



FALLOUT: ASIA
HOMEBREW CONTENT

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FOREWORD

“**FALLOUT: ASIA**” is the TTRPG Setting created by **GM Capricious Nature** and hosted through **CYBERNATION UNCENSORED**



All content contained here—in is homebrew content and is **not official canon of the Fallout Universe**.

This supplement is intended for use with:

“*Fallout the Role Playing Game*” by **Modiphius Entertainment**

(Herein referred to as “*Fallout 2d20*”)

Property and Universe developed by:

- [Interplay Entertainment](#)
- [Black Isle Studios](#)
 - [Micro Forte](#)
- [Bethesda Game Studios](#)
- [Obsidian Entertainment](#)

THANKS TO . . .

我愛楊蕾

I would like to give a special thanks to my wonderful partner, **Sophie**, for helping me develop many of these NPCs & Lore, and for being such a supportive partner.

- I would also like to thank **Rob Mulligan** for pushing and supporting me at **CYBERNATION UNCENSORED**, and for building such a great community!
- Additionally, I greatly appreciate **Modiphius Entertainment** for their great work, beautiful art, and amazing system!

Without Further Adieu:

Capricious Nature Presents

FALLOUT: ASIA

EXPANDED LORE

In 1945, The War was coming to an end. After V-Day, reconstruction came into full-swing across Asia. Little did most Western Powers know, the Republic of China was about to descend back into Civil War against the People's Republic, and change the face of History forever.

TIMELINE

August 15, Victory over Japan <i>WWII Officially Ends</i>	1945
June, Chinese Civil War <i>Peace Breaks Down</i>	1946
December, ROC Relocates <i>New Government in Taiwan</i>	1949
June, Korean War Begins <i>U.S.A. Joins Asian Conflict</i>	1950
June, U.S. Nukes Korean Border <i>CCP & USSR Forces Retreat</i>	1952
July, Korean War Ends <i>United States of Korea Established</i>	1952
October, Allies Provided Nuclear Arms <i>U.S.A. Begins Nuclear Proliferation</i>	1952
May, Sino-Soviet Alliance Fractures <i>Extreme Instability in Manchuria</i>	1960
April, Kennedy Nukes Vietnam & Cuba <i>USSR & CCP Expand Nuclear Programs</i>	1961
March, Sino-Soviet Nuclear Exchange <i>Border Conflict Escalates</i>	1969
December, Sino-Soviet Peace Agreement <i>MDP Established between USSR & CCP</i>	1975
May, Pan-Asian Program Reaches Moon <i>Taiwan, Japan & Korea Land On Moon</i>	1976
February, China Begins Experimentation <i>LingDao Jun Program Established</i>	1986
February, Taiwan Tech (TT) Founded <i>Fastest Growing Tech Company In Asia</i>	1987
August, Bubonic Plague Outbreak, India <i>1,450 Recorded Casualties</i>	1994
January, Taiwan & Japan Nuclear Power <i>Both Become Nuclear Exclusive Power</i>	1997
December, Taiwan Declared Independent <i>U.N. Recognizes ROC & CCP Separately</i>	1999

January, China Lodges U.N. Complaint <i>Tensions Across Asia Simmer</i>	2000
November, SARS Pandemic Outbreak <i>Over 50 Thousand Casualties Globally</i>	2002 - 2008
March, Nuclear Power Disaster in Japan <i>Asia Begins Search For New Sources</i>	2011
October, COVID Pandemic Outbreak <i>Over 6 Million Casualties Globally</i>	2019 - 2025
January, Japan Reveals Prototype Biped <i>ARTEC Reveals Bipedal Automaton</i>	2032
June, RobCo Industries Founded <i>ARTEC Patent Lawsuit Dismissed</i>	2042
December, Taiwan Martial Law Lifted <i>100 Year "White" Terror Ends</i>	2049
April, Resource Wars Begin <i>Euro Commonwealth Attacks Middle East</i>	2052
January, New Plague Pandemic Outbreak <i>Unknown Casualties Globally</i>	2053 - Active
April, West-Tek Established <i>Multi-National Effort Begins</i>	2055
September, Resource War Ends <i>Commonwealth & Middle East in Ruins</i>	2060
November, China Invades Anchorage <i>Sino-American War Officially Begins</i>	2066
January, U.S. Deploys Power Armor <i>Anchorage, Taipei & Tokyo Deployment</i>	2067
March, U.S. Invades China <i>Invasion VIA Shantou & Nanjing</i>	2074
August, Taiwan Reclaims Nanjing <i>Establish New Provisional Government</i>	2074
May, Allied Forces Push China North <i>Taiwan Liberates Hong Kong</i>	2076
October 23, 12:03 TST (Taiwan Std.) <i>Submarines Detected in Taiwan Strait</i>	2077
15:37 TST - USKDD Comms Relay <i>High Alt. Bombers Over Bering Strait</i>	
October 23, 23:43 TST <i>NUCLEAR BOMBS DETONATE OVER R.O.C.</i>	
October 23, 09:47 EST <i>NUCLEAR BOMBS DETONATE OVER U.S.A</i>	

WAR

WAR NEVER CHANGES

ASIA'S MAIN FACTIONS

EMPIRE OF JAPAN

Japan had been re-built after World War 2, but after the Great War, it seems as if the government has rebuilt itself yet again, as the **Empire of Japan**.

Known to be almost entirely inhabited by *Ghoulified* residents and *Robots*, it is unknown why there is virtually no population that has not been irradiated into *Ghoul* form, or converted into an *Automaton*.

“Endless Life, Endless Discovery”

Operating out of **Tokyo**, the **Emperor** is rumored to be either a *Robobrain* or *A.I.*, maintained by the nationalized remains of *ARTEK*.

REPUBLIC OF TAIWAN

Formerly the *Republic of China (R.O.C)*, the country has embraced its new roots since the 2049 Martial Law was lifted.

The **Republic of Taiwan**, or just **Taiwan**, maintains little overall control over the island and its former territories in Nanjing and Hong Kong. Although once a Technological Powerhouse with **Japan**, the country was decimated by the Great War.

“The Beating Heart Of Asia”

All across Taiwan, you can find different factions vying for power, and who knows what will be found in Nanjing and Hong Kong. If only someone could re-establish contact...

UNITED STATES OF KOREA

Virtually nothing is known about the **United States of Korea (USK)** since the *Great War*.

“Can You Imagine, What’s Going On In Korea?”

Complete *radio-silence* from the peninsula, and a highly *irradiated Northern border* with *Manchukuo*, has left only the **Pact of Blood and Steel** to know what is happening within the once United Korea.

CCP & LINGDAO JUN (領導軍)

The **Chinese Communist Party** still lives on, operating out of *Beijing*, but most people who attempt to venture there are never heard from again.

“Serve The People!”

Unknown to the outside world, the “*Great Leap Forward*” has only led to the creation of **LingDao Jun**, and an endless famine across the continent. Attempting to re-industrialize the destitute nation has further crippled what population is left.

LingDao Jun, is the Ying to the “*Institute's*” Yang.

Located in an underground facility in *Northern China (Manchukuo)*, they are rumored to be the origin for most of the world’s deadliest *Pandemics and Outbreaks* since the 1980s.

Mostly headed by fringe radicals, scientists and political extremists, the **LingDao Jun** operates under the auspices of the **Chinese Communist Party (CCP)**, although only a handful know their location.

“The People’s Leading Army!”

This organization is highly organized, works out of an unknown location, and is feared to have the next *Bio-Weapon* to kickstart the **CCP** back into *Domination over Asia*.

THE PACT OF BLOOD AND STEEL

The “*Brotherhood of Steel*” is a creation borne out of the aftermath of the *Great War*, but they exist only within the United States.

The servicemen and women who lived overseas in Asia, though, formed their own similar organization: “**Pact of Blood and Steel**”.

Borderline identical to the behaviors and devolvement found in the “*BoS*”, the “**PBS**” is a Militant, Technocratic, Fascist Organization, with aims to,

“Reunite The Old World, By Blood And Steel!”

This organization is highly organized, and based out of a derelict Aircraft Carrier in the *Sea of Japan*, between *Fukuoka & Busan*.

NEW EQUIPMENT

ASIA'S UNIQUE FOODS

Many food items found in Asia are quite differentiated from those found in the West. Although some still have beneficial effects, the taste, presentation & smell are quite different!

Food Items

ITEM	HP HEALED	OTHER EFFECT	IRRADIATED?	WEIGHT	COST	RARITY
GuaGua Snack Pack	2	-	1	<1	6	0
Instant Noodles (Raw/Cooked)	4 / 8	-	-	<1	10	1
Hot Pot (Vegetable/Meat)	6 / 8	+1 (Veg)/+2 (Meat) Radiation Damage Resistance until end of Next Scene	-	2	8/13	1
Soya Sauce (Pre-War/Fresh)	1 / 3	Any freshly cooked food with Soya Sauce is now listed as "Preserved"	1 / -	1	10/15	1
Tofu (Raw/Cooked)	3 / 8	-	1 / -	<1	8/12	1

Forage Items

ITEM	HP HEALED	OTHER EFFECT	IRRADIATED?	WEIGHT	COST	RARITY
Cassava Root	2	-	1	<1	5	0
Rad Rice	1	Resistant to Fatigue until end of next scene	1	<1	10	0
Soybeans	3	-	1	<1	7	0
YamTato	4	-	1	1	7	1
Gamma Guava	4	-	1	<1	6	1
Plasmapple	15	Large Item: Can only be eaten once daily	2	2	20	1
Radnana	5	Gain +1 AP at the start of next scene	1	1	35	2
Glowberry	4	+3 Energy Damage Resistance until end of next scene	1	<1	60	3

Beverage Items

ITEM	HP HEALED	OTHER EFFECT	IRRADIATED?	WEIGHT	COST	RARITY
Dirty Water	2	-	1	<1	8	0
Glowing Dirty Water	1	-	2	<1	2	0
Instant Coffee	4	Gain +1 AP at the start of next scene	1	1	12	1
Instant Tea	4	Gain +1 AP at the start of next scene	1	<1	10	1
"Bubble" Milk Tea	5	Don't Ask How Its Made...	-	1	15	1
Yukalt Yogurt Drink	3	Reroll END + Survival Test to reduce any 1 disease duration	1	<1	20	1
Brewed Coffee	7	Gain +2 AP at the start of next scene	-	1	30	2
Brewed Tea	8	Gain +2 AP at the start of next scene	-	<1	25	2
Gaoliang	0	Alcoholic, +1 Max HP	1	1	20	2
SoJu (Various Flavors)	0	Alcoholic, Reroll up to TWO (total) d20 on any STR tests until end of scene	1	<1	5	2
Coldbrew Coffee	10	Gain +2 AP at the start of next scene, Fatigue reduced by 1	-	1	50	3
Yukalt Ultra	6	Reroll END + Survival Test to reduce all current disease durations	1	<1	60	3
Glowing Yukalt Ultra	4	Reroll END + Survival Test to reduce all current disease durations & +5 to Radiation Damage Resistance	2	<1	70	3

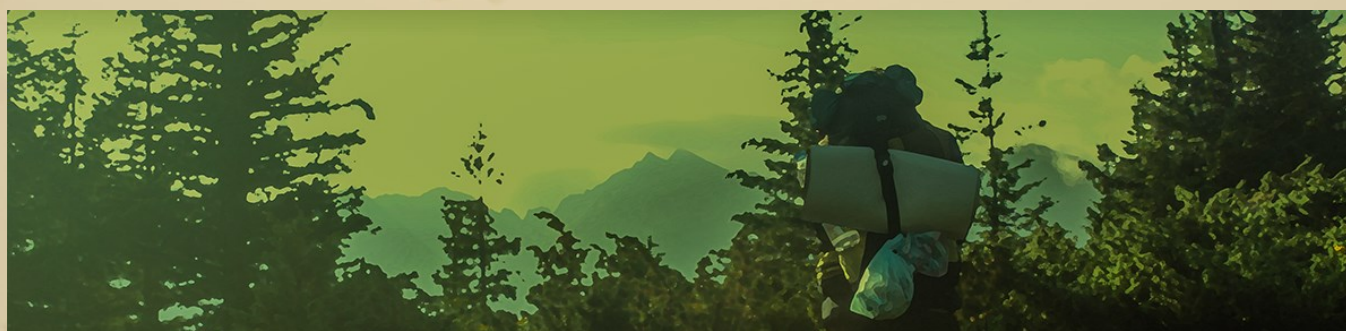
NEW EQUIPMENT

TOOLS & SURVIVAL ITEMS

The following items are Homebrew Additions, meant to help individuals survive in the Wastes.

Tools & Utility Items

ITEM	EFFECTS	WEIGHT	COST	RARITY
Sleeping Roll: Average	Provides a sleeping space for 1 inhabitant. Removes "Fatigued" Status after 8 hours of uninterrupted sleep.	1	25	1
Sleeping Roll: Cushy	Provides a comfortable and insulated sleeping space for 1 inhabitant. This provides insulation from temperatures above -10C and below +40C. Removes "Fatigued" Status after only 6 hours of uninterrupted sleep!	2	75	3
Sleeping Roll: Protective	Provides a resistant sleeping space for 1 inhabitant. Removes "Fatigued" Status after 8 hours of uninterrupted sleep. Protects sleeper from extreme elements, barring radiation and poison.	3	150	4
Shelter: Makeshift Lean-To	Provides makeshift shelter for 1 inhabitant, from non-extreme elements. Shelter lasts 12 hours & requires 2 common materials - Survival + INT DV 1 to set up, DV 0 to tear down - Additional 1 common material for each addition 1 sleeping space, [Skill check becomes Survival 2]	-	-	-
Shelter: Camping Tent	Provides decent shelter for 2 inhabitants, from non-extreme elements. - Survival + INT DV 1 to set up, DV 0 to tear down	3	40	1
Shelter: Isolation Tent	Provides advanced shelter for 2 inhabitants, from extreme elements, barring radiation. - Survival + INT DV 1 to set up & tear down	5	250	4
Shelter: Survivalist Tent	Provides advanced shelter for 2 inhabitants, from all extreme elements. - Survival + INT DV 2 to set up & tear down	10	400	5
Survival Kit	A small pack that provides access to 5 (FIVE) uses of basic "survival" items. 3 Meters of Thin Nylon Rope/Chord, Soap, Toilet Paper, Disposable Utensils, and other miscellany that may be needed in a survival situation! Does <i>not</i> include Alcohol, Water, Bobby Pins, or other named items in the Core Rulebook.	1	5	0















NEW EQUIPMENT

WEAPONS & TRAPS

The following items are Homebrew Additions, meant to help individuals survive in the Wastes.

Tools & Utility Items

ITEM	TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES	WEIGHT	COST	RARITY
TRAPS										
Sound Trap	Trap	0	0	0	0	M	Sound	1	5	0
Bear Trap	Trap	4 	Vicious	Physical	0	C	Close Quarters	5	15	1
Shotgun Trap	Trap	5 	Vicious	Physical	0	C	Close Quarters	1	10	1
SMALL GUNS										
Pipe Shotgun	Small Guns	4 	Vicious	Physical	0	C	Inaccurate, Two-Handed	12	35	0
Electric Nail Gun	Small Guns	3 	Piercing 1	Physical	1	C	Inaccurate, Suppressed	6	100	2
Pneumatic	Small Guns	4 	Piercing 2	Physical	2	C	Inaccurate,	4	250	3
ENERGY WEAPONS										
Homemade Laser Gun	Energy Weapon	4 	-	Energy	1	C	Close Quarters	8	80	2
EXPLOSIVES										
Homemade Grenade	Explosive	5 	-	Physical	0	M	Blast, Thrown (M)	1	50	1
Homemade Mine	Explosive	6 	-	Physical	0	C	Blast, Mine	1	75	2
MELEE WEAPONS										
Axe	Melee	4 	Piercing 1	Physical	-	C	One-Handed	3	10	1
Fire Axe	Melee	5 	Breaking 1	Physical	-	C	Two-Handed	4	50	2
Shovel	Melee	3 	-	Physical	-	C	Two-Handed	5	10	0
Military Shovel	Melee	4 	Vicious	Physical	-	C	One-Handed	3	50	2



NEW EQUIPMENT

MODIFIED WEAPONS TABLES

The following are Modified Tables from the Core Rulebook that change the availability of Ammunition, Ranged Weapons & Explosives. *(Note To Reader: "Homemade Grenade" replaces Baseball Grenade. "Homemade Mine" replaces "Bottlecap Mine")

Ammunition Availability & Rarity (Pg. 91)

AMMUNITION TYPE	QUANTITY FOUND	WEIGHT	COST	RARITY
Nail	8+5	<1	1	0
.38	5+4	<1	1	0
10mm	4+2	<1	2	1
Flare	1+1	<1	2	1
Shotgun Shell	3+1	<1	4	1
.308	3+1	<1	5	2
.45	4+2	<1	5	2
Flamer Fuel	6+3	<1	2	2
Fusion Cell	7+3	<1	5	2
.44 Magnum	2+1	<1	6	3
.50	2+1	<1	7	3
5.56mm	4+2	<1	4	3
5mm	5x 6+3	<1	2	3
Fusion Core	1	4	350	3
Gamma Round	2+1	<1	18	3
Railway Spike	3+1	<1	2	3
Syringer Ammo	2+1	<1	x 1.75	3
Plasma Cartridge	5+2	<1	10	4
Missile	1	7	50	4
2mm EC	3+1	<1	25	5
Mini-Nuke	1	12	300	6

Author's Note

The rarity of Ranged Weapons in Asia, causes an increase in Rarity & Cost! Keep that in mind next time you "Empty your Mag!"

RARITY	COST INCREASE	RARITY	COST INCREASE
0	X 1	4	X 2
1	X 1.25	5	X 2.5
2	X 1.5	6	X 3
3	X 1.75	ALL COSTS ROUNDED UP	

EXPLOSIVES	WEAPON TYPE	WEIGHT	COST	RARITY
Homemade Grenade*	Explosive	1	50	1
Molotov Cocktail	Explosive	1	25	1
Homemade Mine*	Explosive	1	75	2
Frag Grenade/Mine	Explosive	<1	90	3
Plasma Grenade/Mine	Explosive	<1	270	4
Pulse Grenade/Mine	Explosive	<1	200	4
Nuka Grenade	Explosive	<1	250	5

Weapon Availability & Rarity (Pg. 95)

SMALL GUN	WEAPON TYPE	WEIGHT	COST	RARITY
Pipe Bolt-Action	Small Guns	3	30	0
Pipe Gun	Small Guns	2	30	0
Pipe Revolver	Small Guns	4	25	0
Pipe Shotgun*	Small Guns	12	35	0
10mm Pistol	Small Guns	4	65	1
Flare Gun	Small Guns	2	65	1
Double-Barrel Shotgun	Small Guns	9	50	1
Submachine Gun	Small Guns	12	140	2
.44 Pistol	Small Guns	4	150	2
Hunting Rifle	Small Guns	10	85	2
Assault Rifle	Small Guns	13	255	3
Combat Rifle	Small Guns	11	205	3
Combat Shotgun	Small Guns	11	155	3
Syringer	Small Guns	6	235	3
Railway Rifle	Small Guns	14	580	4
Gauss Rifle	Small Guns	16	685	5

Weapon Availability & Rarity (Pg. 101)

ENERGY WEAPON	WEAPON TYPE	WEIGHT	COST	RARITY
Homemade Laser Gun	Energy Weapon	8	80	2
Laser Musket	Energy Weapon	13	85	2
Laser Gun	Energy Weapon	4	120	3
Plasma Gun	Energy Weapon	4	250	4
Gamma Gun	Energy Weapon	3	468	6

Weapon Availability & Rarity (Pg. 106)

BIG GUNS	WEAPON TYPE	WEIGHT	COST	RARITY
Minigun	Big Guns	27	670	3
Flamer	Big Guns	16	275	4
Gatling Laser	Big Guns	19	1,610	4
Junk Jet	Big Guns	30	570	4
Heavy Incinerator	Big Guns	20	875	5
Missile Launcher	Big Guns	21	785	5
Fat Man	Big Guns	31	1,540	6

NEW ORIGINS

PROTECTRON

A ubiquitous product of RobCo Industries, the Protectron was designed from the ground-up to replace work drones across the world. Capable of completing most simple jobs and tasks, these robots can still be found milling about the world even centuries after the Great War. Although not explicitly designed for Combat, just as the Mr. Handy, Protectrons are still able to defend themselves actively; additionally, they have the ability to self-destruct, used in only the most extreme of “Hail Mary” situations!

Although *primarily* deployed in North America, RobCo Industries Protectron models can be found around the Globe.

Protectron Hit Locations

D20 ROLL	HIT LOCATION
1-2	Optics (injury as per Head)
3-8	Main Chassis (injury as per Torso)
9-11	Left Arm
12-14	Right Arm
14-17	Left Leg
18-20	Right Leg

Arm Attachments

ATTACHMENT	EFFECT	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES
Claw (NONE)	Your hand is a simple, 3 digit Claw. They cannot manipulate standard firearms.	Melee	3	-	Physical	-	C	-
Baton	Your hand is a Simple Baton (CRB 111).	Melee	3	-	Physical	-	C	-
Shock Baton	Your hand is a Shock Baton (CRB 116).	Melee	5	-	Energy	-	C	-
Stun Baton	Your hand is a Stun Baton (CRB 116).	Melee	6	Stun	Energy	-	C	-
Arm Laser	Your hand contains an Arm Laser, using Fusion Cells as ammunition (CRB 363).	Energy	3	Piercing 1	Energy	4	C	Close Quarters
Fire Axe	Your hand is a Fire Axe, used for smashing through barricades and Fire-Fighting.	Melee	5	Piercing 2	Physical	-	C	-
Electric Nail Gun	Your hand contains a Nail Gun, allowing you to fire Nails as a Silenced Projectile, or repair & construct structures/furniture with a Repair + INT DV -1.	Small Guns	3	Piercing 1	Physical	1	C	Close Quarters, Inaccurate, Suppressed
Defibrillator (Both Hands)	Your hands are now Defibrillators. You gain a -1 DV to all Medicine + INT Checks to assist on Death Saves, and can use them as offensive weapons (CRB 364).	Energy	4	Stun	Energy	4	C	Close Quarters

Note on Ammunition & Attachments: All attachments are contained within or on the Protectron's Claws. A standard claw is a 3-Pronged Claw that can manipulate items in the environment, but cannot be used to operate advanced machinery or firearms. Any weapons needing ammunition will start their Loadout with 20 shots at Character Creation.

Common Protectron Personalities

Fire Brigadier	Designed to work alongside Firemen, these Protectrons are averse to all Incendiary Weapons, and have a compulsion to exterminate any fires in their presence.
Recommended Attachments: Claw, Fire Axe	
Law Enforcement	Designed to work alongside Police Officers, these Protectrons are averse to any Law-Breaking offenses, and have a compulsion to assist those in positions of physical danger.
Recommended Attachments: Arm Laser, Baton (any)	
Construction Worker	Designed to work among Construction Sites, these Protectrons have a compulsion to fix and repair all physical structures they deem “incomplete” or “unsafe”.
Recommended Attachments: Claw, Electric Nail Gun	
Medical Responder	Designed to work in Medical Facilities, these Protectrons have a compulsion to treat those who have received physical harm, as well as small animals.
Recommended Attachments: Defibrillators	
Steward	Designed to work in Subways, Rail Cars, Convenience Stores and other jobs, these Protectrons have a compulsion to complete their jobs regardless of physical location.
Recommended Attachments: Claw, Arm Laser	

Trait: Protectron Robot

You are immune to Rad and Poison damage, but you cannot use chems, nor can you benefit from food, drink or rest. Your carry weight is 200 lbs., and it cannot be increased by Strength or perks, but can be changed through Modified Armor. Healing is only accomplished through repairs (see *Healing Robots*, CRB 34).

NEW ORIGINS

HRM-35 "Hermes"






ARTek Industries was the leading Robotics manufacturer out of Japan. Striving to replace humans in the workplace, hospitals, menial jobs and more, ARTek actively pursued patent infringement against RobCo and General Atomics due to similarities in both physical appearance, programming and internals.

Later moves in the 2050s led ARTek to make their robots exclusive to Asia, and both Japan and the Republic of Taiwan began restricting the import of American Models. These robots are specially designed to "interface" with the many electronics of Asia.

HRM-35 Hit Locations

D20 ROLL	HIT LOCATION
1-2	Optics (injury as per Head)
3-8	Main Chassis (injury as per Torso)
9-11	Left Arm
12-14	Right Arm
14-17	Left Leg
18-20	Right Leg

Arm Attachments

ATTACHMENT	EFFECT	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES
Hand (NONE)	Your hand is a simple, 5 digit Hand. They can manipulate standard firearms, but not complex machinery.	Melee	4 	Stun	Physical	-	C	-
Baton	Your hand is a Simple Baton (CRB 111).	Melee	3 	-	Physical	-	C	-
Shock Baton	Your hand is a Shock Baton (CRB 116).	Melee	5 	-	Energy	-	C	-
Bonesaw	Your hand contains a Rotary Buzzsaw, capable of cutting Bone (CRB 360).	Melee	3 	Piercing 1	Physical	-	C	-
Arm Laser	Your hand contains an Arm Laser, using Fusion Cells as ammunition (CRB 363).	Energy	3 	Piercing 1	Energy	4	C	Close Quarters
Ripper	Your hand is a Ripper (CRB 111).	Melee	4 	Vicious	Physical	-	C	-
Handsledge	Your hand is weighted to the specifications of a Sledgehammer (CRB 111).	Melee	5 	-	-	-	C	-
Defibrillator (Both Hands)	Your hands are now Defibrillators. You gain a -1 DV to all Medicine + INT Checks to assist on Death Saves, and can use them as offensive weapons (CRB 364).	Energy	4 	Stun	Energy	4	C	Close Quarters

Note on Ammunition & Attachments: All attachments are contained within or on the HRM-35's Arms. A standard Hand is a 5-Digit Grabber that can manipulate items in the environment, as well as One-Handed Weapons, but cannot be used to operate complex machinery. Any weapons needing ammunition will start their Loadout with 20 shots at Character Creation.

Common HRM-35 Personalities

HRM-35 B

Designed to replace the common workforce, these robots are capable of virtually all normal human tasks.

Recommended Attachments: Hand, Arm Laser

HRM-35 C

Designed to replace Physical Companions, these robots are capable of assisting humans in virtually all robot-capable, Human Desires.

Recommended Attachments: Ripper, Arm Laser

HRM-35 M

Designed to replace Medical Personnel, these robots specialize in assisting the elderly, and those in physical pain.

Recommended Attachments: Bonesaw and Hand, or Defibrillators

HRM-35 W

Designed to replace Construction and Security forces, these hardy bots are reinforced for physically demanding jobs.

Recommended Attachments: Hand, Handsledge, or Baton (any)

Trait: HRM-35 Robot

You are immune to Rad and Poison damage, but you cannot use chems, nor can you benefit from food, drink or rest. Your carry weight is 200 lbs., and it cannot be increased by Strength or perks, but can be changed through Modified Armor. Healing is only accomplished through repairs (see *Healing Robots*, CRB 34).

Additionally, HRM-35s line Robots have special Interface ports that allow them to access any UCB Integrated Systems with a DV 0 Science + INT Check.

NEW ORIGINS

BUNKER DWELLERS

Bunker Dwellers of Taiwan, Japan, Korea and China are much like those who survived the apocalypse in Vault-Tec's Vaults in the Americas, with each group having their own distinct differences.

As a Bunker Dweller, you are free from mutation and disease, due to having a safe shelter to survive in. Whether protected by Security Forces or Electronic Systems, you also have virtually no injuries unless by accident.

Luckily, the Bunker Dwellers were capable of controlling their own outcome, most have left either by assignment, choice, or possibly through expulsion by vote. Now that you are out in the wasteland, it's best to contemplate where you come from, and where you plan on going!

Trait: Bunker Dweller

You are healthier, and more book smart than those surrounding you in the wasteland! This will reduce all END tests to resist the effects of disease and all INT tests to recall Historical or Cultural facts. In addition, you also have the ability to mark one additional Tag Skill listed with your background.

You can work with your Overseer to determine what caused you to leave your Bunker, and where it is located. You and your Overseer should also establish this as a possible quest for the future, which should be listed as a Milestone if said quest is completed.

IMPERIAL BUNKER DWELLER

Imperial Bunkers were designed to be the safe-keeping locations of the Japan's Imperial Subjects. Reserved only for those loyal to the Emperor, as well as those Highly Educated and Skilled, all of these Bunker Dwellers are Ghoulified and fiercely Nationalistic. Those that have left these bunkers are often armed, well trained, and consistently deal with the draw of becoming Feral...

Trait: Ghoulified Bunker Dweller

You are an intentionally, or accidentally, Ghoulified Bunker Dweller. You gain the Necrotic Post-Human trait instead of the Bunker Dweller trait. Additionally, you may choose one of the Bunker Dweller Equipment Packs instead of Wastelander, and you have one Additional Point of Luck.

You can work with your Overseer to determine what caused you to leave your Bunker, and where it is located. You and your Overseer should also establish this as a possible quest for the future, which should be listed as a Milestone if said quest is completed.

KMT BUNKER DWELLER

KMT Bunkers were designed to be for military training and preparation, as well as propaganda machines that would actively be used for Re-Education. Complete with Shooting Ranges and Testing Facilities, those that survived in these bunkers were the ones "Prepared To Retake The Mainland!" These factions represent a hardcore Nationalist ideology, but are often focused on rebuilding and repairing Taiwan to it's former industrial glory.

DPP BUNKER DWELLER

DPP Bunkers were designed to be educational and support centers for children and elderly, leading to a massive focus on the sciences, language and subsistence in the aftermath of the Evacuation. Those that survived in these bunkers were the ones focused on rebuilding Taiwan through an Agrarian and Scientific approach, but frequently ignore real-world risks and are often taken advantage. Although not heavily armed, their Scientific and Medical knowledge make them a great asset in the Wasteland.

USK BUNKER DWELLER

Virtually nothing is known by outsiders about the USK Bunkers, but what is known to those living there is that all of the United States of Korea were dotted with these bunkers. Built under virtually every business, within virtually every hill, and capable of holding small groups of 15-20 for a few decades, these structures are innumerable. Extremely isolated from the outside world, they are completely unaware of what occurred after October 23rd, 2077, as the USK were actually the first confirmed targets of the CCP.

CCP BUNKER DWELLER

Those brought into the Bunkers of the CCP faced risks far beyond those living in the Vaults of the United States. Often being tested, experimented, altered and mutated, these tortured souls make up the backbone of the physically modified fighting force of the CCP and the LDJ Armies.

Trait: Experimental Bunker Dweller

You were intentionally experimented on by the CCP. This has left you physically and emotionally scarred, but physically improved in some way. You gain one additional Perk and +1 Attribute upon character creation, but you must work with your Overseer to establish how it is a visible change to your physiology.

You can work with your Overseer to determine what caused you to leave your Bunker, and where it is located. You and your Overseer should also establish this as a possible quest for the future to discover what other monstrosities are located within the depths...

NEW ORIGIN EQUIPMENT

PROTECTRON

Characters who select the Protectron origin may select one of the following Equipment Packs:

Programming or Individuality?

Please consult CRB 76, on whether or not your bot is given Sentience, Sapience, or is still just running on Programming.

You are still a robot, which gives you Immunity to Poison and Radiation, but you get to choose options for how you operate.

FIRE BRIGADIER

You were designed to work alongside Firemen, and have a larger physical presence than most other Protectrons.

You receive the following equipment:

- **Attachments:** 1 Standard Claw, 1 Fire Axe
- **Armor:** Standard Plating (CRB 146)
- **Mods:** Hazard Detection Module (CRB 185)
- **Inventory:** 10 Caps, 1 Bottle Purified Water
(OPTIONAL) You have one of the following Quirks:
 - You will instinctually extinguish all fires you see
 - You will not condone any use of Incendiary weapons by your companions
 - You have a frequent compulsion to set your surroundings on fire
 - You have a frequent compulsion to chop down all doors you encounter

LAW ENFORCEMENT

You were designed to work alongside Police Officers, and have a stronger physical presence than most other Protectrons.

You receive the following equipment:

- **Attachments:** 1 Arm Laser, 1 Baton (any)
- **Armor:** Reinforced Plating (see Gutsy Plating, CRB 146)
- **Mods:** Behavioral Analysis Module
OR Recon Sensor Module (CRB 185)
- **Inventory:** 10 Caps, 1 Combat (Army) Helmet, +20 Fusion Cells
(OPTIONAL) You have one of the following Quirks:
 - You will instinctually pursue any individuals littering
 - You will not condone any law-breaking behavior by your companions
 - You have a frequent compulsion to attack any mutated humanoids, regardless if they are companions
 - You have a frequent compulsion to declare "POLICE, OPEN UP" to all closed doors you encounter

CONSTRUCTION WORKER

You were designed to work alongside Construction Crews, and have an affinity for repairing or deconstructing structures.

You receive the following equipment:

- **Attachments:** 1 Standard Claw, 1 Electric Nail Gun
- **Armor:** Standard Plating (CRB 146)
- **Mods:** Sensor Array Module (CRB 185)
- **Inventory:** 10 Caps, 1 Bag of Cement, +20 Nails
(OPTIONAL) You have one of the following Quirks:
 - You will instinctually repair all broken furniture you see
 - You will not condone the breaking of any infrastructure around you or your companions
 - You have a frequent compulsion to dig holes
 - You have a frequent compulsion to fix broken infrastructure around your and your companions

MEDICAL RESPONDER

You were designed to work alongside Paramedics and Nurses.

You receive the following equipment:

- **Attachments:** Defibrillators (Both Arms)
OR 1 Bonesaw, 1 Arm Laser
- **Armor:** Standard Plating (CRB 146)
- **Mods:** Diagnosis Module (CRB 185)
- **Inventory:** 10 Caps, 2x Stimpaks
(OPTIONAL) You have one of the following Quirks:
 - You will instinctually resuscitate all fallen creatures you see (companions, enemies or neutral parties)
 - You will not condone the dismemberment of any enemies or entities you encounter
 - You have a frequent compulsion to zap enemies
 - You have a frequent compulsion to declare "Time of Death" after the death of any creature around you

STEWARD

You were designed to work Consumer Service Industry.

You receive the following equipment:

- **Attachments:** 1 Arm Laser, 1 Claw
- **Armor:** Standard Plating (CRB 146)
- **Mods:** Behavioral Analysis Module
AND Integral Boiler Mod (CRB 185)
- **Inventory:** 20 Caps, 1 Random Food Item, 1 Random Beverage
(OPTIONAL) You have one of the following Quirks:
 - You will instinctually greet everyone you encounter
 - You will not condone any littering by your companions
 - You have a compulsion to clean all of your surroundings
 - You have a frequent compulsion to trash your surroundings

NEW ORIGIN EQUIPMENT

ARTek HRM-35

Characters who select the HRM-35 origin may select one of the following Equipment Packs:

Programming or Individuality?

Please consult CRB 76, on whether or not your bot is given Sentience, Sapience, or is still just running on Programming.

You are still a robot, which gives you Immunity to Poison and Radiation, but you get to choose options for how you operate.

HRM-35 B

You were designed to work Consumer Service Industry.

You receive the following equipment:

- **Attachments:** 1 Arm Laser, 1 Hand
- **Armor:** Standard Plating (CRB 146)
- **Mods:** Behavioral Analysis Module AND Integral Boiler Mod (CRB 185)
- **Inventory:** 20 Caps, 1 Random Food Item, 1 Random Beverage
(OPTIONAL) You have one of the following Quirks:
 - You will instinctually greet everyone you encounter
 - You will not condone any littering by your companions
 - You have a frequent compulsion to clean your surroundings completely
 - You have a frequent compulsion to trash your surroundings if they are organized

HRM-35 C

You were designed to work in Red-Light Districts, pleasing the desires of Humans.

You receive the following equipment:

- **Attachments:** 1 Arm Laser, 1 Ripper
- **Armor:** Standard Plating (CRB 146)
- **Mods:** Behavioral Analysis Module
- **Inventory:** 40 Caps, 1 Container of Water-Based Lubricant, +20 Fusion Cells
(OPTIONAL) You have one of the following Quirks:
 - You will instinctually solicit those you encounter for physical companionship
 - You will not condone any sexual advances towards your companions unless done by yourself
 - You have a frequent compulsion to analyze all sleeping areas that you encounter
 - You have a frequent compulsion to fix your companion's clothing when they are visibly messy

HRM-35 M

You were designed to work alongside Paramedics and Nurses.

You receive the following equipment:

- **Attachments:** Defibrillators (Both Arms)
OR 1 Bonesaw, 1 Arm Laser
- **Armor:** Standard Plating (CRB 146)
- **Mods:** Diagnosis Module (CRB 185)
- **Inventory:** 10 Caps, 2x Stimpaks
(OPTIONAL) You have one of the following Quirks:
 - You will instinctually resuscitate all fallen creatures you see (companions, enemies or neutral parties)
 - You will not condone the dismemberment of any enemies or entities you encounter
 - You have a frequent compulsion to zap enemies, and allies as a "prank"
 - You have a frequent compulsion to declare "Time of Death" after the death of any creature around you

HRM-35 W

You were designed to work alongside Construction Crews, or Security forces and have an affinity for putting yourself in physically demanding situations.

You receive the following equipment:

- **Attachments:** 1 Handsledge, 1 Electric Nail Gun
OR 1 Arm Laser, 1 Baton (any)
- **Armor:** Reinforced Plating (see Gutsy Plating, CRB 146)
- **Mods:** Sensor Array Module
OR Recon Sensor Module (CRB 185)
- **Inventory:** 10 Caps, 1 Bag of Cement, +20 Nails
OR 10 Caps, 1 Combat (Army) Helmet, +20 Fusion Cells
(OPTIONAL) You have one of the following Quirks:
 - You will instinctually repair all broken furniture you see
 - You have a frequent compulsion to fix broken infrastructure around your and your companions
 - You will not condone any law-breaking behavior by your companions
 - You have a frequent compulsion to declare "POLICE, OPEN UP" to all closed doors you encounter

(UCB) UNIVERSAL CONNECTION BUS

All ARTek Models have the ability to interface with any and all UCB-Equipped electronics. This gives the HRM-35 the ability to hack, access, and control electronics with ease.

If they choose to interact with a UCB-Equipped item, they will roll a DV 0 Science + INT Check.

NEW ORIGIN EQUIPMENT


BUNKER DWELLERS

Characters who select the Bunker Dweller origin may select one of the following Equipment Packs:

KMT BUNKER DWELLER

You were one of the lucky Nationalists or members of a Nationalist family. Safe in a Bunker under the mountains or cities of Taiwan, you've received training, healthcare and education... Although mostly aimed towards serving the Generalissimo...

You receive the following equipment:

- **Clothing:** Bunker Jumpsuit (see CRB 124)
- **Armor:** Army Helmet (CRB 124)
- **Accessories:** Mountable Flashlight, Short Wave Radio
- **Weapons:** Combat Knife, 10mm Pistol with 4+2  rounds of 10mm Ammunition
- **Inventory:** 15 Caps, 2 Stimpak, 1 Radaway



Your Training was in: (*Extra Tag Skill + Item*)

- **Athletics**
- **Big Guns**
- **Melee Weapons**
- **Small Guns**

DPP BUNKER DWELLER

You were one of the lucky individuals to escape into a DPP Bunker. Treated & Trained to repopulate the wastes in an Egalitarian manner, you are perfectly prepared to serve the community.

You receive the following equipment:

- **Clothing:** Bunker Jumpsuit (see CRB 124)
- **Armor:** Insulated Lining (CRB 129)
- **Accessories:** Non-Mountable Flashlight, Geiger Counter
- **Weapons:** Pipe Pistol with 5+4  rounds of .38, or Pipe Shotgun with 3+1  Shotgun Shells
- **Inventory:** 15 Caps, 1 Stimpak, 1 Mentats, 1 Book or Magazine of Choice


Your Training was in: (*Extra Tag Skill + Item*)

- **Medicine**
- **Repair**
- **Science**
- **Speech**

USK BUNKER DWELLER

You were exceptionally lucky to make it into one of the small Bunkers of USK, living your life with a small group of 10-15 people. Now, out of the Bunker, you are surrounded by Radio Silent wastes. What will you do with your life?

You receive the following equipment:

- **Clothing:** Bunker Jumpsuit (see CRB 124)
- **Armor:** Treated Lining (CRB 129)
- **Accessories:** Mountable Flashlight, Geiger Counter
- **Weapons:** Pipe Pistol with 5+4  rounds of .38
- **Inventory:** 20 Caps, 2 Stimpak, 1 Buffout


Your Training was in: (*Extra Tag Skill + Item*)

- **Unarmed**
- **Lockpick**
- **Sneak**
- **Survival**

IMPERIAL BUNKER DWELLER

You were one of the many servants of the Emperor of Japan, and have given your body to the Tennō, becoming a Ghoul. Sworn to serve until your death, you are out in the wasteland, completing what ever task you were given, with your life.


You receive the following equipment:

- **Clothing:** Bunker Jumpsuit (see CRB 124)
- **Armor:** Army Helmet (CRB 124)
- **Accessories:** Mountable Flashlight, Holotape Player
- **Weapons:** Combat Knife, 10mm SMG with 8+4  rounds of 10mm Ammunition
- **Inventory:** 25 Caps, 1 Photograph of the Emperor

CCP BUNKER DWELLER

You were a test subject, and have either been let loose, set free, or escaped. Physically marred, but improved, you set out into the wastes of the Mainland.

You receive the following equipment:

- **Clothing:** Utility Coveralls or Drifter Outfit (see CRB 124)
- **Armor:** Sack Hood (CRB 125)
- **Weapons:** 1 Melee Weapon from the following: switch-blade, pipe wrench, knuckles. You also have 1 Pipe Pistol with 1+2  .38 ammunition
- **Inventory:** 5 Caps, 1 personal trinket

Mutations & Experimentation

Work with your Overseer to select 1 additional Perk and +1 Attribute. These will have been gained based on Physical modifications, that are clearly visible to those around you.

NEW ENTITIES

ARTek

ARTek Industries was the leading Robotics manufacturer out of Japan. Striving to replace humans in the workplace, hospitals, menial jobs and more, ARTek actively pursued patent infringement against RobCo and General Atomics due to similarities in both physical appearance, programming and internals.

Later moves in the 2050s led ARTek to make their robots exclusive to Asia, and both Japan and the Republic of Taiwan began restricting the import of American Models.

HRM-35 [Hermes]

Level Varies, Robot

Notable Creature (90 XP)

The modernized HRM-32, this convertible model has many possible attachments for arms, legs, thrusters and user interfaces. Popularized across Asia as an effective workforce replacement in Fast-food, Convenience chains and even Hospitals, this is the most common ARTek model on the market.

The major models are as follows:

HRM-35 Models

HRM-35B	LV. 5 Bipedal, Common Workforce Replacement
Tagged Skills: <i>Energy Weapons, Melee Weapons, Speech</i>	
HRM-35C	LV. 6: Bipedal, Companion Replacement
Tagged Skills: <i>Unarmed Attack, Melee Weapons, Medicine</i> Modification: Carry Weight -20 KG, Melee Bonus +1	
HRM-35M	LV. 6: Bipedal, Medical Personnel
Tagged Skills: <i>Energy Weapons, Repair, Medicine</i> Modification: Carry Weight -20 KG, Luck +2	
HRM-35W	LV. 7 Bipedal, Reinforced Worker Bot, Designed For Heavy Manual Labor & Security
Tagged Skills: <i>Energy Weapons, Melee Weapons, Repair</i> Modification: Carry Weight +40 KG, Melee Bonus +1	

S	P	E	C	I	A	L
6	4	5	6	7	6	4

HRM-35 COMMON SKILLS

Energy Weapons	2	Repair	2
Medicine	1	Small Guns	1
Melee Weapons	3	Speech	3

HP	INITIATIVE	DEFENSE
15	18	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
70 KG	+1	2

PHYS. DR.	ENERGY DR.	RAD DR.	POISON DR.
2 (ALL)	2 (ALL)	IMMUNE	IMMUNE

UNIVERSAL ATTACKS

GRIP: STR + Melee (TN 11),
4 Physical Damage, Range C, Rate 2 (R1 + 1x Special)

LASER ARM: AGI + Energy Weapons (TN 11),
4 Piercing Energy Damage, Range C, Rate 2

SPECIALTY ATTACKS

HRM-35B **BASH: STR + Unarmed** (TN 10)
4 Stun, Physical Damage, Range C

HRM-35C **RIPPER: STR + Melee** (TN 11)
4 Vicious, Physical Damage, Range C

HRM-35M **BONESAW: STR + Melee** (TN 11)
3 Piercing, Physical Damage, Range C

HRM-35W **HANDSLEDGE: STR + Melee** (TN 11)
5 Breaking Physical Damage, Range C

SPECIAL ABILITIES

ROBOT: HRM-35 Series are Robots. Please follow the description of Robots found on Pg. 357-365

IMMUNITIES: Poison, Radiation, Disease, Starvation, Thirst & Suffocation. Please follow the "IMMUNITIES" of Robots found on Pg. 357-365

ARTEK COMPATIBLE: All ARTek bots are compatible with both software and hardware of all models. Using Universal Connection Bus (UCB), both Software and Hardware interfaces can be achieved with a Science Check of DV 0.

INVENTORY

SALVAGE: Salvaging requires an INT + Science Test DV 1. This yields 1d20 Fusion Cell, 2 Common Materials, with +1 per AP Spent. Each Effect rolled yields 2 uncommon material. A Critical during any part of scavenging causes **SELF DESTRUCT.** (Pg. 363)

NEW ENTITIES

Bunker Dwellers

Bunker Dwellers of Taiwan, Japan, Korea and China are much like those who survived the apocalypse in Vault-Tec's Vaults in the Americas, with each group having their own distinct differences.

If you are building an NPC based on Bunker Dwellers, use the "Vault Dweller" build on Page 396 of the Fallout CRB.

Bunker Dwellers

Level 7, Human

Normal Character (52 XP)

In the USA, Vaults were created by Vault-Tek, a multi-national, multi-billion dollar corporation. Across Asia though, Bunkers were created by the National Government in the wake of World War 1, and begun anew during the Great War of 2066-2076. In Taiwan, these Bunkers were controlled by two major factions during the Evacuation.

KMT Bunkers were designed to be for military training and preparation, as well as propaganda machines that would actively be used for Re-Education. Complete with Shooting Ranges and Testing Facilities, those that survived in these bunkers were the ones "Prepared To Retake The Mainland!" These factions represent a hardcore Nationalist ideology, but are often focused on rebuilding and repairing Taiwan to it's former industrial glory.



DPP Bunkers were designed to be educational and support centers for children and elderly, leading to a massive focus on the sciences, language and subsistence in the aftermath of the Evacuation. Those that survived in these bunkers were the ones focused on rebuilding Taiwan through an Agrarian and Scientific approach, but frequently ignore real-world risks and are often taken advantage. Although not heavily armed, their Scientific and Medical knowledge make them a great asset in the Wasteland.

The history of the other Bunker Systems is still unknown to most who did not live through it.

BUNKER DWELLER FACTIONS



Tagged Skills: Small Guns, Melee Weapons, Unarmed

KMT

Inventory: Bunker Jumpsuit, Army Helmet, 10mm Pistol and 4+2  10mm Ammo or Submachine Gun and 8+4  10mm Ammo, Mountable Flashlight,


Tagged Skills: Science, Barter, Medicine

DPP

Inventory: Bunker Jumpsuit, Pipe Pistol and 5+4  .38 Ammo or Pipe Shotgun and 3+1  Shotgun Shells, Magazine or Book, Handheld Flashlight, Geiger


Tagged Skills: Unarmed, Sneak, Survival

USK

Inventory: Bunker Jumpsuit, Pipe Pistol and 5+4  .38 Ammo, Handheld Flashlight, Geiger Counter, 1 Stimpak, Wealth 1

Trait: Ghoul - Immune to RAD. & POIS.

IMPERIAL

Inventory: Bunker Jumpsuit, Army Helmet, Combat Knife, 10mm SMG and 8+4  10mm Ammo, Mountable Flashlight, Holotape Player, Wealth 2

Mutation: 1 Random Perk & Accompanied Physical Mutation

CCP

Inventory: Drifter Outfit, Pipe Wrench, Pipe Pistol with 1+2  .38 ammunition, 1 Random Trinket, Wealth 1

Special Note: "Bunker Jumpsuits" are the same stats as Vault Suits; these characters do **not** include a Pip-Boy.



Newly Constructed Bunker, Tainan Province, Taiwan (R.O.T.)
Circa 2072 CE, Credit: Unknown

NEW ENEMIES

GNAT SWARM

Level 1, Insect,
Normal Creature (10 XP)

A swarm of Gnats. These annoying bugs will literally crawl into any possible cavity, surface or mucous membrane. Itchy, biting and irritating, they present more an obstacle than proper enemy.

The best way to rid oneself of these pests is to submerge into water or smoke.

BODY	MIND	MELEE	GUNS	OTHER	
5	1	2	-	2	
HP	INITIATIVE	DEFENSE			
4	9	2			
PHYS. DR.	ENERGY DR.	RAD DR.	POISON DR.		
0	0	0	0		

ATTACKS

- **BITE: BODY + Melee (TN 7)**
1 🐛 Piercing 3, Physical Damage

SPECIAL ABILITIES

- **FLYING:** The gnat swarm can move freely through the air, ignoring all ground-level obstacles and difficult terrain effects, and they can move through "empty" zones above the battlefield if desired. It must spend at least one minor action each turn moving unless it has already landed on a surface or target.
- **ANNOYING:** The gnat swarm is extremely annoying. It may occupy the same space as any other creature or character. When it does so that creature or character suffers a +1 difficulty to ALL tests. Additionally, any attack targeting the gnat swarm while it occupies the space of another creature or character will hit that creature or character if a complication is rolled.
- **EVERYWHERE:** The gnat swarm gets everywhere. It may chose hit location without an increase in difficulty. They will consistently select areas with the least protection.

INVENTORY

None, they have 0 carry capacity.

Authors Note

These wonderful Enemies have been Authored by Stinkpalm007, and represent a wonderful opportunity for any Overseer to have fun and mess with their Wasteland Wanderers. They can be implemented as an Obstacle or Hazard in virtually any Environment or Location.

REFUSE RAM

Level 6, Mutated Mammal
Mighty Creature, 90 XP

These mutated Goats and Rams from the Pre-War world are nothing but consumers. Capable of digesting virtually any objects, from metal and plastic, to flesh and bone, their hunger is only surpassed by their annoying bleating.

BODY	MIND	MELEE	GUNS	OTHER
8	4	3	-	4

HP	INITIATIVE	DEFENSE
20	13	1

PHYS. DR.	ENERGY DR.	RAD DR.	POISON DR.
2	3	Immune	Immune

ATTACKS

- **CHOMP: BODY + Melee (TN 11)**
3 🐐 Vicious, Physical Damage
- **HEADBUT: BODY + Melee (TN 11)**
5 🐐 Stun, Physical Damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The refuse ram reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The refuse ram reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **SUREFOOTED** The refuse ram is exceptionally good at climbing and balancing . They are unaffected by difficult terrain or obstacles. Additionally, the refuse ram has a +1 to all Athletics and AGILITY tests.
- **CAST IRON STOMACH:** The Refuse Ram can eat almost anything. If the Refuse Ram rolls an EFFECT on any CHOMP attacks that target a Character's Arms, whatever object they were holding is now

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead goat with a successful **END + Survival** test DV 1. This yields 1 portion of Refuse Ram meat, 1 uncommon material, and 1 random object to be rolled by the GM.