

## Fallout Vault City Handbook

### Developers Notes

(Text writer, Chad Henshaw)

Welcome to the Fallout VC/V8 sourcebook; this game requires the original Fallout PnP RPG to play. You can find it at [www.iamapsycho.com/fallout](http://www.iamapsycho.com/fallout), or in the Yahoo group fallout\_PnP.

This Document consists of a few parts, first is an Introduction by Intelligence Department of the Brotherhood of steel, next is the "Handbook" given to vault dwellers when they first entered the vault, it is a source on general vault life, and is suitable to any campaign where contact with a vault is incurred.

Next is the History of Vault City, from the events that lead to the vault, to just after the Chosen one in Fallout 2's visit. Like Fallout 2, references to the actual person are limited. If your playing an earlier campaign ignore those parts that occur some time after.

Then the Constitution of Vault City, while some will skip over this, and I understand why, this is a great role playing resource, allowing you to understand the Structure of Vault politics, and how they operate.

Special Characters then make an appearance, from Emerson the First First Citizen, to Lynette, the current First Citizen, and many people in between, followed by Archtypes and details on playing a citizen from any vault (with special notes for Vault City)

If you don't like a name, action, etc, change it for your game, and let us know via the Fallout Mailing List at Yahoo.

Lastly, don't treat any rulebook, sourcebook, etc as gospel, it is only a guideline, and that holds true for any game be it Fallout, ShadowRun, Cyberpunk, AD&D, etc.

The Last Section, undocumented in the Brotherhood Intelligence Document, is Game Information on Playing a Vault Citizen.

I learned of the Fallout CRPG from a friend, whom installed it on a school computer, and, although I had little idea of RPGs of any type at the time, or what the heck I was supposed to be doing, I enjoyed it thoroughly, so, when I saw it in a second hand Games shop, I grabbed it, slammed down \$20 Australian, and never looked back.

I later learned there WAS a Fallout 2, I searched intently for it, eventually realizing my goal, and while, I did curse at first at the difficulty of getting your first gun, I enjoyed it about the same as the Original.

I later found the Iamapsycho site from a fallout fan site, I cant remember which one now, but once I got there, I grabbed the 1.2 edition of the rules, and tried to start a game, however, I failed, but continued to follow the RPG.

I later saw a demo of Fallout Tactics, and, I must say, I wasn't impressed. It just wasn't fallout. So I gave Tactics a wide berth, Hopefully Chris Taylor et al, will do a Fallout 3 that deserves the Fallout name.

I decided to jump on the sourcebook after seeing the first ed of The Enclave, I was in VC in my Fallout 2 game, and decided to jot down a few notes, I left them for a month or so, then came back to the idea, and Announced my intention on the Newsgroup.

Vault 8/VC has to be my favorite location I Fallout 2. Its Pre-Fab newly constructed buildings made a great impression on me, and the first time I got there (now that was a struggle and a half) I was Impressed.

So, what next for me, well, I'm gunna start on a Tech/Organization book, involving a few more NPC groups, and a lot of new tech to play around with, as well as a copy (and extension) of the Enclave CyberTech Section ( I wont screw with it, just add a few items, promise! ;) )

So, Enjoy: Fallout: Vault 8/city  
ALL YOUR BASE ARE BELONG TO US  
Chad H

At first, it looked like one of those "well, let's play this and see how far we get" games. I think my opinion changed after playing non-stop for eight hours. Pretty soon, my friends and I were Fallout addicts, spending more and more time in the wasteland. I quit when grades went down in college. Then came Fallout 2 and again, the game took hold of me. I'm not quite sure what it was- the cynical tone, the dark mood, the retro style of everything- but somehow this game was special. Maybe, it's because it inspired me to think about certain matters.

I mean, what would happen if the bombs really went down some time in the future? It is very likely that I will not turn into a ghoul. There won't be survivors in vaults or mutated humans or surviving artificial intelligences either. The third world war may very well be the end of human life on earth, and it may come pretty much as we have predicted. Personally, I would like to think that this will never be the case. But the time may truly come when people will be in need to fight their ways into underground shelters. If this ever happens, our madness will have an end after all.

At this point, after thousands of years of struggles, there will finally be peace on earth...

[A.E.](#) Acar aka Sniggy, Berlin 13/01/2001, Germany

# Brotherhood Of Steel

Intelligence Department  
Order Of the Knights  
OneTreeHill Installation



-Classified level (moderate)-  
-Subject: Vault City Intelligence Files.

Vault City is a very interesting place, although many find it dull to the naked eye, the events of its past are rather intriguing, and leave a wonder how Vault City would be like without some of those occurring.

Vault City is home to a large number of citizens, and non-citizens. All of the Buildings, bar the Vault, have been built post-apocalypse, which is no mean feat.

The New California Republic has, on many occasions, approached the VC council, offering it member state status, and, to this date, those offers have been knocked back. VC has been offering “incorporated” status to Redding and nearby Gecko, Gecko appear to have accepted, although the future of many non-humans living there are in doubt.

Vault City is to be considered its own territory, and Knights in full Armour should not visit without prior notification of the relevant authorities, as this may be seen as a sign of aggression, and the area is usually quite peaceful.

Travelers to Vault City should bring a lot of NCR/HUB dollars, as these are accepted, some radiation drugs, and light Armour and weaponry, for self protection. The Brotherhood of Steel does not have any embassies to Vault city, and communication with the Elders and the Vault City council is limited.

Included in this collection are a mini-book distributed to the initial entries to the Vault, The History of the City, The Constitution of the Vault City Council, A description of the areas and businesses. Select persons whom are noteworthy with regards to the vault, and future analysis

Colonel Jack Sanders (Knight)  
Intelligence.  
Brotherhood Of Steel.

# VAULT-DWELLER'S HANDBOOK



VAULT 8

## Welcome To The Vault

Welcome to Vault 8, the finest safety shelter built so far, Vault 8 has been constructed and crafted with the finest materials, and the best trained workmen, designed by master Engineers

This Construction project's major sponsor was the United States Of America, to be used in case of impending doom, or any other act which would result in the end of civilization, but fear not, your Vault is safe! I guarantee it!

This handbook is a guide to your new home in case of such emergency, including but not limited to: Nuclear Holocaust, Plague, Starvation, Flooding, and Astral Collision

Lets Start with some Statistics about your new Home:

### Trivia:

Construction Started	8 January 2063
Construction finished	14 December 2069
Engineering inspection Passed	27 December 2069
Fitting began	28 December 2069
Fitting Finished	3 August 2070
Computer Network Online Since	15:01 1 September 2070
Yards Of Electric Wiring	300 000 000
Light Bulbs	2 150 000
Fatalities in construction	3

### Funding:

Starting Budget	\$358 000 000 000
Final Budget	\$680 000 000 000
Funding Breakdown	
USA Federal Government Vault Project Contributions	50%
State Government Vault Project Contributions	20%
BioGene(tm) Corp	20%
Personal	5%
Resources mined	5%

### Other Information:

Maximum Population	1000 Adults
Maximum Recommended Duration	15 Years
Living Quarters	100 with 5 bunks each (Hot Bunking Required at maximum Capacity)
Door Thickness	3 Yards
Earth Coverage	3,000,000 t at 150ft
Lowest Depth	750yard ft bellow Entrance

### Computer/Networking

Computer	Think Tank Cray 47XD running Sun Solaris XXIV
	5GB Internal Network bandwidth, 3gb external*Connection (Internet VIA Posidonet)
	10000Tb Ultramax Holodisk Platters
Power Supply	General Atomics "Mr Fusie" Fusion Plant (4KMw/Day)

\*Expected to fail under most catastrophic events

## Passkey:

Your passkey allows you to access all vault functions (such as, all areas you are permitted to enter, and Identifies you to Vault Security Personnel, without it, lots of pass codes would need to be memorized by you, this service is provided to all dwellers upon sealing.

## Security

Your passkey contains the electronic form of your thumbprint, and will be checked against your own for high-security functions. It also contains “Screamer™” Technology that allows its position in the vault to be know to the central computer at all times

## If you loose your Card

If you loose your card, report it to Security, on the internal phone ext (%%ERROR%%), IMMEDIATELY, that card will be disabled for most functions, and its location checked. Rations docking may occur for numerous occurrences

## If Your Card Is Damaged

Report it to Security IMMEDIATELY, ext (%%ERROR%%), and you will be issued with a new one, a dock in your rations may occur for numerous occurrences

## What It Accesses:

### Terminal Functions:

Login, check Work Roster, Check Messages, check Bulletin board(s), run most Applications, Check Data/file.

### Entertainment Consoles:

Login, Access To Entertainment Files, Check Messages.

### Library Consoles:

Login, Access to Educational Files, Access To Encyclopaedia files, Access to Dictionary/thesaurus Files.

### Doors:

Door Open, Elevator Call

## Your Quarters

You have been assigned a Bunk, Drawer, and Locker in one of the living quarters, and depending on your role as a dweller, you may have storage at your place of work, your passkey will access the location Number for you (or check the map at the back of this booklet), you can, with proper authorization and mutual consent, change it later.

For 12 hours of the day, this bunk will be yours, you will share the room at this time with up to 4 companions, the other 12 hours will have a different bunk assignment.

In your quarters you will find 5 bunks with inbuilt Reading light, terminal, and Drawer, 5 lockers, a Shower and a Toilet.

And while in those 12 hours, the bunk is yours, please do respect the Privacy and rights of others, and in all cases BE CONSIDERATE to your other vault dwellers.

## Facilities

### EML

The Emergency Medical lab is located right by the Airlock to aid you in any medical needs albeit on the day you enter, or any time afterwards, all new dwellers are required to submit themselves for testing as soon as possible, to check for pre-existing ailments. Its staff are ready 24/7.

### BioGene(tm) inc. Research Center, Vault 8

BioGene(tm), the worlds leading Biotech corporation have generously donated a large sum to the Vault 8 Project in exchange for a lab designed to last all the way into the new world. A commercial Enterprise, This location ensures that medical Research will continue, even after the bombs have stopped. Access is Via Level 1, Security Clearance is required.

### Entertainment Complex

Located on level three, this is where after work, you can chill, relax, have a Synthahol Drink, catch a Movie, or, basically anything you want to do!

### Learning Center/Library

Wall to wall terminals, built with one purpose, to Teach, Educate, and Inform, also found on level three.

### The Operations Center

No, not another medical centre, this is where you will find the Overseer, and those admin people we like to make fun of (seriously guys, your doing a great job), you will need quite a good Security rating to even see through the door, Level 3

### Chaplainry

Found on the Main Living Quarters level (2), this is the place for all your worship needs, Services for all major religions are held here at to-be-advertised times.

## Staff

### The Overseer

The Overseer runs the Vault Via Direct Neural Interface (DNI) and ASIST (Artificial Sensory Interaction SysTem), and makes all major decisions that affect all Vault Dwellers. S/He is the Highest Authority in the vault, and all are accountable to this person

Your Overseer is (%%ERROR: Undefined%%)

### Deputy Overseer(s)

The Overseer cannot be awake all the time, and isn't immortal, there has to be some backup plan, this is where the deputies fit in, they make the big decisions as the Overseer Sleeps, and take over if the overseer is unfit to do his/her duties

Your Deputy overseers are: (%%ERROR: Undefined%%) (%%ERROR: Undefined%%)

### Security Chief

Oversees Day-to-Day control of the Security, including Sentries and civil disputes, the Security chief is the Advisor to the overseer on such matters

Your Security Chief is (%%ERROR: Undefined%%)

### Chaplin/Social Advisor

Reports to the Overseer on Social, Ethical or Moral matters, as well as running all religious ceremonies, the Social Advisor alerts the overseer to the current “Mood” of the people

Your Chaplin is (%%ERROR: Undefined%%)

### Head Engineer

Reports on the Structural Integrity of the Vault, in charge of day-to-day maintenance, and ensuring The Computer networks, and other essential functions continue to operate at optimum levels

Your Head Engineer is (%%ERROR: Undefined%%)

### Administration Chief

Responsible for perfect accountability in the vault, the administration chief must have accurate figures that report the state of the vault at his/her Fingertips at all times, if you have a work, or living related issue, this is the person to see.

Your Administration Chief is (%%ERROR: Undefined%%)

### EML Head Doctor/Science Advisor

Ensures that the EML is always functioning, is well supplied, and up-to-date, also oversees the BioGene™ Facility on most matters. The Overseer also communicates to this person on scientific matters.

Your Head Doctor is (%%ERROR: Undefined%%)

### Artificial Intelligence:

In this Vault, a Semi-Intelligence (that is, it **can** paint, but only when told to) is in charge of the following functions:

Education Official

Entertainment Wing

Numerous Rudimentary Tasks.

—END OF RECORDS—

## Vault Life

Vault Life will be different to what you used to on the Outside, each Vault Dweller, aged 14 or over is expected to pull his or her own weight while residing in the vault. All dwellers, will, when possible, be given tasks that fit in with their skills and what they enjoy.

A general Standard of Room, Workspace and Self Tidiness is required

### DO:

Wear long hair back (also known as a “Pony Tail”)

Put your Clothes AWAY

Put Used Paper in Recycling

Flush the Toilet

Wear Clean Clothes





**DO NOT:**

Throw your clothes on the floor  
Have an unpressed or otherwise non-standard Jumpsuit appearance  
Leave it for someone Else to do.

A Zero-Growth Policy will be in force for the majority of the duration of your stay, unfortunately, as fun and cute as children are, the vault has limited resources.

Remember, All Jobs, from Overseer to Janitor, to Deputy Assistant Coffee Maker are important for the survival of the vault

You will be issued a number of one-size-fits-all Jumpsuits from our Subsidiary Clothec-Tec, these must be worn at all times (unless directed otherwise) they have a yellow stripe on blue background, and the number of the Vault in yellow on your back, this allows us to quickly ascertain which vault your from.

**Departure**

**NO PERSON IS TO LEAVE THE VAULT, AFTER SEALING, WITHOUT THE EXPRESS PERMISSION OF THE OVERSEER.**

Proper authorization, with adequate paperwork (available from the administration department) is to be filled, and, until the radiations count is guaranteed to be down to safe levels, all expeditions are to be in an environment suit, with a maximum duration of two (2) hours.

After a period of time, the overseer, once an established presence outside has been created, the Overseer should send well-armed troops to scout out any nearby settlements, be warned, any non-vault survivors may have returned to an anarchist primitive state, so caution should be taken.

No Non Vault (insert number here) Citizens, or their descendants, should be permitted into the vault, under any circumstances.

After Initial Construction of a surface settlement, using tools and machinery stored, and plans from the Garden Of Eden Creation Kits (GECK x2), troops should also be sent to search for survivors at other vault locations (see Mainframe, or Booklet "Vaults For a Tomorrow" for Details)



Because you are in a vault, you are responsible for the reformation of the United States, We know it's a big Responsibility, but you are the best we have.

## A message from our CEO

Before you bunker down, can I take a moment of your time to say a few words....

Thank you for your interest in Vault Tec's shelter, Vault 8, I hope you will enjoy your stay as much as I did hearing about its construction.

Not a day passes me by when I wonder, will it be today, today when the bomb will fall, China is beginning to wear down our patience, and the European mess is getting bigger and bigger each day.

I wonder, whom will start the conflict, what little matters will it be over, a captured spy plane, a rouge satellite, a fake message planted by a hacker, who knows?

Hey, I wonder, when you read this, will I be in with you, just next door, or perhaps Hot bunking with you, or will I have missed out in getting in, just by a few seconds.

I Don't have the answers, I don't know when they'll fall, or even if they will, but, I know, that with a Vault-Tec Vault, built by the worlds best engineers, designed by the worlds best architects, and serviced by the worlds best machinery, that I, and my family, and my descendants will live to see another tomorrow, to see another sunshine, and to feel another rainstorm over my shoulders.

Thank you, once again, and remember to Enjoy life

John Atkins  
Vault-Tec Incorporated  
All Your Survival  
Shelters are belong to  
us.



### Legal/Copyright Information:

This booklet is provided to Vault dwellers of Vault 8, by Vault-Tec's publishing department, and should not be released to other personnel for duration of any war, nor should it find its way into the hands of any Non US citizen, doing such will be considered an act of treason, which carries a life sentence, or Execution (depends on locality). Non-Authorized Possession results in a \$250 fine. This book is copyright 2072, all rights reserved

### National Library Catalogue information:

Title: Vault Dwellers handbook – Vault 8 (second Edition)

Store: Restricted Area 44AA51-B QA421.43

Author: F Leech

First Printing 2072

Subject

1: Vaults, Vault Tec, survival Shelters

2: Armed Conflicts

3: Survival



LocalHost: 174.onetreehill.army.mil  
Login Time: 9-JAN-22XX 14:31:32

Login: hmaxson  
Password:  
LOGIN OKAY

Last Login: 7-JAN-22XX 17:43:12

Localhost>>Telecommunications Lines Device Initialisation  
Initialised

Localhost>>Connect public.8.vault.net  
Connecting...connection established

Vault Tec-Vault 8 Public Host  
Logon Time is: 14:32:01 9-JAN-22XX  
Login:Guest  
Pass:  
LOGIN OKAY

public.8.vault.net>>Load history.doc

Loading: Please wait

Fontyfing. ...Complete  
Displaying data (3 Parts)

Displaying: part 1

**Vault 8 - Foundations.**

**By: Muriel Stark (mstark@admin.8.vault.net)**  
**Administrative branch VID: 157-208-71-028**  
**Last Edited: 7-MAR-2094**  
**Part is Read Only**

**Comments: Looks like my little pet project has been noticed  
by the big guys, its important after all**

The Vault-Tec Project began in 2055, when tensions between China and the united States and the European Commonwealth were quite high, the last remaining resources were being mined at a very rapid rate, and this was having a huge effect on the worlds economy, each day new record highs were set for most metals and minerals, including Zinc, Copper, Gold and Platinum. OPEC countries were running out of oil fast, and few countries remained in the organization as fewer and fewer countries could pump oil.

President William Ly, Republican, believed it necessary to begin a series of project to ensure the safety of its citizens, but at this stage, potential dwellers were limited to Pro-Ly groups and politicians.

The projects were a group of three, One was the first Vault, which was only classified secret, the other two were more than top secret, and rumors claim these to be "Space Cities" and "Underwater Cities" but

this is considered unlikely by almost everybody, except the usual conspiracy theorists. The vault was to be a large shelter especially selected persons, by the President. Vault-Tec, a Safe company, that had just begun to make its mark as a Nuclear Blast shelter company in the commercial market, was contacted and construction began in mid 2055.

Early 2056 saw a Media exposé by major Media Company Galaxy News Network (GNN), Reporters had infiltrated the construction area, had documents of funding, and even blueprints, but no-one was going to go on camera. The Resounding Public Uproar saw an easy democrat victory in the elections held that year.

Arnold Fairburn, Democrat, became the next President of the United States, and ordered the "Vault Project" for the Common Citizen, the tender process began in July 2057, the Major contenders for the Contract were Vault-Tec, and Euro Vault, a French company. Vault Tec's bid included trials and tests, before the finishing design, and Euro Vault had a grand plan Ready.

Eurovault Planned a Grand Vault, in the Pacific northwest, that would be the King of the Bomb shelters, run internally, and having all the required essentials.

Between 2058 and 2062, many designs were tested, many prototypes built. These were very different to Vault 8, or any other vault, they were smaller, and designed to all link up to one computer, as opposed to having an overseer run it, most vaults dumped that, however, it is believed that Vault 12 (Possibly around Bakersfield California) among others were built that way in a late attempt to cut costs.

Those vaults held 100-150 people, but were deemed unsuitable because of their reliance on external communication links, and high cost per capita.

Meanwhile, a two-thousand capacity "Giant" vault was built in Washington D.C., this being the one that President Ly ordered, This vault had all the trimmings, velvet everything, mock windows that showed beautiful landscapes, classical music filled the halls, and was the first to include the overseer, a trademark of the Euro Vault Design.

Although this was labeled a "Giant" vault, it was nowhere near the capacity of the Euro-Vault Designs, however, by this stage, Euro-Vault was out of business.

You see, The Eurovault's "SeattleVault", and its race against Vault-Tec cost the company all of its assets, Eurovault was forced into liquidation, and Seattlevault sold to some local computer company CEOs

Vault Tech Architects, now inspired by the American peoples awe of this vault, modified the design, instead of a two-thousand capacity, would scale back to a vault, while one third the size, would hold half the population of the "White Vault" as it had been nicknamed.

The Exact number of Vaults, Prototypes, or final product is unknown, the data containing that information was corrupted soon after sealing,

the only data left readable was vault 15, East of San Francisco.

The Original Batch of vaults were officially planned to be constructed by January 2069, so fitting could begin around March, it is believed that more vaults were later added (but cannot be confirmed at this point in time), built, and completed. Rumors abounded about a "Vault Zero" which, like the "White Vault" would be for VIPs, "HydroPolis" a Underwater large capacity Military use vault, and "AstroPolis" A Military/Government use Vault on an asteroid brought into close orbit for mining purposes. But none of these, nor the Asteroid itself, could be located and confirmed.

Eurovault, now decked out more fancy than the Titanic for its maiden voyage was fully automated, and bunks in there, while very expensive, were great value.

Vault 8 had a Special Niche, it had a medical research facility owned by BioGene, in exchange for a contribution to the vaults budget, this would ensure that new medicines could be researched and created in the foreseeable future, although rumors abounded that they were researching in a government sponsored anti-virus.

Fittings for this vault (Vault 8) began in December, and finished some months after, few fatalities occurred during the construction process, especially when compared to other vaults safety records.

Vault 8, from the end of its fitting was always busy, tours, upgrades, maintenance, training, Vault Tec went through 3 potential overseers until the permanent one was found, the ASIST/DNI was too hard to use in the early applicants, and sometimes caused deadly biofeedback.

Then, in the 70's, the bombs fell, Vault 8 was sealed, and all lines, land and Radio, to the outside world were lost, we were alone.

I remember the rush to get in the vault, I was inside, working when it happened, so I didn't face the crush like I saw on the Security cameras, then, it sealed, full capacity. Hundreds of families gathered still at the threshold, hoping it would provide some sort of protection.

They perished, some fast, others slow, all painfully

We lost all possessions we did not carry in with us. I lost my whole family, they did not make it into this vault, I pray each day they made it into another.

985 of us survived in here, and we think its 2094, but whom can be sure, when the Sun is little more than a myth...

PART ENDS

**Displaying: part 2**

**The Founding Of Vault City**

**Karl Davis (kdavis@admin.8.vault.net)**

**Administration (Records) VID: 157-621-78-321**

**Last Edited: 3-MAY-2217**  
**Part Is Read Only**

Tensions in the vault rose slowly over the years, people were becoming Dissatisfied with the overseer, an unelected person having such control over their lives, by 2173, Change was demanded by most of the Vaults Population (then about 993), the fact that no-one had seen the sun, and Entertainment was showing its age were seen by many analysts to effect this.

Marc Emerson, the then Chaplin/Social Advisor to the Overseer, heard the call, and trumpeted the sound of change, leading the charge.

He Succeeded in his attempt to have the power of the overseer reduced, and mostly moved into an executive council, of the heads (who's positions are noted in the handbook) and an equal number of Elected Representatives, this group would be known as the "Vault 8 Provisional Council"

The Vault 8 Provisional Council held its first meeting October 28, 2173, which lasted for a marathon 5 hours.

Among the topics discussed were the Elections of officials to the positions of First and Second Citizen (much like the President and Vice president of the old era), General Secretary, and Trade officer. Emerson was elected first citizen, by a clear majority, in addition to his already busy Chaplin role. Daniel Dysterio, the Overseer retained his role of "Sitting in the Captains Chair"

This 14-member council would now have total authority and ultimate power in the vault, and was responsible for future direction.

Among the first items passed was the order of the screening of a film, used to prepare the population for the reintegration of the people into the wider world.

This Film did not have the desired effect; instead, it frightened the populace to levels where going outside was "Dangerous" and "Evil". The Population refused to accept the Idea for many years.

In late November 2175, the BioGene corporation was, to use the old world term, Nationalized, and brought under direct control of the Provisional Council, and later its laboratories would be used for Medical Product manufacture for trade purposes.

2183 Arrived rather quietly, and the people were again ready to face the prospect of leaving the vault, the Provisional Council selected a team that consisted of:

Mathew Tutin, a Nuclear Physicist  
Robert Hartley, an Engineer  
Gerald Fairweather, a Guard  
Arnold Vickers, a guard

On 14 June, 2173, like Neil Armstrong mote than 2 centuries before, the people watched, as man entered an unknown landscape.

Everybody watched, in complete silence as these 4 men, in Environment Suits traversed through a bone-filled Threshold, and out onto a desert plain.

Lifeless, Cloudless, Silent.  
Alone.

Resolution 83-14232 was quickly passed, ordering that the Construction gear, and Garden Of Eden Creation Kits (GECKs) be taken out of the vault and into Active Construction of Vault City.

Then, we realized a card that fate still had up her sleeve.

Each and Every Vault is supplied by Future-Tec with two standard GECKs, at arrival, they are tested, and stored if quality meets the required standard, and otherwise an order for a replacement is sent.

As you probably already know, one of ours well, to quote someone "someone set us up the bomb"

A quick scan of the Main Computer to locate where our GECK was, showed that a mix-up had occurred between our GECK, and a shipment of backup Water Purification chips destined for Vault 13.

However, we still had the Second GECK, so, the Provisional council had little choice but to repass the "Zero growth" order, as our resources were limited.

A major Political Change occurred in 2185, Marc Emerson proposed a new form of government, where there were two "Councils" or Houses to use the old world term, and an independent First citizen, all positions to be elected by the people. The Elections happened, and Emerson found himself First Citizen of "The Vault City Council". Hartley and Tutin, from the First expedition were also elected members.

In 2200 Vault City was more or less completed, and most people had left the vault for larger living quarters on the surface, the Terminally Ill and elderly members of the City stayed in the vault, closer to immediate health care.

This Rapid expansion of living space was a shock to most citizens, they had so much extra space, and so little to fill it with, using the archives on the Vault Computer, Furniture based on classical designs were produced, little original work was attempted.

The Vault faced its first major threat in 2201, a Tribal village of primitives attacked the vault mostly with improvised stone-age weaponry, the Vault Security forces, after initial early high casualties eliminated this threat rather easily.

The Security forces then moved to the tribals' village, and forced all whom remained to become servants. Some members of the City, including First Citizen Emerson protested this treatment, but on the whole, it was a rather popular move.

Over this Issue, Emerson resigned, and took a sizable (approximately 23%) chunk of the population into the wilderness, to destinations



unknown, taking all the construction machinery and supplies they could carry.

Hartley left with him, being a long time friend. Tutin, although he supported Emerson's views, stayed, and became Interim First Citizen.

In the Following Elections, Michael DuCheck, a relative unknown won the race to be first citizen, (Tutin didn't run), and demanded that the Council pass a resolution starting a group called the "Vault City Traders", whom would go out into the wilderness in search of suitable Trading partners.

The First few years saw little more than trading with local tribes, worthless trinkets were traded for herbs, food and metals.

2206 was a trumpet year for the Traders, they had found a Real sign of civilizations existence, the township of Modoc.

While at no technological level near our own, Modoc was a farming Community of great success, and a food-medicine trade soon followed, drastically lowering the communities rising death rate. From here, we used the locals knowledge of the world to find more towns, most built from ruins of Pre-war Cities (Such as "The Den" Klamath (falls) and New Reno), although new settlements, such as Redding (which was built beside the old city) and Shady Sands (commonly called the "NCR"), although there are tales of towns further south, they are considered too far away to be potential trading partners.

One of the major links established was a Gold-Medicine link between Vault City and Redding. There are unfounded rumors of Spies being sent into the city to attempt to influence its mayor, and bring it under Vault Control

Shady Sands was more interesting, they had an equal Technological level, and were in the process of starting a large republic, encompassing most of the old areas of California, and requested, on numerous occasions our support, and annexation, the Vault City Council repetitively refused, and at this stage, are continuing that line, and things appear peaceful.

A group of Non-Citizens began moving into the area between the main gate and the Outer gate in 2212, creating a shantytown that would be known as "The Courtyard" where citizen hopefuls and down-and-outers lived under the perceived safety of the Cities auto-defenses. This area is not a priority for Vault security forces.

Due to a Large number of complaints and Protests, a test was devised to "make them happy" while ensuring that no one could gain citizenship. The "Citizenship Test" was devised, involving mathematics, Sciences, literature, and a physical examination, few whom did not have a vault standard education could pass this test.

In 2215, something odd was noticed, The fertility rate in women had dropped, to almost zero, females were not releasing Ova, the In Vito fertilization bill was passed, and all pregnancies became a result of this procedure, except a single one, between a citizen, and an outworlder known as Vic.

PART ENDS

Displaying: part 3

**Emerging Problems - Looking to A new Century**

**Councilman J McClure (jmclure@council.8.vault.net)**

**Vault City Council - Peoples Council Leader**

**Last Edited:**

**You do not have Write/Rewrite rights to this file.**

2233 saw a Major problem arise, Radiation was noticed in the water supply, water conservation was enforced, and all water supplies were routed through the vault water purification process. Patrols were sent to discover the source, which was a malfunctioning Nuclear Reactor, controlled by a group of unskilled things that called themselves "ghouls", whom were less than human.

Diplomacy failed, the ghouls refused to leave the reactor, and refused to let us in to fix it, inspired an influential "thing" called Harold (whom claimed to, with many of his companions, have come from Vault 12, and claimed to be one of the original people to enter, the only evidence of his claim is a knowledge of Vault Technology, and knowing the Layout of the vault, however, he could have got said information from numerous sources)

Vault City Citizens continued to demand the shutdown of this reactor, protests abounded through the city, this was one of the few times that Citizen and Courtyarder stood together, and protested, chanting slogans from dawn to dusk.

I was able to contact an outsider, whom claimed to be from Vault 13, this outsider had a Jumpsuit baring its number, and water containers with the vaults numbers, he was loyal to all the vaults, and repaired the reactor, as well as optimizing it so enough power could be generated to supply both "Gecko" as they called their settlement, and Vault City, Plans for dealing with the ghouls are being debated at this point in time, and negotiations are in limb, but it appears that the vault may soon be able to drop the Zero Growth Order.

In further News, The amount of Gold mined in Redding has slumped, we believe the source is a drug called "Jet" created by some Mafia families in New Reno, this drug is almost 100% addictive, our researchers in the former BioGene™ laboratories are attempting to discover its secrets.

A group of High-Tech soldiers, with origins in the US Armed Forces, calling themselves the Brotherhood of Steel have been visiting us lately, proposing to rebuild part of the worldwide communications network, in order to share technology and knowledge, at this stage, a small bandwidth cable is linked between us, and their main Headquarters south of Shady Sands/NCR, it is believed other cities will be linked soon, allowing large scale communication between all civilized parts.

The Group that left with Emerson still remains, Location unknown

END PART

-EOF-

pub.8.vault.net>> CLS

pub.8.vault.net>> Load Constitution.doc

Loading: Please wait

Fontyfig. ...Complete  
Displaying data (1 Parts)

Displaying: part 1

## **The Free City Of Vault 8 Constitution**

Preamble

This is the Constitution to the Successor to the Vault 8 Provisional Council, to be known as "The Vault City Council" collectively. Vault City shall be a shrine to the glory of our forefathers, a leader in innovation and technology. All shall look at vault city and see what they wish themselves to be.

Article one(1)

1 We The People, take the following to be the foundations of our government:

We the Citizens of vault city affirm ourselves to be the Descendants of the original Inhabitants of Vault Eight (8).

We the Citizens of Vault City fail to acknowledge the overlordship and total power of the Overseer, nor do we acknowledge the Overseer as our Governing Body.

We the Citizens recognize, in place of the Overlordship of the Overseer, a governing body to be known collectively as the "Vault City Council", which consists of:

A "House" of Ten(10) members, to be elected on a Five year term, with no limit on number of terms, to be known as the Legislative Council.

A "House" of Ten(10) members, to be elected on a Five year term, with no limit on number of terms, to be known as the Peoples Council.

A "First" and "Second" citizen, of which the First is voted in, for a five year term, with no limit of number of terms.

The Second of which is appointed upon inauguration of the First Citizen.

We the Citizens recognize, as our representative in cases of foreign affairs, General Leadership issues, Constitutional, political and Electoral crisis, the position of First Citizen, as described in article 1-3.3.

Elections to the 2 "Houses" of the Vault City Council will be held on the Fifth (5) of may, at the end of each 5 year period.

Should the First Citizen be unable to for fill his/her duties to an acceptable standard to the remainder of the Vault Cities Councils Expectations, those duties should be transferred in whole, and never in

parts, to the second citizen, whom will then be inaugurated as First Citizen, and should appoint a second citizen as soon as it is possible. If there is a case of tampering with the votes, once it has been proven to be true, the first Citizen, the second citizen, and the leaders of both houses, are entitled (and expected) to call fresh elections to be held no more than two (2) months after the date where the allegations were proved to be truthful. The Five year period will Reset to this date, however, the Election date should be moved to the nearest May 5 date, meaning a non-five year term will actually be set.

The First Order Of Business for the Legislative Council is to appoint a person in that council to the position of Leader of the Legislative council, the First Citizen, in this, and any other case, may be called upon to resolve a deadlock.

The First Order Of Business for the peoples Council is to appoint a person in that council to the position of leader of the Peoples house., the Second Citizen may be called upon in this, and in any other case, to resolve a deadlock.

In the Extreme case of the First and Second Citizens being unable to for fill their roles, the remaining members of the Vault City Council are directed to hold fresh elections as soon as possible, all positions will be declared vacant.

1-11 The Leader of the Legislative council may appoint up to seven (7) Ministers selected from both houses of the Vault City Council, whom will return, to both houses, the First and Second Citizens, and the general public, information on their portfolios, as selected by the leader of the Legislative council. A minister may have one or more portfolios.

1-12 Bills to propose Legislation may be entered by members of either house and must be passed by a majority in both houses to be written into law. A bill is not considered law until the first citizen has signed the bill

1-13 Bills to Propose Financial changes, including the Annual Budget (as Detailed in 1-14) must be entered, and passed in the people's council, before consideration in the Legislative council. As with all other bills, these are not considered current until signed by the First Citizen

1-14 A Bill for the Annual Financial Budget must be passed by both houses, and signed by the First Citizen within two (2) months of the year, otherwise, all council positions, including first and second citizen are declared vacant, and elections are to be held on the next occurrence of May 5)

Article two (2)

2 We the people affirm the following rights

2-1 To Disallow outsiders the right to enter the city, vault, or parts thereof, without cause, upon the discession of the council of the day.

2-2 To Have the Right to Free of Corruption and otherwise tampered, Council elections were all citizens have a right to vote.

2-3 To Bear Arms, when proper training has been undertaken.

2-4 To Have Healthcare provided to all citizens, free of charge.

2-5 To Have a Vault-Standard general education, and as many specialized training areas as desired by the citizen.

2-6 To Freely travel, to any section of the city or vault, without limit, except in designated "Living Quarters" which are occupied without the consent of the Occupier

2-7 To Speak, or otherwise communicate, any thoughts, without fear of Censorship or Reprisals

2-8 To Participate in any physical activity, unless it unconsentingly may cause harm to another person

2-9 To live in a city free from all addictive substances

#### Article Three (3)

3 We the People declare that the Vault City Council house known as the Legislative council, shall operate as follows

3-1 All conditions, from article 1 must be met.

3-2 A Majority vote must be attained to pass a bill being considered by the house, where a majority vote is defined as more than half of the voting members agree to passing a bill.

3-3 Any Member may Abstain from a vote, including the leader of the council, and all ministers.

3-4 A vote where six (6) or more abstentions are lodged is considered a defeated bill.

3-5 Any Citizen may nominate his/her self for a position on the Council.

#### Article four (4)

4 We The People Declare that the Vault City Council house known as the Peoples council, shall operate as follows

4-1 All conditions, from article 1 must be met.

4-2 A Majority vote must be attained to pass a bill being considered by the house, where a majority vote is defined as more than half of the voting members agree to passing the bill.

4-3 Any Member can Abstain from a vote, including the leader of the council, and all ministers.

4-4 A Vote where six (6) or more Abstentions are lodged is considered defeated.

4-5 Any Citizen may nominate for a position on the council

#### Article five (5)

5 We the People declare that these conditions must be met in meetings of either house of the Vault City Council.

5-1 There must be 8 members of the house in attendance, one of whom must be either

a) The Leader of the council

b) A second, nominated by the Leader of the council, with a witness present

5-2 The Following non-Elected officials must be present

5-2.1 a suitable Clerk, whom has the job of counting the votes, and jot down the results of all voting.

5-2.2 A secretary, to note all orders of business discussed, and provide a error test for the Clerks numbers.

5-2.3 A Signatory, selected at random from the population, to affirm that the records are a true and accurate reflection of the events occurring at that meeting of the council.

5-2.4 A Representative, or minister, from the area being discussed by a bill or debate.

5-3 The Following persons may attend and observe the proceedings, but must remain silent unless addressed directly by the council.

5-3.1 Any Aides that a council member desires to have accompanied with him/her.

5-3.2 Any Citizens of Vault City, provided there is enough space for those wishing to attend, seating for these people is on a first come-first served basis, with those in articles 5-2 and 5-3.1 getting Priority.

#### Article Six (6)

6 We the people reserve the right to Make Additions or Changes to this document Via means of Referendum where:

6-1 A Vote of 50% or more in favor is lodged by all citizens that vote and,

6-2 At least 50% of All eligible voters cast a vote.

6-3 In addition to the above, the Commander In chief, or First Citizen may suspend parts of this document when War or Civil Distress is present, in that case:

6-3.1 A full meeting of the Vault City Council is called within 24 hours of the Suspension and,

6-3.2 A vote, either upholding or Forcing down, such an order is held at that meeting, subject to normal rules, and

6-3.3 Should that vote fail, a motion of No Confidence in the Caller is to be held immediately thereafter.

#### Article Seven (7)

7. The Following Amendments have been passed as subject to Article 6

Amendment One- Vault City/Vault 8 No longer recognizes the legitimacy of the United States of America (USA), or its successor. While the Initial Ideals of the USA are congruent to that of Vault City/Vault 8, the USA did not live up to its ideals.

Amendment Two- Potential Citizens are required to undergo an exam (Document 4562-ZXY) before being admitted as a full citizen. This test includes (but is not restricted to) Physical Examination, Mathematics, Advanced Sciences, and History/Literature, the test is to be taken under the supervision of a set test master, appointed by the First Citizen.

Amendment Three- Due to the falling Birth Rate, due to background Radiation, IVF treatment is available to Potential mothers, in set Pregnancy periods. Parents are to undergo a Parenting Eligibility Test, and a set number of Patients, set as to uphold Zero Growth, are to be impregnated.

Amendment Four- Non Citizens may live on Vault City Grounds in specified areas (the Courtyard), Rent is payable for protection of these people. These people are not full citizens and are ineligible to visit the inner city without a Day Pass

Amendment Five- Non Citizens whom Default on Three or more Rent payments are to be taken into servitude, to serve the Vault as seen

```
fit.  
Pub.8.vault.net> Close  
LocalHost> Load VC_Places2be.doc
```

Loading:  
Places  
By (Scribe-Intelligence Officer) Jeanette Deuveraux

Vault city is unlike most cities, in fact, its not a true city in the Old sense of the word, its more like Berlin after World war two, one side is Rich, other side is poor, one side has unrestricted access to the other, the other is severely limited.

### The Courtyard

The courtyard is the “poor” section of town, but, the most free. While persons staying here have to pay huge rent costs, Drugs, pornography and prostitution are allowed (but frowned at). Access to the “city” requires you to pass through the courtyard, and its state of infrastructure makes the actual city look gleaming, this is probably intentional by the Vault city planners.

### Places Of Note:

**Cassidies:** the only “real” alcohol Bar anywhere near Vault City, Cassidies is a rather Typical junktown-style bar, in fact, the owner himself is from Junk Town, and proud of it. Cassidy is a wise old guy, not afraid to pull out the guns though.  
(### APPEND: Casidies is closed until further notice, The owner has “gone Fishing” )

**Ed’s :** Ed is the local Brahmin Salesperson, and arranges trade carts for foodstuffs. Ed Is also a useful source of information as he is commonly around trader folk, and hears “things from time to time”.

**Happy Harries Hardware:** The largest store by far in the Courtyard Is Harries. Harry has a large selection of Vault-surplus gear, as well as Contraband not allowed into the Vault Grounds. He is however, known to have links with the Vault City Intelligence sections, so be cautious when he is about.

**MediVac Hospital:** An old AutoDoc from inside the City serves the Courtyard people, Payment is In advance, very expensive, and you don’t get a refund if the AutoDoc Fails. The “Doctor” however is known to do “forbidden” operations for an extra fee.

**Visitors Center and Motel:** Probably the only decent place where someone can get some sleep near Vault City, the VCM is a nice slightly better than Military Barracks, motel, but again, a premium is charges, so stock up on BottleCaps.

### The City Itself.

To the right of this text, you can see a logo. This logo is placed on any business that deal solely with vault Citizens after Normal business hours. Such places may be open to outsiders during normal business hours (when your Day Pass Is valid.), Brotherhood members are not considered Vault Citizens, although we are under negotiations for reciprocal Visitation arrangements.

The Prices here for outsiders is high, although the quality is usually as good as Brotherhood own technology, although some merchants are well known for shoddy work sold to outsiders for a premium.



for Vault City  
Citizens

Inside the City are a number of Bars, these however, only serve Synthetic Alcohol, so to get your “fix” you will need to go out into the Courtyard. There is also the actual Vault (Forbidden to access for non citizens), Repair Shops, Surplus stores, a Library, and the usual government buildings.

Places of note:

The Parlor Room: This upper class bar just outside of the council chambers serves the “vault city elite” (although citizens are supposed to be equal, this is truly not the case), and has the usual range of alcohol to suit (synthetic versions), closed to non-residents outside of visiting times.

The maintenance shed: Operated by Valerie, the maintenance shed is equipped to upgrade or repair common technologies. Although not quite up to Paladin Standard, the Quality is quite Acceptable.

Council Chambers: although not a business, the Council Chambers is a very important place. Here Council Members, and Government Officials can be found. You can visit the First Citizen, do the Citizenship test (##APPEND: Brotherhood members are advised that Vault City Citizenship and BoS Membership cancel each other out, you cannot be a member of the Brotherhood, and a VC citizen at the same time) You can find it all the way up the back of the city (from the front gate).

The Vault: Vault 8 is located inside the Nearby Cliff face. Visitation to non Vault City Citizens is Prohibited.



## Description Of Details:

Bellow you will find the statistics for several famous Vault City/8 citizens, or People that were effected by, or effected Vault city/8 life, at the top is the name of the character, and any titles conferred on them. next you will find a description of the character that you can give to your characters (Appearance, Likes/Dislikes), as they uncover those particulars, next is a short Biography, their exploits, etc, and finally is their attributes, and several skills that they excel at, these should be adjusted to fit your game.

I am using the D20/DnD-style descriptions for alignment, if you are unfamiliar with these, you can find full descriptions at the D20 website, or in Jan Dormic's Enclave Add-On

### Description of Titles:

First Citizen: Held the Position of First Citizen, the "Leader" of Vault City's People

Councilor: Served on the Interim Council

Democratic Leader: Leader of the Rebellion anti-overseer Group

leader of the House: Lead the house stated after the Constitution was established

Representative: Served in a non-leadership non-ministerial Role somewhere in the vault city council

Minister For ... : Served in the Vault City Council as the Minister for .....

Chaplin: The Religious Leader and Representative to the Overseers' High Council

Trader-Guardsman: Member of the Vault City Traders, as a Guardsman

Trader: member of the Vault city traders, as a Trader.

(First Citizen) (Councilor) (Chaplin) Marc James Emerson

Born: 3 years after the vault Sealed.

Gender: Male

Eyes: Reportedly Green, although they sometimes appeared different colors depending on his mood.

Build: Slim

Hair: Brown, plain cut.

Height: Slightly above average

Weight: Normal for size

Dresses: Vault Jumpsuits were the only clothes reported seen on him.

Alignment: Neutral Good, Lawful good just after being elected First Citizen, and then returning to Neutral good at the Slave Crisis.

As Chaplin, Marc Emerson was the Driving force behind human rights issues, he spent most of his study time researching the United Nations, and specifically the Geneva, and the later Berlin Conventions. He was the first official to listen to the Cries of the People for Democracy over the Overseers Dictatorship, and was the only in the High council to publicly and openly support this push until the final High Council meeting. He was the Interim Leader while the Constitution of the People of Vault City was written, and first

person to attain the position of First Citizen. He left in disgust after both Houses of the Vault City Council passed the Servitude law, with a portion of the Vaults Population, he's never been seen since.

Strength- 3 - Didn't spend much time doing the Physical Stuff

Perception- 7 - Few could escape his ever watching eyes

Endurance - 4 - Not much Physical Stuff

Charisma - 6 - Nothing special, but better than average

Intelligence - 9 - The Brightest VC Citizen, ever

Agility - 5 - Rather Average

Speech 150%, Science 75%,

Experience (for Killing) 5750 xp

Karma (killing) -250

(Representative) (Councilor) (Overseer) James Altorn

Entered Vault: age 5

Gender: Male

Eyes: <<CORRUPTED>>

Build: Normal

Hair: Black, Plain Cut

Height: <<CORRUPTED>>

Weight: <<CORRUPTED>>

Dresses: Regulation Vault Jumpsuit

Alignment: True Neutral/Neutral Evil (More Self Centered than Evil)

James Altorn was the last man to hold the post of overseer in its total authority role, although he was very strongly against the Rebel Sentiment, when the whole High Council refused to support him, he had little choice but to support the Majority. After the Interim council was established, James remained as the one to hold the overseers Chair, but not the title, taking Councilor instead. At the First Total Election to the houses, James grabbed a seat, and while did not grab the Leader of the House Position he was after, managed to be a conservative voice of reason for his term, however, 1 month before the election that would have him attempt to hold his seat, he disappeared, his items remained in his room, but the man himself was gone. Rumors of Murder Abounded, and many people in the wasteland claimed to be him, but none could prove they were him. The Case still remains "Unsolved"

Stats: Unknown, should the players ever meet someone whom claims to be james, they should be in the dark as to whether it is him or not, as to whom or where the real one is, well, who knows.

XP/Karma: 0, because chances are, it wasn't him that was killed

(First Citizen) (Leader of the House of the People) (Councilor) (Democratic Leader)

Amy Wishart

Sex: Female

Age: Was 25 at the initial anti-overseer revolution

Eyes: Blue

Hair: Strawberry Blonde, Shoulder Length

Build: Slim

Height: Average

Weight: Slightly Underweight

Dresses: Jumpsuit, but Violated Vault Doctrines by wearing a large Golden Necklace (heirloom).

Alignment: Neutral Good at revolution, Lawful Good afterworlds

Ms Wishart was orphaned at an early age, this means little in a community such as the vault where everything is shared, she was brought up by Emmerson, and was the one to negotiate their terms with him. She was elected to the Interim Council by a large vote, and, after the Constitution came into being, was elected as Leader of the House of the People. After Emmerson left, where a pro-slavery First Citizen Elect was placed into the top job, she ran under the "Emerson's Successor" banner, and won a large mandate, however, no matter how hard she tried, she could not remove the "Servitude" law, she lived a long and happy life, retiring from politics after her third term as first citizen, and settling into a lesser administration role.

Strength: 4

Perception 6

Endurance 5

Charisma 8

Intelligence 8

Agility 6

Speech: 125%, science 80%, First Aid 75%

XP: 3000

Karma -125 as First Cit or Leader of the house, , -75 after retirement.

(First Citizen) (Minister For Justice) (Representative) (Sergeant Citizen) Lynette Granger

Age: 45 at Fallout 2

Sex: Female

Eyes: Green

Build: Plain

Hair: Black Crew cut

Height: touch above average

Weight: Thin

Alignment; Lawful Evil (more self-centered than Evil)

Lynette is the Vault Citizen most Players will be familiar with. She does nothing unless it will profit her. She joined the guard at a young age, and was the youngest person to be

made sergeant citizen (Her father was First Citizen at the time), after a 10 year tour of duty with the guard, she ran for the council, and after 1 term as a plain Representative, her vocal Outcries for More Military and Security support won her the Minister for Justice, and after spending a term there, took the Head Job as First Citizen.

S- 3

P- 6

E- 4

C- 5

I- 7

A- 5

Fast Shot

Speech- 65% Small Arms- 105% Melee- 105% unarmed- 95%

1500 XP

-5 karma

(Knight-Leader of Northern Operations) (Knight) (Trader-Guardsman) Alfred Barsoom

Age: 28 at vault Unsealing

Sex: Male

Eyes: Brown

Build: Strong

Hair: Sandy Brown Crew cut

Height: touch above average

Weight: Normal

Alignment; Neutral Good, until joining BOS, Lawful Good (Non VC areas)

Alfred was among the Initial Vault City Traders, however, he sought something "more", and was unhappy at the injustices that the Vault Courts issued. He Left soon after, and joined the Brotherhood of steel, the First citizen to do so. He returned 2 years after, to renounce his citizenship. Upon his departure, a guard reportedly attacked him, Alfred returned fire, although the Vault claims that Barsoom attacked first. Alfred is a strong warrior, and sometimes hires civilians for Recognizance work

S- 7

P- 6

E- 6

C- 5

I- 6

A- 6

Small Arms (150%), Big Guns (125%), energy Weapons (125%)

150 HP

4500 XP

-50 karma

## Playing A Vault Citizen:

Playing a Vault-Born Citizen can be a little tough, you must remember when role-playing that these persons have had limited exposure to the "Real World" and may appear ignorant or Xenophobic, however, there are a few game benefits.

First of all, almost all vaults were very close knit communities, and, like mutants, Vault Citizens have a lot of comradely with others of "Their Type", so should your character be hunted down, Vault Citizens can provide a place to hide, should you be broke, a fellow citizen will offer you food, and a place to sleep on the couch. Second, All vault Citizens inherit a collection of Jumpsuits, small defensive arms, a PIP-Boy, Adequate training, and numerous other small items.

Citizens also receive gear to do their work, Guards receive Light Armor (metal) for Internal security, and Heaver armor (Combat Suit), and heavier weapons (assault Rifles, CAWS, Hunting Rifles, Sniper Rifles) for External Patrols/escorts, Doctors receive their required items.

## Specifically Playing A Vault City Citizen.

Vault city is Probably the vault that best coped with the challenges that awaited them, and is probably the one that had the best outcome (for examples of other possibilities, have a look at some of the Fan Fiction available on the Internet), and so would be the easiest to play. Anyone whom has played Fallout 2 knows how Vault City Citizens react to outsiders.

To play a Vault City Citizen, you must take the "Vault City Citizen" Trait, whether you are an active citizen, or a "resigned citizen" is up to you. This Trait can be ignored with regards to the "2 trait maximum" rule at the Game Masters Discretion.

After taking this trait, you may take up to 2 Vault City "Perks", with your GMs Discretion, these do not have much statistical Value, and are more a role-playing tool than actual perks, as long as you fit the following extra criteria, you must take at least one VC perk, as long as your Intelligence is  $\geq 4$ , otherwise, the following effects you:

If your Intelligence is bellow 4 roll a d100, 49 or less, you cannot have any VC perks, 50+ you may have any VC perks as in accordance with the rules above and bellow, on a 00 (or 100), increase your intelligence to 4.

## Vault City "Perks":

Medical Engineer - You are trained as a doctor, and are respected as such, you must take Doctor and First aid as your Tag skills, and gain an extra 5% bonus to both.

Medical Care official - You are trained in Nursing, while not a full doctor, you gain some amount of respect, you must tag either First aid or Doctor, and gain 5% to the one you

don't tag. You cannot tag both, and therefore, cannot take the Medical Engineer VC perk.

Vault City Through Training - You have the Whole Kit and Caboodle, select one of your Tagged skills that are unmentioned by any other VC Perks, and add 5% to it.

Vault City Arms Training- you have spent hours in training, both in the Targeting range, and in theory skills, instead of a 5% chance of Critical failure, you only have a 2% chance.

Vault City Department training- You have spent hours learning the correct social graces and procedure, you count as having the "presence" perk for people whom would respect such actions, you may not take the presence perk.

Basic Vault Training- You MUST take this Vault City Perk if you have NO OTHER Vault City Perks (and have the VC Cit. Trait), With this Perk, you have attained a Vault-Tec Standard Education, equivalent to a High School Certificate from a reputable School, and have basic comprehension of English, Science, Mathematics and History. No actual benefits, except the Role-Playing opportunities

Vault City Guard Veteran- You're a guard, a rather good guard, 'cos, you're alive, you receive an item related to this line of work within reason (GM discretion) that the vault would have (no power Armour!), you have earned the respect and admiration of your peers, and have Medals to prove it.

Vault City Politician- Not Necessarily elected, but you know politics in the vault environment, you know how the people think, and how the polls work, other than an understanding of VC constitutional law, and the ability to raise up a rally in VC surrounds, this has no effect outside of Role Playing opportunities.

Vault City Public Servant:- You understand "humphreyspeak", and how the Vault city civil service works. when it comes to paperwork, you gain +15% to the relevant skill, or +1 to the attribute used. However, it's harder to communicate with non civil service personnel, and suffer a -5% to any speech skills to non civil servants.

Vault City Spin Doctor:- Following in the footsteps of Sir Humphrey Appleby (you'd be upset to learn they're not real), you can spin with the best of them. Whenever you need to change the "spin" of an event, or actions, or are talking to someone with a very radically different Karma to your own, roll a d3 for each person in earshot, on the roll of a 1, you spin doesn't work, on a 2 or 3, it's like Babies and candy....

Vault City Engineer: - When it comes to Machines, you truly speak their language, and it's the only one you can speak really. Gain +10% to repair, but your speech rolls are -5% for interacting with those whom do not share your interests.

Vault City Guardian- A recent (5 yrs after FO 2) Addition, the VC guardians are the Guardians, Judges with the highest authority, and those that keep the city ticking when a "State of Emergency" is declared, the Guardians are rather distant to other citizens (fear of power), the VC guardians are Double Plus 1st class Citizens, few would dare cross, gain +2% chance on all attack dice rolls (even if this takes you above 95%. So, if ordinarily you would have a 95% chance, you now have 97% chance). However, you loose 5% on barter/speech rolls with VC citizens or Courtyard citizens. GMs and Players should keep in mind the animosity between guardians and other citizens when playing.

Vault City Traders- The Vaults professional Traders, able to make deals with the worst of opponents, VC traders gain a 5% bonus to barter, you also have a good knowledge of Vault City Trading routes.

Information Data Worm- You know all about Computers, Networking etc. unless dealing with a really strange system, you gain a 10% bonus to science, but suffer a 5% penalty to Speech when not dealing with others whom share your hobby/life.

VC Intelligence Operative (ACTIVE): you are a spy, for the glory of the vaults. You have 2 devices free that suits this occupation (GMs Discretion on items), but must show no links to the vault at any time, else, you can kiss your Citizenship goodbye. Plus, you get a radio for free, but you have to make weekly reports to your superiors by use of it, and make a bi-annual visit to the city, to make a whole report, and analyze your genes for "Defects".

VC Intelligence Operative (Inactive): you were a spy, for the glory of the vaults, but you're deactivated, for some reason or another. You get one Device of your choice for free that suits a spy (GMs Discretion on items), you also get a free radio, but you don't have to report in occasionally (checking up on deniable assets). Be warned you can be activated at any time, unless you've actually left the vault for good, in which case, expect other Intelligence operatives to hunt you down. You cannot reveal anything that may pin you down as a spy, even a deactivated one.

Gaining these Perks later in life:

Some characters may, throughout the course of their adventures may gain VC citizenship, or existing citizens may want to "Train Up", so here are some guidelines:

1. Getting these perks is no easy feat! Sure, they may do little, so munchkins wont be interested (rather take the slayer perk), these do give extra role-playing possibilities, so first of all, you got to have a perk spot free.
2. As they all imply, you got to do a fair bit of work, sure, trader and guard ones can be done in a few caravan trips (GM discretion), but becoming a medical engineer will take a lot of training, so be prepared to spend a lot of game time studying, so you might want to ask your GM to make your player a NPC for a little while, else, you'll be sitting around

session after session doing zilch (play a new character for a little while, course, you might end up liking them more).

3. The GM has the final say as to what your Character can and cannot learn, and how long it would take, so, if your GM says no, don't come whining to me, its his or her choice, as its their world, and they are the divine force inside it.

Courtyard citizens:

Courtyard citizens are rough, tough, but retired. Most honestly cant be bothered fighting anymore, and willingly gave up everything for the relative safety of the courtyard, course, your still not safe from slavery, oops, I mean servitude, but there are no more raiders to worry about (except the VC ones...).

To play a courtyard citizen, you must take the Courtyard Citizen perk.

Like the VC perks, taking this Trait unlocks specific perks. A Courtyard citizen cannot be a citizen of any other area, unless they are a "spy" (GMs discession). As courtyard citizens do not have the large RP-penalties of Vault City citizens, it is recommended that only one of these traits be selected for each character, as an optional selection.

Courtyard Perks:

Hold'n out :- Sure, you look as penniless as the rest, but your not. You start the game with a significant amount of cash, and barely any gear. It might \*not\* be wise splashing that kind of cash around VC however.

Harsh Life :- Although Courtyard citizens are rugged people, you're more rugged than the rest of 'em. gain +1 to Endurance.

Lumpy's Cousin :- your Lumpies twin uglier cousin. VC people really don't like people like you, cos your ugly, but them "uglyness" aren't just cosmetic. Max CH of 3, but you gain your ENx4 to damage Resistance, and you're EN to damage Threshold when wearing no Armour.

Contact Net :- Being in the courtyard, you know a lot of traders. Whenever you encounter someone whom travels, or has traveled, roll a d10, if you roll your Charisma, or lower, you know the person, professionally.

All of these rules in this section are STRICTLY OPTIONAL, the GM has the right to ignore, change, or use any rule, at his/her discession. If you choose to change the rulings in your game, let us in the Fallout PnP community know, so when we get around to updating the books, we will know what should be changed.