

Into the Wasteland

Fallout RPGage for Into the Odd



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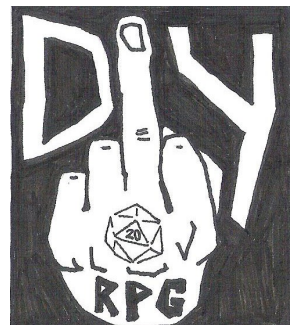


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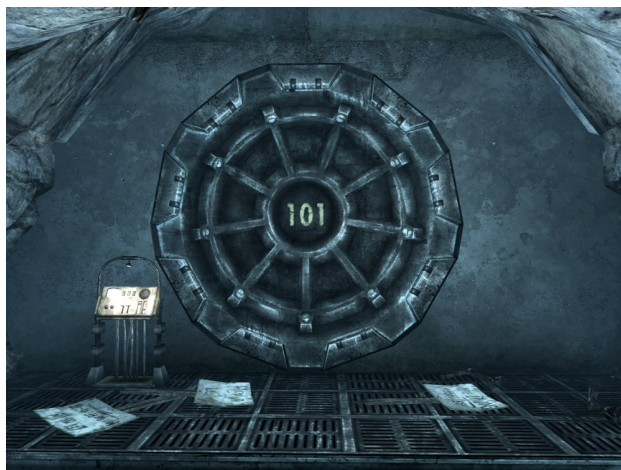
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Hello Wastelander

This little book uses the awesome Into the Odd rules available Sooga Games (<http://soogagames.blogspot.com/>) to play in the fun, dangerous, and bizarre world of Fallout.

Free edition of Into the Odd: <https://docs.google.com/file/d/0B6MR1KWIUR9UaFhnSU5TcDRVblk/edit>

Character Creation



Into the Wasteland uses the same character creation rules as Into the Odd (pg 4), except first decide if you are a Human, or a Ghoul, or Super Mutant.

Humans- Roll 3d6 for the three attributes; STRENGTH, DEXTERITY, WILLPOWER. You can swap any two scores. Humans start with two Fallout Perks (pg 8) and gain an additional perk per level.

Consult Human and Ghoul Starter Package Table (pg 5)

Ghouls- Roll 2d6 STRENGTH, 3d6 DEXTERITY, 3d6 WILLPOWER. You can swap any two scores.

Ghoul Abilities- Immunity to radiation, poison, and disease. Claws do d6 damage.

Heal Str damage after a night's sleep.

Ghouls gain a Fallout Perk at Professional and Master levels. Consult Human and Ghoul Starter Package Table (pg 5)



Super Mutant- Roll 12+1d6 STRENGTH, 2d6 DEXTERITY and WILLPOWER. You can swap any two scores.

Huge- You are 10' tall. You can move and shoot big guns.

Heal Str damage twice as fast

Fists do d6 damage.

Ghouls gain a Fallout Perk at Professional and Master levels.

Consult Super Mutant Starter Package Table (pg 6)



Equipment

Characters start with 2d100+25 Bottle Caps (BC)

Melee Weapons

Hand Weapon (25 BC, one hand): d6 Damage. Knife, pistol-whipped, pitchfork, sword, club etc.

Field Weapon (50 BC, two hands): d8 Damage. Rifle/machine gun -butt, sword and knife, halberd, etc.

Well-Crafted Weapon (75 BC, one hand): d8 Damage. Finely made sabre, rapier, spiked-chain, etc.

Heavy Weapon (150 BC, two hands): d10 Damage. Stop sign (*Super Mutant only or Size Matters Perk*)

Very Heavy Weapon (500 BC, two hands): d10 Damage. Bumper sword (*Super Mutant only or Size Matters Perk*)

Firearm Weapons

Light (110 BC, one hand): d6 Damage. Light pistol, etc.

Heavy (250 BC, two hands): d8 Damage. Flamer (ignites target, d6 damage each round until extinguished), revolver, railgun (shoots spikes, ignores armor), rifle, shotgun, two light pistols, etc.

High-powered (500 BC, two hand): d10 Damage. Machine gun, sniper rifle, etc.

Heavy Weapon (1,000 BC, two hands): d12 Damage. Gatling gun, missile launcher (can't move and shoot- unless Super Mutant).

Armor

Light Leather Armor/Duster Jacket (200 BC): 1 Armor

Raider Armor/Leather Armor (400 BC): 2 Armor

Metal Armor (600 BC): 3 Armor

Equipment (Continued)

Tools (10 BC each): Backpack, Bedroll, Crowbar, Flashlight, Lunch Pail, Saw, Glue, Magnifying Glass, Manacles, Animal Trap, Lock-picks, Mirror, Writing Set, Fishing Pole, Shovel, Grappling Hook, Collapsible Pole, 20ft Rope, Spikes, etc.

Luxuries (50 BC): Elaborate Clothes, Jewelry, Ornaments, Binoculars, Good or fetish prostitute, etc. *Cut the price in half for not-so-good luxuries and beat-up items.*

Flashbang Grenade (10 BC): Momentarily blinds anyone that fails D0ex save.

Frag Grenade (50 BC): d12 in blast radius.

Mine (50 BC): d12 damage- step on- can be avoided.

Molotov Cocktail (10 BC): Sets an area alight. All inside take d6 Damage each round.

Smoke-bomb (25 BC): Fills a room with smoke when lit. Attacks through the smoke are Impaired.

Poison (100 BC): Lose d20 str if consumed.

Ether (20 BC): Inhaled, str save or pass out for an hour.

Acid (50 BC): d6 Damage, burns through most materials.

Antitoxin (20 BC): Neutralizes most toxins.

Jet (25 BC)- Inhale gain extra action that turn.

Med-X (50 BC)- Inject yourself- Ignore all damage from 1d3 attacks.

Rad-Away (20 BC)- Heals 1d6 Str points caused by radiation damage.

Stim-pak (20 BC)- Heals 1d6 Str point lost from damage (not permanent loss).

Radiation Suit (200 BC)- Grants 1 armor- immune to radiation damage up to High. Treat Toxic level as being in Low levels. Suit is ruined after being in High or Toxic levels.

Board (per week): Sleeping back under a tarp propped on sticks (25 BC), Room in a Boarding House (50 BC), Motel Room (75 BC), Hotel Room (150 BC), Fancy-shmancy Hotel Room (250 BC).

Food and Drink: Crispy Squirrel Bits (5 BC), Cram and Bread (5 BC), Radroach Meat (4 BC), Mole Rat Wonder Meat (20 BC), Pork N' Beans (5 BC), Beer (2 BC), Dirty Water (10 BC), Clean Water (20 BC), Nuka-cola (20 BC), Whisky (10 BC), Rum (10 BC), etc.

Beasts: Brahmin (250 BC). Mutt (10 BC) to Hound (100 BC), str d10, d6 Bite.

Birds: From crows and ravens (25 BC, str d6, d4 claws.) to vultures and hawks (150 BC, d6 claws).

Hirelings

(cost per day, d6 hp and Ability Scores 10 unless noted)

Flash Light Boy (5 BC): str 2d6, flashlight, knife.

Mercenary (25 BC): 2d6 hp, light pistol, rifle, knife, leather armor.

Expert (100 BC): heavy pistol, shotgun, knife, leather armor, Expertise in a Specific Area



Equipment shown is a mix of items from Into the Odd (pg 4) and new stuff for Fallout.

Ammo

Ammo that is purchased lasts for one expedition. If the weapon goes unused for that expedition, the ammo carries over.

Light Pistol bullets- 20 BC
Heavy pistol bullets- 40 BC
Rifle bullets- 60 BC
Rail Spikes- 60 BC
Machine gun- 80 BC
Missile- 100 BC*
Shotgun shells- 60 BC
Flamer Fuel- 60 BC
Energy Cells- 100 BC
Plasma Pack- 100 BC

*Missiles for a missile launcher must be purchased individually.



Ammo is an optional rule. Into the Odd didn't worry about tracking bullets. This rule helps enforce that Fallout feel. Don't have the bottle caps for your gun? Better go into the wastes and scavenge, hit a raiders den, or hunt mole rats for meat and pelts.

Human and Ghouls Starter Package Table

	1 HP	2 HP	3 HP	4 HP	5 HP	6 HP
3-10	Knife (d6), Shotgun (d8), Binoculars, Never gets lost	Spiked-chain (d8), Light Pistol (d6), Bedroll, Women (or Men) always falls in love with character	Rapier (d8), Magnum .44 (d8), Mutt, Rich- start with extra 1,000 Bottle Caps	Knife (d6), Sniper Rifle (d10), Smoke-bomb, Lucky- turned 1 failed roll into a success (1x/ session)	Pitchfork (d6), Rifle (d8), Frag Grenade, Comrade- roll-up second character- extremely loyal	Axe (d6), Machine Gun (d10), Spiked Raider Armor, 3 Cigars, Always wins when gambling unless throws the game
11-12	Light Pistol (d6), Radiation Suit, Backpack, Raven	Shotgun (d8), Light Leather Ar- mor, Hound, 3 Rum, Mohawk	Sword (d6), Sniper Rifle (d10), Brahmin, Football Helmet Flashlight Boy	Hatchet (d6), Revolver (d8), Radio, Fishbowl 2 Stim-pak	Light Pistol (d6), Light Pistol (d6), Lockpicks, Flashbang grenade, Dashing Smile	Knife (d6), Rifle (d8), Nightvision Goggles, Mutt, Voice Modulator
13-14	Axe (d6), Revolver (d8), Flashlight, Vault-Tec	Club (d6), Shotgun (d8), Ether, Poison Vault-Tec	Baseball Bat (d6), Revolver (d8), Hawk, Cowboy Hat, Vault-Tec	Finely Crafted Sabre (d8), Light Pistol (d6), Mercenary, Vault-Tec	Axe (d6), Revolver (d8), Flashlight, Vault-Tec	Shovel (d8), Rifle (d8), Guitar, Great Voice, Vault-Tec
15-16	Gatling Gun (d12), Raider Armor, One Eye	Knife (d6), Revolver (d8), Med-X Nuka-Cola, Vault-Tec	Spear (d8), Railgun (d8), Telephone, Flashlight Boy, Badly Scarred, Vault-Tec	Pool Stick (d6), Light Pistol (d6), Suitcase, Jet, Vault-Tec	Baseball Bat (d6), Machine Gun (d10), Gas Mask, Flute, Vault-Tec	Machete (d6), Shotgun (d6), Flashlight, Shopping Cart, Vault-Tec
17-18	Chainsaw (d8), Revolver (d8), Fancy suit, Carton of Smokes, Winning Smile	Brass Knuckles (d6), Light Pistol (d6), Backpack, Whisky, Daughter Accom- panying	Two-handed Axe (d8), Revolver (d8), Metal Armor, Mutt, Covered in Rashes	Light Pistol (d6), Light Pistol (d6), Case of Butterflies, Magnifying Glass, Young-looking	Sword (d6), Sniper Rifle (d10), Grenade, Mercenary, Elderly	Revolver (d8), Shotgun (d8), Radio, Vulture, Covered in Tattoos

Super Mutant Starter Package Table

Roll d10+HP	
2	Bumper Sword (d12), Horribly Scarred, Vault-Tec
3	Rebar Club (d10), Metal Armor
4	Sniper Rifle (d10), Goldfish in Bowl, Vault-Tec
5	Parking Post (d8), Car Door Shield (1 Armor, One Hand), Top Hat
6	Bumper Sword (d12)
7	Stopping Sign (d10), Hound
8	Shotgun (d8), Mutt
9	3 Jet, Med-X, Stim-pak
10	Prosthetic Shotgun Arm (d8), Light Leather Armor
11	Gatling Gun (d12), Raider Armor
12	Vault-Tec, Bonnet
13	Machine Gun (d10), 2 Molotov Cocktail
14	Vault Tec, Hawk, Television Set
15	3 Frag Grenades, 3 Mines, Nightvision Goggles
16	Gatling Gun (d12), Fancy Lingerie, 6 Cigar

Vault-Tec (Arcanum)

If your character starts with Vault-Tec, roll 1d12 to determine what you gain.

1) Cryo Grenade/Mine- This grenade releases a blast of cold that freezes targets in the radius. Target must make a Str save or become frozen for 2d6 turns. If the targets is at 0 HP and fail their save, they are frozen permanently.

2) Plasma Grenade/Mine- This grenade (d12 damage) releases waves of hot plasma. Targets that take Critical Damage or melted into goo.

3) Pulse grenade/Mine- This grenade (d12 damage) releases an electrical charge. Targets that take Critical Damage die as the charge stopped their heart. Robots must make a Str damage or be deactivated until repaired.

4) Nuka-grenade- Several bottles of delicious Nuka-Cola are mixed with volatile chemicals and bits of shrapnel, creating a very big BOOM (1d10+10 damage) in the area.

5) Stealthboy- This device bends light and renders you invisible. It even masks your sound. Thanks, Vault-Tec! The device can be active for 10 minutes before being drained. Takes 24 hours to recharge.

6) Pip Boy- This is standard equipment for anyone that hails from a vault. The Pipboy comes with built-in Geiger counter, radio, flashlight, health monitoring system for the wearer (warning of poison, disease, radiation, etc.), giving a full diagnostic. The device also maps out the location of the user, helping them from being lost.

7) Rock-it Launcher- This crude piece of Vault-Tec is a heavy weapon (can't move and shoot unless Super Mutant or Size Matters perk) that turns even the softest item, like a teddy bear, into a deadly projectile. Any small item loaded into the Rock-it Launcher is shot at high speed, causing d10 damage.

8) Energy Pistol- This weapon shoots lasers (d6 damage)! This weapon ignores armor. Targets that take critical damage are vaporized.

9) Energy Rifle- This weapon shoots lasers (d8 damage)! This weapon ignores armor. Targets that take critical damage are vaporized.

10) Energy Sniper Rifle- This weapon shoots lasers (d10 damage)! This weapon ignores armor. Targets that take critical damage are vaporized.

11) Plasma Pistol- This weapon shoots hot plasma (d6 damage)! Targets that take critical damage are melted into goo.

12) Plasma Shotgun- This weapon shoots hot plasma (d8 damage)! Targets that take critical damage are melted into goo.



Powerful Vault-Tec (Arcanum)

Fat Boy- This heavy weapon (can't move and shoot unless Super Mutant or Size Matters perk) launches a small nuclear bomb at a target or area (d20+20 damage). What's a little more radiation in the Wasteland, right? The blast radius for a Fat Boy is about a city block. The area is immediately radiated at High levels for 1d00+100 years, when it will then drop to Medium.

Fat Boy Nuke- These nukes for the Fat Boy are hard to find, yet somehow always are found in the weirdest places... like the ruins of a school or a Nuka-Cola plant... huh.

Super Sledge- This heavy sledge (can't move and shoot unless Super Mutant or Size Matters perk) vibrates at a high frequency, causing massive damage (d12 damage). Targets that take Critical Damage explode in a spray of blood, meat, and bone.

Gatling Laser- This heavy weapon (can't move and shoot unless Super Mutant or Size Matters perk) shoots lasers (d12 damage)! This weapon ignores armor. Targets that take critical damage are vaporized.

G.E.C.K.- The Garden of Eden Creation Kit is a suitcase filled with concentrated fertilizer pills, seeds, water pills, and more! It was designed to turn a desolate valley or area into a fertile area. The G.E.C.K. does all the work for you!

Mind Reader: When these two helmets are worn by two people, it allows the master wearer to ask questions and read the thoughts of the other (who can make a Will save to resist each question asked).

Personal Shield: This shield shimmers and encases the user in a force field. While active they are unable to interact with objects or attack. The shield absorbs the damage of three attacks (not radiation) before shutting down. Needs 24 hours to recharge.

Power Armor- Designed by the Brotherhood of Steel and worn by their paladins. This heavy armor can only be worn by humans. Power armors grants 3 armor, has a gas mask- making the wearer immune to gas/airborne pathogens, nightvision, and grants the wearer the Size Matters and Rad Resistance perks. This armor is highly sought after and can bring heaps of trouble to the wearer.

Robo-dog

(STR 12; DEX 16; WILL 10; d6 Damage; Armor 2)

This robo-dog may have an independent personality or be programmed. Used as loyal companions or vicious guards.

Tesla Rifle- This rifle (d8 damage) sends an arc of electricity that hits any target in a cluster (say in a 15' radius). Robots that take Critical Damage short out and are destroyed. The gun has enough charge to shoot twice before powering down and recharging for 24 hours.

Tri-beam Laser Rifle: This weapon shoots lasers (d8 damage)! A Tri-beam Laser rifle shoots up to three targets. This weapon ignores armor. Targets that take critical damage are vaporized.

Other Rules

Vehicles

Use the rules found in Into the Odd (pg 9) in addition to ODDPOCALYPSE (<http://soogagames.blogspot.com/2015/09/oddpocalypse.html>)

Motorcycle (150 BC) 4 hp, +1 Armor to rider- driver can attack w one hand firearms and bombs.

Junker Car (500 BC): 6 hp, Armor 1

Raider Car (1,000 BC): 15hp, Armour2, Cannon Detachment

Armored Van/Ice Cream Truck (2,000 BC): 25 hp, Armor 2, 2 Cannon

Detachments, Mounted Machine Gun on top (d10)

Modded-Semi Truck (8,000 BC): 50 hp, Armor 3, 2 Cannon

Detachments, 2 Mounted Machine Guns on sides (d10)

Gyrocopter (6,000 BC): 6 HP, Armor 1- driver can attack w one hand firearms and bombs.

Radiation

At each time duration listed, make a Str save to avoid radiation damage.

Background: No adverse effects. Just there.

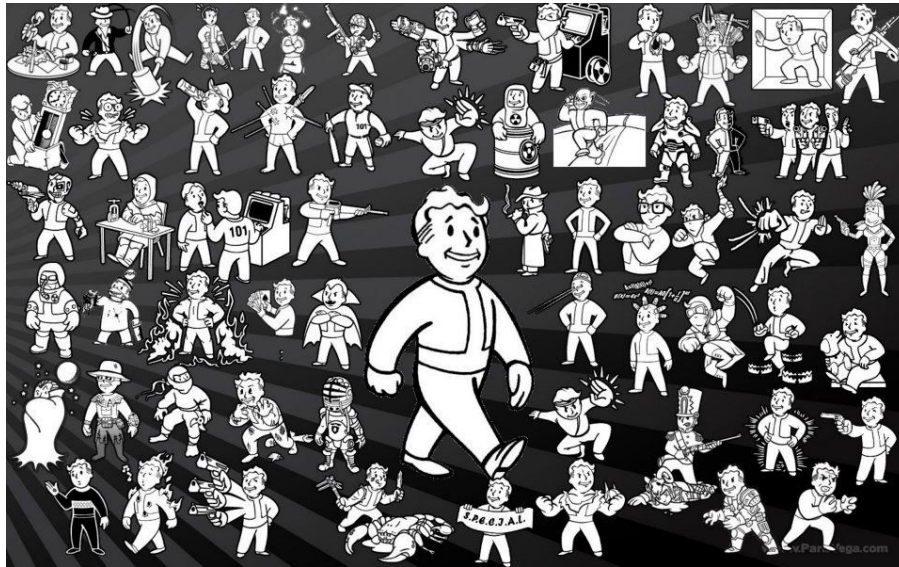
Low: You suffer -1 to Str (permanent) each hour you're in the area.

Medium: You suffer -1d4 to Str (permanent) each hour you're in the area.

High: You suffer -1d6 to Str (permanent) each turn you're in the area.

Toxic: You suffer -2d4 to Str (permanent) each turn you're in the area.

When a target loses over half of their Strength to Radiation Damage they gain a mutation. Use your favorite Mutation table or in Oddvent Oddpendium (<http://sooqagames.blogspot.com/2014/12/new-release-oddvent-oddpendum.html>)



Fallout Perks

Humans start with two perks and gain an additional perk each level. Ghouls and Super Mutants gain perks at Professional and Master levels.

Intense Training- Increase all three stats by 1.

Gun Nut- Up pistol damage by 1 die.

Little Leaguer- Up damage die with melee weapons.

Thief- When sneaking you automatically succeed.

Daddy's Boy/Girl- You followed in daddy's footsteps and learned healing. Once per session you are able to heal 1d3 to an Attribute even without meds. Once per session you are able to cure a person of a poison or disease even without meds.

Scoundrel- You know how to schmooze. When bartering or shooting the shit, people start off liking you.

Iron Fist- Your fists do 1d6 damage.

Bloody Mess- Targets die in bloody, horrible fashion when you kill them. Once per session you deal max damage with an attack.

Demolitions Expert- Up damage die with explosives by 1.

Fortune Finder- When you find money, double it.

Toughness- If an attack drops you to 0 HP there is a 50% chance you remain at 1HP.

Scrounger- You know how to find stuff. In a room roll a Luck check, if it favors you discover something interesting.

Rad Resistance- You can be in a radiated area double the duration listed (pg 7) before suffering radiation effects. Once per session you automatically succeed on Str save to avoid radiation damage.

Size Matters- You can move and attack with big guns. Also you can use super mutant melee weapons.

Lead Belly- You can eat things that would normally make a person ill.

Fortune- Your Luck range is now increased to 3-6 to favor you.

Educated- You know how machines work. When repairing a piece of tech or hacking into computer, you automatically succeed.

Animal Friend- Make a Luck roll, if it favors you the animal won't attack you. If you roll a 6, the animal will aid you in combat.

Commando- Up rifle and machine gun damage by 1 die.

Cyborg- You have made alterations to your body. You are more machine than man. You are immune to poisons and diseases. You can be in a radiated area for 1d3 turns before suffering radiation effects.

Fast Metabolism- You recover lost Str damage twice as fast as normal.

Finesse- You are hard to hit. You are always treated as having an armor of 1, even if you are not wearing armor. This effect stacks with actual armor (to a maximum of 3 armor).

Grim Reaper's Spirit- When your attack kills a target, you can attack another target in range.

Life Giver- Gain an additional 2d4 HP.

Light Step- You never set off enemy traps or mines.

Mysterious Stranger- You've attracted the attention of a mysterious stranger. When you are dropped to 5 or less HP, make a Luck roll. If it favors you, the Mysterious Stranger shows up, fully loaded with a .44 Magnum and kick ass attitude, to save your sorry butt (roll Mysterious Stranger stats- starts as level 2- Only 1 perk ever, starting package- substitute 1 weapon for Revolver- Mysterious Stranger levels when character does).

Ninja- You are able to hide in shadows that normal people could not.

Robotics Expert- You know what makes robots tick. You automatically succeed when attempting to repair robotics. Likewise, your first attack against a robot deals maximum damage.

Energy Weapons- Up energy weapon damage by 1 die.

Sample Enemies

Bloat Fly



(STR 5; DEX 18; WILL 5; 8 HP; Armor 1)
DRIVEN TO EAT AND LAY EGGS
Bloat flies are the size of a small dog, roughly 10-15 lbs.

Acid Spit: A bloat fly spits acid (d8) at targets up to 10' away, burns through most materials.

Centaur



(STR 5; DEX 18; WILL 5; 8 HP; Armor 1)
DRIVEN TO KILL AND CORRUPT
Centaur are horrible abominations that are made from various animals and people. They have low intelligence are loyal to Super Mutants. A centaur has a long barbed tongue (d8) it uses to attack people.

Radioactive Spit: A centaur spits radioactive goo at targets at a distance (1d3 Str damage, permanently- unless wearing radiation suit. Rad Resistant per halves damage) at targets up to 10' away.

Death Claw



(STR 20; DEX 18; WILL 10; 30 HP; Armor 3)
TO FEAST
These deadly hunters stand 10-12' tall and weigh over 1,000 lbs. They are fierce and fearless. They use claws (d12), horns (d8), and fangs (d8).

Leap: A deathclaw can leap up to an enemy 25' away.

Feral Ghoul



(STR 10; DEX 14; WILL 7; 10 HP)
DRIVEN BY RAGE
Feral ghouls are mindless abominations that attack anything except other feral ghouls. Ghouls claws deal d6 damage.

Immunity: Feral ghouls are immune to radiation and fear effects.

Gecko/Fire Gecko



(STR 16; DEX 14; WILL 8; 15 HP)
DRIVEN TO EAT AND BREED- FIRE GECKOS ALSO LIGHT SHIT ON FIRE
Geckos and Fire Geckos bite (d4 damage) and claw (d6) their prey. Always 1d6+1 Geckos present. 35% chance 1d3 Fire Geckos present. Gecko meat and skins are valuable.

Flame Breath (Fire Gecko only): Breathe fire on target for 1d6 damage and an additional d6 each round until extinguished.

Mole Rat



(STR 8; DEX 8; WILL 3; 9 HP)
DRIVEN TO EAT, ATTACK, AND PROTECT
Mole rats can be found all over the wastes. These omnivorous creatures are disgusting, but damn their meat is tasty. Mole rats bite (d6 damage).

Burrow: Mole rats live underground in complex nests. They like to create sinkholes for prey to fall in.

Radroach



(STR 3; DEX 8; WILL 3; 6 HP)
DRIVEN TO EAT AND LAY EGGS
Pests that can be found all over the wastes, even in vaults. Radroaches bite (d4 damage). Always 2d4 radroaches present.

Immunity: Radroaches are immune to radiation and electricity damage.

Radscorpion



(STR 16; DEX 8; WILL 9; 15 HP)
DRIVEN TO EAT AND LAY EGGS
Scorpions the size of cars. Not pretty. Radscorpions attack with their massive pincers (d8 damage), and their poisonous tail (d6 damage, see below).

Tail: Targets stung by a radscorpion's tail take 1d6 damage and suffer 1d6 damage to Str and Dex.

Immunity: Rad scorpions are immune to radiation.

Raiders/Bandit



(STR 10; DEX 10; WILL 8; 6-12 HP; Armor 2)
DRIVEN TO FUCK SHIT UP, GET RICH, AND GET DRUNK
Machine Gun Spray: All targets in front of the Raider takes d10 damage.

Robot



(STR 14; DEX 10; WILL 15; 10 HP; Armor 1-3)
DRIVEN TO SERVE MANKIND AS INSTRUCTED
Robots serve a multitude of functions, from homeware to medical to clerical to security and combat.

Energy Rifle: This weapon shoots lasers (d8 damage)! This weapon ignores armor. Targets that take critical damage are vaporized.



Buzzsaw: This large spinning saw (d6 damage hurts). If a target takes Critical damage they lose a limb.

Sample Enemies (continued)

Super Mutant



(STR 16; DEX 10; WILL 9; 20 HP; Armor 1-3)

DRIVEN TO ENSLAVE, KILL, AND CORRUPT

These Super Mutants hate humans and wish to enslave and kill them all.

Cleave: When equipped with a melee weapon, the Super Mutant spins around, striking all surrounding them.

Charts and Tables

Gang Names Table

Roll

1	The Radiated Clowns
2	The Jedi Knights
3	The Cobra Kais
4	The Kings
5	The Tunnlers
6	The Skeevers
7	Claws of Death
8	Meat Wagons
9	Fraggers
10	Boomers
11	The Mutants
12	Big's Kids

Settlement Name Table

Roll

1	Shantytown
2	Sludges
3	Tent-town
4	Neo-Bigsby
5	New <enter city name here>
6	Utopia
7	Wood Town
8	Motel Town
9	Night City
10	The Mudflats
11	Nuketown
12	Survival

Ruin Adventure Generator

Use these tables to generate some quick ruins/adventures.

