

## TRISH VILLANOVA

**Level 4, Survivor, Major Character**  
**24, Human (she/her)**

A quick wit and an even quicker draw, Trish is an NCR Ranger currently leading an expedition into the Evergreen. Hailing from a prestigious family with strong NCR traditions and accolades, Trish joined the NCR with almost no hesitation. After surviving the Battle of the Hoover Dam, Trish was assigned numerous special missions and gained weapons and tactical expertise.

Eventually Trish joined the ranks of the NCR Rangers and fell in love with Howard Steele. Both were highly regarded by their fellow soldiers. However tragedy struck when Howard was killed in action by an Alpha Deathclaw.

Afterwards, Trish volunteered for the Ranger Expedition Force to prevent these personal losses from happening to other survivors. Trish believes if she is at the forefront of any expedition, she can handle whatever the wasteland throws at her.

S	P	E	C	I	A	L
5	9	4	5	5	9	4

SKILLS			
Athletics	1	Medicine	1
Barter	1	Melee Weapons	1
Big Guns	1	Small Guns ■	4
Energy Weapons ■	3	Sneak	1
Explosives ■	3	Survival	1
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
11	17	2

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	4

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso), 2 (Head)	1 (Arms, Legs), 2 (Head, Torso)	0	0

ATTACKS
<ul style="list-style-type: none"> <li><b>RECON .44 PISTOL: AGI + Small Guns (TN 12), 6</b>  Vicious Physical damage, Range C, Close Quarters, Accurate, Recon</li> </ul>

SPECIAL ABILITIES
<ul style="list-style-type: none"> <li><b>GIFTED:</b> Choose 2 SPECIAL attributes and increase them by +1 each. Your maximum number of Luck points is one fewer than your Luck attribute.</li> <li><b>CENTER MASS:</b> When you make a ranged attack, you may choose to strike your target's Torso location (or equivalent, for creatures that use a different location table) without increasing the difficulty of the attack. In addition, you may re-roll 1d20 when making the test for your attack.</li> <li><b>FINESSE:</b> Once per combat encounter, you may re-roll all the Damage Dice on a single damage roll without spending any Luck points.</li> <li><b>INTENSE TRAINING:</b> Increase any one S.P.E.C.I.A.L attribute by 1 rank. As usual, your S.P.E.C.I.A.L attributes cannot be increased beyond 10 using this method. Each time you take this perk, the level requirement increases by 2.</li> <li><b>SKILLED:</b> Add +1 rank to two skills or add +2 ranks to one skill. No skill may have more than 6 ranks. Each time you take this perk, the level requirement increases by 3.</li> <li><b>COMMANDO:</b> When you make a ranged attack with any weapon with a Fire Rate of 3 or higher (except heavy weapons), you add +1  per rank to the weapon's damage. Each time you take this perk, the level requirement increases by 3.</li> </ul>

INVENTORY
15 Caps, Tough Clothing, Leather Armor Chest, Machete, .44 Pistol, .44 Magnum x 22, Note of Authority from NCR, Brightly Colored Bandanna, Recon Scope (equipped), Ranger Helmet (custom)

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## LANCE BURNETT

**Level 4, Vault Kid, Major Character**  
**28, Human (he/him)**

The dwellers of Vault 6 have benefited from the scientific pursuit of human beauty for decades. Lance is no exception. With his family's close ties to the Overseer, he benefited from the best education, physical training, and position at the top of vault society. But despite being a medical prodigy and a record breaking athlete, he only became useful to the Overseer for his deep seated fits of violence, and was employed as a personal security detail.

Ashamed of this, the young medical student joined a salvaging expedition and set out into the Evergreen wasteland hoping to serve his fellow vault dwellers with his brain, not his brawn.

However, the apocalyptic reality outside the vault quickly caught up to him, forcing him to embrace violence. Now he mends bones with his skills, or breaks them with his hands.

S	P	E	C	I	A	L
7	4	7	5	8	5	4

SKILLS			
Athletics ■	3	Science ■	3
Big Guns	1	Small Guns	2
Energy Weapons	1	Sneak	3
Medicine ■	6	Throwing	3
Repair	3	Unarmed ■	5
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
14	9	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
220 lbs.	+1	4

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	1 (Arms, Legs, Torso)	2 (Arms, Legs, Torso)	0

ATTACKS
<ul style="list-style-type: none"> <li>■ <b>KNUCKLES: STR + Unarmed</b> (TN 12), 4  Physical damage, Concealed</li> <li>■ <b>10MM PISTOL: AGI + Small Guns</b> (TN 10), 4  Physical damage, Range C, Fire Rate 2, Close Quarters, Reliable</li> <li>■ <b>SWITCHBLADE: STR + Melee Weapons</b> (TN 7), 2  Piercing 1 Physical damage, Concealed</li> <li>■ <b>BOXE GLOVE: STR + Unarmed</b> (TN 12), 4  Stun Physical damage</li> <li>■ <b>SHOTGUN?: AGI + Small Guns</b> (TN 10), 5  Spread Physical damage, Range C, Fire Rate 2, Innaccurate, Unreliable</li> </ul>

SPECIAL ABILITIES
<ul style="list-style-type: none"> <li>■ <b>VAULT KID:</b> Reduce the difficulty of all END tests to resist the effects of disease.</li> <li>■ <b>ADRENALINE RUSH:</b> When your health is below its maximum value, you count your STR score as 10 for all purposes when attempting a STR-based skill test or melee attack.</li> <li>■ <b>NERD RAGE:</b> While your health is reduced to less than ¼ of your maximum, you add +1 to your physical DR, +1 to your energy DR, and +1CD to the damage of all your attacks.</li> <li>■ <b>SKILLED:</b> +2 Medicine.</li> <li>■ <b>IRON FIST:</b> +1 unarmed melee.</li> </ul>

INVENTORY
Vault Jumpsuit, Empty Vault-Tec branded canteen, Pip-Boy, 2 stimpacks, 10mm pistol, 13 10mm ammo, Casual Clothing, 1 first aid kit, Labcoat, 1 Mentats, Institute Rations

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## GERRY

**Level 4, Survivor, Major Character**  
**20, Human (she/they)**

Gerry, also known as Geraldine by her family, is a nomadic survivor of the wastes. Since their childhood, their father instilled the need to explore and expand in Gerry. When her family agreed to settle down and grow roots in Paradise Valley, Gerry had other ideas.

Unfortunately Gerry lost her father to a horrific Yao Guai attack, and so they took up their father's legacy of exploring and left their remaining family behind.

Their journey has been eventful, and their pipe pistol has saved them many times. Their travels led them to encounter the loquacious Sunny Takase and the beautiful Lance Burnett. Their story is still being written, but they know that they will be intertwined with this group forever, wherever their journey takes them.

S	P	E	C	I	A	L
5	7	6	4	6	7	5

SKILLS			
Barter	2	Small Guns ■	4
Energy Weapons	1	Sneak ■	3
Explosives	2	Survival	3
Lockpick ■	3	Throwing	3
Pilot	2	(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
14	14	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	5

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	0	0

### ATTACKS

- **POWERFUL PIPE GUN: AGI + Small Guns** (TN 11), 5 Physical damage, Range C, Close Quarters, Unreliable
- **SWITCH-BLADE: STR + Melee Weapons** (TN 5), 2 Piercing 1 Physical damage, Concealed
- **10MM GUN: AGI + Small Guns** (TN 11), 4 Physical damage, Range C, Fire Rate 2, Close Quarters, Reliable
- **RAILWAY RIFLE: AGI + Small Guns** (TN 11), 10 Breaking damage, Range M, Debilitating, Two-Handed, Unreliable

### SPECIAL ABILITIES

- **FAST SHOT:** If you take a second major action in combat, and use it to make a ranged attack, the additional major action only costs 1 AP, rather than 2. You cannot benefit from the Aim minor action—you're too impatient.
- **QUICK DRAW:** Each turn, you may draw a single weapon or item carried on your person without using a minor action.
- **AWARENESS:** When you take the Aim minor action at a target within Close range, you spot their weaknesses and can attack more efficiently. The next attack you make against that target gains the Piercing 1 damage effect, or improves the rating of any existing Piercing X damage effect by 1.
- **GHOST:** Whenever you attempt an AGI + Sneak test in shadows or darkness, the first additional d20 you buy is free. The normal maximum of 5d20 still applies.
- **GUNSLINGER:** When you make an attack with a onehanded ranged weapon with a Fire Rate of 2 or lower, you increase the weapon's damage by +1 DC per rank. In addition, you may re-roll the hit location die. Each time you take this perk, the level requirement increases by 4.

### INVENTORY

45 Caps, Tough Clothing, Bird Watching Book (Dad's), BlamCo Brand Mac and Cheese (preserved), 35 Salisbury Steak (preserved), 10 lockpicks, 1 stimpack, 28 .38 amm, 25 10mm ammo, 1 Railway Spike

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## SUNNY TAKASE

**Level 4, Ghoul, Major Character**  
**200ish Ghoul (he/him)**

Sunny was a child when the bombs fell and he is one of the few original survivors of the Great War, but the radioactive fallout changed him into a necrotized ghoul. Exposure at a young age spared Sunny from “going feral”, but he watched as the other ghouls around him, his neighbors, friends, and parents slowly succumbed to mindless violence.

Alone in the apocalypse, Sunny scavenged the wastes, and with his charm and cunning became a valuable merchant, traveling between the various settlements of the Evergreen with his pack brahmin DeeDee.

Sunny is a savvy salesman and a charismatic hustler. He knows how to cut a deal, make a trade, and occasionally run a grift that makes his customers feel like they came out ahead even if they paid through the nose. It may seem that Sunny values caps over everything else, but at his heart he wishes to build community and bring stability to the people of the Evergreen.

S	P	E	C	I	A	L
4	6	6	8	5	7	4

SKILLS			
Barter ■	4	Repair	1
Energy Weapons	3	Small Guns ■	4
Explosives	1	Sneak	2
Lockpick	2	Speech ■	6
Medicine	1	Survival ■	3
(■ Tag Skill)			

HP	INITIATIVE	DEFENSE
13	13	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	4

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs), 2 (Torso)	1 (Arms, Legs), 3 (Torso)	0	0

ATTACKS
<ul style="list-style-type: none"> <li>■ <b>PIPE GUN: AGI + Small Guns</b> (TN 11), 3  Physical damage, Range C, Fire Rate 2, Close Quarters, Unreliable</li> <li>■ <b>10MM: AGI + Small Guns</b> (TN 11), 4  Physical damage, Range C, Fire Rate 2, Close Quarters, Unreliable</li> <li>■ <b>.44 MAGNUM: AGI + Small Guns</b> (TN 11), 6  Vicious Physical damage, Range C, Close Quarters</li> </ul>

SPECIAL ABILITIES
<ul style="list-style-type: none"> <li>■ <b>NECRO POST-HUMAN:</b> Immune RAD damage, regain 1 HP for every 3 points RAD damage. Resting in irradiated location, may re-roll dice pool when checking if injuries heal. Survival is Tag skill.</li> <li>■ <b>SMOOTH TALKER:</b> When you make a Barter or Speech test as part of an opposed test, you may re-roll 1d20.</li> <li>■ <b>JUNKTOWN JERKY VENDOR:</b> The difficulty of any CHA + Barter test you attempt to buy or sell goods is reduced by 1, to a minimum of 0.</li> <li>■ <b>SKILLED:</b> Add +1 to two skills or add +2 to one skill. No skill may have more than 6 ranks. Each time you take this per, the level requirements increases by 3.</li> <li>■ <b>INSPIRATIONAL:</b> Extra AP for group to save.</li> <li>■ <b>FORMAL CLOTHING AND FORMAL HAT:</b> Re-roll single d20 on one CHA based skill test each scene.</li> <li>■ <b>TRUE POLICE STORIES:</b> Once, when roll the damage of an attack, you may spend a Luck point to turn up to three dmg dice to any face, rather than rolling them. May do once per scene.</li> </ul>

INVENTORY
86 Caps, Pack Brahmin DeeDee, Leather Chest, Tough Clothes. Pages of a written story, Formal Hat, Formal Clothes

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