WEAPON

## COMBAT SHOTGUN



**SMALL GUNS | 5 CD | FR 2**

Use the supplied Caravan Shotgun profile: Two-Handed, Inaccurate, Vicious, Spread.

FIND: T1

WEAPON

## MR. HANDY SAW ARM



**ROBOT MELEE | 4 CD | PHYSICAL**

Adventure profile using the Ripper profile: Vicious. Robot-only arm attachment; install only in a compatible Mr. Handy arm slot.

FIND: T1

WEAPON

## .44 MAGNUM



**SMALL GUNS | 6 CD | FR 1**

Vicious: each Effect adds +1 damage.

FIND: T1

WEAPON

## COMBAT KNIFE



**MELEE WEAPONS | 3 CD | PHYSICAL**

Piercing and Concealed. Each Effect ignores 1 DR. Concealed weapons stay hidden until seen or found.

FIND: T1

WEAPON

## HUNTING RIFLE



**SMALL GUNS | 6 CD | FR 1**

Two-Handed and Piercing. Each Effect ignores 1 DR.

FIND: T2

WEAPON

## 10MM PISTOL



**SMALL GUNS | 4 CD | FR 2**

Close Quarters and Reliable. Reliable ignores the first complication each combat.

FIND: T2

WEAPON

## MACHETE



MELEE WEAPONS | 3 CD | PHYSICAL

Piercing. Each Effect ignores 1 DR.

FIND: T2

WEAPON

## MISSILE LAUNCHER



BIG GUNS | 11 CD | FR 0

Blast and Two-Handed. Blast attacks a zone; a miss deals half damage to valid targets and has no normal Effects.

FIND: T3 | NO MISSILES LISTED

WEAPON

## LASER PISTOL



ENERGY WEAPONS | 5 CD | FR 2

Close Quarters and Piercing. Each Effect ignores 1 DR.

FIND: T3

WEAPON

## TIRE IRON



MELEE WEAPONS | 3 CD | PHYSICAL

Adventure profile. Simple one-handed melee weapon; no special quality.

FIND: T3

WEAPON

## 10MM SMG



SMALL GUNS | 5 CD | FR 3

Adventure profile. Burst and Inaccurate. Burst may hit a nearby target for each Effect, spending 1 extra round each time.

FIND: RR-H

WEAPON

## SERVICE RIFLE



SMALL GUNS | 5 CD | FR 2

Two-Handed and Burst. Each Effect may hit another target in Close range, spending 1 extra round per target.

FIND: RR-M | CHOOSE ONE

WEAPON

## FLAMER



**BIG GUNS | 4 CD | FR 4**

Two-Handed, Inaccurate, Debilitating, Burst, Persistent, Spread. Persistent damage from Effects repeats at the end of later turns.

**FIND: RR-M | CHOOSE ONE**

ARMOUR

## MERC VETERAN OUTFIT



**CLOTHING | +1 SURVIVAL | NO DR**

While wearing it, gain +1 Survival. It is clothing, so it provides no damage resistance.

**FIND: T1**

ARMOUR

## METAL ARMOR



**FULL SUIT | P3 E2 R2 | WT 10 | 45 CAPS | R1**

Use at every hit location. P/E/R are Physical, Energy, and Radiation DR; subtract the matching DR from damage.

**FIND: T1**

ARMOUR

## UTILITY OVERALLS



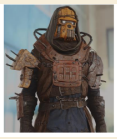
**CLOTHING | +1 REPAIR | NO DR**

While wearing it, gain +1 Repair. It is clothing, so it provides no damage resistance.

**FIND: T2**

ARMOUR

## RAIDER ARMOR (POWDER GANG)



**FULL SUIT | P3 E1 R1 | WT 5 | 40 CAPS | R1**

Use the Raider Armor profile at every hit location. It can support a Powder Ganger disguise, but never guarantees access.

**FIND: T2**

ARMOUR

## REINFORCED COMBAT ARMOR



**FULL SUIT | P7 E5 R4 | WT 14 | 130 CAPS | R2**

Uses Combat Armor base plus the Heavy upgrade from your Armour PDF. Apply its DR at every hit location.

**FIND: T2**

ARMOUR

## CHINESE STEALTH ARMOR



**TORSO, ARMS, LEGS | +2 P/E/R DR | +3 SNEAK**

Adventure rule: add +2 Physical, Energy, and Radiation DR on all non-head locations and gain +3 Sneak. No head bonus.

FIND: T3

ARMOUR

## RADIATION SUIT



**FULL SUIT | +4 RADIATION DR | NO P/E DR**

Use at every hit location. It gives +4 Radiation DR but no Physical or Energy DR.

FIND: T3

ARMOUR

## COMBAT HELMET



**HEAD ONLY | P4 DR**

When the head is hit, subtract 4 Physical damage. It provides no protection to other locations.

FIND: T3

ARMOUR

## LEATHER CHEST PIECE



**TORSO ONLY | P2 E2 R0 | WT 3 | 30 CAPS | R1**

Use the Leather base profile on the torso only. Subtract matching DR when the torso is hit.

FIND: RR-H

AMMUNITION

## SHOTGUN SHELLS



**X12 | COMBAT SHOTGUN**

Spend 1 shell for each attack. Extra shells up to Fire Rate add +1 CD each.

FIND: T1

AMMUNITION

## .44 ROUNDS



**X14 | .44 MAGNUM**

Spend 1 round for each attack. Extra rounds up to Fire Rate add +1 CD each.

FIND: T1

AMMUNITION

## .308 ROUNDS



**X10 T2 + X10 RR-Q | HUNTING RIFLE**

Spend 1 round for each attack. Extra rounds up to Fire Rate add +1 CD each.

FIND: T2 AND RR-Q

AMMUNITION

## 10MM ROUNDS



**X16 T2 + X14 RR-H**

Use with the 10mm Pistol or 10mm SMG. Spend 1 round for each attack.

FIND: T2 AND RR-H

AMMUNITION

## FUSION CELLS



**X16 | LASER PISTOL**

Spend 1 cell for each attack. Extra cells up to Fire Rate add +1 CD each.

FIND: T3

AMMUNITION

## 5.56MM ROUNDS



**X10 | SERVICE RIFLE**

Spend 1 round for each attack. Extra rounds up to Fire Rate add +1 CD each.

FIND: RR-M | RIFLE CHOICE

AMMUNITION

## FLAMER FUEL



**X12 | FLAMER**

Spend 1 fuel for each attack. Extra fuel up to Fire Rate adds +1 CD each.

FIND: RR-M | FLAMER CHOICE

AID AND CHEM

## STIMPAK



**INSTANT | NOT ADDICTIVE**

Use Take Chem to heal 4 HP or treat 1 Injury. Or add that healing to a First Aid action.

FIND: T1, T2, T3

AID AND CHEM

## BERRY MENTATS



**LASTING | ADDICTIVE 2**

Until the end of the scene, reduce the Difficulty of INT tests by 2, minimum 0.

**FIND: T1**

AID AND CHEM

## MED-X



**LASTING | ADDICTIVE 2**

Until the end of the scene, gain +3 Physical DR.

**FIND: T2**

AID AND CHEM

## RADAWAY



**INSTANT | NOT ADDICTIVE**

Use Take Chem or First Aid to heal 4 Radiation damage. Remove Radiation damage before other healing.

**FIND: T2 AND RR-Q**

AID AND CHEM

## ADDICTOL



**INSTANT | NOT ADDICTIVE**

Remove all addictions.

**FIND: T3**

AID AND CHEM

## BUFFOUT



**LASTING | ADDICTIVE 2**

Until the end of the scene, re-roll 1d20 on STR and END tests and gain +3 maximum HP.

**FIND: T3**

AID AND CHEM

## ROBOT REPAIR KIT



**ROBOT OR POWER ARMOR**

Use Take Chem or First Aid to heal 4 HP or treat 1 Injury. Use Repair instead of Medicine.

**FIND: T3**

AID AND CHEM

## MENTATS



**LASTING | ADDICTIVE 3**

Until the end of the scene, re-roll 1d20 on PER and INT tests.

**FIND: RR-H | X2**

FOOD AND DRINK

## PURIFIED WATER



**BEVERAGE | HEAL 3 HP**

Drink once per scene. In combat, drinking takes a Major Action.

**FIND: T1, T3, RR-H | X4 TOTAL**

FOOD AND DRINK

## NUKA-COLA



**BEVERAGE | HEAL 2 HP | +1 AP**

Immediately gain 1 AP, then roll 1 CD. Each Effect causes 1 Radiation damage that ignores resistance.

**FIND: T1 AND RR-Q | X3 TOTAL**

FOOD AND DRINK

## PORK 'N' BEANS



**FOOD | HEAL 4 HP | IRRADIATED**

Eat outside combat, once per scene. Roll 1 CD; each Effect causes 1 Radiation damage that ignores resistance.

**FIND: T1**

FOOD AND DRINK

## FANCY LADS SNACK CAKES



**FOOD | HEAL 3 HP | IRRADIATED**

Eat outside combat, once per scene. Roll 1 CD; each Effect causes 1 Radiation damage that ignores resistance.

**FIND: T1**

FOOD AND DRINK

## DIRTY WATER



**BEVERAGE | HEAL 2 HP | IRRADIATED**

Drink once per scene. Roll 1 CD; each Effect causes 1 Radiation damage that ignores resistance.

**FIND: T2**

FOOD AND DRINK

## SUNSET SARSAPARILLA



**BEVERAGE | USE BEER PROFILE**

Alcoholic: until scene end, re-roll 1d20 on STR and CHA tests; INT tests are +1 Difficulty. Roll CDs equal to drinks this session; 2+ Effects = addiction.

**FIND: T2 | OPEN BOTTLE: 1 CAP**

FOOD AND DRINK

## SUGAR BOMBS



**FOOD | HEAL 4 HP | IRRADIATED**

Eat outside combat, once per scene. Gain +1 AP at the start of the next scene, then roll 1 CD for Radiation damage.

**FIND: T2 AND RR-Q | X3 TOTAL**

FOOD AND DRINK

## INSTAMASH



**FOOD | HEAL 4 HP | IRRADIATED**

Eat outside combat, once per scene. Roll 1 CD; each Effect causes 1 Radiation damage that ignores resistance.

**FIND: T2 AND RR-H | X4 TOTAL**

FOOD AND DRINK

## NUKA-CHERRY



**BEVERAGE | HEAL 3 HP | +2 AP**

Immediately gain 2 AP, then roll 1 CD. Each Effect causes 1 Radiation damage that ignores resistance.

**FIND: T3**

FOOD AND DRINK

## CANNED DOG FOOD



**FOOD | HEAL 3 HP | IRRADIATED**

Eat outside combat, once per scene. Roll 1 CD; each Effect causes 1 Radiation damage that ignores resistance.

**FIND: T3**

FOOD AND DRINK

## DANDY BOY APPLES



**FOOD | HEAL 3 HP | IRRADIATED**

Eat outside combat, once per scene. Roll 1 CD; each Effect causes 1 Radiation damage that ignores resistance.

**FIND: T3**

FOOD AND DRINK

## CRAM



**FOOD | HEAL 5 HP | IRRADIATED**

Eat outside combat, once per scene. Roll 1 CD; each Effect causes 1 Radiation damage that ignores resistance.

**FIND: RR-M | X3**

FOOD AND DRINK

## NUKA-COLA QUANTUM




**BEVERAGE | HEAL 10 HP | +5 AP**

Immediately gain 5 AP, then roll 1 CD. Each Effect causes 1 Radiation damage that ignores resistance.

**FIND: RR-M**

UTILITY

## ABRAXO CLEANER



**JUNK AND CRAFTING INGREDIENT**

Useful for crafting Mentats with Brain Fungus and an Uncommon Material. Otherwise it is salvage or a trade good.

**FIND: RR-Q**

UTILITY

## ADJUSTABLE WRENCH



**HAND TOOL**

A practical hand tool with no automatic bonus. It can support a plausible Repair action when the GM allows it.

**FIND: RR-Q**

UTILITY

## LOW-CHARGE FUSION CORE



**50% CHARGE | TRADE GOOD**

Adventure rule: this is a trade item only. It has no direct power-armor charge or other mechanical effect.

**FIND: RR-H**

MAGAZINE

## GUNS AND BULLETS



**RANDOM ISSUE: ROLL 14**

Take Aim, Army Style: once, an aimed attack with a weapon without Accurate deals +2 CD damage. Learn it at your next level-up or lose it.

**FIND: T2**

MAGAZINE

# FIXIN' THINGS



**RANDOM PUBLICATION: ROLL 6**

> Once, when repairing an item, halve the materials needed, rounding up. Learn it at your next level-up or lose it.

**FIND: T3**