

+ Plot +

One or more players are from Vault 32, where the Overseer (calling themselves a Warden) runs the place like an oppressive prison. A stranger from outside is invited in to trade, and spins wonderful tales that make the Vault members realize how brutal their lives are. Eventually the trader falls in love with a relation of the players, and they both disappear (presumably killed/exiled by the Overseer). At that point the player leaves the Vault, vowing to gather weapons and allies and return to kill/de-throne the Overseer.

Scene opens with the players trying to meet a contact who knows about a weapon cache.

Location is an old supermarket with ruined shelves and aisles. Contact is a bit crazy and has a stable of mutated pets (Radscorpions, etc.). The pets have just judged the players badly and started attacking. Afterwards figure out the weapon cache location, which is a small settlement made of cargo containers, inhabited by Ghouls who are friendly during the day but give into feral urges and cannibalize at night. Get the weapons and return to the Vault.

Easily fight through poorly armed Vault members, basically go right to "boss fight" of the Overseer who is in his raised chair

- Can throw in a random encounter with a Deathclaw raiding a Brahmin caravan
- Can throw in a random encounter with Supermutants
- Remember to have Radiation be an effect, perhaps around the center of the weapon cache (tradeoff of weapons vs radiation)

+ Melee Weapons +

Boxing Gloves
Cattle Prod
Combat Knife
Crowbar
Louisville Slugger
Ripper (chainsaw dagger)
Super Sledge

+ Ranged Weapons +

.223 Pistol
.357 Magnum Revolver
10mm Pistol

10mm SMG
12.7mm Submachinegun
BB Gun
Caravan Shotgun
Combat Shotgun
Desert Eagle
FN FAL
Gauss Pistol & Rifle
Grenade Launcher
Hunting Rifle
Lever Action Shotgun
Marksman Carbine
Miniguns
Needler Pistol
Riot Shotgun
Tommy Gun
Sawed Off Shotgun
Sniper Rifle

+ Items +

Nuka-Cola
Gamma Gulp Beer
Atomic Cocktail
Buffout
Jet
Med-X
Mentats
RadAway
Psycho

+ Enemies +

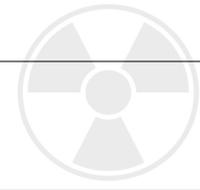
Ghouls (feral & glowing ones)
Gang Members
Super Mutants
Radscorpions
Radroach
Brahmin
Mole Rat
Deathclaw
Bloatfly
Fire Ant

Character:

Campaign:

Player:

Description:



Body Stamina:

Strength	Agility
	
Skills	Skills

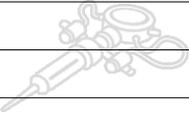
Mind Stamina:

Intelligence	Wits
	
Skills	Skills

Soul Stamina:

Charisma	Swagger
	
Skills	Skills

Possessions

Relations

Locations

