

A TRADER'S GUIDE TO TENNESSEE

Welcome to Tennessee Yankee!

In this guide you will find rules on how to play a game set in Tennessee. Enjoy!

-Andrew Martin

I. A HISTORY:

History of Tennessee (as told to me by Athulu, Uiaoe Shaman)

Child I tell you the story that has been told for many years through our tribe, long ago, before the scourge, there were great tribes, they ruled massive lands, one day these tribes went to war, they invoked the wrath of god, but god saw that these tribes had become to powerful, so his wrath fell on all of them, and the land changed, forever. But, god is not completely cruel, he spared some and gave everyone just enough to live, and his wrath bore new beasts, so became the world. Many tribes ruled the land, but some weren't satisfied with that, so they became raiders or built towns out of scrap, and some came from Vaults, and others simply hid from god and started anew in the ruins of the Old Ones. Then the Super-Mutants came, and now they have become part of this intricate web, like that of a Dryder's, this web Tennessee.

II. LOCATIONS:

Locations: Places in the wasteland of Tennessee that are well rooted.

Fort Crater:

Population: 0 known

Radiation Level: Deadly

Description:

Fort Crater (once known as Fort Campbell) was where a tactical Megaton Warhead hit, crippling the military in case of a land-based invasion. It is known as Fort Crater for obvious reasons, since all it is a big crater that once was a fort. Travellers are advised to be weary of it, since anything that get's within half a mile is as good as dead.

Neo Nashville:

Population: 40,000 (not counting slaves)

Radiation Level: Low

Description:

Nashville, a city of traders, gambling dens, Bloody Rugby, Pitfighting, and gang warfare. There are plenty of places for drink, barter, rest, and entertainment. However, tensions are rising between Punks and Police. Sometimes there's open warfare between the two sides in the streets. So a traveler might get caught in the middle of a conflict. This aside, you can find almost anything or have any experience for the right price in Nashville. Just as before the war, religion is everywhere in Nashville, most common is The Divine Church, who control quite a bit of the Police gangs and numerous bussinesses. The Armageddonists have a rather large mission close to the Riverfront, a prime spot to bring

in the downtrodden. As for Bartering there are three prime places: The Caravan Center, The Barterer's Market and Trader Mills, where two Trading Companies own most of two. WastelandWarez has gotten it's clutches on the The Caravan Center, while The Opry Company runs Trader Mills. The Barterer's Market is run by independent traders who have their own guards and run assorted places. The competition between the two Companies is fierce, and promotions abound, Ranging from Free Nuka Cola to Car Giveaways, both Nashville based companies will do anything to get ahead in the buyer race.

The Dam:

Population: 2,500

Radiation Level: Low

Description:

An Ancient Dam built on the former Tennessee river, which is now a dry riverbed. It is home to 2,500 Refugium soliders, who have converted the massive structure into a mighty fortress and call it Fortress D-5000, with defensive howitzers on the roof. Travellers aren't welcome and will be shot on sight. The reason it is there is to exercise the Refugium's military might and inspire fear of the Machine Gods.

Scrap Field:

Population: 750 (not counting Raiders)

Radiation Level: none

Description:

A massive collection of scrap along a ruined super-highway, it is home to numerous cutthroats, bandits, and raiders. On the outer southern edge, a small group of scavengers live, who go deeper into the perils of the scrap to collect useful items to sell to passing caravans and traders. The most infamous Raiders who live in the scrap are the Jolly Roger Raiders. A ruthless band of cutthroats, they raid the surrounding settlements and passing caravans. They seem to have some sort of agreement with the scavengers on the southern part, since the scavengers never seem to talk about raids, and many a time an artefact looted by the Raiders from a caravan turns up for sale on a stand two days later. Also living amongst the junk, is a rather crazy individual with a love for explosives. He is known simply as "The Mad Bomber" and loves to blow things up. He (or she) has become a real nuisance to all so a high price is offered to those who capture the individual by many Junk-Dwellers. Numerous creatures live within the Scrap, so exploring can be a real hazard.

Atomic Ridge:

Population: 5,000

Radiation Level: Moderate

Description:

The old Oakridge laboratory, this massive nuclear warhead factory and laboratory has become the home of the Armageddonists or The Children of the Apocalypse as they are sometimes called. Crazy Domsayers, they were driven out of Iorn City by the Refugium. Old texts spoke of a place where the old ones manufactured Atomic Bombs, a

mighty laboratory called Oakridge. They flocked there, and flourished. It now is heavily guarded by Enviro-Armoured Guards wielding combat shotguns and plasma grenades. Visitors aren't welcome, and given fair warning to "leave this holy place or soil the sacred ground with your lifeblood" and they can back that threat up. Most of the population are either ghouls who are usually working on the bombs or computer systems, since they have such good understanding of the machines. Humans are either guarding certain areas or going about their business in their dark red robes, and numerous humans act as technicians as well.

Tecumseh:

Population: 10,000

Radiation Level: Low

Description:

Formed by Cherokee who left their reservation some 50 years after the bomb. It is a peaceful settlement, Home to the Uiaoe tribe, surrounded completely by an adobe wall. The houses are small adobe buildings with tile roofs made of scrap. The Uiaoe live a simple life, growing their own crops and brahmin. They also hunt animals out in the wastes. At the center of the community is a large firepit around 15 feet deep, sitting right in front of the elder longhouse. Unlike most tribals however, they wear armour and wield guns. Since they grow a surplus of food, they trade crops, meat, and leather to gun dealers in Nashville in exchange for weapons and ammunition. Most of the tribals have hunting rifles or shotguns since they are useful to hunt and kill with, although occasionally pistols and SMGs can find their way into a hunter's hands. The Main gate is guarded by two tribesmen using the attached Miniguns. Visitors are welcome, but mistrusted.

Jhonnyville:

Population: 500

Radiation Level: none

Description:

Jhonnyville is a tiny trading town, where one passing through could relax, get refreshed and take a nap without worry. That's pretty much it. It's economy thrives on trade. Visitors are definitely welcome.

Chatanooga:

Population: 12,000

Radiation Level: none

Description:

Chatanooga is alot like Nashville, only it's controlled by one central government. People are free to say and practice what they want in Chatanooga, and trade is always welcome. Violence is not tolerated and visitors are required to check their weapons at the gates. All in all a great example of what humanity can do if it works together. Slavery is not allowed in Chatanooga.

Iorn City:

Population: 25,000

Radiation Level: low

Description:

Iorn City (formerly known as Knoxville) got its name for many reasons. Number one: it was filled with factories that mass-produced arms before the war. Number two: cybernetic laboratories were built there. Finally Number three: The Refugium who worship the Machine God live there. It's very unfriendly to visitors, unless they are a cyborg. Ghouls with or without cybernetics aren't allowed since they are "unworthy" of the holy Machine. If you can get in, there's not much other than praying and rallies, along with arms manufacturing. There is a slight "war" going on between them and the folks at Atomic Ridge.

Plantae Temple:

Population: 500

Radiation Level: low

Description:

A large two-story, adobe building, surrounded by a wall. The Plantae Temple is the only known concentration of Plantae Cultists in the wasteland. The shabby robed figures go about nurturing their crops on the outer yard and raise spitting plants on the inner courtyard. They live simply, and don't usually welcome visitors, however, if a patrol finds a sick or badly injured person, they'll bring them back, nurse them to health and send them on their way. A strange place that most people avoid if at all possible.

Mictlan:

Population: 23,000

Radiation Level: moderate

Description:

Mictlan is the Underworld in Mayan Culture, and quite right too. During the daytime the surface is devoid of life, but at night, the Ghouls, Glowing Ones, and all manner of other critters come out. Five factions of Ghouls exist, and each constantly vies for supremacy over the others. A large disease control lab existed in the city, and when the bombs dropped, the diseases were released, although most of them have since been killed by fallout, a few survived, most notably The Black Plauge. A leaking Nuke Reactor is at the heart of the city, which gives the Ghouls that little bit of radiation. Most Normies and Cyborgs aren't welcome, but there is no coherent government, so anyone can really enter the city. But, anyone in their right mind would avoid the city at all costs.

VaultTown:

Population: 5,000 (not counting slaves or campers)

Radiation Level: none

Description:

VaultTown is a Vault turned into a town. It was founded by several traders, a mercenary company, and some outcasts all looking for a solid place to live. Citizens live in the vault, and anyone selling something who doesn't live there camps outside. It's pretty much the trading capital of Tennessee, and one could buy almost anything there. Slaves are bought and sold on the auction block, while pitfights entertain many. It is governed by a Trader

Council with the Head Trader in the Overseer's chair, with 4 other council members on each side. All trials and disputes are brought before them. Visitors are always welcome.

Bedford:

Population: 650 (not counting slaves)

Radiation Level: low

Description:

Bedford is a New Confederacy governed town, and a disliked one at that. It's economy thrives on the slave trade and the New Confederacy. More or less a pitstop for travellers, and if you have tribals, mutants, or ghouls in your party, better say they're your slaves. It's nestled nicely in a small valley. You'd probably want to avoid it.

Skullbone:

Population: 1,000

Radiation Level: moderate

Description:

A community of Ghouls and Mutants. It has a close proximity to Fort Crater, giving it its name, since bones and skulls are everywhere in the area. The ghouls and mutants enjoy a peaceful living there, salvaging scrap, weaponry, and ancient tech from ruins and less radioactive parts of Fort Crater and trading it across the wasteland, living in tents and ramshackle huts made of scrap. Their leader is a gruff Mutant named Karl. Everyone is welcome, but normies are mistrusted.

Rosetta:

Population: 2,000 (not counting slaves)

Description:

A small town that grows crops, raises livestock, and works the Iorn Mine. Essentially one giant farm and a big mine, there's not much to do in Rosetta. They trade their produce and raw ore to other cities, towns, and organizations. Visitors are welcome.

III. CRITTERS:

Critters: Loads of 'em are to be found in Tennessee. (Note: this replaces the Bestiary in the regular rules!)

Mutations: Mutations of critters that once were.

Mammals: warm blooded, body hair or fur, give milk, live births, you get the picture

Common Rat: Large Rodents, they have beady red eyes, hairless tails, and often carry disease.

Common Rat:

HP: 10

SQ: 6

AP: 6

XP: 25

CC: 3%

AC: 5 DR DT

Normal: 0 0

Laser: 0 0

Fire: 0 0

Plasma: 0 0

Explosion: 0 0

PR: 50%

RR: 20%

G/R: 0/0

Attacks: Claw (75%, 3 AP, D: 1d4, none); Bite (70%, 3 AP, D: 1d4, Poison Type A)

Rad Rat: Same as above, except they glow in the dark!

HP: 10

SQ: 6

AP: 6

XP: 35

CC: 3%

AC: 5 DR DT

Normal: 0 0

Laser: 0 0

Fire: 0 0

Plasma: 0 0

Explosion: 0 0

PR: 60%

RR: 100%

G/R: 0/0

Attacks: Claw (75%, 3 AP, D: 1d4, successful HIT +10 rads); Bite (70%, 3 AP, D: 1d4, successful HIT +10 rads)

Brahmin: A large two-headed cow, they form a staple in Post-nuclear Tennessean diets. Some people have been known to tip them over in the dead of night. They also pull large caravans and are a source of good leather in the wastes, the most common way you'll find them cooked is barbequed, yee-haw!

HP: 40

SQ: 6

AP: 6

XP: 50

CC: 2%

AC: 5 DR DT

Normal: 2 10%

Fire: 0 0

Laser: 0 0

Plasma: 0 0

Explosion: 0 0

PR: 20%

RR: 30%

GR: 0/10

Attacks: Horn (75%, 3 AP, D:2d8, none)

Warthog: A massive swine, it's probably a mutant form of the boar. It can grow about 2 1/2 to 4ft tall and 4-5ft in length. It has short bristly light brown fur, and long stringy dark brown hair growing on the ridge of its back and the top of its head. They have large wicked looking tusks, and jagged teeth that are sharp as razors, many diseases live in their mouths that have a similar effect to poison. They're omnivorous so they'll eat anything that moves. They attack either alone or in herds of 10-50 which are usually led by an alpha male.

HP: 35

SQ: 8

AP: 8

XP: 150

CC: 3%

AC: 12 DT DR

Normal: 4 5%

Laser: 0 0

Fire: 0 0

Plasma: 0 0

Explosion: 0 0

PR: 45%

RR: 0%

GR: 0/0

Attacks: Tusk (85%, 4 AP, D: 2d6, none); Bite (80%, 2 AP, D: 1d4, Poison Type A)

Perchon: A large mutant horse, these creatures are hideously deformed from their once sleek appearance. They no longer have manes, or fur. Rather they have extremely tough hides with hard mottled scales on top. Their warm eyes are a glossy black, and they have 3 types: Pomona, Naunet, and Cobalt. Pomona range from a light tan to dark brown. Naunet can be a tan-green color to a dark earthy green. Finally Cobalt range from dark grey to jet-black. Their scales are a subsequently lighter shade. Their height ranges from 6-8 feet and their length can go from 5-8 feet. Perchons are used by all kinds of Tennesseans, From Tribals to Raiders. They are almost Necessary to traverse the wastes, if you can't afford to buy and maintain a vehicle.

HP: 50

SQ: 7

AP: 12

XP: 75

CC: 2%

AC: 12 DT DR

Normal: 4 5%

Laser: 0 0

Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 50%
RR: 0%
GR: 0/0

Attacks: Trample (90%, 6 AP, D: 1d8, none) Hind-kick (85%, 4 AP, D: 2d6, can perform only on someone standing behind it)

Grizzly: A large mutant form of a Grizzly Bear, these creatures are some of the most fearsome in the wastes, able to take on a Deathclaw. They are large, 8 feet in length, and about 6 feet tall, they usually move about by walking on all fours, but when fighting they stand upright. They have long curved claws and sharp fangs. Their fur is black with a dark tan on the muzzle and paws and is short and patchy, with spots of rough tan hide showing clearly. Their eyes are jet black and dim looking. They hibernate during winter (december, january, february) and are active during spring (march, april, may) and summer (june, july, august) and fattening up during fall. (september, october, november) They usually live in mountainous regions and/or caves in dens of 5-20 Grizzlies.

HP: 60
SQ: 10
AP: 9
XP: 750
CC: 4%
AC: 16 DT DR
Normal: 3 30%
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 65%
RR: 0%
GR: 0/0

Attacks: Claw (90%, 3 AP, D: 4d6, none) Bite (75%, 3 AP, D: 2d8, none)

Feral Dog: A dog who has reverted back to his natural instincts, there were quite a few of these fellas before the war, and now there are even more since there are no dog catchers. They come in all shapes, sizes, and colors. They are either lone or more commonly found in packs of 5-30 led by an Alpha Male, usually near settlements or in ruins.

HP: 20
SQ: 6
AP: 6
XP: 100
CC: 4%
AC: 3 DR DT
Normal: 0 0

Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 20%
RR: 10%
GR: 0/0

Attacks: Bite (80%, 3 AP, D: 1d8, none) Maul (70%, 4 AP, 2d6, roll against dex to avoid knockdown)

Wolf: *Cainus Lupus*, these cainines are pretty nasty. While friendly alone, they are vicious in packs of 10-30 and like their domesticated counterpart, they are led by an alpha male. The Tennessee variety are smaller than their northern counterparts since their previous climate wasn't that harsh, and it still isn't.

HP: 20
SQ: 6
AP: 7
XP: 100
CC: 5%
AC: 4 DR DT
Normal: 0 0
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 25%
RR: 15%
GR: 0/0

Attacks: Bite (80%, 3 AP, 1d8, none) Maul (70%, 4 AP, 2d6, roll against dex to avoid knockdown)

Dog: Man's best friend, they come in all shapes, sizes, colors, and breeds. Who could resist having one as a pet?

HP: 20
SQ: 6
AP: 6
XP: 100
CC: 4%
AC: 3 DR DT
Normal: 0 0
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 20%

RR: 10%

GR: 0/0

Attacks: Bite (80%, 3 AP, D: 1d8, none) Maul (70%, 4 AP, 2d6, roll against dex to avoid knockdown)

Robo-Dog:

A cybernetic Pooch. They are extremely intelligent and extremely rare. They are never found roaming about the wastes, but are rather in laboratories and other places. They are commonly programmed to speak English and take basic commands.

HP: 30

SQ: 6

AP: 6

XP: 250

CC: 4%

AC: 6	DR	DT
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Normal:	0	0
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Laser:	0	0
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Fire:	0	0
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Plasma:	0	0
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Explosion:	0	0
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PR: 30%

RR: 15%

GR: 0/10

Attacks: Bite (80%, 3 AP, D: 1d8, none) Maul (70%, 4 AP, 2d6, roll against dex to avoid knockdown)

Invertabrates: An exoskeleton instead of an indoskeleton, they lay eggs.

Muddauber: a smaller, less-deadly breed of giant hornet, these are the most common. They grow from 1-2 feet long and have brick red bodies with coal-black wings. They often attack in swarms of 10-30.

HP: 10

SQ: 6

AP: 6

XP: 150

CC: 2%

AC: 5	DR	DT
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Normal:	0	0
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Laser:	0	0
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Fire:	0	0
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Plasma:	0	0
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Explosion:	0	0
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PR: 80%

RR: 10%

GR: 0/0

Attacks: Sting (80%, 3 AP, D: 1d6, Poison Type B)

Yellow Jacket: A larger, meaner, much more dangerous version of the Giant Hornet. It is easily indentified by it's yellow and black striped body. They grow 1-2 1/2 feet long and move in swarms of 10-30.

HP: 12

SQ: 6

AP: 6

XP: 200

CC: 3%

AC: 5	DR	DT
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Normal:	0	0
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Laser:	0	0
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Fire:	0	0
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Plasma:	0	0
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Explosion:	0	0
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PR: 90%

RR: 10%

GR: 0/0

Attacks: Sting (80%, 3 AP, D: 1d6, Poison Type D)

Large Roach: a larger mutated form of the common cockroach. Found in very seedy areas, like ruins or cities. They look like a big cockroach, and are about the size of a rat (1 ft length) They attack in swarms of 25-50.

HP: 10

SQ: 6

AP: 6

XP: 100

CC: 3%

AC: 5	DR	DT
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Normal:	0	0
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Laser:	0	0
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Fire:	0	0
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Plasma:	0	0
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Explosion:	0	0
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PR: 70%

RR: 90%

GR: 0/0

Attacks: Mandibles (70%, 3 AP, D: 1d4, Poison Type A)

Giant Cockroach: A REALLY, REALLY, big Roach. These are the most dangerous type of all. They spit a light corrosive acid and have a venomous bite. Yikes! They grow 2 1/2 to 3 feet tall and grow 3-4 feet in length. They live in seedy areas and attack in swarms of 5-15.

HP: 20

SQ: 6
AP: 6
XP: 100
CC: 4%
AC: 10 DR DT
Normal: 0 0
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 90%
RR: 90%
GR: 0/0

Attacks: Mandibles (70%, 3 AP, D: 1d8, Poison Type A) Acid Spit (80%, 4 AP, D: 1d8, Acid Type A Range 5 Meters)

Nightcrawler: A massive mutant worm, they are some of the most feared creatures in the wastes. Being 15-20 feet in length and 3-5 feet thick, they are tough customers. Their pink bodies are long and segmented, their hides thick and slimy. They have large gaping poison dripping maws that devour all life. Luckily, they are solitary creatures and live out in less civilized areas of the wastes.

HP: 70
SQ: 8
AP: 8
XP: 800
CC: 7%
AC: 18 DR DT
Normal: 5 30%
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 95%
RR: 90%
GR: 0/0

Attacks: Devour (90%, 4 AP, D: 3d8, Poison Type D)

Boom Bug: A large mutant form of the lady bug. They have a very bad disposition. What makes them special? They explode on contact with a target creature. They attack in swarms of 1-10.

HP: 10
SQ: 6
AP: 6
XP: 50
CC: 2%

AC: 0 DR DT
Normal: 0 0
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 0%
RR: 10%
GR: 0/0

Attacks: Explode (95%, 6 AP, D: 2d8, Explosion)

Giant Ants: these are monstrous ants, mutated from the Fire variety. They live in large underground colonies ruled by a queen. Occasionally these colonies will tunnel into a sewer system or a cave network. In appearance they are flame red with bodies as long as 3 feet. Scouts might venture from the "Hill" and search for food. They usually travel alone leaving an invisible scent trail for workers to follow. Then, a long chain of gatherers leaves the hill and picks up the carrion, if disrupted, they will get rather violent and attack.

HP: 15

SQ: 6

AP: 6

XP: 50

CC: 3%

AC: 2 DR DT
Normal: 0 0
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0

PR: 100%

RR: 60%

GR: 60/90

Attacks: Mandibles (60%, 3 AP, D: 1d6, Poison Type C)

Dryder: Arachnaphobes will be biting their nails on this one. The Dryder is a gigantic mutated form of the black widow spider. They have become much more "coarse" in that they have rough carapaces with small spikes growing out of them. They are solitary creatures, preferring to lair in caves or abandoned buildings making a thick white, sticky intricate web, with the husks of victims wrapped up in it, and when their web is disturbed, they move quickly and attempt grab their prey and sink their teeth into them, using a powerful poison to incapacitate a victim. During mating season, a male and female will mate and then the eggs will be given under the care of the male, until they hatch, grow, and start their own lairs.

HP: 35

SQ: 7

AP: 10
 XP: 1,000
 CC: 7%
 AC: 15 DR DT
 Normal: 0 0
 Laser: 0 0
 Fire: 0 0
 Plasma: 0 0
 Explosion: 0 0
 PR: 100%
 RR: 70%
 GR: 60/90
 Attacks: Bite (95%, 5 AP, D: 2d8, Poison Type F)

Reptillians: Scaly, egg-laying, cold-blooded creatures. They thrive in a hot desert climate.

Bone Snake: A long thick kind of snake, their length ranges from 8-12 feet and their width 2-3 feet. They have assorted colors and patterns, from bright green to black with yellow stripes. They have a long row of curved spines growing down their backs, but their most notable feature is the humanoid skull, with seemingly no eyes. Their venom is deadly, they are either solitary or they live in dens of 5-20. When they attack they "stand up" and bite, which is then followed by constricting their opponent. Not nice.

HP: 25
 SQ: 10
 AP: 10
 XP: 750
 CC: 10%
 AC: 6 DR DT
 Normal: 0 0
 Laser: 0 0
 Fire: 0 0
 Plasma: 0 0
 Explosion: 0 0
 PR: 100%
 RR: 25%
 GR: 0/25
 Attacks: Bite (90%, 5 AP, D: 3d6, Poison Type E); Constrict (95%, 5AP, D: 4d8, roll against endurance to avoid being knocked out)

Dixie Deathclaw:

Another breed of Deathclaw, The Dixie Deathclaw is a large bipedal, reptilian beast, with massive claws. The features suggest that it could be a heavily mutated form of the Skink, a lizard once common in wooded areas. It has a very reptilian face, with large jagged teeth, and two malvolent jet-black eyes, on it's head is a series of curved horns, they also have short tails that almost touch the ground, which can regenerate. Their color ranges

from Tan-Green to Emerald While smaller than it's western cousin, 250 cm, it's also faster, and more agile. (for a deathclaw) The Dixie variety all have poisonous claws and fangs. They are also less resistant to fire and more resistant to poison.

HP: 65

SQ: 10

AP: 12

XP: 800

CC: 10%

AC: 30 DT DR

Normal: 4 40%

Laser: 0 0%

Fire: 3 30%

Plasma: 0 0%

Explosion: 4 40%

PR: 85%

RR: 60%

GR: 0/40

Attacks: Claw (90%, 3 AP, D: 3d8, Poison Type D) Gore (85%, 5 AP, D: 4d8, none) Bite (90%, 2 AP, D: 2d8, Poison Type D)

Snapper: A colossal beast, it resembles a snapping turtle. It has two malicious bony heads that have powerful crushing jaws. Their tough leathery hides are a sand color, while their massive spiked shells are a dark brown. They grow 15 to 20 feet in height and 16-18 feet in length. They are a solitary creature that lives out in the Cursed Earth, and they rarely come into Tennessee, so most believe they are a myth. But for those who have encountered it will have that image etched into their memories for the rest of their lives.

HP: 450

SQ: 12

AP: 15

XP: 3,500

CC: 25%

AC: 50 DR DT

Normal: 5 40%

Laser: 0 0

Fire: 5 40%

Plasma: 0 0

Explosion: 5 40%

PR: 70%

RR: 95%

GR: 0/60

Attacks: Bite (90%, 3 AP, D: 4d8 + 5, Poison Type D); Headbutt (95%, 5 AP, D: 4d10 + 15, roll against dex to avoid being knocked down)

Avians: warm-blooded, feathers, lay eggs

Buzzard: a giant vulture, the buzzards are a ruthless predator that often compete with harpies for territory and prey. They usually attack the sick and dying, but have been known to attack perfectly healthy travellers on occasion. They are large hunched birds, with black feathers that have a white trim. Their heads and necks are featherless and their beaks are long and jagged. They grow about 4 feet tall. They fly in flocks of 5-12.

HP: 20

SQ: 8

AP: 8

XP: 350

CC: 6%

AC: 13 DR DT

Normal: 0 0

Laser: 0 0

Fire: 0 0

Plasma: 0 0

Explosion: 0 0

PR: 85%

RR: 70%

GR:0/0

Attacks: Talon (80%, 4 AP, 1d6, none); Bite (90%, 4 AP, 1d8, Poison Type B)

Cockstrich: A very strange mutant form of the common chicken. They have been a staple in Tennessean diets for many years. Standing about 5-6 feet tall, they resemble an ostrich with white fur, yellow legs with chicken feet, and a crest and waddle, plus a sharp yellow beak. Their meat and eggs are raised and sold. They don't really have much of a hierarchy, but rather, they simply wander around the wastes if not in farms.

HP: 10

SQ: 6

AP: 6

XP: 100

CC: 2%

AC: 5 DR DT

Normal: 0 0

Laser: 0 0

Fire: 0 0

Plasma: 0 0

Explosion:0 0

PR: 35%

RR: 15%

GR: 0/0

Attacks: Peck (75%, 3 AP, D: 1d6, none); Scratch (80%, 3 AP, D: 1d6, none)

Gulls: a vicious flesh-eating mutation of the sea-gull. Kind of like The Birds only in a Post-Nuclear setting. They have a rough hide with occasional patches of pure white feathers, and razor-sharp jagged beaks. They are always found in flocks of 15-200.

HP: 5
SQ: 6
AP: 3
XP: 15
CC: 0%
AC: 2 DR DT
Normal: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 10%
RR: 50%
GR: 0/0

Attacks: Peck (80%, 3 AP, D: 1d6, Poison type A); Scratch (50%, 3 AP, D: 1 d3, none)

Abominations: these critters just ain't right. They don't look like anything that once was, and there are wild stories about their origins.

Harpy: A human looking creature with large wings. They are sleek and very muscular, their faces are pointed and their noses are especially characterising. Their hair and feathers are jet black, their hands are five long silvery fingers, ending in long razor-sharp nails. Their feet are silvery talons with only 3 "fingers" with more black feathers growing at the top. They have flocks of 10-35, led by an Alpha Male or Female, which lair in high up secluded places, the top floor of a skyscraper, mountain caves, etc. and leave to prey on locals.

HP: 25
SQ: 7
AP: 7
XP: 350
CC: 10%
AC: 12 DR DT
Normal: 0 0
Laser: 0 0
Fire: 0 0
Plasma: 0 0
Explosion: 0 0
PR: 30%
RR: 10%
GR: 0/0

Attacks: Talon (80%, 4 AP, D: 2d8, successful HIT + 15 rads); Claw (90%, 3 AP, D: 1d8, successful HIT + 10 rads)

Land Shark: A large dark reddish-brown creature, with a smooth hard, oblong shell. It's head is long (2 ft.) and it's body (3 ft.) is slightly longer. They only range around 2 ft in height at adulthood. The Head opens all the way to one inch before touching the body, in

the mouth are three rows of long jagged teeth. The Land Shark's powerful stomach acids can digest most materials, even poison and metal. Which is where they get their name. Luckily for a Traveler, they are found only very rarely in groups of 1-3 close to the Cursed Earth.

HP: 100

SQ: 6

AP: 10

XP: 1,000

CC: 15%

AC: 20	DR	DT
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Normal:	4	40%
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Laser:	4	40%
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Fire:	0	0
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Plasma:	0	0
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Explosion:	4	40%
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PR: 100%

RR: 50%

GR: 0/20

Attacks: Bite (95%, 5 AP, D: 4d8, none)

Tentacle Beast: Probably one of the most horrifying creatures in the wastes. It has a headless humanoid looking torso, that is rotting looking and seems to stay in that perpetual state. Sprouting out of this torso are 8-12 ft. long tentacles, that appear worm-like, and end in squid-like "pads". They've only appeared inside Mictlan and the area surrounding it, (all the more reason for travellers to avoid it) and other high radiation level ruins. They are found in groups of 1-20.

HP: 45

SQ: 6

AP: 6

XP: 900

CC: 5%

AC: 12	DR	DT
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Normal:	2	25%
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Laser:	0	0
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Fire:	0	0
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Plasma:	0	0
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Explosion:	2	30%
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PR: 85%

RR: 100%

GR: 60/90

Attacks: Slap (90%, 3 AP, D: 2d8, successful HIT +10 rads); Crush (90%, 6 AP, D: 5d8, successful HIT +20 rads)

Dragoon: A hideous mutation of a human that has only base intelligence, these are nasty critters. They have a long shell that looks vaguely like a lobster-tail without the little fins

at the end. Instead with a long armored scorpion-like tail. The head looks like a human's, but hairless with a few patches of missing skin, and mandibles coming out of the left and right sides of the lower jaw. The legs look like well muscled, palid, human arms, also missing patches of skin, with small barbs coming out their elbows. Their eyes are solid black orbs, showing little emotion or pity. One of their primary attacks is to shoot a poisonous barb at their enemies. One could find them concentrated in prides of 5-20 in radioactive areas. (Fort Crater, The Outskirts of Mictlan, etc.)

HP: 75

SQ: 6

AP: 10

XP: 1,000

CC: 3%

AC: 20 DR DT

Normal: 0 0

Laser: 5 50%

Fire: 0 0

Plasma: 5 50%

Explosion: 0 0

PR: 50%

RR: 100%

GR: 0/20

Attacks: Punch (90%, 2 AP, D: 1d8, successful HIT +5 rads); Mandibles (90%, 4 AP, D: 2d8, successful HIT +10 rads Poison Type D); Barb (85%, 4 AP, D: 3d8, Poison Type E Range 8 Meters)

IV. ORGANIZATIONS:

Organizations to be found in Tennessee:

Raiders: raiders are everywhere in Tennessee, they can take the form of flat out nomads, constantly moving from place to place, attacking caravans and small farms. This is the most common type. There are also Speed Gangs, who roam trading routes, ancient highways, and other paths on motorcycles looking for fights, loot, and women. They aren't very nomadic, but usually hang around towns and ruins in their territory and venture out to raid. Then there are 3 established raider bands (established meaning large and has been around for awhile and will be for alot longer) each of which I will describe in detail.

The Nuke Griffons: a large and powerful raider band, they operate out of "The Palace" an abandoned old Vault they converted into a big fortress, it's out in the Northwestern part of the wastes, somewhere near one of their strongholds. (I haven't made much of an effort to look for the location for fear of my life!) They're headed up by some freak named The King, who thinks he's related to some old royalty, and that this is all his land. So he has a large follower base, and sets up small strongholds which relay back to "The Palace" that are usually manned by 10-20 raiders. Also, they are extremely well equipped, and energy

weapons are often used. Not nice folk. Their insignia is a fluorescent white, deformed, griffon on a navy blue background.

Brown Mountain Boys: an extremely ruthless raider band that operates in the Appalachian Mountains, they (along with the tribals and critters) severely hamper travel through them. They seem to be more like outlaw woodsmen than real raiders, wearing leather armor and wielding less advanced weapons such as spears, bows, hunting rifles, and axes and they also frequently use dogs in combat. Evidence points to the Raiders being holed up in some cavernous mountain stronghold, and I have been able to mark a vague location of it on the map, but I have no map of that area because my caravan party was massacred by tribals. Speaking of tribals, they are constantly at war with the Kaosa tribe who see them as desecrators of the Sacred Appalachians. Their insignia is a long, crude, undetailed bowie knife.

Redhawk Marauders:

A crazed band of nomadic barbarians who believe in folklore and superstition. One such tale is of the Redhawk, a massive crimson colored Pheonix that swoops down and strikes like lightning out of the blue. They base their philosophy(?) of war around that nonexistent avian. Strike Fast, Strike Hard, Strike First. The bird is obviously where they take their name from as well. Continuing along about the raiders themselves, woe to the town or trader that might be in their path. But, luckily, these freaks talk of some great journey to find the Redhawk itself. So they will probably disappear into the Cursed Earth in 10 or 20 years. They travel in a massive group (numbering anywhere from 100-150) with small scouting parties. Also, lots of black leather, chainmail, and red pheonix feathers are worn. Where they came from is unknown, they just drove in from the southern Cursed Earth. Their symbol is a solid red pheonix.

Tribals: Tribals are a strange breed, being both peaceful farmers and ruthless warriors simultaneously. 2 Major Tribes exist within the Tennessee borders, The Uioae (Pronounced You-eye-oh-a) and The Kaosa (Pronounced Kay-oh-saw) each one having its own unique culture, religious practices, and ways of war.

Uioae: the largest tribe of Tennessee, the Uioae definitely have made "Tribal on the Warpath" a feared phrase. Formed by Cherokee who left their reservation some 50 years after the bomb, and formed their own city from adobe mud and scrap metal. The Uioae are a powerful tribe, using guns and armor along with more traditional things such as bows and tomohawks. Their culture is a very traditional one, with most men becoming warriors and hunters, while women make pottery, raise children, and tend to the home. But both sexes are farmers. There are also shamans who take a fledgeling shaman and teach them the ways of refining Psionics and making medicines. Also are the Elders, the Oldest and wisest of the Tribe, who make the decisions for it. The Uioae also raise animals for war, the three most common are Perchons, Deathclaw, Dogs, and Pheonixes, each animal having a different use in battle. The Perchons are used as mounts for the more elite warriors. The Deathclaw are seen more as a trusted friend than a beast of burden, so they fight in packs alongside warriors on foot. The dogs are simply used as

allies in combat, the men bringing them along. The Pheonix is used much as many militaries use it, to carry messages and orders safely across the battlefield. Their way of war is very honorable one, with strict ways of fighting. When going to war, the warriors decorate themselves in a green warpaint formed into skeletal designs and green spirals and wear lots of bones and skulls. Their religious practices center around 5 elder gods who are channeled through shamans and embodied by the 5 elders. The first god is Teyahnah (Tey-ah-nah) the Creator Pheonix, the one who brings life. He is depicted as a bright yellow, orange, and red pheonix or a red sun. Next is H'ohrne (Horn) the bringer of death and destruction. It is depicted as a green skull or a green spiral. Third is Brahmaha (Bra-ma-ha) the bringer of a good harvest. She is depicted as a one-headed(?) Brahmin or just one Brahmin head. Fourth is Cydaci (Ki-dak-eye) the hunter, the god of survival. He is depicted as a grey wolf or a grey wolf head. Last is Slahish (Sal-ish-ah) the trickster. She is depicted as a Siren or a pale green moon. The Uioae are much more friendly than the Kaosa, allowing outsiders into Tecumseh, and trading with Neo Nashville (only the traders), Chattanooga, and Jhonnyville. Rumour has it that The Uioae are actually loaded with Technology, having Tech just as advanced as the Refugium, although that's just a rumour.

Kaosa: the Kaosa are a fascinating tribe. They are closer to the tribal stereotype than their more advanced cousins, the Uiaoe. Having a much more secretive and primitive culture, hunting and gathering rather than farming and trading. They are unfriendly to outsiders, usually attacking them on sight. However, they have the innate ability to control animals with their minds, making them very dangerous. Their beliefs center around the sacred Appalachians, which must remain untainted from outsiders, for they would poison the earth spirits. There is no god or gods, just spirits, the seasons, night & day and dreams & premonitions. They war fiercely with the Brown Mountain Boys, who are seen as desecrators of their land. Being that they are spread out in small communities, I can't mark them all, but I was able to mark the largest concentration of them on the map. When going to war they use primitive weapons and wear crude leather armor, along with their mind controlled animals

Religions: Religion is everywhere in Tennessee since most find it necessary to cling onto something.

Plantae Cult: a bizarre religion, the Plantae Cultists worship spitting plants. They live a simple life, going about in their shabby tan robes, farming, and cultivating spitting plants. One would think that the spitting plants would attack them, but they seem to enjoy having them around. Perhaps they are a strain of mutant humans who have a symbiotic relationship with them. Whatever the case, there is only one concentration of them in the entire wasteland. That is at the plantae temple. They have a vegetarian diet as well. The Plantae Cult have no symbol.

Armageddonists: a true band of crazed doomsayers, the Armageddonists have a strange history and doctrine. Starting with the history, in Iorn City, two religions sprung up after the bomb, The Refugium (the Majority) and the Armageddonists, (the Minority) after

some fierce streetfighting, the Armageddonists were driven out. However, old texts spoke of a place that housed and created the sacred warheads. It was called Oakridge, they got there and began to flourish. It was renamed Atomic Ridge and is now their "sacred temple". They soon began sending Missionaries to other towns, cities, and to wander, exploring new places. The most successful of these is Red Jacob, who started and runs the Neo Nashville mission. Their beliefs are of a second armageddon, that would wipe the land completely clean. So, they try all different methods of causing utter destruction. They incite riots, (much like the one Red Jacob caused at the Riverfront in Neo Nashville) raid small towns, and plant seeds of hatred. The most obvious, however, is the construction of Nuclear warheads and using them to full effect. They build and repair them at Atomic Ridge, but there is no way for the Armageddonists to launch them. So another of their goals is finding a nuke silo. These craven cultists will accept any into their ranks from the highest pinnacle of high society to the lowliest of ghouls scavengers. Their symbol is a light yellow mushroom cloud outline.

Divine Church: The Divine Church follow an old doctrine. The belief in a single "God" and that everyone who follows and obeys it will go to "heaven" and anyone who doesn't will go to "hell". They have very bigoted policies, such as openly supporting the enslavement of tribals, (Pagan primitives as they call them) and mutants and ghouls (abominations of god! or so they say) and encouraging the ruthless New Confederacy. There is also the "Ten Orders" that all must follow. They openly hate and mock all other religions, along with freethought groups. (such as Red Star) The most hated and feared, however, is the all powerful Refugium who rival them in size and follower base. Their symbol is a gold cross with sharp, pointed, ends.

Refugium: The largest, the most horrific, religion of all. A truly bizarre religion, centered around dominance, supremacy, and most importantly: **Machines**. They have a super-rigid hierarchy with many ranks and a strange set of religious beliefs, each of which I will go into detail on. The first are their beliefs and a history of them. Shortly after the bomb, the folks living in Knoxville (Now Iorn City) had a large amount of technology at their disposal, not to mention that around half of the populace remained unscathed so it was only natural for them to begin fusing technology and religion. However, a small percentage didn't accept the Machine Gods and were driven out. Each Machine god has a different role. 79,000 or Syrus (Sy-russ) as it named itself, is the central god, the creator god. It is a massive super-computer that controls all of the robotic and cybernetic factories. Second is Professor Falcon or Falkarai (Fall-car-eye) as he is known. Professor Falcon was a brilliant scientist, and the head of production on the robotics facilities project in Pre-War Iorn City. When the bombs dropped, he had his brain removed and placed in a massive robo-brain-like body. He is not viewed as a god per se, but is rather seen as reaching the ultimate enlightenment and is worshipped like a god. Next comes Pipcommander or Piparus (Pip-are-us). Piparus is an automated army overseer that originally was designed to oversee and direct massive contingents of soliders and war machines in battle. It still does that but has a mind of it's own. Last (and probably least) is C-5000 or Caos. (Kay-oss) It was a chance happening, as C-5000 was an automated sewer control system that ran on a small computer, and controlled the sewer bots, who

cleaned sewage and detruis from areas in the sewer system. But, just before the war, someone sent the computer a Prometheus A.I. Virus, which created an artificial brain that began to corrupt C-5000, and it began to become an independent mind, which accessed the shattered internet, and soaked up all the information on the world as it could. It eventually accessed the Robotics project site and decided it needed a body and a name and commanded the sewer cleaning robot's under C-5000's control to search for parts. It just so happened that the broken prototype robot parts were being dumped in a disused corner of the sewer system. Quickly C-5000 took complete control of one drone and searched for parts, eventually finding a robot head with the capacity to carry it's M.I.N.D. processor and then selected random parts. After surveying itself, it chose the name Caos, apropiate since it has a very bizzare thought pattern and is made from many parts. It was soon discovered by the other "Gods" and dubbed as a necessary balance, of chaos to their control. It rules the sewer system, now filled with mad cultists and malfunctioning bots appropriately dubbed the Underworld. They believe that all must be fused with the Machine, or cybernetics as most outsiders call them, excluding ghouls, who are deemed unworthy and should be killed. As mentioned earlier, they worship, the 4 "gods" of Machinos. Structure is divided up into the different "cults" and each "god" takes on many forms. The Refugium was once viewed as a helpful organization, something that could restore order, something that was slavation for the wasteland. Then of course their terrible "enlightenment" process and true goals were found out. They were driven out of every city and settlement, excluding Iorn City and Fort D-5000. (refugium controled settlements) It is rumoured that there is some sort of Biological-Technological experimentation going on withitn a certain Caos cult. However that is just a rumour.

Paramilitary: these are groups who are militaristic and have a separate agenda as well.

The New Confederacy: A Mutant and Tribal hating, Paramilitary Slave Guild. Formed by several racist militias and the Klu Kux Klan after the war, They found Tribals and deemed them inferior, to be enslaved. Then they found ghouls, who were also deemed inferior. Finally, when the super-mutants came, they saw their low intelligence and brute strength, making them desirable targets for slaves. But they didn't realize that the Super-Mutants were heavily and armed and had many intelligent ones among them. However, they aren't taken very well by most groups, some of which even make it a goal to destroy them. (Red Star, The Uiaoe Tribe) They're definitely not raiders though, having a much more established heirarchy, and having offices in several towns. (Neo Nashville, VaultTown, Bedford, and Rosetta) They also have a small outpost 40 or 50 miles into the Cursed Earth. Their racist policies include: Enslavement of all Mutants and Tribals, Destruction of all Anti-Slavery groups and Towns (Red Star, Tecumseh, Chattanooga, Jhonnyville), and everyone must belong to the Divine Church. Speaking of the Divine Church, they openly support The New Confederacy as well. Their symbol is a Confederate Flag.

Red Star: A guerilla warfare outfit, Red Star were established shortly before the war, as an anti-nuclear arsenal and civil rights group. However, after their nightmare came true, they hid in Chattanooga, clambering into basements and other holes deep into the ground.

When they emerged, the world was a very different place. Ghouls walked the streets, the world was a desert, the lines of communication were severed, and the government was gone. Red Star quickly seized the opportunity and helped form the Government of Chattanooga, then Jhonnyville. Then they saw the festering sores of society that were thought to be long cured: Raiders, Slavery, Religious Fanaticism, and Bigotry. They quickly assessed the situation and began spreading to other towns, setting up small militias and offices. Then they found the Refugium, a horrible, xenophobic, organization of religious fanatics. Red Star have adopted the doctrine of making the world a better place. Their goals are: Abolition of Slavery, Protection from raiders, Freedom of thought, and Equal rights for mutants. It's rumoured that they have some sort of underground "library bunker" but that's just a rumour. Their symbol is a Dark Red, 5-pointed star.

V. NEW EQUIPMENT:

New Equipment:

Slick Threads: The most stylish thing out there, it can be any combination of Fur, Silk, Leather, and Feathers, but will always have a hat and some platform shoes. A must have for any Pimp! Cost 2,000

W: 12 lbs. AC: 8 N: 0/20 L: 0/20 F: 0/10 P: 0/10 E: 0/20 (note: adds +2 to charisma)

Football Armor: Old football gear padded with flak and bits of metal. A real easy way to protect yourself in the wastes. Cost: 500

W: 15 lbs. AC: 10 N: 1/20 L: 0/20 F: 0/20 P: 0/10 E: 2/20

Improved Football Armor: A more thorough form of protection, it has a chain shirt underneath along with the flak, and a padded undershirt to prevent chaffing. It has thick metal strips placed evenly at certain points a definite winner, for cost and protection. Cost 700

W: 20 lbs. AC: 16 N: 4/20 L: 0/20 F: 0/20 P: 0/10 E: 3/20

Flak Jacket: A long trenchcoat with bits of armor sewn inbetween the fabric. Commonly used by gangers and militias in the twenty-first century. Cost: 850

W: 30 lbs. AC: 18 N: 5/20 L: 0/20 F: 0/20 P: 0/10 E: 5/20

All Armor can be used except for the Following:

Brotherhood Power Armor

Brotherhood Advanced Power Armor

Brotherhood Tesla Armor

Brotherhood Combat Armor

New Weaponry:

Drill Glove: A large "glove" it is a cone with no point, but rather a hole, you slip one's hand into, and firmly secure it around your wrist. On the Other end is a 1 1/2 foot cone shaped drill-bit. The trigger to activate it. The DrillGlove can pierce even the strongest of materials. It is a rare and valuable find. Cost 25,000

Min ST: 6 W: 15 pounds Dmg: (4d8+20) + MD Rng: 1 AP S: 4 T: 5 B: N/A

Sword: The Scimitar, Katana, Falchion, Claymore, Broadsword, and everything else. Swords are essentially a long piece of metal attached to handle. They come in all shapes and sizes, but are basically the same. Cost: 300. Min ST: 5 W: 8 Pounds Dmg: (1d10+10) + MD Rng: 1 AP S: 4 T: 5

VI. SPORTS:

Sports: There are two basic sports of Tennessee. Here they are.

Rugby:

One of Tennessee's most popular sports, Rugby is a sport that combines gladiatorial combat with team combat and scoring goals. It derived from Football, a pre-war sport where two teams try and score goals with an egg-shaped ball, well Tennesseans loved Football, so it was *highly* unlikely that they would forget it. So Football survived the bomb, but changed. Now with humanity all but gone, a few *ammendments* were made. Now assorted weapons and other items are used, including chainsaws, molotov cocktails, and wooden bats. Points are awarded for scoring goals and taking other players out of the game. Whether they knock them unconcious, cripple them, or kill them is up to the player.

There is a state Rugby league that has plenty of teams for most towns, many trading companies, and crime syndicates. All of which for a purpose, be it pride, promotion, or power.

Teams:

City Sponsored:

Blitzers-(Neo Nashville)

Palominos-(Scrap Field)

Serpents-(Jhonnyville)

Harlequins-(Chattanooga)

Giants-(Bedford)

Dryders-(VaultTown)

Savages-(Rosetta)

Trading Company:

Warriors-(Wasteland Warez)

Gobblers-(Opry Company)

Crime Syndicate:

Smashers-(Neo Nashville Police)

Deathclaws-(Neo Nashville Punks)

Bayers-(Chattanooga Mafia)

Another well known sport is of course Pit Fighting, which is always done during the off-season of Rugby. Pit Fighting is just Gladiatorial Combat, but often has many variations, such as two prize-fighters versus 10 rookies or four prize-fighters in a free for all, or 20

rookies versus 7 Deathclaw, it's all done creatively with events varying all the time. All races (Including Deathclaw and Robots) and sexes participate. Also, crude cybernetics are often used by pit-fighters. Guns and other ranged weapons are definitely not permitted. Listed here are some prize-fighters that have made names for themselves in the pits:

Mauler
The Dragon
Gigantor
Razor God
Angel of Mercy
T-bird
King Krab
Foxy Lady's New Dog
Jade Queen
Iorn Maiden
95000
Pip-killer
Toecutter
The Guy Named Bob
Shifty
Securitron
Skullboss
Skumburna
Lord Kan
The Machine
Widowmaker

VII. PRICE LISTS:

Food Price Chart:

Water, 1 Gill: 2 Caps
Water, 1 Pint: 8 Caps
Water, 1 Quart: 16 Caps
Water, 1 Gallon: 64 Caps

Milk, 1 Gill: 1/2 Cap
Milk, 1 Pint: 2 Caps
Milk, 1 Quart: 4 Caps
Milk, 1 Gallon: 16 Caps

Cheese, 1 Ounce: 3 Cap
Cheese, 1 Pound: 48 Caps

Fruit, 1 Piece: 1 Cap
Fruit, 1 Dozen: 12 Caps
Fruit, 1 Peck: 96 Caps

Fruit, 1 Bushel: 384 Caps

Vegetable, 1 Piece: 1 Cap

Vegetable, 1 Dozen: 12 Caps

Vegetable, 1 Peck: 96 Caps

Vegetable, 1 Bushel: 384 Caps

Flour, 1 Ounce: 1 Cap

Flour, 1 Pound: 16 Caps

Spice, 1 Gram: 4 Caps

Spice, 1 Ounce : 64 Caps

Meat, 1 Pound: 12 Caps

Meat, 10 Pounds: 120 Caps

Meat, 20 Pounds: 240 Caps

Other Goods:

Oil, 1 Gallon: 50 Caps

Oil, 10 Gallons: 500 Caps

Oil, 20 Gallons: 1,000 Caps

Services:

Teamster: 100 Caps

Bodyguard: 500 Caps

Prostitute: 50 Caps per hour

Bath: 150 Caps

Doctor: 100 Caps

Mechanic: 250 Caps

VIII. NPCs:

Arthur: Reluctant Leader

Arthur never wanted to be much, just scavenge and hunt with his nomad clan. But disaster fell upon them, a pack of bloodthirsty deathclaws came charging into their camp, mangling and brutally slaughtering many of them. Now, a small group of people won't last long alone in the wastes, so they left for the nearest location, which happened to be Neo Nashville. It was apparent that Arthur would be their leader, he already shot the Alpha Male in between the eyes, which dispersed the deathclaws in the first place, and he was now the eldest member of the clan at 27. Arthur hated this, he had always seen himself as a follower, never a leader. Soon his band of nomads reached Neo Nashville, and they were confronted by a band of ruthless Police gangers as they entered the ruin.

Arthur again came to their rescue and killed three of the thugs, dispersing the other two, and eventually they made it to the Trader area where they were quickly hired by the "Red Sun Imports" trading company. Arthur quickly rose through the ranks and became "Head Scrounger" much to his irritation. He sits in bars and babbles away at the bartenders or patrons who lend a deaf ear to his sorrow.

GM's outline: Arthur has a low opinion of himself, he's not self-hating or deadpan, he just didn't expect much of himself and now it blew up in his face.

Race: human

Sex: male

Age: 27

Hair: brown

Eyes: brown

Height: 6' 0"

Weight: 170 lbs.

Appearance: Lots of light, baggy clothing. He has lots of stubble and usually wears a tan trenchcoat buttoned up and the belt undone.

Distinguishing marks: none

Equipment: Flak Jacket, Rubber Boots, Gas Mask, Machete, M1 Garand, Spear Gun, 7 Clips of 7.62 mm shells (56 shells), 10 spear bolts, 2 Fragmentation Grenades, 5 Flares, Lighter, Flashlight, Rope, 103 Caps, 3 Stim Packs, First Aid Kit

Cletus: Creepy Hillbilly

Once Cletus was the ass-end of every beating or joke of his raider band, until one day he picked up the leader's rifle and BANG! blew his head clean off his shoulders. They captured Cletus and put him in one of their tents, which had two sentries standing guard outside. He snuck up to one and stabbed his back, then grabbed his gun and shot the other. Cletus snuck through the camp, and crept into the new leader's tent, then slit his throat. He grabbed the powerful rifle, then left the raiders forever. He ventured into the hills of the Great Smoky Mountains, and hunted large beasts. But soon he had an itch that killing couldn't scratch. So he ventured out of the mountains and headed off to the fires and neon lights of VaultTown to look for womanfolk.

GM's Outline: Cletus isn't exactly the sharpest knife in the drawer, but he has common sense. He obviously has a lot of personal angst from being the runt of the litter, which led to his hermit lifestyle. He distrusts groups and organizations now, preferring little or no human contact. However, being his age, hormones pretty much took over his mind and now he wants to reproduce.

Race: human

Sex: male

Hair: straw blonde

Eyes: green

Appearance: classic hillbilly clothing, also wears leather armor. He doesn't practice good hygiene.

Equipment: Leather Armor MkI, PSG1 Sniper Rifle (fully loaded) , Combat Knife, Canteen, 1 Stimpak, 2 Jugs of Voodoo

Stuff yet to be added: A Map of Tennessee, Maps of Locations, Some Artwork (if I can get someone to do some or I might do some myself)