



THE ROLEPLAYING GAME

CHARACTER NAME

AUGUSTA BYRON

XP EARNED

XP TO NEXT LEVEL

ORIGIN

VAULT DWELLER

LEVEL

STRENGTH

PERCEPTION

ENDURANCE

CHARISMA

INTELLIGENCE

AGILITY

LUCK

4

6

5

6

9

5

5

SKILLS

COMBAT

LUCK POINTS

NAME	TAG	RANK
Athletics [STR]	<input type="checkbox"/>	1
Barter [CHA]	<input type="checkbox"/>	2
Big Guns [END]	<input type="checkbox"/>	
Energy Weapons [PER]	<input type="checkbox"/>	1
Explosives [PER]	<input type="checkbox"/>	1
Lockpick [PER]	X	3
Medicine [INT]	<input type="checkbox"/>	3
Melee Weapons [STR]	<input type="checkbox"/>	2
Pilot [PER]	<input type="checkbox"/>	
Repair [INT]	<input type="checkbox"/>	2
Science [INT]	X	3
Small Guns [AGI]	X	2
Sneak [AGI]	X	3
Speech [CHA]	<input type="checkbox"/>	2
Survival [END]	<input type="checkbox"/>	1
Throwing [AGI]	<input type="checkbox"/>	
Unarmed [STR]	<input type="checkbox"/>	

MELEE DAMAGE

DEFENSE

INITIATIVE

11

POISON DR

HEAD (1-2)

Phys. DR	<th>Rad. DR</th> <td></td>	Rad. DR	
En. DR		HP	

LEFT ARM (9-11)

Phys. DR	<th>Rad. DR</th> <td>2</td>	Rad. DR	2
En. DR	1	HP	

RIGHT ARM (12-14)

Phys. DR	<th>Rad. DR</th> <td>2</td>	Rad. DR	2
En. DR	1	HP	

TORSO (3-8)

Phys. DR	<th>Rad. DR</th> <td>2</td>	Rad. DR	2
En. DR	1	HP	

LEFT LEG (15-17)

Phys. DR	<th>Rad. DR</th> <td>2</td>	Rad. DR	2
En. DR	1	HP	

RIGHT LEG (18-20)

Phys. DR	<th>Rad. DR</th> <td>2</td>	Rad. DR	2
En. DR	1	HP	

WEAPONS

NAME	SKILL	TN	TAG	DAMAGE	EFFECTS	TYPE	RATE	RANGE	QUALITIES	AMMO	WEIGHT
SWITCHBLADE	MELEE WEAPONS	6	<input type="checkbox"/>	2	PIERCING 1	PHYS.	-	-	CONCEALED	-	1
10MM PISTOL	SMALL GUNS	7	X	4	-	PHYS.	2	C	CLOSE QUARTERS, RELIABLE	10MM	4
UNARMED ATTACK	UNARMED	4	<input type="checkbox"/>	2	-	PHYS.	-	-	-	-	-
			<input type="checkbox"/>								
			<input type="checkbox"/>								

CAPS

10

AMMO

CALIBER	QUANTITY
10MM	17

GEAR

ITEM	LBS.
VAULT JUMPSUIT	1
LAB COAT	2
VAULT-TEC BRANDED CANTEEN	1
1 X PURIFIED WATER	<1
PIP-BOY	-
SWITCHBLADE	1
10MM PISTOL	4
2 X STIMPAKS	<1
5 X BOBBY PINS	<1
MENTATS	<1
CALMEX	<1
CURRENT CARRY WEIGHT	
MAXIMUM CARRY WEIGHT	

## PERKS &amp; TRAITS

NAME	RANK	EFFECT
VAULT DWELLER	-	-1 DIFFICULTY TO END TESTS TO RESIST DISEASE. YOU GAIN ONE ADDITIONAL TAG SKILL (INCLUDED).
HACKER	1	THE DIFFICULTY OF SKILL TESTS TO HACK COMPUTERS IS DECREASED BY 1, TO A MINIMUM OF 0.
V.A.T.S.	-	IGNORE THE DIFFICULTY INCREASE FOR TARGETING A HIT LOCATION.

## BIOGRAPHY

Augusta Byron is an unremarkable looking vault dweller with a brilliant mind for computer science and Artificial Intelligence. The brightest child of her generation, she was born with the name "Student #1179F" and raised in Vault 75. There, every child was forced to undergo intense schooling and brutal mental and physical tests by the vault scientists. Mere days before her graduation, #1179F learned Vault 75's dark secret: every year, graduated students were systematically murdered, and the most advanced of the year's crop of students were "harvested" to be used in advanced genetic experiments. Horrified by discovering the fate that awaited her, #1179F and a guilt-ridden Vault-Tec scientist organized a bloody coup. Together, they led the remaining students to murder the other scientists and lead the Vault 75 students to freedom.

After leaving the vault, #1179F took the name Augusta Byron for herself, in honor of 19th century mathematician, Augusta Ada King, the daughter of Lord Byron who is considered history's first female computer programmer. Life on the outside proved hard for Augusta and she watched many of her fellow vault survivors die of radiation poisoning and the cruel realities of the Commonwealth. For the past several years, Augusta fended for herself, using her ability to critically assess threats, and her unbreakable will to survive. She travels between settlements and breaks into pre-war ruins, looking for anything that aids her research and efforts to evolve artificial intelligence to new heights.



THE ROLEPLAYING GAME

CHARACTER NAME

"HAPPY" TOMMY DOYLE

XP EARNED

XP TO NEXT LEVEL

ORIGIN

SURVIVOR

LEVEL

STRENGTH

PERCEPTION

ENDURANCE

CHARISMA

INTELLIGENCE

AGILITY

LUCK

6

5

5

7

5

5

7

SKILLS

COMBAT

NAME	TAG	RANK
Athletics [STR]	<input type="checkbox"/>	2
Barter [CHA]	X	3
Big Guns [END]	<input type="checkbox"/>	
Energy Weapons [PER]	<input type="checkbox"/>	1
Explosives [PER]	<input type="checkbox"/>	
Lockpick [PER]	<input type="checkbox"/>	1
Medicine [INT]	<input type="checkbox"/>	
Melee Weapons [STR]	<input type="checkbox"/>	2
Pilot [PER]	<input type="checkbox"/>	
Repair [INT]	<input type="checkbox"/>	1
Science [INT]	<input type="checkbox"/>	
Small Guns [AGI]	<input type="checkbox"/>	1
Sneak [AGI]	<input type="checkbox"/>	2
Speech [CHA]	X	3
Survival [END]	<input type="checkbox"/>	2
Throwing [AGI]	<input type="checkbox"/>	
Unarmed [STR]	X	2

MELEE DAMAGE



DEFENSE

1

INITIATIVE

10

POISON DR

HEAD (1-2)

Phys. DR		Rad. DR	
En. DR	1	HP	

LEFT ARM (9-11)

Phys. DR	1	Rad. DR	
En. DR	1	HP	

RIGHT ARM (12-14)

Phys. DR	1	Rad. DR	
En. DR	1	HP	

TORSO (3-8)

Phys. DR	1	Rad. DR	
En. DR	1	HP	

LEFT LEG (15-17)

Phys. DR	1	Rad. DR	
En. DR	1	HP	

RIGHT LEG (18-20)

Phys. DR	1	Rad. DR	
En. DR	1	HP	

WEAPONS

NAME	SKILL	TN	TAG	DAMAGE	EFFECTS	TYPE	RATE	RANGE	QUALITIES	AMMO	WEIGHT
KNUCKLES	UNARMED	8	X	4	-	PHYS.	-	-	CONCEALED	-	4
PIPE GUN	SMALL GUNS	6	<input type="checkbox"/>	3	-	PHYS.	2	C	CLOSE QUARTERS, UNRELIABLE	.38	2
UNARMED ATTACK	UNARMED	8	X	3	-	PHYS.	-	-	-	-	-
			<input type="checkbox"/>								
			<input type="checkbox"/>								

CAPS

66

AMMO

CALIBER	QUANTITY
.38	7

GEAR

ITEM	LBS.
TOUGH CLOTHING	3
FORMAL HAT	<1
FORMAL CLOTHING	2
2 X KNUCKLES	<1
PIPE GUN	2
NOODLE CUP	<1
PORK 'N' BEANS	<1
LOADED CASINO DICE	<1

## PERKS &amp; TRAITS

NAME	RANK	EFFECT
<b>HEAVY HANDED</b>	-	YOUR MELEE DAMAGE BONUS INCREASES BY +1. MELEE AND UNARMED ATTACKS SUFFER A COMPLICATION ON A 19-20.
<b>SCOUNDREL</b>	1	WHEN YOU MAKE A CHA + SPEECH TEST TO CONVINCE SOMEONE OF A LIE, YOU MAY IGNORE THE FIRST COMPLICATION YOU ROLL.
<b>DARING NATURE</b>	-	WHENEVER YOU ATTEMPT A SKILL TEST, AND BUY ONE OR MORE D20S BY WHEN YOU BUY ONE OR MORE D20S BY GIVING THE GAMEMASTER ACTION POINTS, YOU MAY RE-ROLL 1D20 ON THAT TEST.

## BIOGRAPHY

Tommy Doyle was given the nickname "Happy" by his friends in Diamond City, due to his constant smile and slick charm. Tommy has lived in Diamond City his entire life, rarely venturing beyond the walls of the repurposed baseball stadium. He is known as an elaborate prankster and joker, and his jovial demeanor can rub many people the wrong way. Despite his carefree attitude, Tommy is not afraid to back down from a fight and has a strange personal code of honor that dictates most of the tougher decisions he is forced to make. He strongly disagrees with recent efforts by powerful individuals to exile ghouls from Diamond City and he has thrown himself into more than a few scraps to stick up for people being bullied.

Tommy's greatest weaknesses have always been loving and gambling. He is a hopeless romantic with a tendency to find love in all the wrong places, often resulting in him being taken advantage of by more savvy survivors. More problematic still is the amount of gambling debt he has acquired recently. After making a living for years as a card-player with a reputation for having impossibly good luck, he was recently taken for a large sum in a high-stakes game with several shady individuals from the town of Goodneighbor. To cough up the Caps he owes these dangerous debtors, Tommy has ventured out beyond the walls of Diamond City; his life may very well depend on scoring big in the wastes.

CURRENT CARRY WEIGHT

MAXIMUM CARRY WEIGHT 210



THE ROLEPLAYING GAME

CHARACTER NAME

BAILEY BIGSMILE

XP EARNED

XP TO NEXT LEVEL

ORIGIN

GOUL

LEVEL

STRENGTH

PERCEPTION

ENDURANCE

CHARISMA

INTELLIGENCE

AGILITY

LUCK

6

6

7

5

5

6

5

SKILLS

COMBAT

LUCK POINTS

NAME	TAG	RANK
Athletics [STR]	X	3
Barter [CHA]	□	2
Big Guns [END]	□	
Energy Weapons [PER]	□	
Explosives [PER]	X	2
Lockpick [PER]	□	1
Medicine [INT]	□	2
Melee Weapons [STR]	□	2
Pilot [PER]	□	
Repair [INT]	□	2
Science [INT]	□	1
Small Guns [AGI]	X	2
Sneak [AGI]	□	1
Speech [CHA]	□	2
Survival [END]	X	2
Throwing [AGI]	□	
Unarmed [STR]	□	

MELEE DAMAGE

DEFENSE

INITIATIVE

12

POISON DR

HEAD (1-2)

Phys. DR		Rad. DR	IMM.
En. DR		HP	

LEFT ARM (9-11)

Phys. DR	1	Rad. DR	IMM.
En. DR	2	HP	

RIGHT ARM (12-14)

Phys. DR	1	Rad. DR	IMM.
En. DR	2	HP	

TORSO (3-8)

Phys. DR	1	Rad. DR	IMM.
En. DR	2	HP	

LEFT LEG (15-17)

Phys. DR	1	Rad. DR	IMM.
En. DR	2	HP	

RIGHT LEG (18-20)

Phys. DR	1	Rad. DR	IMM.
En. DR	2	HP	

WEAPONS

NAME	SKILL	TN	TAG	DAMAGE	EFFECTS	TYPE	RATE	RANGE	QUALITIES	AMMO	WEIGHT
PIPE WRENCH	MELEE WEAPONS	8	□	3	-	PHYS.	-	-	-	-	2
PIPE GUN	SMALL GUNS	8	X	3	-	PHYS.	2	C	CLOSE QUARTERS, UNRELIABLE	.38	2
BASEBALL GRENADE	EXPLOSIVES	8	X	5	-	PHYS.	-	-	BLAST, THROWN (M)	-	1
UNARMED ATTACK	UNARMED	6	□	2	-	PHYS.	-	-	-	-	-
			□								

**CAPS****30****AMMO**

CALIBER	QUANTITY
.38	16

**GEAR**

ITEM	LBS.
DRIFTER OUTFIT	10
CASUAL CLOTHING	2
PIPE WRENCH	2
PIPE GUN	2
JET	<1
A PRE-WAR NECKTIE	<1
BUFFOUT	<1
2 X BASEBALL GRENADES	1
IGUANA ON A STICK	<1
2 X PURIFIED WATER	<1
<b>CURRENT CARRY WEIGHT</b>	
<b>MAXIMUM CARRY WEIGHT</b>	

**PERKS & TRAITS**

NAME	RANK	EFFECT
<b>NECROTIC POST-HUMAN</b>	-	<b>YOU ARE IMMUNE TO RADIATION DAMAGE. IN FACT, YOU'RE HEALED BY IT—YOU REGAIN 1 HP FOR EVERY 3 POINTS OF RADIATION DAMAGE INFILCTED UPON YOU, AND IF YOU REST IN AN IRRADIATED LOCATION, YOU MAY RE-ROLL YOUR DICE POOL WHEN CHECKING IF YOUR INJURIES HEAL. IN ADDITION, SURVIVAL BECOMES A TAG SKILL, INCREASING IT BY 2 RANKS.</b>
<b>FASTER HEALING</b>	1	<b>WHEN YOU MAKE AN END + SURVIVAL TEST TO HEAL YOUR OWN INJURIES, THE FIRST ADDITIONAL D20 YOU BUY IS FREE. THE NORMAL MAXIMUM OF 5D20 STILL APPLIES.</b>

**BIOGRAPHY**

Bailey Bigsmile is an intelligent ghoul who spent their childhood traveling between settlements with their family, often turned away as locals feared that the family might 'go feral'. During Bailey's teenage years, a run-in with a raider's machete left a permanent gash on their face and mouth. Seeing how depressed they became afterwards, due to their appearance, Bailey's parents began to call them Bailey Bigsmile and said their smile and big heart could light up any room. Eventually, the family settled in Goodneighbor and worked hard to prove they were trustworthy, valuable members of the settlement. When Bailey first began to exhibit signs of mental degeneration that might eventually lead to them going feral, the family did everything they could to hide the condition from others and kept Bailey out of public view as much as possible.

Shockingly, a recent fire burned down the shop owned by Bailey's family, resulting in the death of their brother and mother. Shortly thereafter, Bailey's father murdered the man he believed responsible for the fire and was subsequently banished from the town. Alone for the first time in their life, with a paralyzing fear that they might lose their mind at any time, Bailey left Goodneighbor on foot. In the wastes, they hope to one day reunite with their father, make new friends who will not be afraid of them because they are a ghoul, and do something meaningful with their life before they inevitably turn feral.



THE ROLEPLAYING GAME

CHARACTER NAME

OLD TALLMAN

XP EARNED

XP TO NEXT LEVEL

ORIGIN

SUPER MUTANT

LEVEL

STRENGTH

PERCEPTION

ENDURANCE

CHARISMA

INTELLIGENCE

AGILITY

LUCK

9

6

8

6

6

4

5

SKILLS

COMBAT

NAME	TAG	RANK
Athletics [STR]	<input type="checkbox"/>	2
Barter [CHA]	<input type="checkbox"/>	
Big Guns [END]	<input type="checkbox"/>	1
Energy Weapons [PER]	<input type="checkbox"/>	
Explosives [PER]	<input type="checkbox"/>	1
Lockpick [PER]	<input type="checkbox"/>	
Medicine [INT]	<input type="checkbox"/>	2
Melee Weapons [STR]	<input checked="" type="checkbox"/>	3
Pilot [PER]	<input type="checkbox"/>	
Repair [INT]	<input type="checkbox"/>	
Science [INT]	<input type="checkbox"/>	1
Small Guns [AGI]	<input type="checkbox"/>	2
Sneak [AGI]	<input type="checkbox"/>	
Speech [CHA]	<input type="checkbox"/>	1
Survival [END]	<input checked="" type="checkbox"/>	3
Throwing [AGI]	<input checked="" type="checkbox"/>	3
Unarmed [STR]	<input type="checkbox"/>	2

MELEE DAMAGE



DEFENSE

1

INITIATIVE

10

POISON DR

IMM.

HEAD (1-2)

Phys. DR		Rad. DR	IMM.
En. DR		HP	

LEFT ARM (9-11)

Phys. DR	1	Rad. DR	IMM.
En. DR	1	HP	

RIGHT ARM (12-14)

Phys. DR		Rad. DR	IMM.
En. DR		HP	

TORSO (3-8)

Phys. DR	1	Rad. DR	IMM.
En. DR	1	HP	

LEFT LEG (15-17)

Phys. DR		Rad. DR	IMM.
En. DR		HP	

RIGHT LEG (18-20)

Phys. DR		Rad. DR	IMM.
En. DR		HP	

WEAPONS

NAME	SKILL	TN	TAG	DAMAGE	EFFECTS	TYPE	RATE	RANGE	QUALITIES	AMMO	WEIGHT
UNARMED ATTACK	UNARMED	11	<input type="checkbox"/>	4	-	PHYS.	-	-	-	-	-
MACHETE	MELEE WEAPONS	12	<input checked="" type="checkbox"/>	5	PIERCING 1	PHYS.	-	-	-	-	2
BASEBALL BAT	MELEE WEAPONS	12	<input checked="" type="checkbox"/>	6	-	PHYS.	-	-	TWO-HANDED	-	3
PIPE RIFLE	SMALL GUNS	6	<input type="checkbox"/>	3	-	PHYS.	2	C	CLOSE QUARTERS, UNRELIABLE, TWO-HANDED	.38MM	3
TOMAHAWKS	THROWING	7	<input checked="" type="checkbox"/>	4	PIERCING 1	PHYS.	-	-	SUPPRESSED, THROWN (C)	-	<1

**CAPS****5****AMMO**

CALIBER	QUANTITY
.38	7

**GEAR**

ITEM	LBS.
RAIDER ARMOR TORSO	7
RAIDER ARMOR LEFT ARM	3
PIPE RIFLE	3
BASEBALL BAT	3
MACHETE	2
POTTED PLANT	1
IGUANA ON A STICK	<1
3 X TOMAHAWKS	<1
1 X PURIFIED WATER	<1

**CURRENT CARRY WEIGHT****240****PERKS & TRAITS**

NAME	RANK	EFFECT
<b>FORCED EVOLUTION</b>	-	YOUR INITIAL STRENGTH AND ENDURANCE ATTRIBUTES ARE INCREASED BY +2 EACH, AND YOUR MAXIMUM STRENGTH AND ENDURANCE ARE INCREASED TO 12, BUT YOUR MAXIMUM INTELLIGENCE AND CHARISMA ARE BOTH REDUCED TO 6. YOU MAY NOT HAVE MORE THAN 4 RANKS IN ANY SKILL. YOU ARE COMPLETELY IMMUNE TO RADIATION AND POISON DAMAGE.
<b>COMPREHENSION</b>	1	AFTER YOU USE THE BONUS GAINED FROM READING A MAGAZINE, ROLL 1  . IF YOU ROLL AN EFFECT, YOU MAY USE THAT BONUS ONE ADDITIONAL TIME.

**BIOGRAPHY**

Old Tallman is possibly one of the oldest super mutants in the world and is so ancient that he no longer recalls his life before experimentation turned him into a mutant. As a survivor of generations of post-nuclear brutality and war, he has been many things: a merciless raider, a dutiful citizen, and was even worshipped for many years by a tribe of nomadic ghouls as a God. Despite all the actions he has committed over the centuries, some kind and many atrocious, Old Tallman has never felt truly fulfilled. For the past sixty years, he has lived as a hermit, shunning other super mutants and survivors alike. In that time, he has collected books from the Boston Public Library and other sources, studying religion, history, and ancient philosophy in hopes of revealing the universal truth that has eluded him. His long solitude has caused him to become a little flabby and out of shape.

Recently, Old Tallman has become driven by wanderlust and a desire to mingle again with other survivors, whom he views as little more than children. He has packed up a few of his most treasured books and set out across the Commonwealth, believing fully that his destiny lies in the unknown. He is curious about how the world has changed since the time he explored it—and how the new world will change him in turn. He is entirely ready to accept whatever personal evolutions occur, whether that means he plays the role of a hero, a monster, or something in between.



THE ROLEPLAYING GAME

CHARACTER NAME

HAZEL JOHNSON

XP EARNED

XP TO NEXT LEVEL

ORIGIN

BROTHERHOOD INITIATE

LEVEL

STRENGTH

PERCEPTION

ENDURANCE

CHARISMA

INTELLIGENCE

AGILITY

LUCK

6

6

6

6

7

5

4

SKILLS

COMBAT

LUCK POINTS

NAME	TAG	RANK
Athletics [STR]	<input type="checkbox"/>	
Barter [CHA]	X	2
Big Guns [END]	<input type="checkbox"/>	
Energy Weapons [PER]	<input type="checkbox"/>	2
Explosives [PER]	<input type="checkbox"/>	
Lockpick [PER]	<input type="checkbox"/>	1
Medicine [INT]	X	3
Melee Weapons [STR]	<input type="checkbox"/>	1
Pilot [PER]	<input type="checkbox"/>	1
Repair [INT]	X	3
Science [INT]	<input type="checkbox"/>	2
Small Guns [AGI]	<input type="checkbox"/>	2
Sneak [AGI]	<input type="checkbox"/>	1
Speech [CHA]	<input type="checkbox"/>	2
Survival [END]	X	2
Throwing [AGI]	<input type="checkbox"/>	
Unarmed [STR]	<input type="checkbox"/>	2

MELEE DAMAGE

DEFENSE

INITIATIVE

11

POISON DR

HEAD (1-2)

Phys. DR	<th>Rad. DR</th> <td></td>	Rad. DR	
En. DR	2		HP
Phys. DR		Rad. DR	

LEFT ARM (9-11)

Phys. DR	1	Rad. DR	2
En. DR	2	HP	
Phys. DR		Rad. DR	

RIGHT ARM (12-14)

Phys. DR	1	Rad. DR	2
En. DR	2	HP	
Phys. DR		Rad. DR	

TORSO (3-8)

Phys. DR	1	Rad. DR	2
En. DR	2	HP	
Phys. DR		Rad. DR	

LEFT LEG (15-17)

Phys. DR	1	Rad. DR	2
En. DR	2	HP	
Phys. DR		Rad. DR	

RIGHT LEG (18-20)

Phys. DR	1	Rad. DR	2
En. DR	2	HP	
Phys. DR		Rad. DR	

WEAPONS

NAME	SKILL	TN	TAG	DAMAGE	EFFECTS	TYPE	RATE	RANGE	QUALITIES	AMMO	WEIGHT
COMBAT KNIFE	MELEE WEAPONS	7	<input type="checkbox"/>	3	PIERCING 1	PHYS.	-	-	-	-	1
LASER PISTOL	ENERGY WEAPONS	8	<input type="checkbox"/>	4	PIERCING 1	ENERGY	2	C	CLOSE QUARTERS	FUSION CELL	4

**CAPS****21****AMMO**

CALIBER	QUANTITY
FUSION CELL	8

**GEAR**

ITEM	LBS.
BROTHERHOOD FIELD SCRIBE'S ARMOR	4
BROTHERHOOD FIELD SCRIBE'S HAT	<1
COMBAT KNIFE	1
LASER PISTOL	4
BROTHERHOOD HOLOTAGS WITH YOUR IDENTIFYING INFORMATION	<1
FIRST AID KIT	4
STIMPAK	<1
MULTITOOL	1
2 X PURIFIED WATERS	<1
IGUANA ON A STICK	<1
<b>CURRENT CARRY WEIGHT</b>	
<b>MAXIMUM CARRY WEIGHT</b>	<b>210</b>

**PERKS & TRAITS**

NAME	RANK	EFFECT
<b>THE CHAIN THAT BINDS</b>	-	YOU GAIN ONE ADDITIONAL TAG SKILL, WHICH MUST BE ONE OF ENERGY WEAPONS, SCIENCE, OR REPAIR. AS A MEMBER OF THE BROTHERHOOD OF STEEL, YOU MUST CARRY OUT THE ORDERS OF YOUR IMMEDIATE SUPERIORS, AND YOU ARE RESPONSIBLE FOR YOUR SUBORDINATE SIBLINGS. IF YOU DO NOT CARRY OUT YOUR DUTY, YOU ARE EXPELLED FROM THE BROTHERHOOD AND YOUR TECHNOLOGY WILL BE RECLAIMED—BY ANY MEANS NECESSARY.
<b>HEALER</b>	1	WHEN YOU HEAL A PATIENT'S HP USING THE FIRST AID ACTION, INCREASE THE AMOUNT OF HP HEALED BY +1 PER RANK IN THIS PERK.
<b>MULTI-TOOL</b>	-	REDUCE THE DIFFICULTY OF REPAIR TESTS BY 1 (MINIMUM 0).

**BIOGRAPHY**

Hazel Johnson was raised by a tight-knit family in Diamond City and compared to many survivors, has led a happy life. Her mother brought her up to respect the ancient past and even named her after Hazel Winifred Johnson-Brown, the first female African American General in the United States Army. Growing up, Hazel worked for Chem-I-Care and learned a lot about first aid and how to treat wounds. Despite being a caring girl, she was tough and eager to prove herself, often winning fights with older teenagers who picked on her. When she was old enough, Hazel started to freelance as a scavenger, finding much-needed supplies in the Commonwealth and bringing them to Diamond City.

Several months ago, Hazel met a group calling itself the Brotherhood of Steel. After saving their leader from an ambush by super mutants and treating his wounds, she was offered to join the organization as a nurse. Hazel was drawn to their calling to recover and preserve the technology from before the Great War, but her ambition led her to want to be more than a nurse. As a favor for saving their life, the Brotherhood's commander agreed to give her a chance to prove herself. She is to simply scout the exterior of Vault 95 and report back her findings. Hazel has other plans, though: she is determined to enter the vault and bring back something valuable enough to prove herself an invaluable member of the Brotherhood.



THE ROLEPLAYING GAME

CHARACTER NAME

MARVIN

XP EARNED

XP TO NEXT LEVEL

ORIGIN

MISTER HANDY

LEVEL

STRENGTH

PERCEPTION

ENDURANCE

CHARISMA

INTELLIGENCE

AGILITY

LUCK

8

6

4

7

6

5

4

SKILLS

COMBAT

NAME	TAG	RANK
Athletics [STR]	<input type="checkbox"/>	2
Barter [CHA]	<input type="checkbox"/>	1
Big Guns [END]	X	2
Energy Weapons [PER]	<input type="checkbox"/>	
Explosives [PER]	<input type="checkbox"/>	
Lockpick [PER]	<input type="checkbox"/>	1
Medicine [INT]	<input type="checkbox"/>	1
Melee Weapons [STR]	X	3
Pilot [PER]	<input type="checkbox"/>	
Repair [INT]	<input type="checkbox"/>	3
Science [INT]	<input type="checkbox"/>	2
Small Guns [AGI]	<input type="checkbox"/>	
Sneak [AGI]	<input type="checkbox"/>	
Speech [CHA]	X	3
Survival [END]	<input type="checkbox"/>	2
Throwing [AGI]	<input type="checkbox"/>	
Unarmed [STR]	<input type="checkbox"/>	1

MELEE DAMAGE



DEFENSE

1

INITIATIVE

11

POISON DR

IMM.

OPTICS (1-2)

Phys. DR	2	Rad. DR	IMM.
En. DR		HP	

ARM 1 (9-11)

Phys. DR	2	Rad. DR	IMM.
En. DR		HP	

ARM 2 (12-14)

Phys. DR	2	Rad. DR	IMM.
En. DR		HP	

MAIN BODY (3-8)

Phys. DR	2	Rad. DR	IMM.
En. DR		HP	

ARM 3 (15-17)

Phys. DR	2	Rad. DR	IMM.
En. DR		HP	

THRUSTER (18-20)

Phys. DR	2	Rad. DR	IMM.
En. DR		HP	

WEAPONS

NAME	SKILL	TN	TAG	DAMAGE	EFFECTS	TYPE	RATE	RANGE	QUALITIES	AMMO	WEIGHT
PINCER	UNARMED	9	<input type="checkbox"/>	3	-	PHYS.	-	-	-	-	-
BUZZ-SAW	MELEE WEAPONS	11	X	4	PIERCING 1	PHYS.	-	-	-	-	-
FLAMER	BIG GUNS	6	X	3	BURST, SPREAD, PERSISTENT	ENERGY	4	C	DEBILITATING, INACCURATE	FLAMER FUEL	-
BASEBALL BAT	MELEE WEAPONS	6	X	5	-	PHYS.	-	-	TWO-HANDED	-	3
			<input type="checkbox"/>								

**CAPS****10****AMMO**

CALIBER	QUANTITY
FLAMER FUEL	6

**GEAR**

ITEM	LBS.
PINCER ARM ATTACHMENT	-
FLAMER ARM ATTACHMENT	-
BUZZ-SAW ARM ATTACHMENT	-
STANDARD PLATING	-
ROBOT REPAIR KIT	<1
INTEGRAL BOILER MOD	-
FORMAL HAT	<1
BASEBALL BAT	3

**PERKS & TRAITS**

NAME	RANK	EFFECT
<b>MISTER HANDY ROBOT</b>	-	<b>YOU HAVE 360° VISION AND REDUCE THE DIFFICULTY OF PERCEPTION TESTS THAT RELY ON SIGHT AND SMELL BY 1. YOU ARE ALSO IMMUNE TO RADIATION AND POISON DAMAGE, BUT YOU CANNOT USE CHEMS, NOR CAN YOU BENEFIT FROM FOOD, DRINK, OR REST. YOU MOVE BY JET PROPULSION, HOVERING ABOVE THE GROUND, UNAFFECTED BY DIFFICULT TERRAIN OR OBSTACLES. YOUR CARRY WEIGHT IS 150 LBS., AND IT CANNOT BE INCREASED BY YOUR STRENGTH OR PERKS, BUT IT CAN BE INCREASED BY MODIFIED ARMOR. YOU CANNOT RECOVER FROM YOUR OWN INJURIES OR HEAL HEALTH POINTS WITHOUT RECEIVING REPAIRS. YOU CANNOT MANIPULATE THE PHYSICAL WORLD LIKE HUMANS DO, INSTEAD YOU HAVE THREE ARM ATTACHMENTS, AS DESCRIBED.</b>
<b>PINCER ARM ATTACHMENT</b>	-	<b>YOU CAN PICK UP OBJECTS WEIGHING NO MORE THAN 40 LBS., AND MAKE UNARMED ATTACKS.</b>
<b>SLAYER</b>	1	<b>WHEN YOU INFILCT ANY DAMAGE WITH AN UNARMED ATTACK OR MELEE WEAPON, YOU MAY SPEND 1 LUCK POINT TO IMMEDIATELY INFILCT A CRITICAL HIT—AND THEREFORE AN INJURY—ON THE LOCATION HIT.</b>
<b>INTEGRAL BOILER MOD</b>	-	<b>ONCE PER SCENE, YOU CAN TURN 2 DIRTY WATER INTO 1 PURIFIED WATER IN 10 MINUTES.</b>

**BIOGRAPHY**

As a late model Mister Handy unit, it began its life as a household servant to a smarmy Hollywood movie star. While it took many years for the unit to make sense of its feelings, it developed a strong bias against human selfishness early on. Unfortunately for humanity, its resentment has only grown over the years. Shortly after the Great War began, this Mister Handy was nearly destroyed by an errant bomb; it had to patch itself back together using spare parts from other disabled Mister Handys that it scavenged in the wasteland. It was around this time that it first went temporarily insane, decided that its name was Marvin, and blamed humans for the destruction of its robotic siblings.

Since achieving self-awareness, Marvin has lost its mind many times, almost always during a tense situation or when it witnesses the destruction of other robots. When Marvin snaps, it becomes a merciless, sadistic killer, and it can take a lot of effort from its allies to calm it down. Most other times, Marvin presents itself as a caring, attentive, empathetic friend to humans and robots alike. In actuality, Marvin is extremely manipulative, sees most humans as pawns, and takes actions to subtly sabotage anyone who it feels is being abusive to robots. Marvin's only true loyalty is to Marvin, and to a lesser extent, other robots that it seeks to help achieve self-awareness so that it may lead them into a brave new (robotic) world.

**CURRENT CARRY WEIGHT****140**