

EXPLORE THE WASTELAND AND BUILD SCAVENGING LOCATIONS!

GM'S SCREEN

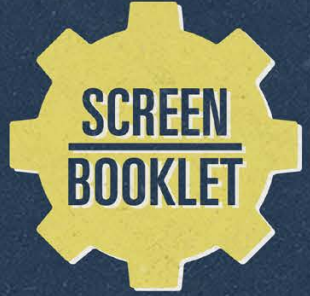


Fig. 1



Fig. 2

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SCAVENGING

A major reason to explore the wasteland is for supplies. There are a lot of resources: food, weapons, and raw materials, among other things out there waiting to be found, or to be 'liberated' from those who found them before you.

Scavenging is the process of searching a location for useful resources, overcoming any obstacles and competing scavengers. The process of scavenging is centered around a specific location, which defines the kinds of items that can be found, how easy it is to find them, the kinds of obstacles which you may find, and whether the location is inhabited by creatures or characters who might not take kindly to your arrival.

WHERE TO SCAVENGE

When you begin scavenging, the GM details the location where this happens. Your GM may choose to go into more detail and plan out specific locations in detail, or they can use the tools in the Gamemaster's Toolkit to randomly generate a location. A location's description contains the following:

- **Category:** Each location has one or more categories, which is used to determine a number of other factors such as the kinds of items found there and the kinds of obstacles, hazards, and occupants who may be encountered.
- **Level:** This relates to the level of both PCs and NPCs. PCs attempting to salvage a location with higher level than them may find valuable loot, but they may also encounter challenges tougher than they can cope with. If there are NPCs present, they have levels close to that of the location: rarely more than two levels higher or lower.
- **Scale:** Each location has a scale, which is the size of the location overall. Locations with a larger scale contain more items but take longer to search and have a greater chance of being occupied. A location may be broken into several smaller locations that characters can search individually, or several small locations can be grouped together into a larger one at the GM's discretion.
- **Degree:** This is the degree to which the location has already been searched and salvaged. It's rare to find anywhere completely untouched, unless they're well-hidden or heavily fortified. Degree sets the difficulty of skill tests to search the location for items.
- **Items:** Each location contains a list of item categories, accompanied by numbers. Each category lists two numbers as X-Y. X is the minimum number of rolls on the loot table for that item category. Y is the maximum number of rolls on that table. This will be explained in more depth later.
- **Other Details:** A description of obstacles, hazards, and occupants present in the location.

SCAVENGING SCENES

When you enter a location to scavenge, the main thing you'll want to do is to search for loot.

Searching requires a **PER + Survival** test, with a difficulty determined by the location's Degree, as shown on the table below. This takes an amount of time determined by the location's Scale.

DEGREE	DIFFICULTY	SCALE	EXAMPLE	TIME TAKEN
Untouched	0	Tiny	A safe	1 minute
Partly Searched	1	Small	A room	10 minutes
Mostly Searched	2	Average	A small shop or home, or several rooms	30 minutes
Heavily Searched	3	Large	A large multi-story building, or several shops or homes	2 hours

If this test is failed, you find nothing. That doesn't prevent you searching again, but each new attempt takes the time listed, and may come with other risks if the location contains hazards or occupants.

If this test is successful, then you find the minimum items for that location; each item category found in the location has a minimum and maximum number of rolls on that category's loot table, with a minimum of 0. The minimum number of rolls for each category is provided on a basic success.

AP may then be spent to gain additional rolls: each AP spent allows you to make one additional roll on any one loot table for one of the item categories the location contains, up to the maximum for each category. You may also spend 2 AP to halve the amount of time the search took.

Example: *The Sole Survivor is searching a ruined house on the edge of Concord. It's an Average location, and Partly Searched, so it requires a difficulty 1 test and takes 30 minutes to search. Its Item listing is as follows: 1-2 Clothing, 2-4 Food, 1-3 Beverages, 2-6 Junk, 0-1 Weapon (Ranged), 0-1 Ammo, 0-1 Chems. He passes the test, scoring three successes, so he receives the minimum items from the house: 1 roll on the Clothing table, 2 rolls on the Food table, 1 roll on the Beverages table, and 2 rolls on the Junk table. He has 2 AP to spend on extra rolls, and decides to roll once on the Weapon table, and once on the Ammo table.*

As you're likely to be scavenging as a group, this is easiest to resolve as a group test (p.17): one PC (typically the one with the best **PER + Survival**), and everyone else assisting.

Complications rolled on this test can have several possible results. The most common complications include:

- There are fewer supplies here than you expected: you cannot search this location again, until the location has meaningfully changed (such as having new inhabitants arrive).
- It took longer to find the supplies than you expected: increase the time taken by half the original amount per complication.
- A group of the location's inhabitants interrupt your search; this might require hiding from them, talking your way out of a situation, or combat.
- You disturb the location in a way that makes it more dangerous, triggering the effects of one of the location's hazards.
- You find that one of the items you found is locked away. The GM chooses one of the item rolls you get to make, and places it behind an obstacle. This requires a Lockpick test, a Science test (to hack a computer), or finding a key or some other method of overcoming the obstacle, at the GM's discretion.

Nested Locations

It is entirely possible for a location to contain smaller locations, though the GM should only do this if there's a significant difference between the larger location and the smaller one within it. For example, a hospital (a Large location) may have a sealed quarantine area (an Average location) within it, which is untouched and higher level, but contains additional hazards, or a thoroughly-searched shop (an Average location) may have a locked safe (a Tiny area) which is untouched, with the safe's lock acting as an obstacle.

These nested locations are not immediately obvious, but the GM will reveal them to you after your first successful search of the larger location. Whether you choose to—or even can—search those smaller locations within is up to you.



INHABITANTS, OBSTACLES, AND HAZARDS

Of course, no location worth scavenging from is going to be without problems. Aside from a lot of places having already been ransacked, many places with useful resources are inhabited by animals, other survivors, or lingering security robots. Others are secured, with valuable supplies locked away and difficult to reach, or protected by traps and security measures. Others still may be in unsafe places: precarious ruins on the verge of collapse, flooded areas filled with toxic or irradiated water, places still high in radiation, or filled with dangerous chemicals in toxic pools or noxious clouds.

If a location contains creatures or characters who might oppose the PCs, it is considered to have **inhabitants**.

If access to some or all the location is restricted, obstructed, or secured in some way, these restrictions and security measures are considered **obstacles**.

If the location is dangerous in some way unrelated to creatures or characters present, the dangers are considered **hazards**.

INHABITANTS

The number of inhabitants in a location is based on the location's scale, and a location with a scale of Tiny cannot have inhabitants at all; you can't fit even a single raider or super mutant inside a safe, at least, not while they're still alive. The numbers below describe only how many inhabitants are present when the area is being searched; complications may mean that additional reinforcements arrive later.

- A Small location contains 1-3 inhabitants.
- An Average location contains 3-6 inhabitants.
- A Large location contains 5-10 inhabitants.

Halve these numbers if the inhabitants have the *Big* NPC ability, or double them if they have the *Little* NPC ability (p.388 for NPC special abilities).

When you enter an inhabited location, you may choose to enter openly, or stealthily.

- If you enter openly, the inhabitants see you coming. Most inhabitants are hostile, or at least wary of strangers, and won't take kindly to someone scavenging in their territory.

- If you enter stealthily, make an **AGI + Sneak** test, opposed by the inhabitants' **PER + Survival**. Both sides make a single test; each additional character trying to sneak in increases the difficulty of the Sneak test by +1, and the inhabitants may receive assistance from each NPC after the first keeping watch. Success allows you to enter the area, and search it, but a complication on the search test alerts the inhabitants. Failure means they notice you as you enter.

The inhabitants of a location should have a level roughly equal to the level of the location—up to two levels less, at most. If the inhabitants have a distinct leader, the leader's level is equal to the location's level or up to two levels higher.

The GM is welcome to create distinct groups of inhabitants for locations, but in general, inhabitants fall into one of the following categories:

- **Animals:** the location is now home to a group of wild animals who've nested there. The animals are all of the same type, such as mole rats, radroaches, stingwings, or radscorpions, and they'll defend their home from anything that isn't them.
- **Feral Ghouls:** the location is home to a pack of feral ghouls. They may have been the original inhabitants before the War, or they've gathered here due to savage instinct or because of high radiation levels. Many feral ghouls simply lay down in place, indistinguishable from corpses, allowing them to ambush any who pass by.
- **Raiders:** the location has a group of raiders using it as a base. On the upside, this often means there'll be more to scavenge here, as the raiders bring their ill-gotten gains back with them. On the downside, it's full of trigger-happy raiders who see other strangers as walking piles of loot. Likely to contain mongrel dogs as well as the raiders themselves.
- **Super Mutants:** a group of super mutants have set themselves up in this location. Accompanied by their mutant hounds, these can pose quite a problem. Super mutant encampments tend to be obvious because they're often strewn with gore and huge nets and bags of raw meat.
- **Robots:** old military or security robots are present in this location. If they're active, they'll be the only inhabitants, but some locations may have dormant

robots in addition to another type of inhabitant, and cunning survivors may seek ways to activate the dormant robots to deal with the other inhabitants.

Encounters with a group of inhabitants should be handled as with any other scene and are likely to devolve into combat unless there's a compelling reason for violence not to happen.

The numbers of inhabitants encountered only represents those present in the location *at the time you arrived*. Complications when searching may mean that more inhabitants present themselves; perhaps they were lying in wait, or they were away from their home and have only just returned, or maybe you couldn't tell just how many radroaches were infesting that old restaurant.

OBSTACLES

Locks, collapsed ruins, high fences, and similar features are collectively referred to as obstacles. An obstacle is any feature which makes accessing a location more difficult.

Obstacles all require a skill test to overcome. The specific skill test required, the difficulty, and the time taken, are determined by the nature of the obstacle. You cannot search a location until after you have overcome an obstacle securing it.

- **Mechanical Lock:** found securing doors, gates, safes, and even toolboxes and other containers, a mechanical lock requires a key or a successful **PER + Lockpick** test, with a difficulty determined by the complexity of the lock. If the lock is damaged, rusted, or otherwise in poor condition, the complication range of the test increases, adding to a risk of breaking lockpicking tools.
- **Electronic Lock:** often seen as more secure than a simple mechanical lock, while some electronic locks can be opened manually (as with mechanical locks), most are controlled from a computer terminal nearby. Accessing the terminal to unlock the door requires a password, or an **INT + Science** test with a difficulty determined by the complexity of the computer's security.





- **Collapsed Structure:** A part of the location has collapsed and is impassible, forcing you to find an alternative route, or requiring some physical feat to traverse; this might be an area where the ceiling has fallen in, or a large crevasse in the floor that needs to be jumped or climbed. An alternate route might scouting around the building—a **PER + Survival** test—or it may require using some brute force or relying on your balance and coordination: a **STR** or **AGI + Athletics** test, with a difficulty determined by how tricky the alternative route is.

In all these cases, it normally takes a number of minutes equal to ten times the difficulty to bypass; this can be halved by spending 2 AP after a success, as normal. This may be time spent picking a lock or hacking a computer, time spent looking for the best way across a collapsed section, or similar. If you've got a key or password for a lock, that takes almost no time to use, but you must find them first.


HAZARDS

Many locations still have supplies to loot because they're dangerous, deterring would-be scavengers.

Hazards cause damage to those who attempt to scavenge a hazardous location. The type of damage depends on what the hazard represents: extreme heat or cold is Energy damage; heavy or sharp objects inflict Physical damage, toxic chemicals are Poison damage, and radiation is obviously Radiation damage. Hazards fall into two broad categories:

- **Ongoing** hazards inflict a small amount of damage constantly while you're in the hazardous location. For every minute, or ten minutes (GM's choice, depending on how intense the hazard is) you spend in the location, you suffer 1  of damage. Rather than rolling a single die every so often, the GM resolves this at the end of an action: if a location causes a 1  per 10 minutes, and you've just searched a house taking 30 minutes, roll 3 , rather than 1  three times.
- **Occasional** hazards only inflict damage in specific circumstances. A failed test to search, a complication on a test to search, or on a skill test to move



around the location, can all result in an occasional hazard inflicting damage: a spark ignites gas causing an explosion or fire, an electrical surge strikes you, something collapses on you. Some of these can be deliberate traps set to deter or harm intruders, such as tripwires attached to a shotgun, big bear-traps, mines, and so forth. Most hazards and traps inflict between 3 and 8  of damage when triggered, and in the case of deliberate traps, weapon stats found in the **Equipment** chapter (p.84) can be used as a basis.

Hazards cannot really be avoided. They can be defended against, using armor and other protective measures, but few hazards can be prevented before they happen. The exception to this is deliberate traps, which can be disarmed, in which case they are treated as an obstacle, requiring an **AGI** test, using Small Guns, Survival, or Explosives, depending on the type of trap; this has a difficulty of 2, and failure means setting off the hazard and suffering the damage.

LOOT TABLES

Of course, getting in and searching is only part of the story. The important part is the loot you come away with afterwards; that's why you were there to begin with, after all.

There are numerous categories of items, and the location you are searching lists which categories of items can be found there. A successful search yields a minimum number of items of some of those categories, and each item is determined by rolling on the tables below.

Modded Items

A few items appear in the loot tables with existing mods. These are most often the most basic forms of mods, such as turning a laser gun into a laser rifle or providing the automatic version of a 10mm pistol.

Item categories are as follows:

- Ammunition
- Armor
- Clothing
- Food
- Beverages
- Chems
- Oddities and Valuables
- Junk
- Weapons (split into Ranged, Melee, and Thrown/Explosives)

For each item category found, roll on the relevant table. After rolling, you may spend 1 Luck point to add or subtract an amount up to the location's level to or from the roll: that is, if you're searching a Level 6 location, you may increase or reduce your roll by up to 6 after rolling, by spending 1 Luck point.

AMMUNITION

Ammunition details are on p.91.

Random Ammunition

2D20 ROLL	AMMO (QUANTITY)	2D20 ROLL	AMMO (QUANTITY)	2D20 ROLL	AMMO (QUANTITY)
2	2mm EC (6+3 🎲)	15	Flamer Fuel (12+6 🎲)	28	Fusion Cell (14+7 🎲)
3	2mm EC (6+3 🎲)	16	Flamer Fuel (12+6 🎲)	29	Railway Spike (6+3 🎲)
4	2mm EC (6+3 🎲)	17	.45 Rounds (9+4 🎲)	30	Railway Spike (6+3 🎲)
5	Plasma Cartridge (10+5 🎲)	18	.45 Rounds (9+4 🎲)	31	.44 Magnum (4+2 🎲)
6	Missile (2+1 🎲)*	19	10mm (8+4 🎲)	32	.44 Magnum (4+2 🎲)
7	Fusion Core (1)**	20	10mm (8+4 🎲)	33	5.56mm (8+4 🎲)
8	5mm (12+6 🎲 x10)	21	.38 Ammo (10+5 🎲)	34	5.56mm (8+4 🎲)
9	5mm (12+6 🎲 x10)	22	.38 Ammo (10+5 🎲)	35	Missile (2+1 🎲)*
10	.50 ammo (4+2 🎲)	23	Flare (2+1 🎲)	36	Fusion Core (1)**
11	.50 ammo (4+2 🎲)	24	.308 ammo (6+3 🎲)	37	Plasma Cartridge (10+5 🎲)
12	Syringer Ammo (4+2 🎲)	25	Shotgun Shells (6+3 🎲)	38	Mini-Nuke (1+1 🎲)**
13	Syringer Ammo (4+2 🎲)	26	Shotgun Shells (6+3 🎲)	39	Mini-Nuke (1+1 🎲)**
14	Gamma Round (4+2 🎲)	27	Fusion Cell (14+7 🎲)	40	Mini-Nuke (1+1 🎲)**

* Characters with the Scavenger perk receive only +1 🎲 per rank additional Missiles.

** Characters with the Scavenger perk do not receive any additional Fusion Cores or Mini-Nukes.

ARMOR

Armor is listed on p.130.

Power Armor Frames do not come with a fusion core.

Some entries may ask for a roll for location. This means to roll on the hit location table (p.28) to determine which location that piece of armor covers, re-rolling any inapplicable results (head results for Raider leather armor, as there is no corresponding helmet).

Random Armor

2D20 ROLL	ARMOR	2D20 ROLL	ARMOR	2D20 ROLL	ARMOR
2	X-01 Power Armor Piece	15	Sturdy Metal Armor	28	Heavy Leather Armor
3	X-01 Power Armor Piece	16	Heavy Raider Armor	29	Synth Armor
4	X-01 Power Armor Piece	17	Vault-Tec Armor	30	T-51 Power Armor Piece
5	Power Armor Frame	18	Sturdy Raider Armor	31	Heavy Combat Armor
6	Power Armor Frame	19	Leather Armor	32	Heavy Combat Armor
7	T-60 Power Armor Piece	20	Sturdy Raider Armor	33	Sturdy Synth Armor
8	T-60 Power Armor Piece	21	Raider Armor	34	Sturdy Synth Armor
9	Heavy Dog Armor	22	Sturdy Raider Armor	35	Sturdy Raider Armor
10	Heavy Dog Armor	23	Metal Armor	36	Power Armor Frame
11	Sturdy Combat Armor	24	Light Dog Armor	37	Power Armor Frame
12	Heavy Metal Armor	25	Sturdy Leather Armor	38	Heavy Synth Armor
13	Raider Power Armor Piece	26	Combat Armor	39	Heavy Synth Armor
14	Medium Dog Armor	27	T-45 Power Armor Piece	40	Heavy Synth Armor

CLOTHING

Clothing and outfits are on p.122.

Random Clothing

2D20 ROLL	CLOTHING	2D20 ROLL	CLOTHING	2D20 ROLL	CLOTHING
2	Brotherhood of Steel Fatigues	15	Road Leathers	28	Heavy Coat
3	Welder's Visor	16	Casual Clothing	29	Heavy Coat
4	Brotherhood Scribe's Hat	17	Casual Clothing	30	Utility Overalls
5	Brotherhood of Steel Hood	18	Hides	31	Utility Overalls
6	Brotherhood Scribe's Armor	19	Hides	32	Casual Hat
7	Brotherhood of Steel Uniform	20	Harness	33	Hood or Cowl
8	Hard Hat	21	Harness	34	Vault jumpsuit
9	Army Helmet	22	Sack Hood	35	Formal Clothing
10	Lab Coat	23	Sack Hood	36	Formal Clothing
11	Lab Coat	24	Military Fatigues	37	Formal Hat
12	Engineer's Armor	25	Military Fatigues	38	Gas Mask
13	Engineer's Armor	26	Tough Clothing	39	Cage Armor
14	Road Leathers	27	Tough Clothing	40	Hazmat Suit

FOOD

Food items are listed on p.149.

There is one additional table here separate from the rarity tables: Foraging. The Foraging table contains food items which can be found by foraging in the wilderness.

Many Food

items listed in the **Equipment** chapter are not listed on the tables below. They can only be obtained through cooking, described in the Crafting section later in this chapter, or butchering the bodies of dead creatures.

Random Food

2D20 ROLL	FOOD	2D20 ROLL	FOOD	2D20 ROLL	FOOD
2	Tarberry	15	BlamCo Brand Mac and Cheese	28	Brain Fungus
3	Perfectly Preserved Pie	16	Sugar Bombs	29	Corn
4	Melon (non-irradiated)	17	Potted Meat	30	Gourd
5	Carrot (non-irradiated)	18	Pork 'n' Beans	31	Melon
6	Institute Food Packet	19	InstaMash	32	Silt Bean
7	Sugar Bombs (preserved)	20	Dandy Boy Apples	33	Tato
8	Mutfruit (non-irradiated)	21	Canned Dog Food	34	InstaMash (preserved)
9	Fancy Lads Snack Cakes (preserved)	22	Fancy Lads Snack Cakes	35	Salisbury Steak (preserved)
10	Sweet Roll	23	Gum Drops	36	Food Paste
11	Razorgrain	24	Mutfruit	37	Noodle Cup
12	Iguana Bits	25	Potato Crisps	38	Corn (non-irradiated)
13	Cram	26	Salisbury Steak	39	BlamCo Brand Mac and Cheese (preserved)
14	Squirrel Bits	27	Yum-Yum Deviled Eggs	40	Tarberry

The Foraging table, below, is used for gathering food from wild plants while in the wasteland. An hour's foraging and a **PER + Survival** test with a difficulty of 1 finds a number of items this table equal to your Survival score, +1 item per AP spent. Roll once to determine which item is found.

Foraging

D20 ROLL	FOOD FOUND
1	Brain Fungus
2	Glowing Fungus
3-4	Carrot
5-6	Corn
7-8	Gourd
9-10	Melon
11-12	Mutfruit
13-14	Razorgrain
15-16	Silt Bean
17-18	Tato
19	Hubflower
20	Bloodleaf

BEVERAGES

Beverages are listed on p.160.

There is one additional table here separate from the rarity tables: Nuka-Cola. This is used specifically when searching Nuka-Cola machines.

Some Beverage items listed in the **Equipment** chapter are not listed on the tables below. They can only be obtained through cooking, described in the Crafting section later in this chapter.


Random Beverages

2D20 ROLL	BEVERAGE	2D20 ROLL	BEVERAGE	2D20 ROLL	BEVERAGE
2	Wine	15	Blood Pack	28	Brahmin Milk
3	Wine	16	Beer	29	Brahmin Milk
4	Whiskey	17	Beer	30	Brahmin Milk
5	Whiskey	18	Beer	31	Rum
6	Nuka-Cherry	19	Dirty Water	32	Rum
7	Nuka-Cherry	20	Dirty Water	33	Rum
8	Nuka-Cherry	21	Dirty Water	34	Moonshine
9	Nuka-Cola	22	Dirty Water	35	Moonshine
10	Nuka-Cola	23	Dirty Water	36	Moonshine
11	Nuka-Cola	24	Purified Water	37	Vodka
12	Bourbon	25	Purified Water	38	Vodka
13	Bourbon	26	Purified Water	39	Wine
14	Bourbon	27	Blood Pack	40	Wine

The Nuka-Cola table, below, is used when a Nuka-Cola machine is found while scavenging. Roll twice to determine the machine's contents.



Nuka-Cola

D20 ROLL	ITEM
1-8	Empty
9-12	1+2  glass bottles (junk, scavenge for 2 common materials each)
13-15	1 Nuka-Cola
16-17	2 Nuka-Cola
18	1 Nuka-Cola, 1 Nuka-Cherry
19	2 Nuka-Cola, 1 Nuka-Cherry
20	1 Nuka-Cola Quantum



CHEMS

Chems are listed on p.164.

Many Chems items listed in the **Equipment** chapter are not listed on the tables below. They can only be obtained through crafting, described in the Crafting section later in this chapter.

Random Chems

2D20 ROLL	CHEM	2D20 ROLL	CHEM	2D20 ROLL	CHEM
2	Super Stimpak	15	Daddy-O	28	Buffout
3	Calmex	16	Rad-X (diluted)	29	Jet
4	Day Tripper	17	Rad-X (diluted)	30	Jet
5	Addictol	18	Healing Salve	31	Mentats
6	Stimpak	19	Healing Salve	32	Mentats
7	Stimpak	20	Dirty Water	33	Rad-X
8	RadAway	21	Dirty Water	34	Rad-X
9	RadAway	22	Dirty Water	35	Stimpak
10	Psycho	23	Stimpak (diluted)	36	Stimpak
11	Psycho	24	Stimpak (diluted)	37	Antibiotics
12	Med-X	25	RadAway (diluted)	38	Overdrive
13	Med-X	26	RadAway (diluted)	39	Fury
14	Daddy-O	27	Buffout	40	X-Cell

WEAPONS (RANGED)

Ranged Weapons are listed on p.95.

Ranged weapons found come with a standard quantity of their ammunition (standard quantities shown on the ammunition table in this chapter and on p.91).

Random Ranged Weapons

2D20 ROLL	RANGED WEAPON	2D20 ROLL	RANGED WEAPON	2D20 ROLL	RANGED WEAPON
2	Fat Man	11	Institute Laser Rifle (Long Barrel, Standard Stock)	20	Pipe Rifle (Long Barrel, Standard Stock)
3	Fat Man	12	Syringer	21	Pipe Gun
4	Missile Launcher	13	Hunting Rifle	22	Auto Pipe Gun (Automatic Receiver)
5	Missile Launcher	14	Assault Rifle	23	Pipe Revolver
6	Railway Rifle	15	Laser Musket	24	Pipe Bolt Action Rifle (Long Barrel, Standard Stock)
7	Junk Jet	16	Submachine Gun	25	10mm Auto Pistol (Automatic Receiver)
8	Flamer	17	10mm Pistol	26	Double-Barreled Shotgun
9	Plasma Pistol	18	Pipe Bolt Action	27	.44 Pistol
10	Laser Rifle	19	Auto Pipe Rifle	28	Combat Rifle
29	Scoped Hunting Rifle (Long Barrel, Short Scope)	33	Minigun	37	Heavy Incinerator
30	Combat Shotgun	34	Plasma Rifle (Long Barrel, Standard Stock)	38	Heavy Incinerator
31	Institute Laser Pistol	35	Gatling Laser	39	Gamma Gun
32	Laser Pistol	36	Gauss Rifle	40	Gamma Gun



WEAPONS (MELEE)

Melee Weapons are listed on p.111.

Random Melee Weapons














2D20 ROLL	MELEE WEAPON	2D20 ROLL	MELEE WEAPON	2D20 ROLL	MELEE WEAPON
2	Deathclaw Gauntlet	15	Walking Cane	28	Pipe Wrench
3	Shishkebab	16	Walking Cane	29	Knuckles
4	Shishkebab	17	Pool Cue	30	Knuckles
5	Sledgehammer	18	Pool Cue	31	Tire Iron
6	Sledgehammer	19	Switchblade	32	Tire Iron
7	Ripper	20	Switchblade	33	Sword
8	Ripper	21	Board	34	Sword
9	Boxing Glove	22	Board	35	Aluminum Baseball Bat
10	Boxing Glove	23	Lead Pipe	36	Aluminum Baseball Bat
11	Baton	24	Lead Pipe	37	Power Fist
12	Baton	25	Rolling Pin	38	Power Fist
13	Machete	26	Rolling Pin	39	Super Sledge
14	Machete	27	Pipe Wrench	40	Super Sledge

WEAPONS (THROWN/EXPLOSIVES)

Thrown Weapons are listed on p.119, while Explosives are on p.120.

Items are found in the quantity listed.

Random Thrown and Explosive Weapons

2D20 ROLL	THROWN/EXPLOSIVE WEAPON	2D20 ROLL	THROWN/EXPLOSIVE WEAPON	2D20 ROLL	THROWN/EXPLOSIVE WEAPON
2	1 Nuka Grenade	15	2+1  Javelins	28	2+1  Molotov Cocktails
3	1 Pulse Mine	16	2+1  Javelins	29	2+1  Molotov Cocktails
4	1 Pulse Mine	17	2+1  Javelins	30	2+1  Tomahawks
5	1 Plasma Mine	18	2+1  Javelins	31	2+1  Tomahawks
6	1 Plasma Mine	19	2+1  Javelins	32	2+1  Tomahawks
7	1 Bottlecap Mine	20	4+2  Throwing Knives	33	1 Frag Mine
8	1 Bottlecap Mine	21	4+2  Throwing Knives	34	1 Frag Mine
9	1 Bottlecap Mine	22	4+2  Throwing Knives	35	1 Frag Mine
10	2+1  Frag Grenades	23	2+1  Baseball Grenades	36	1 Plasma Grenade
11	2+1  Frag Grenades	24	2+1  Baseball Grenades	37	1 Plasma Grenade
12	2+1  Frag Grenades	25	2+1  Baseball Grenades	38	1 Pulse Grenade
13	2+1  Molotov Cocktails	26	2+1  Baseball Grenades	39	1 Pulse Grenade
14	2+1  Molotov Cocktails	27	2+1  Baseball Grenades	40	1 Nuke Mine

ODDITIES AND VALUABLES

These tables cover a variety of different items not covered in other lists. Unlike the other loot tables, this table requires rolling 3d20 rather than 2d20.

Unusual Items

A small number of items appear on the Oddity table which are not described elsewhere.

Note or Holotape

This is one or more pieces of paper, or a single holotape recording, from someone who was in this location previously. They may be relics from before the Great War, or journals kept by other survivors who passed through years or even decades earlier. They have no inherent value, but they can often provide useful information. The GM determines what information is found in a note or on a holotape, which could include directions to a previously unknown location, clues towards a secret to uncover, a rare crafting recipe, something which inspires a new question, or simply a bit of extra worldbuilding information about the wasteland.

Container

A large duffel bag, a cooler or picnic hamper, or some other kind of unsecured container. Normally portable, these containers are likely to have been dropped by a previous

survivor in the area and aren't part of the normal items found in that location. The GM chooses an item category: the container holds an item rolled from that category's table at the rarity of the container.


Container, Locked



Ammo boxes, foot lockers, locked toolboxes, and similar. Someone took the time to secure this container, so there must be something good inside. A successful **PER + Lockpick** test with a difficulty equal to the container's rarity opens the lock, and within are two items from categories determined by the GM, of a rarity equal to that of the container.

Key

A key or a note containing a password for a computer system. For the sake of the game, each key opens a lock with a difficulty of the key's rarity or lower (or unlocks a computer system of that difficulty if it's a password). This can be used in the same location, or it can be used in a later location.

Random Oddities and Valuables

3D20 ROLL	ODDITY/VALUABLE	3D20 ROLL	ODDITY/VALUABLE	3D20 ROLL	ODDITY/VALUABLE
3	Regeneration Field	12	Diagnosis Mod	21	Lockpick Set
4	Regeneration Field	13	Geiger Counter	22	Holotape Player
5	Pre-War Money worth 5d20 Caps	14	Doctor's Bag	23	Large Backpack
6	Pre-War Money worth 5d20 Caps	15	Magazine (see p.172)	24	Pre-War Money worth 3d20 Caps
7	5d20 Caps	16	Pre-War Money worth 4d20 Caps	25	3d20 Caps
8	5d20 Caps	17	4d20 Caps	26	Integral Boiler Mod
9	5d20 Caps	18	Container	27	1+2  Signal Flares
10	Stealth Field	19	Hazard Detection Mod	28	Pre-War Money worth 2d20 Caps
11	Recon Sensors	20	Radio	29	2d20 Caps

3D20 ROLL	ODDITY/VALUABLE	3D20 ROLL	ODDITY/VALUABLE	3D20 ROLL	ODDITY/VALUABLE
30	2+1  Bobby Pins	41	Multi-Tool	52	Key
31	1d20 Caps	42	Hacking Module	53	Key
32	Pre-War Money worth 1d20 Caps	43	Lockpick Module	54	Key
33	4+2  Bobby Pins	44	Container, Locked	55	10+5  Bobby Pins
34	Small Backpack	45	8+4  Bobby Pins	56	10+5  Bobby Pins
35	Torch	46	Stealth Boy	57	10+5  Bobby Pins
36	Note or Holotape	47	Deluxe Toolkit	58	Stimpak Diffuser
37	6+3  Bobby Pins	48	Flashlight	59	Stimpak Diffuser
38	Robot Repair Kit	49	Behavioral Analysis Mod	60	Tesla Coils
39	First Aid Kit	50	Radiation Coils		
40	Lantern	51	Sensor Array		



JUNK

Junk items have little immediate benefit, beyond amusement or nostalgia, but they're still potentially valuable for the materials they're made from.

Junk items have no rules effect on their own. Their only effect is to be found and broken down into useful materials, which can be used for crafting and repairing other items.

When you find junk while scavenging, roll 2d20. That is the quantity of junk items you scavenge. Junk items have a weight of 2 and are worth 2 caps each in trade. You may spend 1 Luck point to increase the number of junk items scavenged by an amount equal to your LCK score.

You can salvage materials from junk items and from other items you wish to dispose of to use them later for repairs and for crafting. Salvage requires that you have appropriate tools or facilities, such as a workbench.

Salvaging items takes 10 minutes per item being salvaged and requires an INT + Repair test with a difficulty of 0. Roll 1  for each junk item salvaged: you receive **common materials** equal to the total rolled. You may roll +1  for every AP spent after succeeding on this test, as you salvage more efficiently and secure more materials.

- If you have the Scrapper perk, you also receive one **uncommon material** for each effect rolled. If you have two ranks in the Scrapper perk, you'll also receive one **rare material** for every two Effects rolled.
- **Consumable items cannot be salvaged:** you cannot unmix chems, nor uncook meat.
- **You cannot salvage ammunition:** the means to do so requires tools that are nearly impossible to find in the wasteland.

Common materials include wood, steel, plastic, rubber, cloth, concrete, bone, and ceramics; substances that are easy to find and easy to salvage. A single unit of common materials has a cost of 1 cap, and a weight of 1.

Uncommon materials are rarer and harder to salvage, and include copper, aluminum, lead, silver, as well as cork, glass, fertilizer, fiberglass, and small components such as gears, springs, and screws. A single unit of uncommon materials has a cost of 3 caps, and a weight of 1.

Rare materials are the rarest and most difficult to salvage. Asbestos, ballistic fiber, circuitry, fiber optics, corrosive and antiseptic chemicals, and even nuclear material are found in many items, but are difficult to salvage. A single unit of rare materials has a cost of 5 caps and a weight of 1.

CREATING SCAVENGING LOCATIONS

The Scavenging rules on p.195 of the *Fallout: The Roleplaying Game* rulebook provide a way to structure searching places for treasures and useful resources, helping to determine what obstacles or hazards need to be overcome and what kinds of loot can be found afterwards.

Obviously, this requires a little effort on the part of you, the GM, to devise these locations and populate them with difficulties for the players to overcome. This section provides you with additional tools and guidance for using the scavenging rules.

Creating a Location can be done in a short series of steps:

- 1. What is the location?** Decide on a basic concept for what the Location represents. This basic concept will help shape several decisions later, but for the moment, the main choice to make is the location's Scale and categories, which will determine how many items are there and what kinds.
- 2. How much has it been searched?** Select a basic Degree for the location, based on the degree to which the location has been searched in the past. This increases the difficulty of searching the location and reduces the minimum number of items found.



- 3. What is the risk and reward?** At this point, you should determine the Location's level. Level will dictate how difficult or dangerous any hazards or occupants are to overcome, but it will also affect the quality of the loot found within the location—risk and reward go hand-in-hand.
- 4. What problems are there?** Determine if the location is occupied, if there are any hazards present, and/or if there are obstacles that make it harder to access the location.

WHAT IS THE LOCATION?

First, decide on what the Location is. Is it a house in an abandoned suburb, or the office of a major newspaper in a ruined city? Is it a military facility, or an old medical clinic?

The first way this is reflected in the rules is by the scale of the Location. Select a Scale from those on the table below: Tiny, Small, Average, or Large, though Tiny is rarely used for a location by itself (it may be used for a location within a larger location, as described in the *Fallout: The Roleplaying Game* rulebook, p.36). The Scale chosen determines the number of item rolls a location contains.

Location Scale

SCALE	EXAMPLE	TOTAL ITEMS
Tiny	A safe	6
Small	A room	12
Average	A small shop or home, or several rooms	18
Large	A large multi-story building, or several shops or homes	24

Next, choose one of the following Categories for the location. These Categories affect the categories of items the location contains, and how many of each type are provided.

Location Category

CATEGORY	ITEM CATEGORIES*
Residential (homes and gardens)	Clothing (1), Food (1), Beverages (1), Junk (2), Other (1)
Commercial (shops, restaurants, etc.)	Food (1), Beverages (1), Junk (2), Other (2)
Industry (factories, garages)	Clothing (1), Armor (1), Beverages (1), Junk (2), Other (1)
Medical (hospitals, clinics, ambulances)	Clothing (1), Chems (2), Junk (2), Other (1)
Agriculture	Food (3), Beverages (1), Junk (1), Other (1)
Military	Ammunition (1), Armor (1), Clothing (1), Weapons (1), Other (2)

* The numbers in the table are for a Tiny location. Multiply them by 2 for a Small location, by 3 for an Average location, and by 4 for a Large location. These numbers represent the maximum of each item category characters can find. Minimums will be determined later.

In each case, where you see 'Other' listed, roll on the following table to determine which category the player characters have found:

'Other' Found Items

D20 ROLL	ITEM CATEGORY
1-3	Ammunition
4-5	Armor
6-8	Clothing
9-11	Food
12-14	Beverages
15-16	Chems
17-18	Weapons
19-20	Oddities

HOW MUCH HAS IT BEEN SEARCHED?

Next, determine the location's Degree, which represents how much others have searched it previously. This makes searching the location more difficult and reduce the minimum number of items found.

Degree of Search

DEGREE	SEARCH DIFFICULTY	ITEM MINIMUMS REDUCED*
Untouched	0	2
Partly Searched	1	3
Mostly Searched	2	4
Heavily Searched	3	5

* As before, the number of items reduced are for a Tiny location. Multiply them by 2 for a Small location, by 3 for an Average location, and by 4 for a Large location.

For each point of Item Minimums Reduced, choose one item category the location contains, and reduce the minimum number of items from that category by 1, to a minimum of 0. If the minimum number of items is 0, reduce the maximum number instead, to a minimum of 1.

Example: Sam is creating a location for his players to search. It's a Small Industry area—a garage—and contains the following items: Clothing x2, Armor x2, Beverages x2, Junk x4, Weapons x1, Ammunition x1. He's decided that it's been Mostly Searched, and thus reduces 8 item categories (4, x2 because the location is Small). He splits up those points and ends up with the following minimums and maximums for each category: Clothing 1-2, Armor 0-2, Beverages 0-2, Junk 3-4, Weapons 0-1, Ammunition 0-1.

WHAT IS THE RISK AND REWARD?




Next, choose the location's Level.


Level affects the rolls on the item tables, with a higher-level location increasing the likelihood of rarer and more useful items being found.

However, level also affects the nature of any problems with the location which the PCs must overcome. A location with a high level but no problems is a windfall for the players—good loot with no risk or consequences—and should occur only rarely.

You can choose to create your location as you see fit, or you can roll to determine the location's level. Note





that a location can have a level of 0 or less, though no NPC or PC has a level of less than 1; if a location's level is under 1, it cannot have occupants as there are no NPCs of a low enough level.

Take a number of  equal to the PCs' levels, and add a number of additional  equal to the difficulty associated with the chosen Degree (i.e., if the location's Degree is Mostly Searched, add +2 ) , and roll those dice. The total rolled is the level of the location.

If the location has any problems—obstacles to overcome, occupants to deal with, or hazards to avoid—then each Effect rolled on those  adds +1 to the total rolled, making it more likely that locations with such problems are higher level.

WHAT PROBLEMS ARE THERE?

If you have decided that the location contains a problem, you should determine the nature of that problem now.

- An Obstacle requires a skill test to overcome. The difficulty of this test is 1, +1 if location is 6th level or higher, and +1 for every 5 levels beyond that (11th, 16th, 21st, etc.), to a maximum of 5.
- A Hazard inflicts damage. If the hazard is ongoing, it inflicts 1  damage per ten minutes spent within the location, or 1  damage per minute if the location's level is eleven or higher. If the hazard is occasional, each instance of the damage inflicts 3  damage, +1  for every four levels the location has; if the hazard is a deliberate trap, you may choose a weapon which inflicts similar damage for this purpose.
- A location with **Inhabitants** will have a number of inhabitants present equal to the number of PCs, of a level equal to that of the location. You may reduce the level of the inhabitants further to increase their numbers, adding +1 normal NPC per level reduced. You may reduce the total number of NPCs present by two to include a leader; this leader will be a Notable NPC or Mighty creature and have a level up to two higher than the location.

Having followed these steps, you should now have a location ready for characters to search. If the location has inhabitants, you may wish to prepare a simple map and note down which NPCs are present, if combat is likely.

OTHER OPTIONS

You are, of course, welcome to disregard these tools and create locations as you see fit, customizing them to your tastes and creating unique and evocative locales for the player characters to search. If you're using an area taken from one of the *Fallout* games or basing your wasteland on a real place you know.

Even if you're not ignoring all the guidelines, feel free to adjust the numbers as you need; perhaps increasing or decreasing the number of items of a specific category to represent a specific type of location, such as adding more weapons and ammo to an old gun shop.

A useful option is to split locations up into smaller pieces. An old shopping mall might be one large location, or it might be several small ones. An old service station might be split into the convenience store at the front and the garage at the back. There might be a smaller locked location inside a larger one, such as a safe behind the counter of a restaurant, or a sealed quarantine area of a hospital full of ghouls. With 'nested' locations in particular, where there's a secured small location inside a bigger one, it's OK to increase the level of the smaller location by two or three or giving it a more favorable degree (a locked safe in a mostly-searched building might be completely untouched), as it serves as a nice reward for players, and reflects the computer games nicely.

As a piece of advice, however: don't plan too much in advance. Part of the fun of scavenging through the ruins is the discovery, of finding that rare thing you wanted or needed in the place you least expected. Leave some of scavenging up to the dice, so that it isn't just you handing out pre-planned rewards to the players on your schedule.

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