

Savage Fallout: Premade Characters

Starting equipment

- Rations (5)
- Dirty water (2 bottles)
- Bedroll
- Blanket
- Duffel bag
- Rope (50')
- Wire (steel, 50')
- Duct tape
- Sack (2)
- Lighter
- Pickaxe
- Shovel
- Mess kit
- Rad-X (3)
- RadAway (1)

Bill “Slim” Pickins

Race: Human, XP: 20

Parry: 6 Toughness: 5 RR: 2 Pace 6 / Run d6

ST d6 AG d10 VI d6 SM d6 SP d4 CH -2

Skills: Fighting d8, Small Guns d10, Taunt d6, Climbing d4, Survival d4, Persuasion d4, Streetwise d6, Barter d6

Edges: Wastelander, First Strike, Quick, Quick Draw, Dead Shot

Flaws: Greedy (M), Mean (m), Stubborn (m)

→ Modifiers: +1 Small Guns, +1 Streetwise, Double ranged damage on Joker

Additional equipment: .44 Magnum, 12 bullets, Crowbar, Wasteland Outfit, Geiger Counter, Gas Mask, Compass

Bill “Slim” Pickins is an experienced scavenger, mean gambler and generally unpleasant son-of-a-bitch. Years in the salvaging business have taught him a thing or two, the foremost being to shoot first and ask questions later. He’s always looking for one last big haul so he can comfortably retire, but he ends up drinking, gambling and whoring the money away in a matter of weeks soon after.

Strengths: excellent gunslinger, skilled fighter and in possession of a glib tongue.

Flaws: very disagreeable character and exceedingly greedy. Not everyone always returns from one of Slim’s jobs, but what killed them is not always clear.

→ **Slim recently lost big at the cards table, and he now owes one of the other party members a whole lot of money.**

Flynn Boyle

Race: Human, XP: 20

Parry: 4 Toughness: 6 RR: 2 Pace 5 / Run d4

ST d4 AG d6 VI d6 SM d12 SP d6 CH 0

Skills: Fighting d4, Small Guns d4, Explosives d6, Notice d8, Science d12, Medicine d12

Edges: Vault Dweller, Lab Assistant, Entomologist, Computer Whiz

Flaws: Clueless (M), Obese (m), Bad Eyes (m)

→ Modifiers: -2 Attacks or Notice without spectacles, +1 Medicine, +3/+5 Science, +1d6 damage vs. giant insects

Additional equipment: Wattz 1000 Laser Pistol, 2 Small Energy Cells (10 charges), Pulse Grenade (3), Cordex Plastic Explosives (1), Vault 16 Jumpsuit, First Aid Kit, Mentats (2), PipBoy

Flynn Boyle is an egghead scientist from the as-of-yet unlocated Vault 16. Each 10 years one of the vault dwellers gets randomly selected to go explore the outside world and report back what they have found there; so far no one had returned. Two months ago Flynn drew the short straw and was shoved out of the Vault.

Strengths: a genius concerning all things scientific (especially computers) and an excellent physician, also experienced with explosive devices.

Flaws: Flynn is bewildered at every turn, the destitution and chaos of the wasteland a far cry from the comfortable Vault. His physical condition leaves something to be desired, and he has little experience with combat of any kind.

→ One of the other party members found Flynn, completely dehydrated, stumbling through the desert two months ago.

Franklin "Doc" Richards

Race: Human, XP: 20

Parry: 5 Toughness: 7/6 (1/0) RR: 2 Pace 6 / Run d6

ST d8 AG d6 VI d8 SM d8 SP d4 CH 0

Skills: Fighting d6, Small Guns d6, Taunt d6, Notice d6, Survival d4, Medicine d8, Persuasion d4, Streetwise d4, Barter d4

Edges: Wastelander, Healer, Brawler, Liquid Courage, Improvisational Fighter

Flaws: Habit (M) (Drinking), Vow (m), Illiterate (m)

→ Modifiers: +1 Small Guns, +1 Streetwise, +2/+3 Medicine, +2 unarmed damage

Additional equipment: Colt Rangemaster Hunting Rifle, 12 bullets, Brass Knuckles, Leather Duster, Doctor's Bag, First Aid Kit, Rotgut (2), Booze (4), Lamp (oil), Fuel (2 pints)

Franklin "Doc" Richards is a wastelander through and through, always prepared to land a few blows as well as to deal with the results of them. Despite having no formal education, he is a skilled doctor, though the only anaesthetic he believes in is a bottle of whiskey. Fancy hospital doctors may say "do no harm", but Doc prefers to add "... unless they're asking for it".

Strengths: excels at unarmed brawling and mending broken ribs, dislocated arms and extracting bullets.

Flaws: hits the sauce a bit more than is good for him (or his patients) and has little formal education.

→ Doc once shot one of the other party members in a bar fight, but patched him/her up afterwards without any bad feelings.

Jack Drummond

Race: Human, XP: 20

Parry: 6 Toughness: 11/12 (3/4) RR: 2 Pace 6 / Run d6

ST d8 AG d8 VI d10 SM d4 SP d4 CH -2

Skills: Fighting d8, Small Guns d10, Big Guns d4, Explosives d4, Intimidate d4, Notice d4, Climbing d6, Survival d4, Medicine d4, Persuasion d4

Edges: Brawny, Nerves of Steel, Trademark Weapon, Bloody Mess

Flaws: Vengeful (M), Chem Reliant (m), Ugly (m)

→ Modifiers: +1 Small Guns (Sniper Rifle)

Additional equipment: DKS-501 Sniper Rifle, 10 bullets, Colt 6520 10mm Pistol, 2 clips (7 bullets), Combat Knife, Combat Armor, Psycho (2), Buffout (3), Med-X (2), Night Vision Goggles, Field Radio, Flare (3)

Jack Drummond is an ex-Ranger, the elite troopers of the New California Republic. About to be dishonorably discharged for continued, excessive chem abuse after a traumatic event, Jack grabbed his gear and stole away into the night. He now travels the wastes, working as muscle for hire and looking for odd jobs and his next fix.

Strengths: expert at neutralizing threats from a distance with his trusty sniper rifle, skilled fighter, all round tough guy.

Flaws: his overuse of various chemical substances has brought him to the brink of addiction. While he was never pleasant to look at, his resentment toward the way he was treated has made him even less pretty on the inside as well, leaving him a bitter, spiteful person.

→ Jack once saved the life of another party member, when he/she was ambushed by raiders.

Jerico "El Chacal"

Race: Human, XP: 20

Parry: 7 (6) Toughness: 7/8 (2/3) RR: 2 Pace 8 / Run d10

ST d6 AG d8 VI d6 SM d6 SP d6 CH -2

Skills: Fighting d8, Small Guns d8, Explosives d4, Intimidate d6, Taunt d6, Notice d4, Stealth d4, Lockpicking d4, Climbing d4, Survival d4

Edges: Fleet-Footed, Quick, Strong Willed, Acrobat, Rock and Roll!

Flaws: Wanted (M), Outsider (m), Night Person (m)

→ Modifiers: -2 Smarts-based skill checks during the day, +2 Agility checks, +2 (resist) Taunt, +2 (resist) Intimidate

Additional equipment: MP9 Sub-Machine Gun, 2 clips (18 bullets) Throwing Knives (2), Machete, Dynamite (1), Metal Armor, Lockpicks, Jet (3), Stimpak (1), Cigarettes (carton)

Jerico, nicknamed "El Chacal", is an ex-raider and slaver from the ruined city of San Diego, and even farther south originally. Whether he has really repented of his former ways is uncertain, but since his flight from the city he has put his talents to good use in more respectable lines of work; his passion for violence seems undiminished however.

Strengths: has a knack for knife fighting, firing small guns and is surprisingly quick-witted.

Flaws: the tattoo covering the right half of his face marks him as an (ex-)slaver, making him none too popular in the wasteland, and the law is still breathing down his neck for transgressions past and present. As a former raider he's only at his prime under the cover of darkness.

→ **Jerico once ambushed and robbed one of the other party members, leaving him/her to die.**

Jessica Sanders

Race: Human, XP: 20

Parry: 6 Toughness: 7/10 (2/5) RR: 1 Pace 6 / Run d6

ST d6 AG d8 VI d6 SM d8 SP d6 CH 0

Skills: Fighting d8, Small Guns d8, Big Guns d6, Explosives d4, Intimidation d4, Notice d4, Climbing d4, Science d4, Repair d4, Medicine d4

Edges: Connections, Command, Command Presence, Hold the Line!

Flaws: Arrogant (M), Fast Metabolism (m), Death Wish (m)

→ Modifiers: -2 resist poison, +1 Natural Healing

Additional equipment: Wattz 2000 Laser Rifle, Micro Fusion Cell, .223 Pistol, 12 bullets, Combat Knife, Plasma Mine (2), Tesla Armor, Field Radio, Night Vision Goggles, Binoculars, Canteen, First Aid Kit, Psycho (2), Mentats (2), Buffout (1), Stimpak (2)

Jessica Sanders is a tough-as-nails commando from an undisclosed paramilitary organization. While she never lets on much, her father seems to have been a high ranking member of this force before it became persecuted by both the New California Republic and the Brotherhood of Steel. Evading capture, she has been staying off the radar for years together with a number of others, meanwhile building a network to settle some old scores.

Strengths: well trained in all forms of combat, unparalleled leadership skills.

Flaws: Jessica carries a dark past with her at all times, making her unable to sleep at night and resigned about her future. To top it off her character is not like to win her any friends either.

→ **Jessica was once involved in a shady arms deal with one of the other party members, during which both were almost apprehended by the authorities.**

JOE-E 2.1

Race: RoboBrain*, XP: 20

Parry: 5 Toughness: 8 (2) RR: Immune, Pace 4 / Cannot run

ST d8 AG d4 VI d8 SM d10 SP d6 CH -2

Skills: Fighting d6, Small Guns d6, Notice d8, Science d12, Repair d6

Edges: Alertness, Robotics Expert

Flaws: Curious (M), Big Mouth (m), Schizophrenic (m)

→ Modifiers: -1 Small Guns, -1 Explosives, -1 Lockpicking, -1 Medicine, -1 Repair, +1d6 damage vs. robots

Additional equipment: Combat Shotgun, 12 shells

**RoboBrain: +2 to recover from being Shaken, Do not suffer from Poison, Disease, Fatigue, Wounds or Radiation, Ambidextrous, Fearless, Low Light Vision, Infravision, Armor +2, -2 Charisma, Pace -2, Cannot run, Cannot wear armor, Take regular bonus damage from Called Shots to the head, Ham Fisted (m).*

JOE-E 2.1 was once a man known as Dr Joey Arduino, a specialist in the field of military robotics at the time of the Great War. When the bombs fell he found himself trapped in a research facility with no means of escape. The doctor deemed that a robotic body was his only chance of survival. His brain transplanted, the doctor was then stuck in the ruined complex for nearly two centuries, his mind slowly warped by the isolation and existence in an inorganic shell.

Strengths: authority on all matters scientific, especially robotics, and good at mechanical engineering.

Flaws: the clumsy robot body hinders movement and fine dexterity, and JOE-E's personality is a conflicting but talkative mess of human and robotic influences. After his isolation, he is extremely keen on discovering anything new and intriguing.

→ One of the other party members liberated JOE-E some time ago from his 172 year long imprisonment.

John St. George

Race: Human, XP: 20

Parry: 6 Toughness: 7 (1) RR: 2 Pace 6 / Run d6

ST d8 AG d8 VI d6 SM d4 SP d6 CH 0/-1

Skills: Fighting d8, Small Guns d8, Big Guns d4, Explosives d4, Intimidation d6, Notice d4, Stealth d4, Survival d6, Medicine d4

Edges: Brawny, Brave, Die Hard, Alertness, First Strike, Marksman

Flaws: One Eye (M), Phobia (m) (dark caves), Chem Resistant (m)

→ Modifiers: -2 ranged attacks if moving, +2 resist Fear, +2 Notice

Additional equipment: AK-112 Assault Rifle, 2 clips (18 bullets), Combat Knife, Frag Grenade (3), Leather Armor, Field Radio, Binoculars, Stimpak (1), Flare (3), Foothold Trap

John St. George is a grizzled mercenary and bounty & mutant hunter of some repute. Though the years and fights have left their scars on him, his martial skill and prowess are still to be reckoned with. He wanders from town to town looking for his next job, adding another notch to his gun for every mutant creature and raider who bites the dust, or for whomever he has been hired to kill that week.

Strengths: Seasoned fighter and gunman, experienced survivalist.

Flaws: the years and his line of work have not been kind to John, and various ill-healed injuries plague the aging mercenary. Losing an eye to a Deathclaw hurt his aim quite a bit, and memories of that disastrous fight continue to haunt his waking moments.

→ John has been hired by one of the other party members as his/her bodyguard.

Lucas

Race: Super Mutant*, XP: 20

Parry: 6 (5) Toughness: 8 RR: Immune Pace 6 / Run d6, Size +1

ST d12 AG d8 VI d8 SM d4 SP d4 CH -4

Skills: Fighting d8, Small Guns d8, Big Guns d8, Intimidation d4, Taunt d4, Notice d4, Climbing d4, Survival d4, Persuasion d4

Edges: Berserk, Brawny, Two-Fisted, Sweep, Steady Arm

Flaws: Ham Fisted (M) Intolerant (M) (Slavers), Brute (m), Fast Shot (m)

→ Modifiers: -1 Small Guns, -1 Explosives, +1 Intimidate, +2 Natural Healing

Additional equipment: Sledgehammer, Light Support Weapon, 4 LSW clips (30)

**Super Mutant: Size +1, Fast Healer, +1 to Intimidate checks, Outsider, Ugly.*

Lucas is 7 feet and 300 odd pounds of anger in the hulking body of a Super Mutant. His past forgotten, Lucas served for a while in the Super Mutant army that terrorized the wasteland before it suddenly disbanded, whereafter he got captured by slavers and forced into hard labor in an uranium mine. When one night the slaves got freed by a group of outsiders, many a slaver skull was crushed in Lucas' huge hands.

Strengths: enormously strong and fond of guns, the bigger the better.

Flaws: Lucas lacks subtlety in every way, especially when a fight breaks out - and they usually do when he's around. Due to his large stature he's a bit slower than most, and his burning hatred for slavery and imprisonment is likely to cause incidents.

→ Lucas was freed from slavery by one of the other party members, and eternally grateful for it.

Lucy Wong

Race: Human, XP: 20

Parry: 4 Toughness: 6/5 (1/0) RR: 2 Pace 6 / Run d6

ST d6 AG d6 VI d6 SM d10 SP d6 CH 2

Skills: Fighting d4, Small Guns d6, Notice d4, Lockpicking d4, Science d10, Repair d4, Medicine d10, Persuasion d4, Streetwise d4

Edges: Wastelander, Attractive, Lab Assistant, Level Headed

Flaws: Code of Honor (M), Poverty (m), Small Frame (m)

→ Modifiers: +1 Small Guns, +1 Streetwise, +2 Science

Additional equipment: Colt 6520 10mm Pistol, 2 clips (7 bullets), Leather Jacket, First Aid Kit, Field Radio, Lamp (electrical), Small Energy Cell (1), Compass, Stimpak (2), Med-X (2)

Lucy Wong is a gifted scientist and doctor from the Chinese controlled city of San Francisco. Rather of a roguish nature, Lucy did not relish the idea of spending her life in a lab, so she sought out the thrills that only a life of adventure in the wasteland can offer. She found that there is always need of talents like hers there, especially when they come in such a handsome package.

Strengths: excels at matters scientific and medical

Flaws: adheres rigidly to an idiosyncratic code of honor, which does not necessarily agree with conventional law or general opinion. As she always seems to be low on money, this will usually get her into trouble.

→ Lucy once saved the life of another party member after a grievous injury, and subsequently made of with half the person's caps while he/she was narcotized

Smitty

Race: Ghoul*, XP: 20

Parry: 4 Toughness: 7 RR: 7 Pace 5 / Cannot run

ST d4 AG d6 VI d10 SM d6 SP d8 CH -4

Skills: Fighting d4, Small Guns d6, Notice d4, Lockpicking d6, Survival d4 (d6), Repair d10, Medicine d4, Streetwise d6, Barter d4

Edges: Rad Child, Mr. Fix It, Hard to Kill, Snakeater

Flaws: Old School Ghoul (M), Yellow (M), Cautious (m), Hard of Hearing (m)

→ Modifiers: +2 Natural Healing, +2 resist Poison, +2/+3 Repair, -2 Notice (sounds)

Equipment: Colt Rangemaster Hunting Rifle, 12 bullets, Wasteland Outfit, Toolkit, Motion Sensor, Field Radio, Whistle, Hammer, Lockpicks, Stimpak (1)

**Ghoul: Fast Healer, Double Healing Rate, Immune to Low and Medium Radiation, Outsider, Ugly, Chem Resistant*

Smitty is a decrepit old Ghoul nearly two centuries old, who claims to have been around to see the bombs drop. He never did make it to the fallout shelters however, and the radiation mercilessly wreaked havoc on his body, but somehow he survived. Over the decades Smitty - his old name by now forgotten - adjusted to life in the post-apocalyptic wasteland that was once California, and began scavenging its abundant ruins.

Strengths: no thing mechanical or electrical holds any secrets for Smitty

Flaws: Smitty's fight or flight instinct is heavily skewed in favor of the latter. His cowardly streak has kept him alive this long, and he has every intention of seeing his 200th birthday, even if his body is starting to fall apart at the seams.

→ Smitty once did a job with one of the other party members, where the situation went south and Smitty fled, leaving him/her behind.

Stan “The Man”

Race: Human, XP: 20

Parry: 5 Toughness: 5/4 (1/0) RR: 2 Pace 4 / Run d4, Size -1

ST d4 AG d8 VI d6 SM d6 SP d6 CH -1

Skills: Fighting d6, Small Guns d6, Explosives d6, Taunt d6, Notice d4, Stealth d4, Lockpicking d6 (d8), Persuasion d4, Streetwise d4, Barter d4

Edges: Rad Child, Luck, Great Luck, Extraction, Improved Extraction, Quick Pockets, Dodge

Flaws: Dwarfism (M), Quirk (m), Habit (m)

→ Modifiers: +2 Bennies, -1 to be hit by ranged, +1 Natural Healing for every level of Rad Poisoning

Additional equipment: Winchester Widowmaker Sawed-off Double Barrel, 10 shells, Crowbar, Molotov Cocktail (2), Bottlecap Mine (2), Leather Jacket, Electronic Lockpicks, Buffout (2), Jet (2), Stimpak (1), Stealth Boy (1), Booze (3), Cigarettes (carton)

Stan “The Man” is an odd character to say the least. Just over 4 feet tall, Stan’s self-confidence has not been affected at all. The dwarf has made it his life’s mission to get as much enjoyment out of it as he can. In his case that seems to involve excessive amounts of drinking, “Flying”, whoring, partying, stealing and killing, and the jobs he takes usually devolve into one of those things.

Strengths: Stan knows a thing or two about guns and explosives, and his stature allows him to get out of a melee without much effort.

Flaws: not as fast or strong as most due to his stature. He has a disproportionally large sexual appetite, constantly making advances to every woman that moves and has the strange habit of referring to himself in the third person.

→ One of the other party members once met Stan in a bar, shared a drink and woke up naked, three days later, at the edge of the desert, with no recollection of what happened.

Sulaashi

Race: Human, XP: 20

Parry: 7 (8) Toughness: 6 (1) RR: 2 Pace 6 / Run d6

ST d6 AG d8 VI d6 SM d4 SP d6 CH 0

Skills: Fighting d10, Small Guns d4, Taunt d4, Notice d4, Stealth d6, Survival d8, Medicine d4, Barter d4

Edges: Tribal, Beast Master, Brave, Outdoorsman, Beast Bond, Mighty Blow

Flaws: Overconfident (M), Pacifist (m), Loyal (m)

→ Modifiers: +1 Fighting, +3 Survival, + 2 resist Fear, Double melee damage on Joker

Additional equipment: Spear, Tomahawk (3), Yao Guai Pelt leather armor, Flint and Steel, Skinning Knife, Waterskin, Torch (3), Healing Powder (2), Antidote (2)

Gnasher (Golden Gecko)

Parry: 6 Toughness: 7 (2) RR: Immune Pace 6 / Run d8

ST d8 AG d8 VI d8 SM d4 (A) SP d6

Skills: Fighting d8, Notice d10

Wall Climber, Low Light Vision, Size -1, Claws: ST+d6 damage

Sulaashi is a young, fearless tribal huntress and tracker who left her native village to undertake a spirit quest at the behest of the tribe's shaman. Wandering the wasteland, she is always looking to help those in need or to prove her worth as a warrior, ever accompanied by Gnasher, a mutant gecko which she reared from the egg.

Strengths: unmatched warioress, able to survive in the most inhospitable environments.

Flaws: Confident to a fault in her own abilities, she's known to rush into hopeless situations head first. She would never betray those who have placed their trust in her.

→ Sulaashi once saved one of the other party members from a giant Radscorpion, killing the creature and curing the poison in the nick of time.



A Post Nuclear Role Playing Game