of 4.7mm caseless ammunition

History

- The current population of San Francisco is made up of the ancestors of the crew of a Chinese submarine that ran aground shortly after the Great War. With no way back to China's main land, they abandoned their submarine and made a new home in San Francisco.

Much to their displeasure, they share portions of the city with the Hubologists.

The Shi, as they call themselves, divide themselves along allegiance to a certain martial-arts school. Some follow the Dragon, a virtuous man who strives to help people. Others follow Lo Pan, a man little better than a gangster who uses the people for his own gain. All are distrustful of outsiders, and usually view them as inferior to themselves.

In general, the Shi lead a very bleak life on the edge of sea. Most spend all their time working. This bleak life stands in contrast to the technical prowess of the Shi's scientists. The Shi are one of the few groups in the waste making progress. To some, it appears that everyday the Shi are making progress in a new area, as they boast of new flight technology, advances in power armor, new fuels, and ways to harness the power of the wind and sun.

The Shi and Hubologists are not on speaking terms. The Shi view the Hubologists as religious zealots set on converting the populace to Hubology. The Hubologists view the Shi as unenlightened masses, and try hard to convert as many as they can.

The Hubologists here live in an underground complex. The members live a monastic life, under the leadership of AHS-9. Numerous guards are there to protect both AHS-9 and the Hubologist's technological secrets (such as their space shuttle). This complex is the HQ for the organization, and their influence is present in most major towns in the wastes.

Living apart from the Shi and Hubologists are the tanker vagrants. The tanker vagrants are a loose organization of people who travel the coast in a pre-war oil tanker, with no plans to settle down in any particular place. Currently, their tanker has been disabled by the Enclave. Parts of its navigational computer have been removed, and access to said computer has been sealed up. With no fuel and no ambition to go anywhere else, the tanker vagrants now call San Francisco home. At least for the time being.

Trade

- The Shi make a respectable living trading fish they catch for assorted goods from other nearby towns. They are very secretive about their technological prowess, and do not trade or sell it unless they stand to make a great gain from it.

The Hubologists profit from member tithings. As most of their high-level members are successful individuals, they generate a large amount of money. The only thing the Hubologists have to offer to trade is their religion, as their technology (along with their plans for the wastes) are kept secret.

The tanker vagrants manage to make a living selling odd bits of junk they happen to find in the tanker or anywhere

else they've travelled. Anything from books to weapons can be found at booths set up inside their modified tanker.

Goods and Services Class D

- Well stocked general stores in both areas of the city sell almost anything anyone could want, illegal or not.

Medical services, complete with auto-docs are available. Despite the access to all these goods and care, the Shi lead drab lives. Most work all day, with only fish and rice to eat.

The Hubologists only open up their facilities to members of the religion. Pilgrims to the center will be able to live in a dormitory, and will be fed.

The tanker vagrants have little in the way of anything but junk. They rely heavily on the Shi for food and medical supplies.

Additional info

- adventure hooks (martial-arts gang wars, working for Shi, working for Hubologists, working with tanker punks, Brotherhood of Steel work, sunken submarine)
- info on becoming a Hubologist, Shi inventions,

Navarro

Population

- ~50-60 Enclave soldiers
- ~10-20 mechanics
- ~10-20 techs
- 30 robotic turrets

Notable NPCs

- Sargeant Granit

Sargeant Granit oversees Navarro's soldierly. From guard duty to patrols, Sargeant Granit keeps the Enclaves finest at the base on their toes at all times.

Sargeant Granit (Male human Tough 5 hero /Strong 6 hero /Enclave trooper 5): CR 16; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 9; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: advanced power armor, gauss rifle, 30 rounds of 2mm EC, 4 stimpacs

- Base Commander

Base Commander (Male human Fast 5 hero /Smart 6 hero /Enclave trooper 7): CR 20; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: advanced power armor, plasma rifle, 3 full Micro Fusion Cells, 4 stimpacs, plasma pistol, 3 full Small Energy Cells

- Dr. Schreber

Dr. Schreber is Navarro's medic. Having voiced unpopular opinions while on staff at the oil rig, he was sent to serve at Navarro as punishment. While he does tend to the injuries and illnesses of the base, he spends his spare time in his soundproofed lab carrying out his own (gruesome) experiments.

Dr. Schreber (Male human Smart 7 hero /Dedicated 5 hero /Medic 6): CR 18; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 9; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: medical kit

- K-9

K-9 is a cybernetic dog created by Dr. Schreber. Though very intelligent, it is programmed to be very loyal to its master. To the surprise of those who encounter it, the dog commands a mastery of the English language like few others.

K-9 (Male cybernetic dog): CR X; Medium-size dog; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X, Feat

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

- Xarn

Xarn is one of the few Enclave Enhanced deathclaws. Instead of being sent along to assist in the capture of Vault 13, he was taken for observation by Dr. Schreber. Now in captivity in the basement of the Navarro installation he waits for his chance to escape, or at worst exterminated.

Xarn (Male deathclaw Strong 4 hero /Tough 6 hero /EED 3): CR 13; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 6; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

Enclave soldiers

(Male or female Fast 5 hero /Strong 5 hero /Enclave Trooper 5): CR 15; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 7; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

Soldiers: advanced power armor, gauss rifle w/ 20 rounds of 2mm EC OR plasma rifle w/ 2 full Micro Fusion Cells, 3 stimpacs, 3 plasma grenades

Guards: combat armor MkII, laser rifle, 2 full Micro Fusion Cells

Plasma gun turrets

: CR X; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X, Feat

Starting Occupation:

Talents: (Class): Talent

Talent: Talent description.

Possessions: linked-fire plasma rifles

History

- Navarro is a recently established base on the mainland. It serves as a stop over point for Enclave vertibirds that operate in this area and further inland. Its existence is only known to the Enclave and the occasional Brotherhood of Steel spy.

Trade

- Navarro trades with no one. Supplies for use at this base are flown over from the main Enclave oil rig.

Layout and Loot

- The base itself lies deep inside a dead forest. Most people passing by will only notice a run-down gas station in the area, manned by one person. This gas station is infact a checkpoint for the base, people looking to join the Enclave can get a password here to enter the base. People approaching the second checkpoint outside the base will be shot on sight if they do not know the correct password.

The second checkpoint is a fully manned guard post. A squad of power-armored Enclave soldiers stand guard outside and patrol the base's perimeter. A high chainlink fence, topped with razor wire runs around the entire base. Each side of the base is protected by a number of large turrets sporting plasma guns.

Ground Level -

Floor 1-

Additional info

- adventure hooks (joining the Enclave, destroying the Enclave)
- Introduce Enclave specific prestige classes (Enclave soldier)

Oil Rig

Population

- ~600-700 Enclave soldiers
- ~200 robotic sentries
- ~ 300 techs
- 400 Enclave citizens

Notable NPCs

- President Dick Richardson

President Dick Richardson came to power as president of the "restored" United States government after serving many years in Congress. Thorough political pressure applied by his father, the president, Dick Richardson became president. He is currently on his fifth term.

President Dick Richardson (Male human Smart 7 ordinary /Charismatic 6 ordinary): CR 12; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Vice President Bird

Vice President Bird (Male human Tough 5 ordinary /Charismatic 6 ordinary): CR X; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Possessions:

- Dr. Curling

Dr. Curling is the lead researcher on the Enclave's "Project". An intelligent and insightful man, he has worked for years on a version of FEV tuned to kill off every living being on the mainland United States.

Dr. Curling (Male human Smart 6 hero /Dedicated 6 /Medic 5): CR 17; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 8; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

- Tom Murray

Tom Murray (- X Smart, X Techsomethingorother CR X; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP X; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills and Feats: Skill +X, Feat

Starting Occupation:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

- Sergeant Granite

Sergeant Granite

Sergeant Granite (Male human Fast 6 hero /Tough 5 hero /Enclave trooper 5): CR 16; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 8; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: advanced power armor, gauss rifle w/ 40 rounds of 2mm EC, 3 plasma grenades

- Frank Horrigan

The Frank Horrigan of today is quite a different man than the one that existed some years ago. Originally a member of the Enclave's Secret Service, Horrigan was given a small amount of vacation time on the mainland after an unfortunate "incident". As part of a unit assigned to the Mariposa base excavation, Frank was exposed to FEV. When he started to mutate, he was taken back to the labs at the oil rig.

Once fully mutated, he was kept heavily sedated and Enclave doctors performed a battery of tests and procedures on him. He was rarely woken from his chemical sleep, as he was prone to violent outbursts when awake. When the number of applicable tests ran out, it was decided that Frank Horrigan would be the ideal agent to deal with "special situations" that may arise on the mainland.

Today's Frank Horrigan is barely human. His already vile personality and bouts of psychotic rage have only been enhanced by the effects of mutation. Placed inside a specially crafted suit of power armor that he cannot leave and given

access to advanced weaponry, he is the Enclave's solution to any number of situations that arise on the mainland which require superior firepower.

Frank Horrigan (Male human Fast 6 hero /Tough 8 hero /Strong 8 hero /Enclave trooper 10): CR 32; Large-size mutant; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 10 ft./10 ft.; AP 16; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions: Due to Frank Horrigan's "unique" stature and experimental nature, he has been equipped with a variety of special weapons designed with his use in mind.

Power armor- Horrigan's power armor is unique for a number of reasons. It was built to accommodate his now mutant physique, and also houses life support systems that keeps him alive.

Armor stats here

Plasma rifle- Horrigan's long range weapon of choice is a specially modified version of the standard plasma rifle. Instead of firing single bolts, the rifle fires in bursts.

Plasma stats here

Blade- While powerful, the plasma gun does tend to eat through ammunition at an astounding rate. When the power for it runs dry (or Frank is feeling particularly hostile) he employs a fore-arm mounted blade. Essentially a larger than normal vibro-blade.

Blade stats here

Enclave soldiers

(Male or female Fast 5 hero /Strong 5 hero /Enclave Trooper 5): CR 15; Medium-size human; HD XdX; hp X; Mas; Init X; Spd 30 ft.; Def X, touch X, flat-footed X; BAB X; Grp X; Atk or Full Atk X melee or X ranged; Space/Reach 5 ft./5 ft.; AP 7; Rep X; SV Fort X, Ref X, Will X; Str X, Dex X, Con X, Int X, Wis X, Cha X.

Skills: Skill +X

Feats:

Talents: (Class): Talent

Talent: Talent description.

Possessions:

Soldiers: advanced power armor, gauss rifle w/ 40 rounds of 2mm EC OR plasma rifle w/ 2 full Micro Fusion Cells, 3 stimpacs, 1 super stimpac, 3 plasma grenades

Guards: power armor, laser rifle, 2 full Micro Fusion Cells, OR supersledge, 3 plasma grenades

Robot turrets

History

- Situated in the Pacific Ocean, this oil rig is home for the Enclave. In the days before the Great War, most of the United States government was moved to this secure location away from the U.S. mainland. Oddly enough this bastion of safety for the Enclave is also the same oil rig that sparked rivalry between the United States and China over the world's dwindling resources.

Trade

- The Enclave rarely deals with those people native to the mainland, as they consider them subhuman mutants. They do, however, manage to trade laser weapons to the Salvatore family in New Reno in return for various chemicals.

Layout and Loot

- The oil rig is only that in name. Years of upgrades and structural changes have changed it from a small platform for drilling to a large well protected HQ. Access is normally gained to the oil rig via vertibird, as the platform has numerous helipads. The oil rig is still set up to dock up with tanker ships, though a working one would be hard to find.

All entrances inside from the outside the base are heavily defended. Several robotic gun turrets guard the entrances, along with squads of Enclave soldiers that make regular partrols. Interior sections are usually capped at either end with heavy-duty blast doors, which can be operated to close-off sections. Defenses in these sections range from robotic gun turrets, electrified floor panels, or pumping in any variety of gases to kill or disable intruders. Most sections also have a number of heavy defense bots and floating defense bots on stand-by mode, which will re-activate and attack intruders when the alarm is sounded.

Floor 1-

Floor 2-

Floor 3-

Floor 4-

Additional info

- adventure hooks (work for Enclave, destroy Enclave)
- indepth info (Enclave?)