

WotW layout

Surviving in the wastes

Surviving day-to-day in the wasteland is a very risky proposition. The once widespread fast food stands and grocery stores of a civilized age have been replaced with endless stretches of ruined cities, fragmented roads, and a host of radically new plants and insects. Even the water in some areas may not be fit for consumption. Despite the challenges presented by an irradiated land, life goes on. Humans and other forms have life have done their best to adapt to the new world. Or, they've at least died trying.

Finding enough food to eat, water to drink, proper shelter, and even surviving the rigors of working in the extreme heat of the day is a challenge for all life now. Luckily for humans, somebody remembered to figure it all out again.

Water and Food

Water does a body good, and in areas where it is in short supply, it can mean the difference between life and death. For those unfamiliar with the desert or untrained in survival skills wandering out into the wastes without water, or a way to find it, is a death warrant.

WATER REQUIREMENTS TABLE

Est. Water Req.

Light

Medium

Heavy

Human

2  15 liters

3  20 liters

4  25 liters

Super Mutant

4  20 liters

5  25 liters

6  30 liters

Deathclaw

4  20 liters

5  25 liters

6  30 liters

Ghoul

1  10 liters

2  15 liters

3  20 liters

This table represents water requirements in a desert in environment through a range of temperatures (15-50 degrees Celcius, or 59-122 degrees Fahrenheit).

Not keeping the body properly hydrated can lead to dehydration, heat stroke, or death in a very short amount of time.

Those characters unable to keep hydrated will become dehydrated. Dehydration has several stages:

1- Missing 1/3 of your total water intake in a day will cause your kidneys to conserve water. You will be unable to digest food very well, and you will suffer a drying of the skin and lips, as well as extreme thirst.

PCs at this stage of dehydration will experience a -2 to all skill checks and combat rolls. The penalty disappears when the character receives water up to the minimum amount needed for the level of work they are doing.

2- Missing 1/3 of your total water intake in a day (or a second day of missing 1/3 of your total water intake) takes the PC to heat stroke. Fatigue will begin to set in, muscles will cramp up, they will become more irritable, they will be unable to focus on mental tasks, and will be physically disoriented.

PCs at this stage of dehydration will cause a temporary loss of 2 Strength, Intelligence, and Charisma points. They will also suffer a -4 penalty on all skill checks and combat rolls (cumulative with the previous penalty). The penalty disappears when the character receives water up to the minimum amount needed for the level of work they are doing.

3- Missing 2/3 of your total water intake in a day (3 days of missing 1/3 intake or 2 days of 1/2 intake) places the PC at death's door. The PC's heart beat becomes irregular, they stop sweating, and the nervous systems starts to shut down.

PCs at this stage are close to death. At this stage the PC falls into a coma. The PC in question must make a Con check against a DC of 25, though characters with at least 4 ranks in Treat Injury may help the PC in question by adding a +2 bonus to the check roll . Failure means death. Success means the PC survives (with all previous penalties applied), but absolutely must maintain no work activity for a day and intake their minimum amount of water. Anything less means the PC risks a coma (and another Con check within 2 hours of working). A day of rest with the minimum of water intake removes all dehydration penalties.

Finding water for the untrained is hard. Despite the low rainfall in the desert wastes, it is possible to find water. While those with ranks in Survival will be able to provide enough food and water for themselves (DC 10), they can also find supplies for one additional person for every two points above the DC they roll. Those PCs with at least 4 ranks in Knowledge: Earth and life sciences will be able to provide supplies in just the same way. PCs without either skill will be in a very tough situation. They must make a Con check against a DC of 20 to find water for that day. This water will come in the form of condensation on metal, cactus pulp, in cracks in rocks, and other low lying places.

While water is ideal, other liquids will not count towards a PC's daily water intake. Liquids such as alcohol, blood, urine, and seawater have higher concentrations of salt, and if drunk will NOT count as part of the PC's water intake.

Water may also harbor nasty insect larvae, diseases (at the GM's discretion) or be irradiated. Irradiated water is dangerous because it introduces its level of radioactivity to the PC without a Con save. Characters with at least 4 ranks in Survival will know on sight if water is fit to drink or not. Characters without this skill will have to have the appropriate equipment on hand to deal with tainted water.

Food intake affects PCs in a similar way, though it usually takes much longer to result in serious consequences. Generally, PCs that go at least a week without eating will begin to suffer from hunger. They suffer a -2 to all skill rolls and combat rolls. Each additional week adds an additional -2 penalty to skill checks. After four weeks, the PC must make a Con check against a DC of 25. Failure means the PC has succumb to malnutrition and starvation and has died. Success means the PC lives, but now loses -2 to their Strength, Dexterity, and Constitution until any one of these reaches zero (whereupon the PC dies) or the PC hits their 7th week, where they will fall prey to malnutrition and starvation and die.

Eating at least once a week will hold off starvation temporarily, but leads to malnutrition in a month. A malnourished PC will eventually begin to starve after 3d10 days,

Environments

The wastes are a harsh and unforgiving land. Having been scoured clean by nuclear war, not much remains but vast stretches of desert punctuated by the remains of civilization and sparse pockets of vegetation. The wastes of the Fallout universe can be divided into a few distinct environments:

-Mountainous (High Altitude).

Scattered ranges or areas of barren hills or mountains separated by dry, flat basins characterize mountain deserts. High ground may rise gradually or abruptly from flat areas to several thousand meters above sea level. Most of the infrequent rainfall occurs on high ground and runs off rapidly in the form of flash floods. These floodwaters erode deep gullies and ravines and deposit sand and gravel around the edges of the basins. Water rapidly evaporates, leaving the land as barren as

before, although there may be short-lived vegetation. If enough water enters the basin to compensate for the rate of evaporation, shallow lakes may develop, such as the Great Salt Lake in Utah, or the Dead Sea. Most of these lakes have a high salt content.

Cover is plentiful in these areas, and rocks large enough to provide ? to ? cover are plentiful. Due to the high salt content of waters in these areas, unfiltered water does not count toward a PCs daily water intake. PCs wishing to use this water source must find a way to remove the salt from the water.

-Rocky plateau.

Rocky plateau deserts have relatively slight relief interspersed with extensive flat areas with quantities of solid or broken rock at or near the surface. There may be steep-walled, eroded valleys, known as wadis in the Middle East and arroyos or canyons in the United States and Mexico. Although their flat bottoms may be superficially attractive as assembly areas, the narrower valleys can be extremely dangerous to men and material due to flash flooding after rains. The Golan Heights is an example of a rocky plateau desert.

-Sand dunes.

Sandy or dune deserts are extensive flat areas covered with sand or gravel. "Flat" is a relative term, as some areas may contain sand dunes that are over 300 meters high and 16 to 24 kilometers long. Trafficability in such terrain will depend on the windward or leeward slope of the dunes and the texture of the sand. Other areas, however, may be flat for 3,000 meters and more. Plant life may vary from none to scrub over 2 meters high. Examples of this type of desert include the edges of the Sahara, the empty quarter of the Arabian Desert, areas of California and New Mexico, and the Kalahari in South Africa.

-Salt marshes.

Salt marshes are flat, desolate areas, sometimes studded with clumps of grass but devoid of other vegetation. They occur in arid areas where rainwater has collected, evaporated, and left large deposits of alkali salts and water with a high salt concentration. The water is so salty it is undrinkable. A crust that may be 2.5 to 30 centimeters thick forms over the saltwater.

In arid areas there are salt marshes hundreds of kilometers square. These areas usually support many insects, most of which bite. Avoid salt marshes. This type of terrain is highly corrosive to boots, clothing, and skin. A good example is the Shat-el-Arab waterway along the Iran-Iraq border.

-Broken, dissected terrain ("gebel" or "wadi").

All arid areas contain broken or highly dissected terrain. Rainstorms that erode soft sand and carve out canyons form this terrain. A wadi may range from 3 meters wide and 2 meters deep to several hundred meters wide and deep. The direction it takes varies as much as its width and depth. It twists and turns and forms a mazelike pattern. A wadi will give you good cover and concealment, but do not try to move through it because it is very difficult terrain to negotiate.

- City scape

City scape areas usually consist of a wide variety of remains of buildings. These may either be little more than low walls and pavement, up to entire blocks of standing (though damaged) buildings of almost any height. These areas are usually devoid of vegetation, though the maze of buildings do provide shelter to many types of vermin, wild animals, or other various sorts of desert dwelling creatures. Travel through these areas can be dangerous, as old unstable buildings are prone to collapsing without notice (either on top of an unlucky traveler, or with an explorer on the inside). Many remnants of cities may have underground tunnels (sewers, rail lines) that connect multiple areas. Exploring these areas is also dangerous, for many of the above reasons.

- fatigue and armor

- increased penalties based on weight of equipment, armor materials

SMGs

NORINCO Type 86 10mm
Price: 1,200

The Type 86, visually, bears a very close resemblance to it's larger cousin, the Type 80. Deployed as the standard SMG to Chinese forces, it was used by a majority of police and special forces units.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
2d8	20	Bal	40	S,A	20 box	M	8 lb. (7.62mm)

ARC 9 10mm
Price: 1,000

The ARC 9 was designed as a cheap a light-weight weapon for police forces and special ops forces. The ARC 9 is made up almost entirely of stamped metal, and has very few working parts. Thanks to a good rate of fire, availability, and being chambered in the popular 10mm round this weapon often wound up being used by criminals.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
2d6	20	Bal	30	S,A	20 box	M	6 lb. (10mm)

Shotguns

NORINCO Type 40 Combat Shotgun
Price: 3,600

The Type 40 is perhaps a anomaly of NORINCO engineering, as it is one of few weapons produced not based on other countries' technology. Envisioned as an eventual replacement for the Type 80 assault rifle, the Type 40 combat shotgun was created in limited quantities and distributed to front-line troops as well as peasant units. Featuring a good rate of fire, as well as an ample supply of ammunition, this weapon was devastating during close range firefights in the right hands.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
2d8	20	Bal	40	S,A	20 box	L	12 lbs. (12 ga.)

ARC 7 shotgun
Price: 1,300

The ARC 7 was mainly deployed with military forces in the US controlling riots, a host of specialty shells were developed with this gun in mind. Though not an intended design feature, cocking the weapon produces a louder (and more menacing) than other type of shotguns, a once flaw that became a major selling point. More than one protestor backed down at the sound of this gun being readied.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
2d8	20	Bal	30	S	8 int	L	9 lb. (12 ga.)

Rifles

Model 1903 Springfield
Price: 2,000

The Springfield rifle was produced in great numbers decades before the Great War. It saw use in World Wars I and II. It also saw limited use as a sniper rifle for years after, and eventually gained some popularity with the public.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
2d8	20	Bal	80	Single	5 int	L	9 lbs.

(.30'06)

Gewehr 43
Price: 2,500

An efficient rifle by anyone's standards, the Gewehr 43 was yet another popular WWII rifle that survived the ages. Easy to produce and load, the Gewehr 43 utilized the powerful 7.92 round. Even now, over a century later the Gewehr 43 is a prized weapon.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
2d8	20	Bal	80	Single	10 box	L	10 lb (7.92mm)

Rifle No.4 Mk1
Price: 2,000

The Number 4 Enfield rifle was a legend among English troops during WWII. Easy to shoot and very rugged, it was regarded as an almost perfect sniper's rifle.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
2d8	20	Bal	80	Single	10 box	L	9 lb (.303)

Winchester Model 70
Price: varies by caliber, starts at 1,500 for .22

The Winchester Model 70 is perhaps one of the best well known rifles of the pre-war world. It was produced from the 1930's right up until the war, in a variety of calibers. Such a wide variety of ammunition allowed it to gain popularity in a number of different roles; from hunting to sniping. Below are only a few of the many rounds the Model 70 could be chambered for.

	Damage	Crit	Type	Range	RoF	Mag	Size	Weight
(.22)	2d4	20	Bal	90	Single	6	L	9 lb.
(5mm)	2d8							5
(.458)	2d10							3

NORINCO Type 90 Sniper Rifle
Price: 5,000

The Type 90 is in many ways a carbon-copy of the the Russian DKS-501 rifle. The only major differences are a longer barrel and the use of the 7.62mm round.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
2d8	20	Bal	120	S	5 box	L	9 lb (7.62mm)

Assault Rifles

M-17 Assault Rifle
Price: 1,200

The M-17 Assault Rifle was the front line battle rifle for the United States. The M-17 is constructed from lightweight alloys with a plastic stock. While it saw widespread use, some rifles arrived partially unfinished and it often jammed up in more "extreme" climates. Most models of this rifle that survive today are versions specially treated for adverse environments.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
2d8	20	Bal	70	S,A	30 box	L	7 lb.
							(5.56mm)

NORINCO 5mm Type 80 Assault Rifle
Price: 1,100

The Type 80 is almost a direct clone of the Russian AK-112, with a few minor changes. Like the AK-112, it also features a wooden stock and chromed barrel. Unlike the AK-112, the Type 80 has a somewhat longer barrel and was usually issued with a larger clip. The Type 80, before the Great War, was the longarm of choice for the Chinese forces.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
2d8	20	Bal	80	S,A	30 box	L	9 lb.
							(5mm)

Machine Guns

M255 Assault Support Weapon
Price: 3,000

The M255 ASW was envisioned as an eventual replacement for the aging M60. Developed to be used alongside the M17, it uses the same ammunition and clips. Unlike the M17, it had proven itself to be reliable.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
2d8	20	Bal	100	S,A	Link	H	15 lb.
							(5.56mm)

NORINCO 7.62mm Type 68
Price: 3,200

The Type 68 is an older LMG used by the Chinese forces. Used mainly in fixed positions, many Type 68s found in the wastes today are not accompanied by their special tripods.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
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2d8 20 Bal 100 A Link H 12 lb.

NORINCO 7.62mm Type 75
Price: 3,500

The Type 75 is an newer LMG based on the Type 80. It was intended to be used as a man-portable support weapon. Instead of using an underslung box or linked ammunition feed, the Type 75 used an drum to store ammunition. Use of the drum lead to a higher than average chance of the weapon jamming in the heat of battle.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
2d8	20	Bal	90	A	Box 101	H	14 lb. (7.62mm)

NORINCO 14mm Type 86
Price: 5,000

The Type 86 is the standard Chinese heavy machine gun. Created just in time to see action in the war, it is built with light weight materials. It is also paired with a specailly designed tripod that allows it to be mounted in a variety of roles.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
2d12	20	Bal	110	A	Link	H	41 lb. (14mm)

Support Weapons

NORINCO Type 70 40 mm RPG
Price: 3,500

The Type 70 is a single-shot grenade launcher in the style of the M79. Unlike the M79, the Type 40 can also be broken down and reassembled to be used underslung on the Type 80 assault rifle.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
Varies	-	-	70	1	1 int	M	5 lb. (40mm)

Energy Weapons

Energy Pistols

MEC Laser Pistol
Price: 2,000

The MEC laser pistol gained success as a copy of ther American Wattz 1000 pistol. Taking the Wattz design and improving slightly on it, the MEC version operates much cooler and features a streamlined casing.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
3d6+1	20	Las	60	S	12 SEC	S	5 lb.

MEC Plasma Pistol

Price: 3,000

The MEC plasma pistol is copied from the Russian ZP03 plasma pistol. In contrast to its laser cousin, the plasma pistol is much bulkier model. Wooden grips and plastic controls and parts are used in a majority of models.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
3d6+2	20	En	30	S	16 SEC	S	5 lb.

MEC Gauss Pistol
Price: 6,500

The MEC gauss pistol is truly one of MEC's innovative products. Development into gauss weapons was unaided by foreign designs, and such a point of pride the Chinese scientists put forth much effort into the research. Such pride is evidenced in the MEC gauss mini-gun. The gauss pistol, as would be expected, is a skillfully crafted weapon.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
3d6+5	20	Bal	60	S	12	S	4 lb.

(2mm EC)

Patriot 2mm
Price: 1,000

The Patriot was developed in response to the invasion of Alaska by the Chinese. This small, lightweight gauss pistol was manufactured in large quantities and was designed to be air dropped into occupied areas and used by resistance groups. The pistol is simple enough to handle, but its operation is crude. The power required to fire each round is generated by a small hand crank in the grip, and the grip is then squeezed to fire the weapon. The weapon comes pre-loaded with five rounds, but more can be loaded manually by loading them into the rear of the barrel. Due to this weapon's overly simplistic construction, it is temperamental and inaccurate (-2 penalty to attacks rolls).

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
3d6+5	20	Bal	10	Single	5	Small	2 lb.

(2mm EC)

Energy Longarms

MEC Laser Rifle
Price: 5,500

The MEC laser rifle is a poor imitation of the American Wattz 2000. As the Chinese were less concerned with developing laser technology, the MEC laser rifle is considered a shoddy weapon. In the wastes, the presence of sand and dirt is a deadly foe to the MEC laser rifle, and many of these weapons have been rendered inoperable thanks to a single grain of sand.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
3d8+2	20	Las	90	S	10	L	18 lb.

(MFC)

MEC Plasma Rifle
Price: 9,000

The MEC plasma rifle is yet another copy of Russian weapons, this time the ZP10. Like its smaller brother, this weapon is reliable in almost every hostile environment, though it is usually considered heavy and ugly.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
3d10+2	20	En	60	S	10	L	14 lb.

(MFC)

MEC Gauss Rifle
Price: 13,000

The MEC gauss rifle's design is an elegant weapon, on par with the typical German efficiency found in the M72. The MEC version offers a longer barrel, but at the expense of ammunition storage.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
3d10+5	20	Bal	130	S	10	L	8 lb.

(2mm EC)

MEC Pulse Rifle
Price: 10,000

The MEC Pulse Rifle is a model that is a direct, if poorer copy of the YK42B. Captured and reverse engineered months before the war, only a handful of MEC pulse rifles were ever created.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
3d12	20	En	50	S	10	L	10 lb

(MFC)

Fallout: Brotherhood of Steel

Riot Armor (medium)
Price: 500

Riot armor saw extensive use by police forces in the US during riots. The armor itself is composed of several layers of padding, protecting the wearer from most blunt weapons. (DR of 3 against blunt weapons)

Type	Equip	Bonus	Noprof	Bonus	Max Dex	Armor	Pen	Speed	Weight
Tac		4		2		3		-2	25 10 lb.

Toxic Grenades
Price: 300

The toxic grenade emits caustic gas that eats through flesh and metal, as well as leaving those who must breathe the fumes nauseated for 1d6 turns.

Damage	Crit	Type	Burst	Radius	Reflex	DC	Range	Size	Weight
3d6	-	Acid	20		12	10	Small	2 lb.	

"Home-made" weapons

- "Home-made" weapons are imitations of other weapons mass-produced before the Great War using scavenged

Home-made conventional firearms usually suffer in the realm of accuracy and ammunition capacity. Pistols and ing these un-rifled barrels confer an additional -1 on to-hit rolls (cummulative per range band past the first). They ally be constructed in a way that only allows one round to be chambered at a time.

Home-made energy weapons suffer in terms of power and ammunition storage. Due to inferior electronics these weapons do less damage (-1 to damage, cumulative per range band past the first) than their mass-produced parts, and hold half as many charges.

All home-made weapons, while easy to repair, are also prone to frequent breakdowns. Any attack roll of 1, 2, or 3 on the weapon becoming broken and rendered inoperable until it is repaired (GM's discretion on the Repair DC) OR exploding and causing the weapon's full damage to everyone in a 5' radius.

The Shredder is a special homebrewed weapon, constructed from odds and ends of junk. This sholder-fired gun (or more appropriately, cannon) utilizes multiple barrels, throwing large amounts of lead down its multiple barrels at once. As it would be expected, the Shredder is a tempermental beast, and breakdowns among these weapons are very common.

The use of specialized shells confers only half the bonus or effect, regardless of the number of rounds used. Only one type of special ammunition may be used in conjunction with the rest of the load.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
4d10	20	Bal	30	1	10	Huge	40 lbs. (varies)

Plasma Saw
Price: 4,000

The plasma saw is curious melee weapon. Using technology similar to that of the plasma pistol and rifle, the weapon forms plasma inside a magnetic field. Instead of releasing it like the pistol or rifle, the plasma is contained at the end of the weapon, cutting through armor and flesh just like a physical blade.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
3d8*	20	Plas	-	-	30	L	16 lb.
MFC							

* This weapon ignores 6 DR of a target, but does not gain a damage bonus from high Strength

Tesla Cleaver
Price: 4,500

The Tesla Cleaver is a unique weapon in that it is a sharp cutting blade enhanced with an EMP field. This lends it the distinction of being one of the few melee weapons that pose a serious threat to mechanical opponents.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
3d8*	20	slash	-	-	35	L	17 lb.
MFC							

* Against mechanical opponents, this weapon's crit range increases to 18-20 and does an extra die of damage.

Monster Ripper
Price: 3,200

The Monster Ripper is a step-up from the normal Ripper. This Ripper is a much larger chain-blade mounted on the end of a 4' shaft.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
3d6	19-20	Slash	-	-	20	L	15 lb.
SEC							

Plasma Cannon
Price: 20,000

The Plasma Cannon is a rarely seen support weapon utilizing plasma bolt technology. This shoulder mounted weapon was primarily intended to deal with heavily armored units at medium to close ranges. The weapon unfortunately is a power hog, and requires 5 charges to fire one bolt. Meaning that with a full battery the Plasma Cannon can only fire twice.

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
5d10*	20	Plas	30	1	10 MFC	H	35 lb.

* The Plasma Cannon ignores the first 10 DR of a target.

Burning Gloves Price: 1,000

An interesting weapon in concept, burning gloves are perhaps not the most clever weapons invented. Attached to each heavy glove is a small "flamer", each with its own small fuel supply. Damage is done through punching the target, and then attempting to set them on fire. The fuel cylinders are extremely fragile (5 hp, 2 DR) and will explode if punctured, causing 2d6 damage to the wearer (plus 1d6 points of fire damage per round until extinguished). (unarmed)

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
Unarmed	20	Fire	-	-	5	M	7 lb.
Lethal Dmg + 1d6 fire damage+ 1d6 extra damage per round until extinguished							
Per glove							

Ripper Gloves Price: 1,200

Ripper gloves are perhaps a more effective glove mounted weapon than the flaming gloves. Each glove has a smaller ripper blade attached to the glove, which is triggered by the wearer when striking. (unarmed)

Damage	Crit	Type	Range	RoF	Mag	Size	Weight
Unarmed + 3d6 damage	20	slash	-	-	20 SEC	M	7 lb.

Turbo Super Sledge Price: 3,500

The Turbo Super Sledge utilizes technology that to this day remains a mystery. By some means, the weapon has been lightened and it reacts with a more responsive swing. In general, it operates the same way as a super sledge, but its mysterious mechanical advantages give it a +2 to damage and attack rolls.

- hold submission contest for fan submitted items?

- New drugs

-Zero Zs

- replaces need for sleep for a several hours
- highly addictive
- long downtime for sleep afterwards w/ penalties

- super coagulant

- stops bleeding immediately
- hardens blood over wound for temporary DR and/or Def
- potentially fatal if used too often

-
- Sonic weapons
 - dispersers
 - requires Fort save
 - produces loud shrieking noise just below point of damage to human hearing
 - fully disrupts singing, chanting, talking, concentration
 - debilitators
 - requires Fort save
 - directed beam of sound
 - causes nausea, loss of bowels, disorientation, vomiting
 - continued exposure may cause organ damage and failure as well as death
 - long range, can penetrate materials w/out penalty
 - sonic rifle
 - fires bullets of "sound"
 - deals subdual damage
 - short range, power hungry
 - sonic shotgun shells
 - fires canister with effects similar to sonic dispersers or debilitators
- Gyro jet weapons
 - rounds with rocket engines
 - increased difficulty in finding firer via sound
 - little recoil
 - long range
 - rounds do very little damage first half of range band (1/2 damage)
 - pistol
 - rifle
 - machine gun?
- Prototype power armor
 - initial American
 - low Str bonus, lower armor, reduced features
 - Chinese
 - higher mobility, lower armor, advanced medical systems
 - Enclave variants
 - high strength model, lowered mobility, prone to breakdowns

- heavy weapons model, low armor, dangerous to wearer
- stealth model, includes Stealth Boy, psychologically damaging to wearer

- Engineered diseases from China

- Phase Shifting Virus

One of many viri developed by the Chinese, the Phase Shifting Virus was designed to be as communicable as possible. The virus quickly adapts to its environment switching from air-borne to blood borne to any other number of vectors with an extremely short number of generations. Symptoms are akin to a very strong flu. Extreme fatigue, nausea, sinus pain, and head aches were commonly reported. Treatment for this virus was difficult, 25% of those people who caught PSV died as a result.

(VIRUS STATS HERE)

- Gamma Cyclotronic Virus

The Gamma Cyclotronic Virus was perhaps one of the most insidious viri produced by the Chinese. By infiltration and bonding with the bodies immunoglobulins, GCV disables the body's ability to fight off diseases. This disease was blood borne, and for the short time it went undetected, it wrecked havoc on the U.S.'s blood supply.

(VIRUS STATS HERE)

- New Plague

Feared even today, decades after the disease claimed thousands of lives. The New Plague is a stealthy, efficient killer. Symptoms include high fever, headache, trembles, and fatigue. The New Plague worked simply by eating away at the nervous system, effectively stopping the victim cold. The virus does have a long incubation period of approximately two weeks before it takes effect. During this time the host is highly contagious, but shows no symptoms. No cure was ever developed for the New Plague.

(VIRUS STATS HERE)

- misc. Cold War weapons http://www.thememoryhole.org/mil/nl-weapons_terms/

- Burrows animals as PCs, robots as PCs, rules for AIs

- Burrows animals are Small creatures (+1 Def and Atk, -4

Grapple, +4 Hide, 5ft reach)

- Stat changes based on animal type? (raccoon, rats, other test animals?)

- Special qualities (Low-light vision, Scent)

- Restrictions on weapons? (handguns and small melee weapons only?)

-Robots are limited to humanoid or brain-bots (medium constructs)

- Humanoid has no Con, Wis, or Cha score. BB has no Con score
- Humanoid must have Beta Software perk (one that allows programming)
- Neither gain hp, except through upgrades (new feat?) still gain better saves, Def & Atk?
- Balancing downside (1/2 xp gains, low skill point gain?)
- What classes do they take? Robot (wtf?)

- AIs are just Wis and Int scores? Max ranks in a handful of skills? Determine Wis & Int scores, equipment DR and HP on equipment used? Generate sample list of parts, consider (organic parts VS electronic, storage media, speed)

Example AIs

- Zax
- Brotherhood AI
- Skynet
- Calculator
- Shi's Emperor
- Enclave machine? (Navarro)

- New creatures

- Rad spiders (radioactive webs?)
- Combination animals (wtf?)
- honeybees (lol)
- new insects, lizards, mammals

- develop new town / adventure for starting characters

- population of around 60 -100 people
- flesh out at least 10 interesting NPCs
- make rough notes for merchants, local laws, map of general area?
- one or two larger conflicts\points of interest in the city, at least 5 other small ones

- adventure for 4-6 1st level PCs? possibly higher to allow for super mutants / deathclaws? Or include tips to increase CR/EL for those characters? Include map of areas?

- based around (nearby caves/shopping center/military complex)
- place is (multi-leveled/sprawling/multiple locations)
- to do (rite of passage/find resource/stop infestation of pests/ deliver message)
- inhabited by (insects, animals, robots, humanoids)
- dangers (traps, deteriorated structure, confined areas, under water)
- things to find (old skeletons, books, clothes, broken tech items, food, batteries, ammo, small weapons, goods for trading,) at least one suitable item for each character
- twists (infestation not real, resource is something else, message contains additional quest for PCs)