

## Introduction

# WELCOME TO THE WASTELAND

## WAR. WAR NEVER CHANGES

The United States of America is no more. It was destroyed when the world's nuclear warheads were launched. The ensuing apocalypse brought an end to both the Great War and the civilized world. In its place exists the Wasteland, an irradiated landscape pockmarked by ruined cities, decaying civilizations, and pockets of desperate survivors. It is inhabited by a variety of mutated creatures, horrific beasts, and undying ghouls. The radiation from the detonations spread quickly. Everything that wasn't killed immediately was irradiated, and most of the country's diverse plant and animal life was wiped out.

Survivors work to reclaim what little they can and salvage what they cannot rebuild. Civilization is starting to take root again and certain areas of the country have reached a level of stability that might even be called comfortable, at least for the rich and powerful.

Disparate factions have begun to split off as these communities have grown. Each faction looks to make its own way, and some are far more dangerous than others. By far, the most dangerous are the Raiders. They place no value on any human life but their own. Yet civilization has begun to flourish, despite the



## WELCOME TO THE COMMONWEALTH

The default setting for *Fallout: The Roleplaying Game* is the Commonwealth. This is the same setting as the *Fallout 4* videogame. Many of the locations, characters, and aspects of the Commonwealth in this book are presented from a 'start of game' perspective. This means that they are a blank slate, without any impact from the in-videogame character choices. Some exceptions may be made, and often this is noted in the text if a place or character is dependent on another event happening. The setting is presented in this way so that you have the freedom to explore and craft your own stories and quests in any way you desire.

Gamemasters who are familiar with the *Fallout* setting may wish to run games in other time periods or one of the other wastelands seen throughout the *Fallout* series. While this book does not cover those other areas, the rules presented here can still be used to tell those stories, though some adjustments may be needed to fit the tone, location, and time period, depending on the gamemaster's needs.



opposition. Trade, economy, and even government have begun in some areas of the wasteland. Each community adapts or adjusts its own governmental system according to its needs. Merchants travel protected routes, trading at cities across the wasteland. The merchants have created a new currency in the form of bottle caps ('Caps').

Life in the wasteland is harsh. The sun beats down hard and the radiation is intense. Clean water and food are rarities. Most survivors have been forced to adapt to dirty water and irradiated food. Surviving alone is difficult at best, but living in a community comes with its own struggles.

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## WHAT IS IN THIS BOOK?

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This book contains all the information needed by players and gamemasters to begin playing a tabletop role-playing game set in the *Fallout* universe. Regardless of your experience with roleplaying games, this book takes you through the steps to create your character and learn the rules of the game, as well as giving you all the setting information and gamemaster advice you need. It even includes a quest to get you started!

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## WHAT KIND OF QUESTS CAN I HAVE?

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The list of possible quests you can have with *Fallout: The Roleplaying Game* is endless. You could explore the horrifying and puzzling experiments of Vault-Tec; become mercenaries, protecting or preying on trade caravans and settlements; trying to make it to the big time with enough caps to live in the post-apocalyptic equivalent of luxury. Find yourself up against the illusive and dangerous Institute who create synth replicas while hiding beneath the ruins or meet with the mighty Brotherhood of Steel and their advanced technology. Or perhaps you are just a group of wanderers, searching for your place in the wasteland and trying to rebuild humanity.

With the options to play both vault dwellers and wastelanders, as well as ghouls, super mutants and even the beloved robotic Mister Handy, *Fallout: The Roleplaying Game* allows you to explore any aspect of the wasteland that you wish, from the viewpoints of many of its denizens. Navigate through ruined vaults, get involved with faction politics, or simply search through the ruins of the old world. It is all there to uncover, if you can survive the Wasteland's monstrous creatures, nuclear radiation, political struggles, and the occasional raider attack.