

# Jackpot, Nevada Source Book

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## 1. Introduction

First I want to say “you are the man” to Jason Mical I so appreciate you for the hard work and time put into the core rules for Fallout PnP, I can’t hardly wait for Many Faces, One Mask. I would also like to thank Sebastian Rushworth for his Urban Environments 1.0 add-on. His resource book was a great help in the development and it really helped me stay focused on what I needed to detail in this add-on.

With that said I would like to introduce my first work for the Fallout PnP system, Jackpot, Nevada Source Book. The purpose of this document is to bring you a starting place for your gaming campaign. I was challenged to open a door for some adventuring in a place not yet explored in the Fallout universe. There are not many sourcebooks available, as of yet, to begin a campaign. This poses a small but crucial task for a GM to create a city or location to base his opening adventure on. I hoped this add-on would accomplish two things: 1) it would help you to get started more quickly and get you on your way in the Fallout PnP world and 2) it would inspire you to create your own locales and adventures to share with us the Fallout PnP fans. Please enjoy this add-on and if there are any questions email me direct at [jaspiva@bellsouth.net](mailto:jaspiva@bellsouth.net) (I love feedback).

## 2. History of Jackpot

Jackpot, Nevada was once a gamblers paradise. During the prewar days people would come from all over the world to visit this desert oasis. Due to Jackpot’s location, only 15 miles (24Km) from Sawtooth National Park, it had become a hot spot for vacationers. Many nature lovers would visit here to experience nature at its best and have a chance to win it big in the casinos. During the war Jackpot was spared from any direct tactical nuclear strikes. However it was hit heavily by conventional bombs so most of its buildings were leveled. After the bombing stopped the survivors, the majority of them being citizens of Jackpot, dug in for a long nuclear winter. Nobody is quite sure how anyone survived the war at all, because Jackpot is so close to some of the hardest hit cities in the region. But there were survivors and they rebuilt with what resources they had. Now Jackpot is a thriving community with a solid work force and plenty of food.

## 3. Jackpot at a Glance

Tech Level: Ruin dwellers-low to mid tech.

Population: 3000+

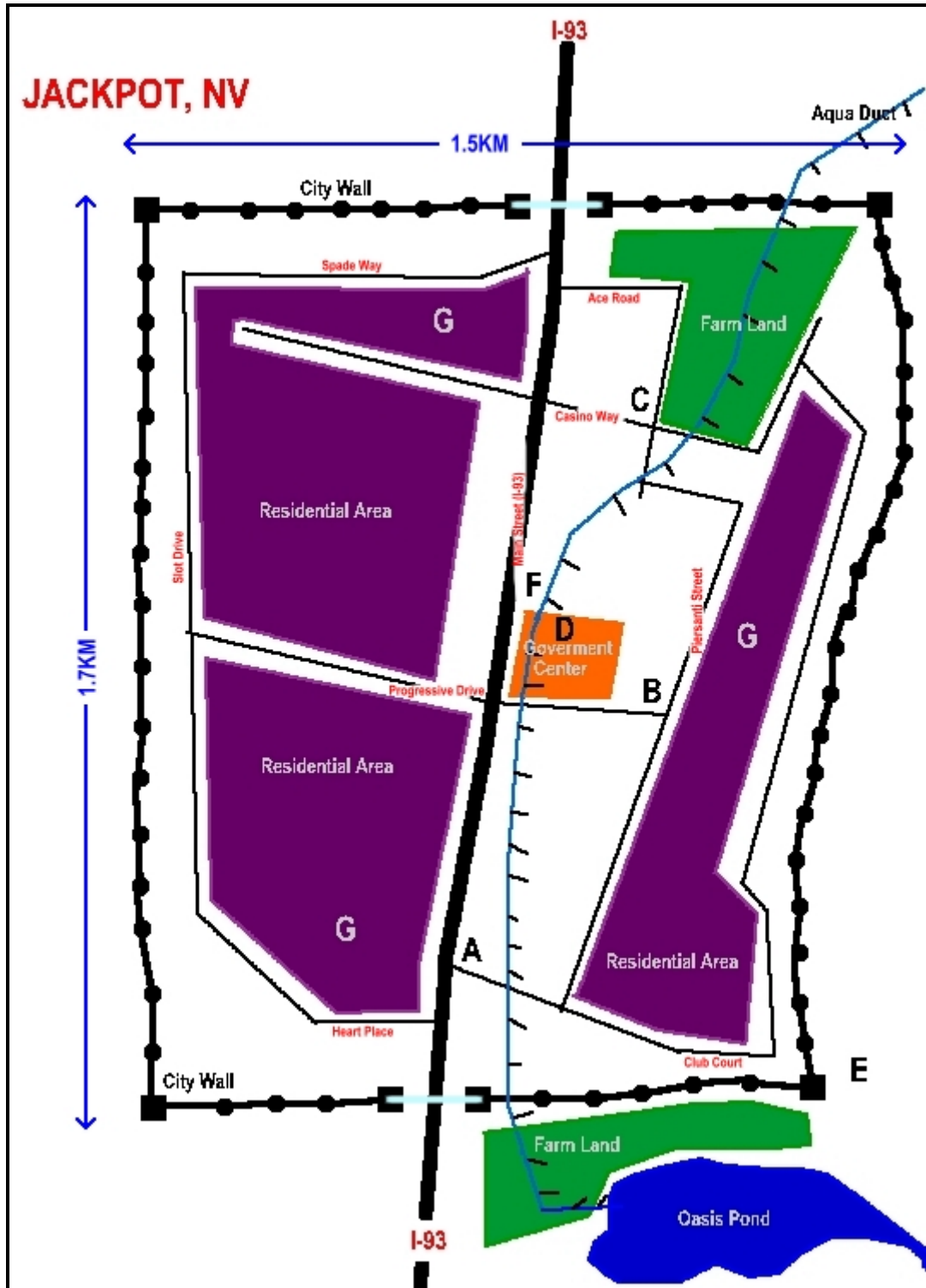
Size: Town

Government: Religious Eldership

Economic: Social Communism, Barter, Currency=Chips

Religion: Quasi-Christianity

Race conflicts: hostile towards Super-Mutant and Deathclaw



Jackpot, NV Layout Map

#### 4. Description

Jackpot is a small town secluded by the harsh desert environment. There are very few establishments or tribes near Jackpot due to its location in the desert. Jackpot is

located about 100 miles (160Km) from The Great Waste to the east. The nearest city is Gecko and Vault City, about 180 miles (288Km) west. The single reason Jackpot has survived as a thriving community is due to the "Great Forest" once known as Sawtooth National Forest (found in Idaho). The "Great Forest", located 15 miles (24Km) east of Jackpot, is rich in wildlife and has a few clean fresh water streams still running. Although Jackpot is very near The Great Waste It has surprisingly low radiation levels.

Jackpot is a very nice looking town for its age. The people keep it tidy and they have various "codes of conduct" to enforce their way of life. The buildings have been restored from their war-ruined state; there are no newly built buildings in Jackpot. Most of the buildings are in fair condition and are showing signs of decay, but the people do what they can to keep them looking good. Many of the roads are paved with crushed asphalt and concrete from the war era, although there are a few new dirt roads that are well traveled. Prominently running through town is an ingeniously built aqua duct, this structure brings life giving water from a near by stream to the inhabitants. Trees are very rare here since most of the ground is sand; many cactuses are grown for shade but over all the foliage is pleasant. The town is completely surrounded by concrete and tin walls. These walls were constructed to help keep raiders out after the bombs were dropped. The walls seem secure but there are many holes throughout the rusted tin. Two entrances are strategically placed, one double gate at each end of the town. The main road that runs through Jackpot is an old Interstate, I-93; this is now called "Main Street".

The population of Jackpot is around 3000 people. Most are direct descendant of the original citizens that survived the war. The town gets very few outside visitors to increase its population (or gene pool). Almost the entire population is related in some way and a few in more than one. This makes for a close nit community that is very supportive and protective. Most are farmers or hunters; many have been productive fishermen catching enough fish out of the nearby river to feed many families. Jackpot is a self-sufficient location only dependant on trade from outsiders for weapons, ammo, medical supplies and tech items.

The people of Jackpot have become very proficient at making clothing, shoes, tents, and other cloth goods. Some of the men are great hunters and have become very good with a rifle and long range sniping. Others are farmers or fishermen but all are great outdoorsmen. During there leisure time most of the citizens play slots, craps or poker. Many use gambling to get needed supplies legally. There is one open casino in town called "Cactus Pete's Casino". Before the war this town had many established casinos. Only about 100 slot machines survived the war and have been repaired and restored to their original prewar condition.

The Economic system is based firmly on Biblical New Testament socialism, "*all the believers were together and had everything in common*" (Acts 2:44). Some would just call it communism at its purist form. Everyone works a job for the good of the town. All the food and clothing is distributed equally with no one getting a bigger

portion. Any goods that are surplus are put into a stockpile to be traded with visitors. Twice a year a small caravan departs for the long journey to Vault City (positive relationship) to trade their surplus goods for supplies and other needed items.

Casino Chips are used as currency in Jackpot, commonly called "Chips" by the locals. There are 5 denominations available: \$1, \$5, \$10, \$50, and \$100 chips. Of course barter is an acceptable form of trade and is encouraged by the trading post. Visitors are allowed to trade in Jackpot but only with the storekeepers. Any trade done with a citizen is at the visitor's advantage (+30% barter). However this is an extremely illegal act and will get the visitor expelled permanently and the citizen put in jail, if caught. This has spawned an underground black market searching for badly needed items and weapons.

The people of Jackpot for the most part are a very peace loving people. Visitors are graciously welcomed here and encouraged to "stay as long as you like". However they are investigated thoroughly before permitted to enter. All visitors are given a list of the "Codes of Conduct" and explained the rules of Jackpot before granted entry. The citizens of Jackpot have never had any experiences with the Super-Mutant race or Deathclaws, so they will not be friendly towards them. These two races will be treated harshly. They will not be permitted to enter the town and might even be shot or killed on site. Other races are fully welcomed at Jackpot. The entrances to Jackpot are kept sealed and guarded during the night hours but daytime hours are they are left open for foot traffic. Guards are placed at the entrances at all times and patrols are stationed around the wall during the night hours.

Elected officials, usually elders acting as a judge, enforce the codes of conduct here. The codes of conduct consist of simple common sense laws based on Biblical principles with the Ten Commandments as the their centerpiece. There is a small volunteer police force in Jackpot to keep the peace, but they are not very well equipped. These volunteers are not full time "police officers" but farmers empowered by the elders to act as police. Usually only one or two are on duty at a time and the others are available if they are needed. Overall Jackpot is a very peaceable community where the citizens understand the rules and for the most part obey them. Visitors are expected to follow these rules as well. Transgressors are swiftly expelled from the town if they do not comply promptly.

The elders of Jackpot use religion to manipulate the inhabitants into working harder and longer. This of course is for the good of the town as their goal is to make Jackpot more industrialized. The good people of Jackpot are not taught to worship a single god but to worship an idea. That idea is: be good to your neighbor and he will be good to you, serve the good of the people and you will be served, give your best and the best will come back to you, give and it will be given, etc. This ideology is the driving force of Jackpot existence. The elders are not being self-serving in the teachings they teach. Only they are teaching what the elders before them taught and it has worked for many decades. The church of Jackpot is located in the center of town. There are no set services it is more like recreational facility used to play

poker and gather for festivals and feast. Also the church building is used for court sessions and as a police station.

Drug use is nearly zero in Jackpot for lack of availability. Once in a while when a visitor does come through he will introduce drugs to a few. Not enough of a drug supply has been introduced to Jackpot to create a demand for them. Most of the younger civilians have no clue what a drug is. Overall Jackpot is a drug free town but it is not an anti drug town.

Slaves are unheard of in Jackpot. Slaving is extremely prohibited and if caught owning or selling slaves death is the usual punishment. There are no slaves to date living in Jackpot and visitors with slaves are not prohibited in to town.

### **5. Important Location in Jackpot**

Below are a few of the important locations found in Jackpot. This is by no means a complete list; only a sample of what Jackpot has available to its citizens and visitors. Many NPC are located in this section as well as a list of available goods that are manufactured and sold. Feel free to add to this section, as it is just the start of a complete list.

#### **A. Jackpot General Store**

The government (church) of Jackpot owns this store. Tom and Bob Johnson operate it; these boys are elder John Johnson sons. The Johnson boys are very polite and will be over zealous to sell something. There are many food items and clothing items sold here. Very rarely does this store have high tech items. Items are sold at fair market value and visitors are given a premium (+25% value) on high tech items and any weapons, armor or ammo traded. The stats for the Johnson brothers are as follows:

*-Bob Johnson- Age 28 HP:28, SQ:10, AP:7, DT:0, DR:0%, AC:6, Small Guns:50%, Barter:50%, Zip Gun .45cal (Ammo:5, Dmg:+4, Rng:15, AC:0, DR-5, Dmg: 1d6)*

*-Tom Johnson- Age 25 HP:33, SQ:14, AP:8, DT:0, DR:0%, AC:8, MeleWeapons:70%, Unarmed:60%, Barter:50%, Brass Knuckles (Dmg:1d10+2 ,Rng:1 ,AC:0, DR:0).*

#### Items Sold Here

Food Items (various canned and dried vegetables, Meats and Fish)

Clothing (all types of clothing for all seasons and sizes)

Shoes (all sizes and environments, low tech only)

Any Item GM sees fit in the Equipment section of the Fallout PnP Manual (starting on page 110)

Weapons Sold Here

Sap (5), Wooden Club (10), Shovel (10), Rope (3), Bola (3), Knife (5), Claw Hammer (1), Ax (2), Crowbar (7), Machete (1), Combat Knife (1), Sling (20), Wooden Bow (5), Zip Gun 9mm (2), Zip Gun .44 cal (1), Pump Action Winchester Shotgun (1), .22 cal Remington Hunting Rifle (3), M1 Garand Rifle (1), Arrows (50), .22 cal ammo (10 boxes of 25 rounds each), 9mm ammo (200 rounds), .44 cal ammo (50 rounds), .45 cal ammo (50 rounds), 7.62mm ammo (150 rounds), Leather Jacket (10), and Leather Armor (3)

**B. Bank Of Jackpot**

Are you going to be staying long in Jackpot? Well if you are definitely trade those unneeded items to Sal Dolawski, the resident banker. It is always much easier to carry chips than a backpack full of unwanted goods. The chips are good to spend at any establishment in Jackpot. Of course you can open an account and earn a small amount of interest (1% a month) for your deposit. If you need a loan Sal will write you a loan but you must have good standing in Jackpot (GM's discretion). Sal is a very grumpy old man but he knows his money and he is more than happy to help you get your goods to chips. His wife Helga and his daughter Elaina work at the bank as well. Also there are four very large boys on duty as guards (they also act as collections).

The bank vault is a pre war bank vault that survived the bombing during the war. It is a very secure vault that would be a near impossible safe to crack (-90% lock picking). At any given time it could be holding 500,000 chips of different denomination. This is the sole location of Jackpots currency and is not a likely target of theft. Since the bank is armed with mechanical alarms that will blare if a heist is attempted. This alarm would call all of the surrounding citizens to alert status, by order of the High Council of Elders.

NPC at Bank of Jackpot are as follows:

*-Sal Dolawski-Age 61 HP:25, SQ:10, AP:8, DT:0, DR:0%, AC:6, Barter:70%, no weapons*

*-Helga Dolawski-Age 59 HP:25, SQ:10, AP:8, DT:0, DR:0%, AC:6, Barter:60%, no weapons*

*-Elaina Dolawski- Age 21 HP:25, SQ:10, AP:8, DT:0, DR:0%, AC:8, Barter:50%, MeleWeapons:70%, Knife (Dmg:1D10+1, Rng:1, AC:0, DR:0)*

*-Guards (4)-HP:40, SQ:12, AP:9, DT:2, DR:25%, AC:16, Small Guns 65%, MAC 17 SMG (Ammo:50, Dmg:+7, Rng:25, AC:0, DR:-5, Dmg: 1d6), Leather Armor, 20 chips*

### C. Cactus Pete's Casino

Cactus Pete has long been dead but his casino lives on. This is a relic of the pre-war days restored to almost new condition. There are about 300 employees at Cactus Pete's, that is 10% of the population. Most of them serve drinks and food to the patrons, some work security and the head boss man is not even a man at all.

Kristen "Goldie" Pachula, the boss lady is a direct descendant of Mr. Pete himself. Goldie as she likes to be called is a hot-tempered woman with lots of pizzazz. She runs Cactus Pete's with an iron rod expecting only the best out of her employees. This is probably the most popular place in Jackpot to be employed and the waiting list for employment here is quite long.

Some how Goldie's family has been able to persuade the elders to allow them to own and operate the casino themselves. This could be because her great-grandfather, grandfather and father are all on the High Council of Elders. The church doesn't want to be known as "owning" such an establishment, but somebody has to own it and operate it. This is one of the few privately owned businesses in Jackpot. They pay a hefty tax to the church as an operating fee but that does not bother Goldie one bit.

Located in Cactus Pete's Casino are around 75 Slot Machines, 50 Crap Tables, 20 Roulette Wheels, and various other gambling games. The place is normally empty but on weekends it is a raging party. The citizens are looking for a place of escape from work, so they come here. The patrons are treated like kings; drinks are always on the house. There is an eating-place located on the premises. Food is very reasonable and the chefs can cook almost any meal, for a price. There is a live band and a dance floor located in the back. This is defiantly the place to go for a party.

At any time there are 100,000 chips of different denomination located in the back safe. This safe is well guarded (10 security guards) at all time by personnel. It is a very difficult (but not impossible) safe to get to as well as to crack (-50% lock pick). It is placed in a fire proof, sound proof, and bombproof concrete room, located in the basement of the casino. Only Goldie and her fathers know the combination, only Goldie has the key to the concrete room.

Below is a list of NPC and generics that might be found at Cactus Pete's Casino:

*-Kristen "Goldie" Pachula -HP:30, SQ:10, AP:7, DT:0, DR:0%, AC:8, Small Guns 60%, MAC 17 SMG (Ammo:50, Dmg:+7, Rng:25, AC:0, DR:-5, Dmg: 1d6), 200 chips, 5 Stimpaks*

*-Hawk Sunter: Head of Security- HP:50, SQ:14, AP:9, DT:2, DR:25%, AC:16, Small Guns 80%, M16A2 5.56mm (Ammo:100, Dmg:+6, Rng:40, 5.56mm AP AC:0, DR:-20, Dmg: 1d8), Leather Armor, 250 chips, 1 Super Stimpak, 5 Stimpaks*

*-Security Guards (35)-HP:40, SQ:12, AP:9, DT:2, DR:25%, AC:16, Small Guns 70%, UZI Mark 27 SMG (Ammo:50, Dmg:+5, Rng:20, 9mmAP AC:-10, DR:0, Dmg: 1d4), Leather Armor, 50 chips, 4 Stimpaks.*

*-Common Employees (165)-HP:20, SQ:10, AP:7, DT:0, DR:0%, AC:8, no weapons.*

#### **D. Government Center / Church of Jackpot**

Located in the center of town this is by far the largest building in Jackpot. This area is comprised of the actual church building and the government center grounds which is a training area as well as an outdoor recreation center. Every Sunday the inhabitants of Jackpot gather for their weekly indoctrination. The elders go through their production reports for the week and keep the citizens abreast on the wealth of the community. They pump the people up to work harder next week in order to meet high quotas and bribe them with bonuses if they do a good job.

The church building also houses the police station and jail. This is a poorly equipped station only five jail cells and no real police on duty, only volunteers. Most of the volunteer police force is farmers trying to make some extra chips to support their family. The police in Jackpot have a fairly easy job since crime is low due to the harmony in the town. Most of the calls are simple civil disputes. Locked in a large chest at the back of the police station are the following items: 10 Winchester Pump Shotguns, 200 12-gauge rounds, 3 Ak-47, 300 7.62mm rounds, 10 leather jackets, 5 suits of leather armor, and 1 suit of combat armor (worn by the high ranking officer on duty when needed). There are only 50 volunteer policemen in Jackpot; no more than ten are on duty at any given time.

The majority of the Church building is used for recreational purposes. Every Sunday there is a big feast with much food prepared to celebrate the accomplishments of the week gone by. Gambling is a favorite past time between the men on these occasions. The elders get to mingle with the workers and propagate their message on a one to one basis as well. Children get to play on the many jungle gyms. This area of the church building can hold 4000 people easily.

The final room in the church building is the Court Room. Here people get to have their day in court. These sessions are ran by an elected elder to act as a judge. Most cases are quickly dealt with as the judges decision as the final word and must be obeyed. This room is very small but necessary.

Below is a list of NPC found in the church building:

*Policeman (no rank) (20)-HP:40, SQ:12, AP:9, DT:2, DR:25%, AC:20, Small Guns 70%, Leather Armor, 50 chips, 1 Stimpak.*

*Policeman (high rank) (5)-HP:45, SQ:12, AP:9, DT:6, DR:40%, AC:30, Small Guns 90%, Combat Armor, 150 chips, 3 Stimpaks.*



*Generic Elder(100)-HP:28, SQ:10, AP:7, DT:0, DR:0%, AC:8, Barter 60%, 200 chips.*

*Generic Parishioner-HP:25, SQ:10, AP:7, DT:0, DR:0%, AC:6, Barter 40%, 10 chips.*

#### **E. Crazy Jose's (Black-market) Pawnshop**

Crazy Jose owns and operates this joint. It is a difficult place to find hidden under much rubble of a demolished shopping mall just outside of the city walls to the east. Jose has many high tech items, weapons, armor and more and if he doesn't have it in stock he can get it for you in a week (note: I am leaving the available stock at Crazy Jose's up to the GM to consider. The reason being Jose's stock is very diverse can change rapidly and be total different at any given time). All items sold here are at a premium price (200% of listed price) because of the high risk taken to operate this store. Also Jose will purchase or loan money on any item the player wants to barter (-80% listed value to loan). Of course if you get a loan on an item you must reclaim it in 30 day with an additional fee added or Jose will sell in his store. Jose charges 25% interest per month on all pawns, no need for good credit here. Jose has no guards because he thinks the people protect him for his services (at least that is what he thinks).

*-Crazy Jose: Age:65 HP:35, SQ:12, AP:8, DT:2, DR:25%, AC:16, Barter 110%, Small Guns 65%, M16A2 5.56mm (Ammo:50, Dmg:+6, Rng:40, 5.56mm AP AC:0, DR:-20, Dmg:1d8), Leather Armor, 10,000 chips total value (in small safe under the counter).*

#### **F: Medical Center**

This is a free clinic offering many cures to poison, radiation, broken limbs, eye damage and general healing of wounds. This clinic is well stocked with meds and equipment most of the time. The Elders do not spare any expense on the operation and stocking of this clinic. "Doc" Heden who actually is a ghoul from the waste operates it. He is a very proficient doctor and with the help of his 5 nurses they manage to keep the whole of Jackpot healthy and disease free.

*-"Doc" Heden: Age:155 HP:90, SQ:8, AP:8, DT:0, DR:0%, AC:5, Doctor 110%, First Aid 125%*

*-Nurse: Age:30-40 HP:30, SQ:10, AP:6, DT:0, DR:0%, AC:5, Doctor: 50%, First Aid 70%*

#### **G. Residential Areas**

The residential areas are mostly comprised of bombed out buildings restored with rubble and rough hand made lumber. These areas are very clean by order of law and are maintained by the citizens themselves. Finding free boarding is not a

problem since there are plenty of unsettled homes. There is a procedure to claiming a home in Jackpot but it is very simple. An acquisition form must be filled out at the government center and when it is filed the home is yours. Only citizens can actually own homes in Jackpot but anyone can “rent” one for the night.

## **6. Campaigning in Jackpot**

Now for the fun part! Creating a campaign or adventure with this resource. I believe there is enough here to center a campaign around or at least start a campaign from. Some ideas I have had are basic task running (gofer type quest) or maybe some rescue quests. Also I was thinking of a full-blown adventure (which you may see in the near future) that will involve the characters more closely with Jackpot’s officials. Below you will find a short quest to get you started on your way. Please email me with any ideas or tips that can be incorporated in my next adventure / campaign. If you have any questions about writing an adventure using this resource feel free to contact me as well. I hope this has wet your imagination and inspired you to get out there and write, write, write. Good Luck and most of all Have Fun!

## **7. Sample Quest: “This Town Needs an Enema!”**

This is a simple sewer crawl quest. This quest is designed for new characters that are looking for some experience points and treasure. It should not take more than an hour or two to complete and successful completion will give the characters a liked reputation in Jackpot. For this section you will need the bestiary in the Fallout PnP manual pages 65-74. Also needed is the Fallout PnP-Errata 2.01, pages 4-7.

### GM Background Notes:

There has never been a reason to explore the ancient sewers of Jackpot until now. There seems to have been an infestation of giant cockroaches in more recent months. Some of these freaks of nature are even brave enough to surface at night to find food. After a recent attack one of the elders dog was taken by one of these foul beast. He is outraged and approaches the characters to do a sweep of the sewers and cleanse them of all pests. They will be paid 500 in chips for the job when completed.

The sewer map is a catacomb of twist and turns with five distinct areas infested. I will leave it up to the GM to draw the layout map of the sewers but I have provided the description for each area that is of importance. This is an opportunity for the GM to put his story telling and map skills to work but should be a simple task to complete. Also feel free to add random encounters to lengthen this quest to your liking. Most importantly, have fun and don’t sweat the small stuff.

### Encounters:

1) Read the following: Giant Cockroaches (pg.67)

As you round the corner 10 Giant Cockroaches scatter from the center of this small room. Some climb up the walls and others simply find a big rock to get behind.

They seem to be more afraid of the light than they are of you. At your amazement three of the larger ones run towards you.

The three roaches moving towards the party are at a range of 5m the remaining roaches staying at a range of 10m until attacked at which point they will fight to the death. The battle will proceed as usual. After the battle the party will find various items lying on the ground: 2X Flares, 1X Stimpak, and 1X Combat Knife.

2) As the party proceeds through the sewers they begin to hear a faint squeaking noise ahead of them. If they continue they will see what is making these noises.

Read the following: Rad Rats (pg.65)

Ahead you see 10 glowing creatures about 30cm in length. As you get closer you realize they are Rad Rats. They also notice you and attack immediately

This battle should be straightforward; the rad rats start at a range of 15m and move rapidly towards the party.

3) Read the following:

On the ground ahead of you is a corpse of what looks like a human male. It looks as though he has recently met his fate, but all the same he is dead and he is wearing armor and a backpack.

The backpack contains 50 chips, some rotten food, 1 Stimpak 23 12-gauge shotgun shells and some bedding items. Also the corpse is wearing leather armor in good condition. Strapped to his side is a Winchester Double Barrel Sawed Off Shotgun with 2 discharged shells in the chamber.

4) Near the end of the sewers the party will come across the hardest battle yet.

Read the following: Giant Cockroaches (pg.65)

You are approaching a very large room. This has got to be near the end of the sewers as you can see light coming from the other side of the room just ahead. It seems as though the floor is moving, as you get closer to the opening to this room. This is a horrid sight 30 Giant Cockroaches are all congregating in this area. They do not seem to notice your arrival as they are just going about their business.

This is a mother of a battle for the amount of targets available. Due to the number of cockroaches the characters will get three rounds of attacks before the first five closest giant cockroaches figure out what is going on. They will attack and then every two rounds five more will join in the battle until all cockroaches are dead or the party flees.

5) The Final Battle (Optional GM if the characters are not up to this battle skip it): After the party dispenses of the 30 giant cockroaches the mother of all roaches approach through an open door at the other side of the room.

Read the following: Greater Cockroach (errata pg.5)

You have killed all the giant roaches in this room. As you sit down to rest you see two roaches even bigger than the 30 you just killed. They enter through an open door at the other side of the room and approach you as though you are dinner.

The greater cockroaches should pose a mortal threat and immediately starts spitting poison at the party. They will fight to the death. The battle should proceed as usual.

Conclusion:

After the party exterminates the giant roach infestation they should be rewarded 200XP's for the completion of this quest (this is in addition to the XP's gained during battle). Also they should report back to the elder that granted them the job, he will pay them 500 chips for cleansing the sewers. The civilians of Jackpot rejoice for they no longer have to worry about being eaten by a giant roach. Also the characters gain a "Liked" status in Jackpot.

## **8. Final Thoughts**

I do hope that you have enjoyed this resource book as much as have had writing it. I just could not wait to get it in your hands. Allow this to spark your imagination and get to work on your own writing for the Fallout PnP world. We do need more add-ons such as this, to keep the Fallout Universe growing.

If you have any questions or need clarification for this work feel free to email me. If I have omitted some important information or missed some important points let me know. I hope to get feedback from you on this project. Be watching at [iamapsycho.com/fallout](http://iamapsycho.com/fallout) for future campaigns involving Jackpot, now in the works. Happy adventuring.

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