



Brotherhood of Steel
Sourcebook

Fallout: Brotherhood of Steel sourcebook

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Introduction

This document is intended as a source of information for players who are including the brotherhood in their campaign, or are playing brotherhood characters. Much of the information in this document is totally unofficial and original, due to a lack of good official information about the brotherhood, and you may not agree with everything in this document (in which case you are of course free to change it to your hearts content). I do however think that where I have added new material, that it strengthens the atmosphere of the brotherhood, rather than detracting from it. You will need a copy of the Fallout PnP rulebook by Jason Mical (available at <http://www.iamapsycho.com/fallout>) to play. Please note that this is only a beta version of the sourcebook, released early because of the e-mails I keep getting wondering when it will be finished. As you can see, the text sections are all finished, but images have not yet been added and I hope to have the complete version ready within a month. If you have any suggestions to make this book better please contact me at sebrushworth@hotmail.com. Have fun!

1. History

(This is a heavily modified version of the "Brotherhood of Steel history" by Yamu, so all credits for this go to him)

Rebellion at the Mariposa base

The story begins in January 1st, 2077, when the government of the United States transferred all research of the Forced Evolutionary Virus (FEV-2) to the US army installation at Mariposa in central California. The virus was being studied for its mutational properties, and the possibility of using it to make soldiers not only immune to bacteriological agents (as had been the purpose of the Pan-Immunity Virus referred to as PIV or FEV-1), but stronger, tougher and faster.

The research was carried out under utmost secrecy, so that only the base commander, colonel Robert Spindel and the scientists and technicians working on the project had any knowledge of what was being done. The researchers were using human "volunteers" from among the ranks of enlisted soldiers listed as missing in action. For nearly eight months the scientists managed to keep the research secret. Then on October 10th 2077 the base's military personnel somehow discovered what the researchers were doing and there was an

instant uproar. The soldiers could not believe what was being done to their brothers in arms and all order collapsed at the base. The base commander locked himself in his office and refused to come out. The third world war broke out on the same day as the soldiers discovered the horrifying truth of the experiments, and this only served to aggravate the soldiers further.

In this chaotic and frenzied atmosphere the soldiers looked to one man, captain Roger Maxson, executive officer of the Mariposa facility. Maxson at first could not believe the experiments were being conducted, then could not accept that they were being sanctioned by the US government, but he realised the need to bring some semblance of organisation back to the base, and with the colonel locked in his room and refusing to do anything it was his duty to take charge. The hate felt by the soldiers for the researchers was growing exponentially as they found out more and more about the research and discovered the mutated remnants of the human guinea pigs and on October 12th, two days after the research

was first discovered, captain Maxson had to prevent one of his men from executing a scientist.

In order to try to cool the situation down Maxson decided that they should start interrogating the scientists as to their work. The first interrogation took place the next day. The first to be interrogated was Robert Anderson, one of the FEV chief researchers. With very little prompting, Anderson revealed all the details of the research to captain Maxson and the other interrogators. As Maxson was considering what action to take next, Anderson, perhaps sensing the danger of the situation he was in, began crying and shouting over and over that “they were just doing their job”. Maxson, under extreme stress and feeling intense disgust at the scientists research ended Anderson’s hysterical shouting with a single bullet to the head. This act seemed to confirm the captain’s position as leader of the renegade soldiers, though he himself refused to believe that this work could have been sanctioned by the government that he had served so faithfully. Outside the small base the war was raging.

Two days later, on October 15th, captain Maxson made a final attempt to reach colonel Spindel, and smashed through the door to the colonel’s office just in time to see the base commander blow his head off.

Captain Maxson was perceived by the men as “one of them” following the execution of Anderson, and they were becoming increasingly loyal to him, perhaps because they were all facing court-martial and Maxson, being a brave and honest warrior, was taking complete responsibility for the recent chaos and their actions. In the days that followed the colonel’s death, Maxson continued to interrogate the scientists, each interrogation invariably leading to execution. As the interrogations wore on Maxson became increasingly uncertain of the government’s involvement, as the

scientists accounts of the research were so remarkably similar, and by the time he executed Erin Shellman, he finally accepted that the vile research was being sponsored by the government he and his men had served.

By October 20th, the facility had long since stopped responding to transmissions from command and captain Maxson was beginning to wonder why no-one was being sent to investigate the sudden seize in transmissions. On that day, captain Maxson and his men declared themselves officially seceded from the union. For two days they waited, fearful and expectant, knowing that they all faced imminent court-martial. Nothing happened. Maxson realised that the war must be facing some pivotal moment, meaning that no resources could be spared for domestic troubles. Those two days, while Maxson and his men waited for something, the short war was in its final stages. Augmented by new technology, the US military was driving the Chinese all the way back and deep in to their own country.

Nuclear armageddon

One day later, on October 23rd, the world ended. No one knows who fired first, but in less than two hours, humanity had been almost entirely wiped out. The base personnel were in the process of interrogating Leon VonFelden, head of the FEV research project when all contact with the outside was lost.

Maxson, ardent in the belief that the Chinese government, assuming it still existed, would sooner rather than later train its sights on the base, issued the following directive the next day:

By my orders, as acting commanding officer following the untimely death of Colonel Robert Spindel during this time of crisis, the full base security team has been

deployed to the security bunker at Lost Hill.

This directive also includes the families of the officers and enlisted men.

Unless otherwise directed, from a proper representative of the War Department, this order will stand as written.

Operative 1: All military personnel, and their families, are to vacate the base by 0800, 25 Oct 2077. All personnel, travelling under command, will make their way to Lost Hill base. No leave has been granted.

Operative 2: All civilian personnel are directed to remain at base, pending orders from their legal command structure.

Operative 3: Equipment deemed necessary to the survival of base military personnel is to be immediately drawn from stores.

Proper authorisation will follow, time permitting.

Operative 4: All codes of military justice will be reinforced, on military personnel and civilian personnel in joint military operations.

Operative 5: Until such time as consistent and authorised communication can be established with the War Department, these orders will have precedence over any previously established orders.

*Captain Maxson
24 Oct 2077*

The days following were accompanied by an intermingled sense of relief and dread. Readings indicated that the radioactive fallout had not yet spread as far as the base, and thus the primary hurdle in the way of evacuation had been cleared. Some vestige of order was restored as the command was passed down, the necessary equipment gathered, the final preparations seen to. The day before the exodus was to take place, Captain Maxson made this strikingly evocative entry into his personal log:

Oct. 26 2077

I convinced the men that we should bury the scientists. I don't know why... perhaps it was

to ease my conscience. I finally started to believe their stories when the last one was dying.

My God, what have I become?

The next day, October 27th, the military personnel and their families began the arduous trek to the Lost Hill security bunker. The journey was dogged both by the fear of nuclear fallout and bands of humans who desperately attacked the group. Several of the soldiers lost family members to these attacks, but none of the attackers ever survived very long as they were hunted down and executed by the soldiers.

Arrival at the Lost Hill bunker

Finally, after several days the group reached the Lost Hill bunker. Captain Maxson was accepted almost unanimously as the group's leader. In the weeks and months that followed order was restored and by co-operating as a single unit they were able to prepare themselves for the dark future that lay ahead. Two months after arriving at the Lost Hill bunker, captain Maxson issued the following decree:

I am glad to see that we are finally settling down, and wish to thank all of you for co-operating under such trying circumstances. Life will never, at least for many generations to come, be the way it was only a few short months ago. Civilisation has collapsed and humanity has been reduced to a fraction of its former glory. We have all lost friends, family, brothers in arms in this terrible war. At times, I know, that loss can be almost unbearable. But we are here, and we are alive, and most important, we are prepared for the future. The US government has been obliterated, and as such we owe no duty to her any more. We are all free. It is for this reason

that I ask that all old military ranks be abolished and replaced with a new system that emphasises kinship and co-operation. We are all in the same boat, but more important than that, we are all family now. I have been privileged to act as your leader over the past months, however I believe that democratic elections should be held as soon as possible. What remains of humanity has descended in to “might makes right” and anarchy, and in the midst of this we must be the light, the reminder of what humanity once was, and what we might become again.

*Your brother,
Roger Maxson
Dec. 24th 2077*

The birth of the brotherhood

Roger Maxson was instrumental in reforming the Mariposa military personnel and their families in to the Brotherhood of Steel. Following his Christmas message, the personnel stopped referring to each other by rank and instead began to call each other brother and sister. After the traumatic events of the last three months, they already felt so strongly bonded to each other that everyone agreed with the idea of an extended family. The first democratic elections were held the next year, and Maxson was elected the first high elder, a position he held until his death.

The following years were less eventful, though instrumental in laying the foundations for the brotherhood. The organisation completed the transformation to the brotherhood of steel, following Maxson’s continued emphasis on kinship and technology as their most important tools. Maxson helped develop the initial rank structure, which has remained almost the same since its inception (at least in the western brotherhood). The brotherhood quickly began to develop trade relations

with survivors who were themselves rebuilding settlements near by.

The brotherhood never showed any interest in farming, feeling that it was a waste of energy that could better be spent developing technology with which to rebuild the wasteland, thus the brotherhood became totally dependent on trade for its survival, although, as the wasteland’s technological “oasis”, it never had any trouble finding trade. The brotherhood quickly established itself as the main developer and trader of weapons.

By the time Maxson died, the brotherhood had developed fully the structure it would maintain for generations to come. The scribes developed technology and the knights built it, while the paladins ensured their safety. Maxson had also introduced the use of ceremony and ritual to the brotherhood during these years, as a way to further strengthen the ties among brothers. This also led to the common wearing of ceremonial robes when not in armor. Some of the brothers took this even further, developing a semi-religious cult of technology that, though it never became popular among the majority of the brotherhood, has remained a part since that time, and even the less fanatical brothers hold a strong reverence for technology.

As time wore on, the brotherhood grew increasingly isolationist. The idea of the brotherhood as an oasis in the wasteland was strong and most brothers were happy with their lives, or at least happy to be in the brotherhood rather than outside it. Many felt that the wasteland would become civilised eventually, whether they did something or not. A small minority felt that the brotherhood should be more aggressive and force civilisation and the rule of law upon the people, although these were largely suppressed for the time being.

The mutant threat

Then, in 2161, the brotherhood became aware of a powerful threat. Brotherhood patrols to the north of the Lost Hill bunker had started vanishing without a trace. The presiding High Elder, a grandson of captain Maxson, sent a single brotherhood scout to find out what was attacking the brotherhood patrols. The scout discovered the source of the threat. The old Mariposa base had never been hit by the Chinese, as captain Maxson had feared, and had stood there, unused, since the war. Then someone had found the base, and had begun using the FEV tanks to produce mutant soldiers. The mutants were being amassed in to a huge army and their plan was nothing less than the enslavement of the entire human race. The scout managed to destroy the production facility, ending the mutants ability to produce more. Following this, the brotherhood launched a huge military campaign, driving the mutant armies far to the east.

The brotherhood recognised that it had become overly complacent, and began to take a more active role in wasteland affairs. It began more actively to share technologies with nearby settlements, allowing more democratic and civilised ones, such as the New California Republic, to grow. The mutant threat had opened the brotherhood's eyes to reality, and they realised that they were needed if humanity was ever going to pull itself out of its current barbarism.

The brotherhood is split in two

The faction that believed the brotherhood should actively seek to govern the surrounding areas, forcing civilisation upon them, grew stronger, and a verbal war raged between the more moderate faction that believed in sharing technology and allowing settlements to develop on their own and the revolutionary faction.

Fearing that this battle of ideologies would tear the brotherhood apart, the elders who

had a slim moderate majority in the council, by virtue of the moderate high elder, sent the revolutionary faction away where it could not harm the brotherhood in California, on a mission to the far east, to follow the mutant armies and gather information on them.

With the revolutionary splinter group gone, the brotherhood calmed down, and gradually grew more isolationistic again. As time wore on, the western brotherhood took less and less of an active role in the development of California. With the democratic New California Republic growing stronger every day, the brotherhood began to feel once more that it did not need to take part in wasteland affairs, but could let them develop on their own.

The coming of the Enclave

By the time the western brotherhood encountered its next great threat it had allowed its technology to stagnate and had grown weak. Confident that nothing existed that could possibly challenge the brotherhood, and believing that the wasteland no longer needed it, it had turned inwards, and its scribes had turned away from military development to the development of other technologies that would make life quality better.

The brotherhood discovered the next threat to the people of the wasteland by chance in 2240. On a routine training exercise, a paladin squad encountered a radio transmission that they first believed to be another brotherhood unit. All transmissions were being recorded for debriefing purposes and subsequent analysis led brotherhood scribes to believe that another professional military organisation was operating in the area. Some suggested it might be the exiled brothers who had returned, though this was quickly ruled out. To gather further information on this possible threat the brotherhood set up

small offices in settlements all over California. The offices in the Den and San Francisco began to pick up frequent radio transmissions, and determined that there must be some kind of base nearby. A squad of paladins was sent to scout out the area, and managed to relay back the location of a secret base at Navarro before they stopped responding to signals. Slowly the brotherhood was gathering information on this paramilitary group, calling itself the Enclave, but it soon realised that the Enclave was superior technologically even to the brotherhood. The brothers and sisters were faced with the knowledge that they weren't the only bastion of technology left in the wasteland, and the data they were gathering suggested that the Enclave was not as benevolent as the brotherhood, and intelligence suggested that they were planning something big. The brotherhood saw that it would need to act fast if it was to become a potent guardian against the Enclave, and agents were dispatched to steal Enclave technology, at the same time as the scribes reverted en masse to the development of weapons technology. Then suddenly, as quickly as the threat had sprung up, it was gone. Intercepted transmissions suggested that the Enclave's main base had been destroyed, and though

the Enclave base at Navarro remained, the imminent threat appeared to be gone.

The western brotherhood today

Although the brotherhood's sudden activity proved unnecessary, it reawakened the brotherhood to the need to constantly be alert and ready to face danger to itself, and the people of the wasteland. After the defeat of the enclave, the brotherhood decided to augment its existing outposts with additional personnel, and to open several new outposts. The purpose of these outposts is to gather information and ensure friendly relations with local governments and reformers. Through these outposts the brotherhood is once more being seen by the people of the wasteland as its benevolent guardians.

Though born of the death of a civilisation, the Brotherhood has proved itself to be one of the wasteland's greatest hopes for the birth of a new one. Their furtive methods may be questionable, but their motives are sound. A bastion of technology, a gem of hope, a window into a way of life both cutting edge and ancient. Let the chips fall where they may, one thing is sure: the Brotherhood will prevail.

2. The Western Brotherhood

2.1 Organisation

The brotherhood is organised in to three distinct "guilds", the paladins, who are the brotherhood's elite fighting force, and are the smallest group, the knights, who maintain the brotherhood's infrastructure and perform physical work, building the advanced technological items that the brotherhood uses, and the scribes, who perform the brotherhood's research and development. The brotherhood is led by a democratically elected council consisting of four elders and one high elder.

Although the brotherhood emphasises equality among all members, it is recognised that some form of rank system is necessary, though different ranks merely have different responsibilities, without having different privileges (other than, perhaps, the privilege of leading people). The rank system is detailed below.

Paladin general

Knight master

Master scribe

Senior paladin	Senior Knight	-----
Paladin	Knight	Scribe
Junior paladin	Junior Knight	Junior scribe
-----	Initiate	Initiate

Initiate

Initiates are the brotherhood's future. They have been born and raised in the brotherhood, and have received the best education and weapons training possible. When an initiate reaches nineteen he has to choose whether he wishes to pursue the path of the scribe or the knight (although he may change paths later if necessary). Initiates spend most of their time being educated, a task shared by the brotherhood's paladins, knights and scribes. When not being educated, initiates take care of the brotherhood's basic but necessary grunt work, such as maintaining the base's cleanness, and preparing the brotherhood's food. Thus initiates also perform valuable work for the brotherhood, and are allowed to feel responsibility from an early age. Initiates rarely venture outside the safety of the bunker as they are considered so valuable to the brotherhood.

Junior knight/Junior scribe

The brotherhood makes widespread use of the mentor system, each new junior knight is given a mentor who works with him and watches over his progress. After a period of one to three years, when the mentor deems the junior knight/junior scribe to be ready, he is promoted to full knight/scribe. This mentoring system further helps to strengthen the ties of kinship within the brotherhood. The junior knight/junior scribe works a similar schedule to regular knights/scribes, taking part as an equal member in their work/research teams.

Junior paladin

Knights who show particular combat ability are transferred to the paladin corps, where they start off as junior paladin. Junior paladins serve in special squads under the supervision of a senior paladin. They spend two years as junior paladin, training full time at the combat arts, and learning to patrol and perform other necessary duties, after which, if they are deemed good enough by the senior paladin who is in charge of them, they are promoted to full paladin and are transferred to a paladin squad. Otherwise they go back to being knights. Junior paladins in the western brotherhood see no real combat, their time is entirely dedicated to education.

Knight

The knights are responsible for the production of all the brotherhood's technology, and are organised together in work teams of varying sizes depending on the project. The knights serve as the brotherhood's builders, mechanics, carpenters, plumbers and do almost all of the brotherhood's physical work. Occasionally each knight is called on to act as mentor for a junior knight. Knights dedicate their time to two things: Production and combat training. Although knights rarely see combat as the brotherhood's military needs can usually be served entirely by the small paladin corps, they form a powerful reserve of highly trained warriors.

Scribe

The scribes are the brotherhood's researchers and scientists. Scribes, like knights, work together in specialist work teams of varying sizes depending on need. Younger scribes routinely move between work teams so that they may become knowledgeable in as many areas of brotherhood research as possible, before eventually settling on some specific area of expertise which they dedicate the majority of their time to. Scribes are responsible for all brotherhood research in both the physical and social sciences. Project managers are chosen by the scribe master on a project by project basis. The scribes are also responsible for the brotherhood's medical organisation. Initiates who wish to pursue medical careers serve as junior scribes in the medical division.

Paladin

Paladins spend their time patrolling, guarding, going on missions and further honing their combat abilities through training. Paladins are organised in to six man squads, each lead by a senior paladin. Each squad is autonomous though several squads can easily work together to co-ordinate an attack thanks to the radio device built in to their helmets. Paladins are the sole bearers of the brotherhood power armour, and are usually equipped with the most powerful weapons.

Senior knight

Knights who show particular administrative ability, and who are not needed as warriors, are promoted to senior knight. Senior knights are responsible for all the brotherhood's day-to-day administration. Each knight work team is lead by a senior knight. Senior knights are also appointed to lead the brotherhood's cleaning operation, food preparation, economics and trade, to ensure that everything is where it needs to be, and things continue to run smoothly. A senior knight is also appointed to work as chief quartermaster for the brotherhood. As senior knights are so valuable to the functioning of the brotherhood infrastructure, they very rarely see combat. Senior knights are chosen from among the ranks of knights by the knight master. Senior knights may also serve as personal assistants to the elders.

Senior paladin

Senior paladins serve as paladin squad leaders, and are chosen for their tactical and leadership abilities. They are responsible for training and morale of the paladins under their command, and lead them in battle. Senior paladins are chosen by the paladin general.

Master knight

The master knight is responsible for the overall day-to-day running of the brotherhood, and spends most of his time co-ordinating the senior knights, ensuring that everything is running smoothly within the bigger picture. The master knight is chosen from among the senior knights by the elders.

Master scribe

The master scribe is responsible for overseeing the entire research work of the brotherhood. The master scribe puts together work teams and assigns project managers to lead them and report back to him. The master scribe also holds nominal control over the medical division,

and has the power to appoint the chief medical officer. The master scribe is chosen from among the scribes by the elders.

Paladin general

The paladin general is responsible for the paladin squads is the brotherhood's chief military strategist. The paladin general chooses senior paladins to lead the various squads, and determines squad composition.

The elders

The brotherhood is lead by five individuals, four elders and a high elder. The elders are elected for eight-year terms, with a cycling system, so that one elder is replaced or re-elected every two years. This system is used to ensure a functioning continuity, so that there is no sudden change in brotherhood policy and organisation from one election to the next. The elders spend their time considering policy and discussing the best way forward for the brotherhood.

The high elder

The high elder is the brotherhood's highest representative and spends his time talking to different brothers and bringing problems to the elders. He is also nominally responsible for the overall functioning of the brotherhood, and spends some time each day in communication with the master knight, scribe master and paladin general. The high elder is also considered the brotherhood's visionary, and spends time considering the direction in which the brotherhood is moving, and where it should be in the future. The high elder is elected for life, though he can be replaced by a unanimous agreement of the elders leading to a referendum of the entire brotherhood. The high elder does not partake much in the discussions and decisions of the other elders, though he has the tie-breaking vote if necessary. The high elder is thought of as the brotherhood's "father", and any brother can come to him with problems.

2.2 Recruiting

The brotherhood performs no recruiting from the outside, all members are the direct descendants of the original exodus to the Lost Hill bunker. This is to maintain the brotherhood's separation from the inhabitants of the wasteland. In some ways, the brotherhood is afraid to be "tainted" by outsiders. This means the brotherhood members have spent their entire lives within the brotherhood and have been completely indoctrinated in to it, becoming totally loyal.

2.3 Culture

Ideology

The brotherhood sees its purpose as helping to restore mankind to another golden age by developing technology and supplying it to reformers and those who wish to rebuild civilisation. This process is seen as gradual and reformative rather than revolutionary. The brotherhood does not engage directly in the power struggles of the wasteland, and has no interest in forcing civilisation upon its inhabitants.

The western brotherhood has no interest in domination, and though it wishes to help rebuild civilisation on the outside, its primary loyalty is to itself, and the continued survival of its own members. At times this has led to almost extreme isolationism, though since the coming of the Enclave, the brotherhood has once more begun to take a more active interest in the development of the wasteland.

Family structure

The brotherhood uses an extended family structure centred around the traditional western nuclear family with husband and wife and children. Children are raised co-operatively by the brotherhood in a way reminiscent of the 20th century Israeli kibbutz and this helps to build very strong bonds between initiates at an early age.

Education

Initiates start their education and indoctrination in to the brotherhood as small children, and perhaps receive the best education, both in the arts and sciences, and in combat, anywhere in the wastes. All initiates receive the same basic education until the age of nineteen, when they choose what area they wish to specialise in and thus all are well educated and trained for combat if necessary. The education places particular emphasis on brotherhood, kinship, co-operation and loyalty to the whole above the self and thus brothers/sisters tend to be very good team workers and show total loyalty to the brotherhood. Additionally, emphasis is placed on technology as the salvation of the brotherhood, and the way to restore humankind once more to greatness, and brothers/sisters tend to have an almost religious zeal for their technology.

Technology cult

Although the brotherhood is mostly atheistic, a cult of technology has developed which wields some power within the brotherhood. Some members have taken the brotherhood's obsession with technology to the level of religion, and they hold services, and even pray for their technology. Most brothers, though zealous of their technology, have not gone to this extreme however.

2.4 Economics

Internal

The brotherhood, like the army it descended from, uses a supply store system run by a chief quartermaster and his assistants. Each brother has access to certain gear depending on his rank and specialisation, which he can withdraw freely from the supply store. The brotherhood has long lists of what materials may be withdrawn by what ranks and classes. Additional withdrawals require the authorisation of a superior, depending on the quantity and quality of the gear being requested.

As an example, each paladin has the right to withdraw the following combat necessities: one suit of power armor, enough stimpaks for personal use, a close combat weapon (usually a ripper or combat knife), two small arms weapons, a large arms weapon (usually a minigun) and as much ammunition as is needed. Additional withdrawals (such as a field medic kit, or mines, or an additional heavy weapon) require the authorisation of the paladin's squad

commander, or in the case of very expensive equipment/machinery, such as a heavy combat vehicle, the authorisation of the paladin general.

As another example, a mechanic can withdraw all the tools he needs for work, but for more expensive equipment or machinery he requires authorisation from his senior knight, or even the master knight.

External

The brotherhood has no use for money, so all trading is done by direct barter of goods. The brotherhood supplies nearby settlements with technology, weapons and ammunition in return for foodstuffs and raw materials. The brotherhood is very heavily reliant on this trade, as it has no agriculture of its own, and does not engage in other activities to gather necessary raw materials, such as mining.

2.5 Logistics

Percentage of active personnel doing particular duties January 1st 2243.

Total: 2,785 personnel

Paladins: 6%

Knights: 40%

Administrative: 8%

Production: 32%

Scribes: 29%

Initiates: 25%

2.6 Spheres of Influence

(the map will be added in the full version)

The western brotherhood's activity is centred around the Lost Hill security bunker, northwest of the Hub. It has a number of small outposts in settlements throughout California. Areas marked in red are under complete brotherhood control. areas marked in yellow are influenced by the brotherhood but are not under its control.

3. The Eastern Brotherhood

3.1 History

Exile from the brotherhood

After defeating the mutant threat, the brotherhood was split in to two groups, a moderate group that believed in allowing society to develop on its own with occassional brotherhood help, and a group that believed in aggressively forcing civilisation upon the wasteland. This split

deepened, and the brotherhood was fast reaching a stage where it would tear itself apart if something was not done. Having been defeated by a slim majority on the ruling council, the leaders and most active believers in the idea of brotherhood dominion were sent away in airships on a mission to the far east, to monitor the retreating mutant armies and if necessary,

destroy them. About half of the paladin corps, and a large portion of the knights but very few scribes were thus sent away in large airships, and the western brotherhood returned to business as usual.

Disaster struck the exiled brothers as they neared the old, pre-war city of Chicago. A huge electric storm caused the airships to crash in the region known as Illinois. Many of the brothers were killed in the crash, and the survivors were shaken and lost in a foreign land. The next months were spent regrouping. The survivors decided to rebuild a brotherhood of their own, in their image, that would fight for the ideals they believed in. They knew that they had been exiled for their political views, and now felt that they had the chance to finally put their views in to action. The brotherhood was drastically reformed to be an effective military organisation built for aggressive expansion and they were quickly able to annex surrounding areas.

A new power in the wasteland

As the new eastern brotherhood spread, it began to take on more and more a

character of its own. The closeknit kinship of the old brotherhood was lost, but was replaced with a highly effective army. As they expanded, the brotherhood came across the fleeing mutants, once more decimating the mutant leadership and even recruiting some of the disorganised mutants to the brotherhood ranks.

Upon defeating the mutants, the brotherhood came upon an even more sinister threat originating from the old NORAD government complex (the vault 0 control center). This threat to the wasteland was defeated at a great cost, but as always, the brotherhood prevailed. After this setback, the eastern brotherhood consolidated its hold on the mid-west region, and continues its aggressive expansion policy, although poor long range communications and overly centralised leadership continue to hold the brotherhood back, and its lack of effective research and production means that it cannot hope to rival the technology of its western cousin. What it lacks in technology however, it makes up for in manpower as it recruits aggressively from the settlements in its dominion.

3.2 Organisation

The eastern brotherhood is radically different from western counterpart that spawned it. Immediately after declaring itself independent from the western brotherhood it began to reorganise itself. The eastern brotherhood is now far more reminiscent of an old pre-war army of conquest, than a tech-worshipping kinship.

The knight class has been taken away in the eastern brotherhood, as it believes all who can fight should be involved in fighting, not building. In the eastern brotherhood the rank of knight is just another rank available to fighters, above initiate and below paladin. The brotherhood makes extensive use of slavery to punish criminals and troublemakers, and these slaves produce what the brotherhood needs in large factories.

The brotherhood dominion is divided up in to a number of districts under the control of specially assigned paladin lords. These lords are responsible for the development of their district and answer directly to the brotherhood's ruling council of elders.

Those who are born and raised their entire lives within the eastern brotherhood serve either as paladins or as scribes, although eastern brotherhood scribes are for the most part administrators, doing the work that the knight class does in the western brotherhood. The reason for this is that the brotherhood only truly trusts and values those born in to it. Outsider

soldiers are expendable, there are always more available, but the paladins and scribes have (mostly) spent their lives being indoctrinated and educated by the brotherhood, and they know its workings inside out. Most brotherhood soldiers have very little understanding of the brotherhood, they only know that they must fight, or their home settlement will be punished and they will be shot. Perhaps only ten percent of all eastern brotherhood scribes work in research and development.

Those born to the eastern brotherhood that show combat or leadership potential are fasttracked to the rank of paladin. Very few outsider recruits ever get above the rank of knight commander(even if they survive that long), as they are not trusted with that much power.

Elder	-----
Paladin general and Paladin lord	-----
-----	Scribe overseer
Paladin commander	-----
Paladin	-----
Junior paladin	-----
Knight commander	Senior scribe
Senior knight	Scribe
Junior knight	Junior scribe
Senior squire	-----
Squire	-----
Senior initiate	-----
Initiate	Initiate

Initiate

Initiate is the rank everyone starts at, but is deceptive in that it covers such a broad range of personnel. The minority of brothers born and raised in the brotherhood hold the rank of initiate until they are 19, when they are either promoted to junior scribe or junior paladin. Outsider initiates on the other hand gain the rank of senior initiate on completing training. A few outsider initiates with a particular technological expertise become junior scribes instead and are spared the near certain early death of their counterparts who become troopers.

Senior initiate-senior squire

Promotions up to the rank of senior squire are made on a mission by mission basis and these ranks are used as a way to weed out those not suitable for real soldier duty. About half of all troops survive this far and are promoted to junior knight. These ranks are often the most dangerous for young troopers, as the brotherhood sees them as fairly worthless and gives them the cheapest equipment while sending them on high risk missions.

Junior knight-senior knight

Outsider soldiers who reach the rank of junior knight have proven themselves repeatedly and are seen as slightly more than gunfodder by the brotherhood leadership. Knight squads are experienced and are generally used more tactically by the leadership than the lower ranks. Knights also spend much of their time patrolling the regions under brotherhood control, and maintaining a brotherhood presence in settlements under brotherhood protection.

Junior scribe-scribe

The scribes are responsible for all the eastern brotherhood's administrative work, as well as its research and development. The majority of scribes have been raised by the brotherhood and thus have complete understanding of it. Some have been taken as adults from among the local populace, for having certain valuable technological knowledge, however these are only allowed to work within the very specific confines of their expertise. Only those raised by the brotherhood are trusted with its administration. Scribes work in administrative teams or in project teams lead by senior scribes. Junior scribes are promoted to scribe after a period of a few years, when they have shown that they are capable and know what they are doing.

Knight commander

Knight commanders are promoted from among the ranks of senior knight for their leadership abilities, and each one leads a six man squad of knights.

Senior scribe

Senior scribes lead the brotherhood's administrative and research efforts and are responsible for work details of varying size consisting of scribes and/or slaves. Scribes are responsible for making sure that all logistics are taken care of. They make sure that things are where they need to be, when they need to be there and make sure that structures are built on time, and equipment is available on time. They make sure there is food and beds for everyone and that the bases are kept clean. As well as these logistical duties, scribes make sure that new recruits are coming in and give them their theoretical education. They create the brotherhood's training disks and films and generally make sure everything runs smoothly from day to day. The senior scribes answer directly to the scribe overseer in charge of base operations.

Junior paladin

Most outsiders aren't allowed to go above the rank of knight commander, for fear that they are not totally loyal to the brotherhood, so the majority of junior paladins are fairly green youths who have spent their entire lives being indoctrinated and trained by the brotherhood. Although green, they have been raised in an extreme military atmosphere and are tough and ready for combat. Junior paladins serve in special squads together, with alternating squad leadership, and are promoted to paladin after repeatedly showing themselves capable in battle. Junior paladin squads are routinely sent on missions with a low casualty rating, to toughen them up and prepare them for paladin duty without killing them, and thus wasting the years of education invested in them. Those who are not considered good enough are transferred to the scribe corps.

Paladin

Paladins are the elite fighting force of the brotherhood. Equipped with the best weapons and armor, and with years of training and experience behind them, they are almost unstoppable in combat. However, because they are so valuable, the brotherhood is often afraid to use them, and they are only used when absolutely necessary. Paladins also act as personal bodyguards for high ranking brotherhood officers.

Paladin commander

The paladin commander is chosen by his direct superior (either a paladin lord if the squad is serving in a district, or the general if he is serving in a mobile force) for his leadership and tactical abilities and leads a six man squad of paladins in battle.

Scribe overseer

The overseer is the second highest ranking individual in a base. He is responsible for the overall day-to-day functioning of the base under his command, and he spends most of his time co-ordinating the senior scribes and other support personnel.

Paladin lord

The Paladin lord has the job of district commander. There is one for each district and each is responsible for the continued functioning of the specific base and district under his command. He is responsible for all the people living in his district (hence the feudal rank “lord”, rather than a traditional military rank). Together with the scribe overseer, the paladin lord ensures that everything runs smoothly. Paladin lords tend to be good organisers, and capable long term strategists. It is their job to turn the brotherhood’s dream of a new civilisation in to reality through practical action, and thus their job is perhaps the most important in the brotherhood. The lords are appointed by the elders council.

Paladin general

The paladin general is appointed from among the paladin commanders for his tactical abilities. Each general is given a military task force to command and an objective to complete. If he successfully completes his objective, he will be given another bigger force, if he fails (and survives) he will be demoted back to paladin commander. The elders use this method of trial and error to find those most capable of leading the brotherhood’s armies of conquest. This also means that those who last any length of time in this position are given a great deal of respect from those that they command.

The elders council

The eastern brotherhood is lead by a council consisting of five elders. The elders are elected for life by a vote of all scribes and paladins. Two elders are elected from among the scribes, and three from among the paladins. The elders are responsible for the long term management of the brotherhood, and ensuring that it’s vision is upheld. They decide where to put the brotherhood’s resources for maximum strategic gain, and appoint paladin lords to manage districts and generals to lead armies.

Squad structure

The brotherhood uses six man squads, as it believes this gives the squad maximal firepower for minimal manpower. This number tends to make the squad versatile, and is an ideal size for patrolling areas under brotherhood control, and if necessary it is easy to combine several of these smaller squads for larger missions. The brotherhood does not use the traditional military structure, where each unit is a part of a larger unit, and so everything is kept at the squad level. A general in command of a task force addresses squad leaders personally with their objectives, there is no hierarchy in between. Because of the eastern brotherhood’s obsession

with taking personal initiative, and succeeding or failing on your own, this works well, as squad leaders are able to determine the best course of action themselves, with little direction from above.

Inquisition

As the eastern brotherhood is 4/5 made up of outsider recruits, who have often been forced in to the brotherhood and may feel an urge to rebel against their new master, a special inquisition has been installed, consisting of a number of specially trained paladins and scribes in each district. The inquisitors ensure that outsider recruits behave the way they are supposed to and obey orders, and swiftly punish any who dare to break brotherhood doctrine. They are feared throughout the eastern brotherhood.

In addition to acting as military police for the brotherhood the inquisitors also deal with troublemakers, rebels and insurrectionists among the local populace in areas under brotherhood control. Each district has its own inquisitor unit under the command of a senior paladin. One of the elders is assigned responsibility for the inquisition's overall operation. Paladins and scribes have complete immunity from inquisition investigations.

3.3 Recruiting

While the western brotherhood does not recruit from the outside at all, the eastern brotherhood is entirely dependent on a steady flow of new recruits from the settlements under its control. It is not afraid to send its recruits on suicide missions, so the high mortality rate requires a constant inflow of new personnel. Troops are given a crash military course to prepare them, and are poorly equipped, so the investment made in them is not large enough that large numbers of casualties bother the leadership.

The situation is very different for those born and raised in the brotherhood, as the investment in them is large, which is why most serve as scribes or high ranking officers with top quality equipment, and rarely have to see very dangerous combat. The brotherhood will happily throw away the lives of many outsider recruits to rescue one of these brothers if necessary.

3.4 Culture

Ideology

The eastern brotherhood sees itself as the only organisation in the wasteland that can restore civilisation to the wasteland, and it believes that the only way it can do that is through dominion. The eastern brotherhood seeks to create a large police state, where there is no crime and no opposition, and where it can oversee the rebuilding of civilisation.

Military rule

Whereas the western brotherhood is a benevolent kinship with powerful military capabilities, the eastern brotherhood is an army. 85% of the eastern brotherhood are full time combat personnel, with no other duties than maintaining and spreading brotherhood control. The remaining 15% are mostly administrative personnel, and the research and development corps is tiny. The organisation exists for one purpose, to wield power, and the culture is extremely militaristic. The technology worship of the western brotherhood is entirely forgotten.

Personal initiative

One thing that the eastern brotherhood does not share with most armies is its belief in letting people determine what to do themselves. This is perhaps because it has a steady flow of new recruits and if they mess up and get killed, it's not a big deal, and because it has control over the settlements from where the recruits come, so they know that if they don't complete their set objectives their families will be punished. Additionally, the lack of good long range communications technology means that personal initiative must be allowed.

Technology

The eastern brotherhood has none of the reverence for technology that the western brotherhood has. In the eastern brotherhood it is simply a means to an end. Since splitting from the western brotherhood, very few new technological advances have been made. As the eastern brotherhood is so aggressively expansive, and has so many new recruits, it often uses quite low quality products for its soldiers. The vast majority of brotherhood troopers have simple leather or metal armor which can be easily mass produced.

3.5 Economics

Internal

The eastern brotherhood, due to lack of trust for its outsider soldiers, uses an internal money economy called the "scrip". The quartermaster's store is more like a pawn shop than a traditional quartermaster. He buys cheap what the soldiers have looted and sells it back to them at several times the price. Soldiers make the majority of their income from selling looted materials to the quartermaster, although they also receive a small monthly salary, and they use this money to pay for food, and all the equipment they need. Soldiers are totally responsible for their own equipment and have to choose and buy whatever they need themselves, which often causes squads to be quite mixed as far as equipment is concerned. This is also a part of the brotherhood's plan to make as minimal an investment in individual soldiers as possible, those who survive longer and get more scrips get better equipment.

External

The eastern brotherhood engages in very little trade. Food and raw materials are taken from areas under brotherhood control, and weapons are confiscated, while those who know how to make weapons, ammunition, or other valuable technology are hired or enslaved. Weapons and equipment are either looted, or are produced by slaves.

3.6 Logistics

Percentage of active personnel doing particular duties January 1st 2243.

Total: 6,426

Combat personnel: 85%

Paladin: 4%

Trooper: 81%

Administrative personnel: 13.5%

Research and development: 1.5%

Note: Initiates still undergoing education, civilian personnel hired on a short term basis, and slaves are not listed above as they do not take part in the active maintenance of the brotherhood.

3.7 Spheres of Influence

(the map will be added in the full version)

The eastern brotherhood is organised in to a number of districts stretching across the midwest. There is a brotherhood base located in each district. Areas marked in red are under complete brotherhood control. areas marked in yellow are influenced by the brotherhood but are not under its control.

4. Personalities of the brotherhood

This section is organised in to two sections. The first is historical personalities, which describes a number of people who have had a large effect on the brotherhood's history. The second is current personalities, which is a sample list of different members of the brotherhood, that may be useful when creating your own brotherhood characters.

Position: Position describes the "current" assignment, class and rank of the character.

Behaviour: While the Enclave sourcebook uses an alignment system based on AD&D to describe personality, I have instead described the character's most important behavioural patterns, as I find it hard to box people in to either "good" or "evil" categories. This gives a quick reference of how the character is likely to behave.

Period: This gives the date of birth, and in the case of the historical section, also the date of death of the character. In brackets next to this is the age of the character at the stage where the described stats are correct.

4.1 Historical personalities

Name: Roger Maxson

Position: High elder, Brotherhood of Steel (captain US army)

Behaviour: Honest, impatient, honourable, selfless, totally loyal to brotherhood

Period: 2046-2122 (42)

Race: Human

Sex: Male

HP: 120

STR: 5

PE: 7

END: 6

CH: 7

INT: 8

AG: 5

LK: 6

Small guns: 120%
Big guns: 100%
Energy weapons: 60%
Unarmed: 60%
Melee weapons: 60%
Lockpick: 30%
Throwing weapons: 45%
First aid: 80%
Doctor: 50%
Piloting: 30%
Sneak: 80%
Steal: 30%
Traps: 30%
Science: 70%
Repair: 60%
Speech: 180%
Barter: 80%
Gambling: 60%
Outdoorsman: 50%

Equipment: Roger Maxson could get whatever he wanted from the brotherhood supplies. Either wears a suit of brotherhood power armor, or High elder's robes. Carries a Colt .45 pistol at all times.

Description: Roger Maxson is responsible, more than any other individual, for the Brotherhood of Steel. He is its "founding father". Little is known of the early life of this historic man, and he never spoke much of it himself, but he is thought to be a native of California and is known to have graduated with honours (sociology and psychology) from the university at Berkeley, California in 2068. It is not known whether he joined the army immediately after this, or whether he signed up later, but in 2075 he was transferred to the US army research facility at Mariposa to serve as executive officer under colonel Robert Spindel. Maxson quickly became known as a charismatic and likeable individual, and was respected by the men for his loyalty and honesty, as a contrast to the careerist colonel. In 2077 an unbelievable series of events propelled Maxson to the leadership of the base personnel as they became refugees in the hostile new world, and his actions, always in the best interests of the people under his command, cemented him in this position. Maxson never appeared to specially want the leadership, but he accepted the responsibility and carried out the work to the best of his considerable abilities. After arriving at the Lost Hill security bunker Maxson used his knowledge of sociology to reorganise the brotherhood into an organisation capable of surviving in the harsh wasteland. By the time of Maxson's death in 2122 he had completed the cultural and structural changes necessary and brought the Brotherhood of Steel into existence.

Name: Marion Vree

Position: Master scribe, Brotherhood of Steel

Behaviour: Inquisitive, patient, wise, totally loyal to brotherhood

Period: 2115-2207 (46)

Race: Human

Sex: Female
HP: 50

STR: 4
PE: 8
END: 4
CH: 5
INT: 10
AG: 5
LK: 5

Small guns: 30
Big guns: 20
Energy weapons: 20
Unarmed: 20
Melee weapons: 20
Lockpick: 80
Throwing weapons: 20
First aid: 120
Doctor: 140
Piloting: 20
Sneak: 30
Steal: 20
Traps: 75
Science: 280
Repair: 140
Speech: 100
Barter: 30
Gambling: 40
Outdoorsman: 20

Equipment: Scribe robes, can requisition whatever she needs from brotherhood supplies.

Description: Vree became master scribe at the exceedingly young age of 35, and served in that position for over fifty years until her death. She is remembered for the many astounding contributions she has made to the brotherhood's technological and scientific knowledge, and she was the brotherhood's most prolific researcher in her lifetime. Very inquisitive, yet patient to the point where most people would fall asleep with boredom, Vree could go days without sleep when working on a project. Unlike many researchers she was totally open about her work, and willingly shared the most implicit details with anyone who cared to ask.

Name: Simon Barnaky
Position: Paladin general, eastern brotherhood
Behaviour: Confident, commanding, dislikes non-humans
Period: 2148-2197 (49)
Race: Human
Sex: Male
HP: 119

STR: 8

PE: 5
END: 6
CH: 4
INT: 6
AG: 7
LK: 4

Small guns: 145%
Big Guns: 168%
Energy Weapons: 90%
Unarmed: 88%
Melee weapons: 70%
Lockpick: 45%
Throwing weapons: 60%
First aid: 80%
Doctor: 60%
Piloting: 60%
Sneak: 70%
Steal: 45%
Traps: 60%
Science: 50%
Repair: 60%
Speech: 100%
Barter: 65%
Gambling: 50%
Outdoorsman: 90%

Equipment: Brotherhood power armor, minigun

Description: Simon Barnaky is remembered by the brotherhood for his excellent tactical abilities, and total devotion to the the brotherhood. Born in 2148 he was part of the new generation of brotherhood warriors who had never known life in the western brotherhood. His hardline, conservative views made him popular among the paladins, who saw him as the embodiment of the eastern brotherhood's mission. He rose quickly through the ranks, and was eventually put in charge of the eastern brotherhood strike force to destroy the mutant armies. Despite his prowess as a commander, Barnaky was known for his racist views and strongly objected to the assimilation of mutants and ghouls in to the brotherhood ranks. In early 2197 Barnaky's transport was captured by mutants, and despite strenous efforts by the brotherhood to locate him, he wasn't found. It is unclear what happened after this, but Barnaky is known to have died later in 2197. His body was eventually recovered, but strangely his brain had been surgically removed.

4.2 Current personalities

Name: Jared Arnson
Position: Paladin, Western brotherhood
Behaviour: Overly confident, assertive, fearless, totally loyal to brotherhood
Period: 2216- (27)
Race: Human
Sex: Male

HP: 120

STR: 7

PE: 6

END: 7

CH: 5

INT: 5

AG: 8

LK: 5

Small guns: 130%

Big guns: 140%

Eergy weapons: 40%

Unarmed: 90%

Melee weapons: 80%

Lockpick: 20%

Throwing weapons: 75%

First aid: 90%

Doctor: 40%

Piloting: 60%

Sneak: 70%

Steal: 15%

Traps: 30%

Science: 50%

Repair: 30%

Speech: 45%

Barter: 30%

Gambling: 40%

Outdoorsman: 80%

Equipment: Brotherhood power armor, minigun, H&K 10mm SMG, ripper, first aid kit, 2 stimpaks

Description: Jared is tough, strong and fast, and he knows it. He is cocky and will go in to a fight against impossible odds to show how tough he is. He holds very high thoughts of himself and rigidly upholds a knightly code of honour, and prefers to go out with guns blazing to sneaking around. He holds a low opinion of anyone who doesn't measure up to his honour code (pretty much everyone), and will happily tell people what he thinks of them. This means that he spends most of his time on guard duty, where he can't harm brotherhood relations with other groups.

Name: Brent Anchor

Position: Senior squire, eastern brotherhood

Behaviour: Aggressive, suspicious of strangers, insolent, doesn't like authority

Period: 2223- (20)

Race: Human

Sex: Male

HP: 42

STR: 6

PE: 5
END: 7
CH: 4
INT: 6
AG: 7
LK: 5

Small guns: 65%
Big guns: 15%
Eergy weapons: 15%
Unarmed: 70%
Melee weapons: 20%
Lockpick: 20%
Throwing weapons 30%
First aid: 30%
Doctor: 20%
Piloting: 20%
Sneak: 40%
Steal: 40%
Traps: 20%
Science: 15%
Repair: 25%
Speech: 40%
Barter: 60%
Gambling: 45%
Outdoorsman: 65%

Equipment: Leather armor, knife, AK-47 assault rifle

Description: Brent has no idea how he has managed to stay alive this far. A year back the brotherhood came to his village and “recruited” him. Since then he has repeatedly been almost killed. Brent doesn’t like the brotherhood very much, but he knows that unless he serves them his home village will be punished. He has already been whipped several times for his insolence to brotherhood superiors.

Name: Daryl Mckenzie

Position: Knight (technician), Western brotherhood

Behaviour: Easily irritable, obsessed with technology, gets straight to the point, totally loyal to the brotherhood

Period: 2208- (35)

Race: Human

Sex: Male

HP: 90

XP value:

STR: 6

PE: 7

END: 5

CH: 4

INT: 7

AG: 6
LK: 5

Small guns: 105
Big guns: 80
Energy weapons: 65
Unarmed: 70
Melee weapons: 55
Lockpick: 85
Throwing weapons: 65
First aid: 80
Doctor: 40
Piloting: 60
Sneak: 45
Steal: 30
Traps: 70
Science: 90
Repair: 160
Speech: 50
Barter: 30
Gambling: 20
Outdoorsman: 30

Equipment: Brotherhood combat armor, Colt .45 pistol, pliers, wrench, tool kit

Description: Daryl is a member of the small group of brothers who religiously worship technology, and see it as the sole salvation of mankind. He spends most of his time working on projects, and is a mechanical technician by profession. He is easily bored by chitchat, and quickly gets irritable when he feels a conversation isn't going anywhere. He is used to getting right to point, finding a problem and fixing it. He will react very negatively to anyone who he feels is not respecting technology as it should be respected, and will get bored quickly when talking to people who don't possess a high technical ability. He hates to be disturbed when working.

5. Traits

Western Brotherhood Citizen

Western brotherhood characters must take this trait, though they may still take two additional traits. You were born and raised in the Lost Hills bunker, and have received a far better education than most people in the Wasteland, which gives you +20% bonus to your Science skill. As the Brotherhood uses no money, and its citizens do not have to buy or steal anything, your Barter and Steal skills are reduced by 10%. You have been carefully indoctrinated in to the brotherhood and are completely loyal to it. You can therefore not knowingly ever do anything that would harm the brotherhood.

Eastern Brotherhood Birthright

All characters who have been born and bred in the eastern brotherhood have to take this trait, though they may still take two additional traits. You have spent your entire life within the

eastern brotherhood, and are therefore considered a valuable resource to it. You are treated better than recruits from the outside. Due to the years of indoctrination you are totally loyal to the brotherhood. You have also received a good quality education. You get +10% bonus to your Science skill. You have been carefully indoctrinated in to the brotherhood and are completely loyal to it. You can therefore not knowingly ever do anything that would harm the brotherhood.

6. Brotherhood rank table

This table has been designed to speed up the creation of realistic Brotherhood NPCs in games, and as a list of requirements for PCs to be able to rise in rank. Of course it is at the GMs discretion whether the character should be promoted or not.

6.1 Western Brotherhood

Knight Ranks

Rank	Requirements
Initiate	Level 1
Junior Knight	Level 4, ICT
Knight	Level 8, KTT Rank 1, KCT
Senior Knight	Level 12, KTT Rank 3
Knight Master	Level 15

Scribe Ranks

Rank	Requirements
Initiate	Level 1
Junior Scribe	Level 4, IST
Scribe	Level 10, SST Rank 1
Master Scribe	Level 15

Paladin Ranks

Rank	Requirements
Junior Paladin	Level 8, KCT
Paladin	Level 12, PCT Rank 1
Senior Paladin	Level 15, PCT Rank 3
Paladin General	Level 18

6.2 Eastern Brotherhood

Warrior Ranks

Rank	Requirements
Initiate	Level 1
Senior Initiate	Level 2, ICT
Squire	Level 3
Senior Squire	Level 4
Junior Knight	Level 6, BWT Rank 1
Knight	Level 8
Senior Knight	Level 10, BWT Rank 2, SLT

Knight Commander	Level 12
Junior Paladin	Level 8, BWT Rank 3
Paladin	Level 12
Paladin Commander	Level 16, PLT
Paladin Lord	Level 18
Paladin General	Level 18

Scribe Ranks

Rank	Requirements
Initiate	Level 1
Junior Scribe	Level 4, IST
Scribe	Level 10, STT Rank 1
Senior Scribe	Level 12, STT Rank 2, SLT
Scribe Overseer	Level 16

7. Perks

Following is a list of perks available to brotherhood characters.

7. 1 Perks available to both Eastern and Western Brotherhood

Initiate Combat Training (ICT)

This training covers the most basic of the combat tactics, strategy and weapon handling.

Small Guns +10%

Unarmed +10%

Melee Weapons +10%

Requirements: Level 3, 3-month instruction

Initiate Science Training (IST)

This training covers the most basic of the scientific skills. Character with this perk doesn't have to make any Science rolls when using any Brotherhood computers.

Science +10%

Repair +5%

Requirements: Level 3, 5 IN, 3-month instruction

Brotherhood Medical Training (BMT)

Rank 1

First Aid +10%

Doctor +5%

Requirements: Level 6, 5 IN, 3-month instruction

Rank 2

First Aid +10%

Doctor +10%

Requirements: Level 9, 6 IN, 4-month instruction, Junior Scribe rank

Rank 3

First Aid +5%

Doctor +15%

Requirements: Level 12, 6 IN, 4-month instruction, Scribe rank

7.2 Western Brotherhood

You must have the Western Brotherhood Citizen trait to take any of these perks.

Knight Combat Training (KCT)

Small Guns +15%

Big Guns +10%

Energy Weapons +5%

Requirements: Level 6, 4-month instruction, Junior Knight rank

Knight Technical Training (KTT)

Rank 1

Science +10%

Repair +10%

Requirements: Level 6, 5 IN, 3-month instruction, Junior Knight rank

Rank 2

Science +5%

Repair +15%

Requirements: Level 9, 6 IN, 4-month instruction, Junior Knight rank

Rank 3

Repair +20%

Requirements: Level 12, 6 IN, 6-month instruction, Knight rank

Scribe Science Training (SST)

Rank 1

Science +10%

Repair +10%

Requirements: Level 6, 6 IN, 3-month instruction, Junior Scribe rank

Rank 2

Science +15%

Repair +5%

Requirements: Level 9, 7 IN, 4-month instruction, Junior Scribe rank

Rank 3

Science +20%

Requirements: Level 12, 8 IN, 6-month instruction, Scribe rank

Paladin Combat Training (PCT)

Rank 1

Small Guns +10%

Big Guns +10%
Energy Weapons +10%
Requirements: Level 9, 4-month instruction, Junior Paladin rank

Rank 2
Small Guns +5%
Big Guns +15%
Energy Weapons +10%
Requirements: Level 12, 6-month instruction, Junior Paladin rank

Rank 3
Big Guns +15%
Energy Weapons +15%
Requirements: Level 15, 8-month instruction, Paladin rank

7.3 Eastern Brotherhood

You must be a member of the eastern brotherhood in order to take these perks.

Brotherhood Warfare Training (BWT)

Rank 1
Small Guns +10%
Big Guns +10%
Energy Weapons +5%
Melee Weapons +10%
Requirements: Level 6, 3-month instruction, Squire rank

Rank 2
Small Guns +5%
Big Guns +15%
Energy Weapons +10%
Pilot +10%
Requirements: Level 12, 4-month instruction, Junior Knight rank

Rank 3
Big Guns +15%
Energy Weapons +15%
Traps +10%
Requirements: Level 15, 5-month instruction, Knight rank

Rank 4
Big Guns +10%
Energy Weapons +10%
Requirements: Level 18, 6-month instruction, Junior Paladin rank

Scribe Technical Training (STT)

Rank 1
Science +10%

Repair +10%

Requirements: Level 6, 5 IN, 3-month instruction, Junior Scribe rank

Rank 2

Science +5%

Repair +15%

Requirements: Level 9, 6 IN, 4-month instruction, Junior Scribe rank

Rank 3

Science +15%

Repair +5%

Requirements: Level 12, 7 IN, 6-month instruction, Scribe rank

Squad Leadership Training (SLT)

Speech + 15%

First aid +10%

Outdoorsman +5%

Paladin Leadership Training (PLT)

Speech +20%

First aid +10%

Outdoorsman +5%

8. Vehicles

Following is a list of vehicles that are currently in use, or have been used by the brotherhood at earlier stages in its history.

8.1 Brotherhood "Steel Eagle" Vertibird

Year developed: 2243

Developer: Western brotherhood

This prototype helicopter is a reconstruction of the Enclave's V-34 Vertibird, and was developed by western brotherhood scribes and knights in 2243 from Vertibird blueprints stolen from the Enclave base at Navarro in 2241 by a brotherhood spy. Although this vehicle is fully capable of flight, many of the advanced materials and instruments used by the enclave to create its vertibirds remain unavailable to the brotherhood, and thus this prototype has a significantly lower performance capability than the Enclave design. Because of the large amount of manpower and time needed to build these vehicles, and the expensiveness and rareness of many of the materials, the western brotherhood has very few of these prototypes. Takes 275 cells to fully recharge.

TS: 500 KPH AR: 80 BR: 50 TR: 0 DR: 1000 NP: 4 CW: 800

HP: S: 300 E: 20 C: 20 D: 20 T: 12 (x 4) [DR N: 20 L: 5 F: 0 P: 0 E: 0]

8.2 Brotherhood Airship

Year developed: 2162

Developer: Brotherhood (before the split)

These zeppelins were hastily constructed in 2162 to gather intelligence on the fleeing mutant

armies. Though a few remain intact, they have seen little use since the eastern brotherhood's exodus as they have been found to be too unstable and dangerous. Takes 20 cells to fully recharge.

TS: 60 KPH AR: 10 BR: 0 TR: 1 DR: 100 NP: 2 + 30 CW: 3000
HP: S: 30 E: 10 C: 10 D: 20 [DR N: 0 L: 0 F: 0 P: 0 E: 0]

8.3 Brotherhood APC

Developer: Unknown, modified for brotherhood use

Tracked vehicle that was in service with the US military before the war. The Mariposa personnel took all the base vehicles with them on their trek to the Lost Hill bunker, but were unable to use them for many years, until they developed the capability to produce their own fuel cells. This vehicle is in use with both the eastern and western brotherhood. The Brotherhood APC has no mounted weapon, but shooting from inside is possible. Takes 30 cells to fully recharge.

TS: 60 KPH AR: 50 BR: 30 TR: 8 DR: 80 NP: 6 CW: 8000
HP: S: 400 E: 60 C: 30 T: 70 (x 2) [DR N: 60 L: 50 F: 75 P: 30 E: 60]

8.4 Brotherhood Scouter

Developer: Brotherhood of Steel

Year developed: 2098

This lightweight vehicle was designed early in the brotherhood's history for scouting purposes, to gather information on the wasteland of which the brotherhood was fast becoming a part. It is fast and has a low fuel cell usage which make it ideal for scouting out new areas. The brotherhood's initial fuel cell shortage meant that it could not be used to its fullest potential when first invented, however today it enjoys regular use by both the western and eastern brotherhoods. The western brotherhood has also begun trading these with other groups, and it is currently the most popular vehicle in the California region. Its simplicity of design, and use of readily available materials has also meant that several modified versions have been created by individuals and groups for use in the wasteland.

Takes 22 cells to fully recharge.

TS: 120 KPH AR: 80 BR: 50 TR: 8 DR: 120 NP: 2 CW: 800
HP: S: 80 E: 60 C: 30 D: 20 T: 10 (x 4) [DR N: 15 L: 10 F: 5 P: 0 E: 10]

9. The brotherhood in games

The history of the brotherhood is strongly interwoven with the history of the wasteland and the two factions that shelter under the same name have varying influence over large parts of the former United States. During its history the brotherhood has gone from frenzied activity to extremes of isolationism, and splintered in to two very different organisations that play an integral part in maintaining the atmosphere of the Fallout universe. Hopefully the source material contained in this document is enough to create a rich and realistic environment for roleplaying to take place in, and finally, I would like to discuss how to include the brotherhood in your own campaigns and roleplay your brotherhood personalities.

9.1 Incorporating the brotherhood in campaigns

Sooner or later you will probably want to incorporate the brotherhood in to your campaign or adventure. The brotherhood is involved in some way or other in most aspects of life in the wasteland and can be an atmospheric or even pivotal addition to any campaign set in California or the mid-west. The history, organisation and culture described in this document should be enough to create fully fleshed out brotherhood settings and characters, however you should not feel constrained by what is contained herein if you have ideas for special settings. One thing that you should remember however, is that the brotherhood is not a random factor in the wasteland. It is an organisation with clearly worked out motives and objectives and always has good reason for anything it does. The brotherhood can be central to your campaign (if the PC group for example contains brotherhood characters, or your primary objective has something to do with the brotherhood, such as an enclave saboteur out to damage brotherhood operations) or can be a small part of it (for example there could be a small brotherhood outpost or a brotherhood patrol in the city the PCs are visiting which they can gain information from or perform some job for). How you want to incorporate the brotherhood in to your campaign is of course up to you, but to maintain realism you should think carefully about its motives and agendas and ask yourself why the brotherhood is where it is and what, if anything, it wants with the PCs. If the brotherhood wants to hire outsiders to do something for it, then why? Why can't it do the job itself instead? Always think about history, organisation, culture and agendas and keep things vaguely realistic and you can't go far wrong.

9.2 Playing a brotherhood player-character

The brotherhood offers plenty of scope for roleplaying, accommodating warrior characters, scientists, technicians and negotiators. Whatever you prefer, you can do it, and if you are planning on playing with a group of entirely brotherhood characters you may wish to have some or all of these represented. For example, the group could be a small brotherhood explorer team consisting of one paladin to act as bodyguard for the crew, one scribe to gather and analyse data and one knight trader/negotiator.

Alternatively you could have a group of non-brotherhood characters that for whatever reason also includes a brotherhood character. If you do this though, you will need a good reason, as the brotherhood (or at least the western brotherhood) does not have deserters. Perhaps the character could be an advisor or controller, along to make sure that the hired group of Player-Characters does what the brotherhood wants it to do, or he/she could be a scout who has decided to join the group for a period of time to facilitate completing his own objective. There will always be a good reason for a brotherhood character to be part of a non-brotherhood group, and while the group and personal survival will tend to be of primary importance to the other members of the group, the brotherhood character will instead have the brotherhood's objectives as primary, and will with rare exceptions do whatever he thinks is best for the brotherhood, even if it means betraying the other PCs. The brotherhood character may have revealed his objectives to the other characters in the group, or he may keep them secret until forced to reveal them. These hidden objectives could well be an important part of a campaign plot and should be discussed with the GM before play, so that he can incorporate them into the campaign.

When creating your character you should spend time considering what personality and role you want your character to have and then make sure to roleplay it the way you intended. If you want to make a group of all warrior characters you can, but this limits your scope for roleplaying much more than a diverse group, and will probably result in a game where you simply go around killing "stuff" and don't have much opportunity for roleplaying (which is

fine of course, if that's all you want!). You may well find that you enjoy playing a non-combatant character much more than a warrior, and it will certainly allow you to try out other aspects of existence in the wasteland that a warrior character may not even consider, as you have to use your mind to think up other solutions than just blowing the enemy away with your souped up BFG.

9.3 Playing brotherhood NPCs

It is far more likely that, rather than the PCs playing brotherhood characters, they will encounter brotherhood non-player characters controlled by the GM. In section four of this document you can see a number of sample NPCs that you can either transplant directly in to your campaign, or use as inspiration for characters you create yourself. The NPCs are the way in which you as the GM interact with the players and it is vital that the NPCs be interesting and realistic, with their own agendas, hopes and quirks. The quality of the NPCs, and the way in which you roleplay them can make or break a campaign, so take care when crafting their personalities. Roleplaying is like jazz-acting, unscripted and spur of the moment, but with clearly defined directions, so you may well wish to practice your NPCs behaviours, facial expressions, and voices in front of a mirror, so that when the PCs meet your NPCs you can give them a real show and immerse them in the story.