

Fallout: Equestria Weapons - TenMihara House Copy - Firearms/ME/Explosives

Weapon	Ammunition	Damage	Ammo Cap.	Range	AP	Burst Fire	STR	Weight	Value	Special Effects	Fluff	Notes
Note: a + is shorthand for +1d10 (ex: 28+++ = 28+3d10)												
Note: Any Weapon with an AP Cost shown as (X/Y+Z) is a manual (Pump, Lever, Bolt) action weapon. Players may fire the weapon for the 'Y' value, and chamber the next round for the 'Z' value. X is the total AP cost of doing both as a single action												
Firearms												
BB Gun	BBs	1+	100	Short	10/5+5	--	1	2	40			
5 mm Gast Gun	5 mm	12++	100	Medium	30	40AP, 20% Penalty	7	20	2000	6 Round Burst		
5 mm Minigun	5 mm	12++	240	Medium	40	40AP, 25% Penalty	8	25	2200	Burst/automatic fire only (8 rounds)		
Assault Carbine	5 mm	10++	24	Medium	25	30AP, 10% penalty	3	6	1800	5-shot Burst		
.22 Revolver	.22 caliber	8+	6	Short	15/10+5	--	1	2	50	Bonus Crit Chance		
Silenced .22 Pistol	.22 caliber	8+	16	Short	15	--	1	3	80	Bonus Crit Chance, Bonus Crit Damage		
Silenced .22 SMG	.22 caliber	6+	180	Short	20	30AP, 15% penalty	2	8	250	4-shot Burst, Bonus Crit Chance/Damage		
.22 Single Shot Rifle	.22 caliber	8++	1	Medium	20	--	1	2	60	Bonus Crit Chance, Silenced		
.32 Revolver	.32 caliber	10+	5	Short	15/10+5	--	2	2	60			
.32 Rifle	.32 caliber	12++	5	Medium	30/15+15	--	3	6	140			
Assault/Service Rifle	5.56 mm	16++	24	Medium	30	35AP, 10% penalty	3	8.5	800	3-shot Burst		
Light Machine Gun	5.56 mm	18++	100	Medium	30	40AP, 20% penalty	8	15	1400	5-shot Burst, requires mounting		
Markspoon Carbine	5.56 mm	22++	20	Long	20	--	4	6	1100	Scoped, Bonus Crit Chance		
Varmint Rifle	5.56 mm	14++	5	Long	35/20+15	--	3	5.5	200			
Zebra Infiltrator Carbine	5.56 mm	20++(+)	24	Medium	30	30AP, 10% penalty	3	7	2300	3-shot burst only, silent, scoped, incendiary		
5.56mm Pistol	5.56 mm	20+	5	Short	20	--	6	5	550	Bonus Crit Chance		
Heavy Assault Rifle	7.62 mm	25++	24	Medium	35	40AP, 15% penalty	4	10	1500	3-shot burst		
Support Machine Gun	7.62 mm	23++	75	Medium	35	50AP, 25% penalty	9	13	1800	5-shot Burst		
Automatic Rifle	.308 caliber	26++	20	Long	30	40AP, 25% penalty	8	16	1750	4-shot Burst		
Battle Rifle	.308 caliber	30++	8	Long	25	--	6	9.5	900			
Hunting Rifle	.308 caliber	32+++	5	Extreme	40/25+15	--	6	6	1100	Bonus Crit Chance		
Sniper Rifle	.308 caliber	28+++	5	Extreme	25	--	6	8	1600	Bonus Crit Chance, Scoped		
.357 Magnum Revolver	.357 magnum	18+	6	Short	20/15+5	--	3	2	200			
.357 Repeater Rifle	.357 magnum	20++	7	Medium	30/20+10	--	4	5	350			
9 mm Pistol	9 mm	12+	13	Short	15	--	2	1.5	100			
9 mm SMG	9 mm	10+	30	Short	20	30, 15% penalty	3	4	400	4-shot Burst		
Zebra Infiltrator Pistol	9 mm	12++(+)	10	Short	15	--	2	2	500	Silent, Incendiary		
10 mm Pistol	10 mm	16+	12	Short	15	--	4	3	180			
10 mm SMG	10 mm	14+	30	Short	25	30, 15% penalty	5	5	500	4-shot Burst		
.45 Auto Pistol	.45 Auto	20+	7	Short	15	--	3	1.5	480			
.45 Auto SMG (Tommy Gun)	.45 Auto	18+	30	Short	20	30, 15% penalty	6	11	650	4-shot Burst		
.44 Magnum Revolver	.44 magnum	22+	6	Short	20/15+5	--	5	3.5	600			
Trail Carbine	.44 magnum	24++	8	Medium	30/20+10	--	6	7.5	800			
Desert Griffon	.44 magnum	20+	8	Short	20	--	5	4	750			
12.7 mm Pistol	12.7 mm	24+	7	Short	15	--	7	3.5	1000			
12.7 mm SMG	12.7 mm	22+	20	Short	25	35, 15% penalty	6	5	1200	4-shot Burst		
Hunting Revolver	.45-70 Ministry	36+	5	Medium	25/20+5	--	6	4	1300			
Brush Gun	.45-70 Ministry	40++	6	Medium	35/25+10	--	6	5	1800			
Heavy Machine Gun	.50 MG	60++	30	Long	40	50, 25% penalty	10	20	2800	5-shot Burst, Requires Mounting		
Anti-Machine Rifle	.50 MG	80+++	8	Extreme	45/30+15	--	8	20	3000	2 Ponies Long, Scoped and Terrifying		
14 mm Pistol	14 mm	28+	6	Short	20	--	8	5	1500			
Magical Energy Weapons												
Note: All Magical Energy Weapons Ignore 2DT with standard ammunition												
Magic Laser Pistol	Gem Pack	12+	30	Short	15	--	1	3	175	x3 Critical	Pew Pew	
Magic Plasma Pistol	Gem Pack	20+	32	Short	20	2 ammo/shot	2	3	500	x3 Critical	Sabre's Bane	
Plasma Protector	Gem Pack	26+	32	Short	20	2 ammo/shot	2	2	800	x3 Critical		
Sonic Emitter	Gem Pack	20+	24	Short	20	--	2	2	650	AP Damage to Robots/Power Armour		
Flamer	Flamer Fuel	20+	60	Short	30	--	7	15	1350	Incendiary, 20ft cone, 50ft Line		
Incinerator	Flamer Fuel	24+	30	Medium	35	--	6	12	1100	Incendiary, Bonus Crit Chance		
Heavy Incinerator	Flamer Fuel	28+	24	Long	25	2 Ammo/Shot	8	15	2000	Incendiary, Bonus Crit Chance		
Magic Recharger Pistol	Sparkle-Breeder	16+	20	Short	15	Breeds 3 Shots/Round	2	7	700	x3 Critical		
Recharging Magic Rifle	Sparkle-Breeder	10++	7	Medium	20	Breeds 2 Shots/Round	5	15	225	x3 Critical		
Magic Laser Rifle	Micro-Sparkle	20++	24	Long	20	--	3	8	800	x3 Critical	Dusted	
Magic Plasma Rifle	Micro-Sparkle	30++	24	Medium	25	2 ammo/shot	4	8	1300	x3 Critical	Puddles	
Tri-Beam Magic Rifle	Micro-Sparkle	3x20+	24	Medium	25	3 shots/fire	4	9	2400	x3 Critical, Crit chance on each beam		
Multi-Plas Rifle	Micro-Sparkle	3x30+	30	Medium	30	3 shots/fire, 2 ammo/shot	4	7	2800	x3 Critical, Crit chance on each beam		
Lightning Rifle	Micro-Sparkle	40++	20	Long	30	--	4	4	2600	x3 Critical, Crit Shuts Down Robots/PA		
Gestalt Rifle	Micro-Sparkle	90++++	5	Extreme	25	5 ammo/shot	5	7	3000	ME Sniper Rifle Developed by MAS, x3 Crit	Don't fuck with it	
Laser RCW	Spell-Flux	15++	60	Medium	20	25, 10% Penalty	4	4	1200	4 Shot Burst, x3 Critical		
Magic Gatling Laser	Spell-Flux	18++	240	Medium	30	35, 10% Penalty	8	18	3500	6 Shot Burst, x3 Critical		
Magic Plasma Cannon	Spell-Flux	50+++	30	Medium	40	3 ammo/shot	8	30	4000	x3 Critical, Ignores 10DT	Eat it Mr. Topaz	
Twilight Cannon	Spell-Flux	60+++	20	Long	45	5 ammo/shot	8	8	4500	x3 Critical, 20+ Burst Damage in 30ft AoE	Albino's choice	
Shotguns												
Note: Shotguns damage is based on Buckshot, which employs multiple small projectiles. Target's Damage Threshold is applied against each individual pellet												
Single Shotgun	20 Gauge	12p(2+1d3)	1	Short	30	--	5	7	150		24+	
Caravan Shotgun	20 Gauge	12p(2+1d3)	2	Short	25	--	3	3	300		24+	
Lever-Action Shotgun	20 Gauge	12p(2+1d3)	5	Short	30/20+10	--	4	3	450		24++	
Double-Barrel Shotgun	12 Gauge	8p(3+1d5)	2	Short	30	40, 5% penalty	4	6	600	Both Barrels	24++	

Fallout: Equestria Weapons - TenMihara House Copy - Firearms/ME/Explosives

Weapon	Ammunition	Damage	Ammo Cap.	Range	AP	Burst Fire	STR	Weight	Value	Special Effects	Fluff	Notes					
Sawed-Off Shotgun	12 Gauge	8p(3+1d5)	2	Short	25	35, 5% penalty	4	4	750	Both Barrels		24+++					
Hunting Shotgun	12 Gauge	8p(4+1d6)	5	Medium	30/20+10	--	5	7.5	900			32++					
Combat Shotgun	12 Gauge	8p(4+1d6)	8	Medium	25	--	6	7	1200			32++					
Riot Shotgun	12 Gauge	8p(4+1d6)	12	Medium	25	35, 10% Penalty	7	5	1600	2 Shell Burst		32+++					
Auto Shotgun	12 Gauge	8p(4+1d6)	24	Medium	25	40, 15% Penalty	7	10	2000	3 Shell Burst		32+++					
Super Shotgun	8 Gauge	7p(6+1d8)	2	Medium	25	35, 5% Penalty	8	6	2800	Both Barrels		42+++					
Far Right Column is alternative shotgun damages using Slugs as a base instead of buckshot for simpler gameplay																	
At Point Blank Range, Shotguns Ignore 5 DT. At Medium Range or Farther, Short Range Shotguns Apply 2xDT																	
Explosives																	
Note: All Explosive weapons do the listed damage to the intended target, plus burst damage to all targets in listed Area of Effect																	
25mm Grenade APW	25mm	40+++	6	Medium	30	--	5	8	1500	20+ Burst Damage in 20ft AoE							
Grenade Machine Gun	25mm	40+++	30	Medium	35	50, 15% Penalty	8	15	2300	20+ Burst Damage in 20ft AoE, 3-Burst							
Grenade Rifle	40mm	48+++	1	Medium	35	--	3	6	300	25+ Burst Damage in 30ft AoE							
Multi-Grenadier	40mm	48+++	4	Medium	30/20+10	--	5	12	1800	25+ Burst Damage in 30ft AoE							
Heavy GMG	40mm	60+++	15	Long	40	55, 15% Penalty	8	15	3000	30+ Burst Damage in 30ft AoE, 3-Burst							
Flak Cannon	20mm		16	Long													
Missile Launcher	Missile	75+++	2	Long	40	50, Guided Shot	6	20	2800	Guided Shot (+20 Accuracy)							
Rocket Launcher	Rocket	50+++	1	Long	40	--	6	20	2500								
Quad Launcher	Rocket	50+++	4	Long	35	--	6	20	3200								
B.E.L.	Balefire Egg	300+10d10	1	Long	60	Irradiates Area	8	30	7500	150+++ Burst Damage in 60ft AoE							
Note: Credit for Original Sheet Goes to Strobe. All subsequent additions made by TenMihara																	

Fallout: Equestria Weapons - TenMihara House Copy - Unarmed/Melee

Name	Damage	AP	AP (Special)	STR	Weight	Value	Special Effects	Fluff
Melee Weapons								
Note: The Base Damage of any Melee or unarmed weapon is dependant on the Character's Strength (Str*modifier = Base Damage)								
Cleaver	1/2xStr+2d10	10	-	2	2	30	Bonus Limb Damage	Chop chop
Dress Cane	1/2xStr+2d10	20	I say! (25)	2	3	60	2x Damage, 20% chance to break	Classy
Knife	1/2xStr+1d10	10	-	1	1	15	None	
Police Baton	1/2xStr+1d10	10	-	1	2	40	None	
Pool Cue	1/2xStr+2d10	20	I'll Break! (30)	2	1	15	3x damage, breaks weapon	
Rolling Pin	1/2xStr+1d10	15	-	2	1	10	None	
Straight Razor	1/2xStr+2d10	10	Close Shave (20)	1	1	85	Bonus Crit Chance, Bonus Crit Damage (inflicts Bleeding)	
Stun Baton	1/2xStr+2d10	15	-	1	1	180	Bonus 2d10 Lightning/AP damage	
Switchblade	1/2xStr+1d10	10	-	1	1	35	None	
Bowie Knife	Str+1d10	15	-	3	1	100	Inflicts Bleeding vs End check	Not to be confuse with David Bowie
Combat Knife	Str+2d10	10	-	3	1	200	Bonus Crit Chance	
Hatchet	Str+2d10	25	-	2	2	80	Bonus Limb Damage	
Lead Pipe	Str+2d10	20	-	5	3	50	None	Clonk
Machete	Str+3d10	20	-	3	2	100	Bonus Limb Damage	
Whip	Str+1d10	25	Reach (10ft)	3	1	220	Inflicts Bleeding vs End check, Bonus to Trip Attempts	Kinky
Cattle Prod	1.5xStr+1d10	20	-	4	3	320	Bonus 1d10 Lightning/AP damage	Get Bessie moving real quick
Nail Board	1.5xStr+1d10	25	Brained! (30)	7	4	150	Strikes against Head, automatically cripples if hit	
Shovel Spear	1.5xStr+2d10	20	-	3	3	200	Inflicts Bleeding vs End check	
Harpoon w/chain	1.5xStr+2d10	25	Reach (15ft)	5	7	250	Bonus to Trip attempts	
9 Iron	2xStr+1d10	20	-	2	3	100	None	FORE!
Baseball Bat	2xStr+1d10	20	Home Run! (30)	4	3	150	1.5x damage, Melee 50+ required	
Bumper Sword	2xStr+3d10	30	-	8	12	800	None	
Ripper	2xStr+3d10	25	Can Opener (30)	3	6	1100	Ignores 10DT (uses 3xStr vs Power Armour)	
Zebra Sword	2xStr+2d10	20	-	4	3	1200	Bonus Limb Damage/Bonus Crit Chance, +1d10 Lightning/AP Damage	
Zebra Sword (Mundane)	2xStr+2d10	20	-	4	3	800	Bonus Limb Damage/Bonus Crit Chance	
Zebra Chain Whip	2xStr+3d10	30	Reach (15ft)	6	8	1500	Bonus Crit Damage, Bonus to Trip Attempts	
Blade of the West	3xStr+3d10	25	-	9	12	1800	Knockdown on Crit	
Fire Axe	3xStr+2d10	20	-	5	8	1000	Bonus Limb Damage	
Rebar Club	3xStr+3d10	35	-	9	9	600	None	
Sledgehammer	3xStr+2d10	35	-	7	12	400	None	
Chainsaw	4xStr+4d10	35	-	7	20	2500	Ignores 15 DT	Ringngngngngngngngng
Magical Super Sledge	4xStr+4d10	30	-	8	20	2000	Ignores 5 DT	
Magical Energy Lance	4xStr+3d10	25	-	7	20	2200	Ignores 10 DT	
Thrown Weapons								
Throwing Knife	Str+1d10	15	Throw	1	0.5	30	4xStr Range	
Throwing Axe	1.5xStr+2d10	20	Throw	1	0.5	80	6xStr Range	
Throwing Spear	2xStr+3d10	25	Throw	1	0.5	120	8xStr Range	
Unarmed Weapons								
Boxing Boots	1/2xStr+1d10	15	-	1	6	150	Non-Lethal Damage	
Bare Hooves/Talons/Claws	Str+1d10	15	-	0	0	0	None	
Brass Ponyshoes	1.5xStr+1d10	15	-	2	1	20	Gains the 'Iron Hoof' Barehoofed multiplier bonus	
Spiked Ponyshoes	1.5xStr+2d10	15	-	3	1	80	Gains the 'Iron Hoof' Barehoofed multiplier bonus	
Zap Hoof	1.5xStr+3d10	25	-	2	6	600	Bonus Lightning/AP Damage	
Bladed Gauntlet	2xStr+2d10	20	-	5	10	500	Bonus Crit Chance, Bonus Crit Damage	
Hoof Ripper	2xStr+3d10	20	Can Opener (30)	7	10	1000	Ignores 10 DT (Applies 3xStr vs Power Armour)	
Hellhound Helmet/Gauntlet	2xStr+2d10	20	-	6	10	Craft Only	Ignores All DT/DR	
Power Hoof	4xStr+3d10	25	-	5	6	1800	Ignores 5 DT	
Ballistic Buckers	4xStr+4d10	30	Both Hooves (40)	9	6	2300	Double Damage, Crit fail leaves user prone	

Fallout: Equestria Weapons - TenMihara House Copy - Unconventional Weapons

Weapon	Ammunition	Damage	Ammo Cap	Range	AP	AP (Special)	STR	Weight	Effects	Recipe
Dart Gun	Darts	1+	1	Short	15	--	1	1.5	Paralyzes target for 1d10 rounds. End check for half duration, min 1 round. Silent	Toy Cart, Paint Gun, Surgical Tubing, Poison Gland
Par-T Cannon	Anything	35+	1	Long	35	--	4	8	Misc. effects added depending on what is fired	Vacuum Cleaner, Balloon Inflator,
Railway Rifle	Railway Spikes	20++	8	Medium	25	--	5	12	Called Limb Shots automatically Cripple, and pin target to nearby surface	
Bottlecap Blunderbuss	Bottlecaps	10x(3+1d6)	1 (10 caps)	Short	20	--	4	4	Like shotgun weapons, DT is applied against each projectile	
Phoenix Talon (Shiskebab)	Flamer Fuel (?)	2xStr+3d10	-	Melee	25	--	3	3	Inflicts Incendiary Status vs Agi check	Lawn Mower Blade, Flamer Fuel Tank, Pilot Light, Garden Hose
Nail Gun	Nails	8+	90	Short	15	25, 5% Penalty	2	4	Bonus Limb Damage, Silent, 6 Shot Burst	N/A
Molotrot Cocktail	-	15+2d10	-	Thrown		--			Inflicts Incendiary Status within 10ft radius	Abraxo Cleaner, Flamer Fuel, Vodka Bottle, Rag
Crossbow	Bolts	20+	1	Medium	20	--	3	2	Silent	N/A
Note: Most Weapons on this list are craft only										

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[illegible]

Fallout: Equestria Weapons - TenMihara House Copy - Munitions

	Damage	Price	Extra Effects	AoE (Radius)
Grenades				
Frag/Metal Apple	50+2d10	80	None	20 Ft
Incendiary	35+2d10	80	Inflicts Incendiary Status	20 Ft
Magical Energy	60+2d10	115	x3 Crit, Ignores 5DT	15 Ft
Matrix Disruption	15+2d10	65	x2 Damage vs Power Armour/Robots, Crit automatically shuts down	10 Ft
High Explosive	75+3d10	140	None	30 Ft
Sparkle~Grenade	90+3d10	Craft Only	Irradiates the Area	40 Ft
Balefire Egg	120+4d10	250	Irradiates the area	60 Ft
Concussive	50+2d10	90	Non-Lethal Damage	30 Ft
Mines				
Frag	35+2d10	50	None	15 Ft
Incendiary	20+2d10	50	Inflicts Incendiary Status	20 Ft
Magical Energy	45+2d10	100	x3 Crit, Ignores 5DT	25 Ft
Matrix Disruption	10+2d10	40	x2 Damage vs Power Armour/Robots, Crit automatically shuts down	10 Ft
Bottlecap	60+3d10	Craft Only	None	30 Ft
Adv. Bottlecap	80+3d10	Craft Only	None	40 Ft
Balefire Mine	100+4d10	200	Irradiates the area	50 Ft
Concussive	30+2d10	60	Non-Lethal Damage	20 Ft
Miscellaneous				
C4 Explosives	150+4d10	300	Requires Detonator	20 Ft
Dynamite	40+2d10	60	None	15 Ft
Long Fuse Dynamite	40+2d10	75	Detonates at End of Combat Sequence	15 Ft
Flashbang	10+1d10	80	Non-Lethal Damage, 1d4 Perception Damage and -20 to all Skills for 1d6 rounds. End Check for half damage	20 Ft
Gas Bomb/Tear Gas		100		50 Ft
*Note: Enemies in AoE take reduced damage when farther out				

Fallout: Equestria Weapons - TenMihara House Copy - Ammo Listing

Type/Caliber	Value	Notes	Weight (Hardcore)
Conventional Firearms			
BBs	0.2		0.01
5 mm	1	Ignores 10 DT	0.02
.22 Long Rifle	0.33		0.01
5.56 mm	0.5		0.03
7.62 mm	2		0.05
.32 Rifle Round	0.33		0.02
.308 Rifle Round	3		0.06
.357 Magnum	1		0.04
9 mm	0.5		0.03
10 mm	1		0.05
.44 Magnum	1.5		0.06
.45 Auto	1.5		0.07
12.7 mm	2		0.08
.45-70 Ministry	3		0.1
.50MG	4		0.25
14 mm	4		0.15
Shotgun Shells			
20 Gauge	1		0.07
12 Gauge	2		0.08
8 Gauge	4	Not Currently in Use	0.1
Sparkle-Packs (MEW)			
Gem Pack	1.5	Equivalent of Small Energy Cell	0.08
Micro-Sparkle Cell	2	Equivalent of Microfusion Cell	0.1
Spell-Flux Pack	1	Equivalent of Electron Charge Pack	0.03
Flamer Fuel	0.5		0.02
Explosive Rounds			
25mm Grenade	8		0.25
40mm Grenade	12		0.5
Rocket	20		0.25
Missile	30		1.5
Balefire Egg	250		3
Miscellaneous Ammo			
Nail	0.5	For use with Nail Gun	0.05
Dart	0.5	For use with Dart Gun	0.02

Fallout: Equestria Weapons - TenMihara House Copy - Ammo Listing

Type/Caliber	Value	Notes	Weight (Hardcore)
Railway Spike	1	For use with Railway Rifle	0.25
Bottle Cap	1	Bottle Cap Blunderbuss or Mine	0.01
Bolts	1	For use with Crossbow	0.06

Fallout: Equestria Weapons - TenMihara House Copy - Ammo Varieties

Ammo Type	Damage Change	Added Effect(s)	Notes	Value		
Rifle/Pistol Ammo						
Armour Piercing (AP)	-2 base	Ignores 15 DT	5.56mm, 7.62mm, 5mm, .308 and .50 only	Base +3		
Explosive (Exp)	Adds 3d10	added damage to 10ft radius	x1.5 Crit Fail Chance; .50 Only	Base +4		
Hollow Point (HP)	Adds 3d10	Applies 3xDT		Base +1		
Incendiary (Inc)	Adds 1d10	Inflicts Burning Status	Lasts 3 turns vs Agi, .308 and .50 Cal only	Base +2		
Magically Enhanced (ME)	adds 1d10	Ignores 5DT		Base +2		
Rubber (R)	-5 Base	Non-Lethal Damage		Base		
Shotgun Shells						
Flechette (Fch)	1 less Pellet per shot	Ignores 5DT on each pellet	Stacks with point blank and Shotgun Surgeon	Base +1		
Slug (Slg)	Full Base + 2d10 - See Note [1]	Single Projectile		Base +2		
Bean Bag (BB)	1/2 of Slug	Non-Lethal Damage		Base		
Matrix Disruption Slug (MD)	1/2 of Slug against organics	Crit Shuts down Robots/PA	AP Penalties on all hits	Base +2		
Incendiary (Inc)	2 Less Pellets per shot	Inflicts Burning Status	Lasts 3 turns vs Agi	Base +1		
Coin Shot (CS)	None	12 Gauge Only	Requires 8 Pre-War Bits	Craft (Mechanics 50)		
Magnum Buckshot (Mn)	Adds 2 damage per pellet	Ignores 2DT per pellet	2x Crit Fail Chance	Craft (Mechanics 50)		
Magical Energy Ammo						
Bulk (Blk)	Base -2	Applies Full DT	Cannot be converted	Base/2		
Overcharge (OC)	adds 1d10	Ignores 5DT	1.5x Crit Fail Chance	Craft (Science 40)	3:2 Conversion	
Homemade Flamer Fuel (HM)	None	Applies Full DT	2x Crit Fail Chance	Craft (Science 30)	Box of Detergent, Sugar Bombs, Maize	
Optimized Flamer Fuel (OF)	Base +3	Ignores 5DT	1.5x Crit Fail Chance	Craft (Science 50)	3:1 Conversion	
Max Charge (MC)	adds 2d10	Ignores 10DT	2x Crit Fail Chance	Craft (Science 60)	5:2 Conversion	
Optimized (Opt)	adds 1d10	Ignores 5DT	As Overcharge w/o drawback	Craft (Science 80)	3:2 Conversion	
Grenades/Missiles						
Concussive (Cv)	No Change	Non-Lethal Damage	25% Larger Area of Effect	Base +1	Grenades Only	
High Explosive (HE)	Adds 3d10 Damage	None	More bang for your caps	Base +4		
Matrix Disruption (MD)	1/2 Base Damage	Crit Shuts down Robots/PA	25% Smaller Blast Radius	Base		
Magical Plasma (MP)	Adds 3d10 Damage	Ignores 5DT	25% Smaller Blast Radius	Base +6		
Timed (Tim)	None	Detonates at End of Sequence	Slow and Steady	Base +2		
40mm Buckshot	12x(3+1d6)	No AoE, Ignores 10DT	Same Ouchies, no Splashing	Base +2		

Fallout: Equestria Weapons - TenMihara House Copy - Weapon Mods

Weapon	Mod	Value	Notes		
		Firearms			
.22 Revolver	Muffle Frame	25	Silences Weapon		
9mm Pistol	Scope	80	Adds Short Range Scope		
	Extended Magazines	150	Ammunition Capacity +7		
10mm Pistol	Silencer	180	Silences Weapon		
	Extended Magazines	220	Ammunition Capacity +4		
	Laser Sight	150	Adds +3% Crit Chance		
.357 Magnum Revolver	Long Barrel	250	Increases Base Damage by 3		
	HD Cylinder	300	Increases Condition (?)		
.44 Magnum Revolver	Scope	300	Adds Short Range Scope		
	Heavy Frame	240	Increases Condition (?)		
Trail Carbine	Scope	310	Adds Medium Range Scope		
12.7mm Pistol	Silencer	420	Silences Weapon		
.45-70 Hunting Revolver	6 Shot Cylinder	380	Ammunition Capacity +1		
	Match Barrel	480	Adds +3% Crit Chance		
	Scope	450	Adds Medium Range Scope		
.45 Auto Pistol	HD Slide	120	Increases Condition (?)		
	Silencer	240	Silences Weapon		
	Extended Magazine	300	Ammunition Capacity +3		
.45 Auto SMG	Drums	280	Ammunition Capacity +20		
	Compensator	320	Burst Accuracy Penalty Reduced (-5%)		
Anti-Machine Rifle	Carbon Fiber Parts	980	Reduces Weight (-7), Str Req -1		
	Custom Bolt	1340	Reduces AP Cost (-5 Chambering Cost)		
	Suppressor	1120	Reduces Weapon Noise		
Assault Carbine	Extended Magazines	500	Ammunition Capacity +6		
	Forged Receiver	570	Increases Condition (?)		
	Light Bolt	740	Reduces AP Cost (-5)		
Brush Gun	Forged Receiver	535	Increases Condition (?)		
	Scope	600	Adds Medium Range Scope		
	Long Tube	800	Ammunition Capacity +3		
.357 Magnum Repeater	Custom Action	265	Reduces AP Cost (-5)		
	Long Tube	235	Ammunition Capacity +4		
	Maple Stock	210	Reduces weight (-2), Str Req -1		
Hunting Rifle	Custom Bolt	420	Reduces AP Cost (-5 Chambering cost)		
	Scope	480	Adds Long Range Scope		

Fallout: Equestria Weapons - TenMihara House Copy - Weapon Mods

Weapon	Mod	Value	Notes		
	Extended Magazines	580	Ammunition Capacity +5		
	Suppressor	520	Reduces Weapon Noise		
Light Machine-gun	Expanded Drums	680	Ammunition Capacity +110		
Assault Rifle	Forged Receiver	680	Increases Condition (?)		
	Upgraded Springs	740	Reduces AP Cost (-5)		
	Scope	520	Adds Medium Range Scope		
	Suppressor	600	Reduces Weapon Noise		
Sniper Rifle	Suppressor	530	Reduces Weapon Noise		
	Carbon Fiber Parts	440	Reduces Weight (-5), Str Req -1		
	Extended Magazines	600	Ammunition Capacity +5		
Varmint Rifle	Night Scope	360	Adds Night Scope		
	Extended Magazines	220	Ammunition Capacity +3		
	Silencer	290	Silences Weapon		
9mm SMG	Ammo Drum	375	Ammunition Capacity +30		
	Light bolt	400	Reduces Burst AP Cost (-5)		
10mm SMG	Extended Magazines	210	Ammunition Capacity +10		
	Recoil Compensator	230	Burst Accuracy Penalty Reduced (-5%)		
12.7mm SMG	Laser Sight	610	Adds +3% Crit Chance		
	Stacked Magazine	520	Ammunition Capacity +6		
	Suppressor	660	Reduces Weapon Noise		
Silenced .22 SMG	Expanded Drums	150	Ammunition Capacity +60		
Hunting Shotgun	Long Tube	370	Ammunition Capacity +3		
	Choke	315	Increases Base Pellet Damage by 1		
Minigun	Damped Sub-frame	910	Burst Accuracy Penalty Reduced (-10%)		
	High-Speed Motor	1250	Reduces AP Cost (-5)		
Magical Energy Weapons					
Beam Pistol	Combat Sights	125	Adds +3% Crit Chance		
	Focus Optics	200	Increases Base Damage by 3		
	Recycler	275	Every 4th Shot is Free		
Plasma Pistol	High-Energy Ionizer	325	Increases Base Damage by 7		
	Magnetized Accelerator	225	Increases Range		
	Recycler	325	Every 4th Shot is Free		
Plasma Protector	Scope	320	Adds Short Range Scope		
	Sheath Stabilizer	350	Adds +3% Crit Chance		
	Hi-Capacity Terminal	420	Ammunition Capacity +32		

Fallout: Equestria Weapons - TenMihara House Copy - Weapon Mods

Weapon	Mod	Value	Notes		
Beam Rifle	Focus Optics	900	Increases Base Damage by 3		
	Beam Splitter	650	Two Beams at 13+		
	Scope	850	Adds Long Range Scope		
Plasma Rifle	Magnetized Accelerator	800	Increases Range		
Gatling Laser	Focus Optics	2000	Increases Base Damage by 3		
	Carbon Fiber Frame	1500	Reduces Weight (-6), Str Req -1		
Tri-Beam Magi-Rifle	Focus Optics	950	Increases Base Damage by 3 (per beam)		
	HD Capacitor	1050	Increases Condition (?)		
	Hi-Capacity Terminal	900	Ammunition Capacity +24	The Fun is Doubled	
Laser RGC	Recycler	1060	Every 4th Shot is Free		
Explosive Ordinance					
Grenade Rifle	Long Barrel	250	Increases Range (+150 Ft)		
Grenade Machinegun	High-Speed Kit	750	Reduces AP Cost (-5)		
Battle Saddles					
Any	Ammo Changer	10% of weapon price per extra feed	Allows changing of ammo types (AP, Standard, ME, etc.) without removing the Saddle (10AP)		
	Jambuster	20% of Weapon price	Installs a device than can quickly (15 AP) clear a jammed or glitched weapon		
	Mine Dropper	150	Replaces one weapon on a Saddle with an explosive dropping primer arm. Must Choose Grenades OR Mines	15AP to drop an explosive, -10 for weapon difference	
Identical Weapons	Weapons Link	50% of weapon price	Allows the firing of both weapons for the AP cost and roll of one. Critical Failure in either gun jams both		
Single Shot Weapons	Auto-Loader	50% of weapon price	Allows the automated reloading of weapons that fire a single shot per load without removing the saddle	Single Shotgun, Missile Launcher, Gestalt Rifle, etc.	Included in PA Automatically
Melee Weapons					

Fallout: Equestria Weapons - TenMihara House Copy - Armour

Name	DT	Weight	Value	Added Effects	Notes			
Light Armour					DT 2min, 12max			
Leather	6	15	80	None	Pretty Basic			
Merc Outfit	2	8	50	Firearms +2, Melee +2				
Armoured-Mesh Cloak	2	2	50	Stacks with other armour				
Raider Armour	4	15	50	Seen as Raider if worn	Littlepip's folly	Note: A Pegasus or Griffon Character May add wing blades to any non-powered armour for 10% of its cost or 100 caps, whichever is greater. These blades add an additional 1d10 damage in unarmed or melee		
Tribal Armour	4	15	50	Tribal Affiliation				
Reinforced Leather	8	15	180	None				
Police/Security Barding	8	15	300	Firearms +5, Speech +5				
Reinforced Security	10	15	400	Firearms +5, Speech +5				
Assassin Suit	12	20	1800	Sneak +10				
Zebra Stealth Armour	10	20	1500	Sneak +5				
Zebra Legionaire Uniform	6	15	400	Melee +5, Unarmed +10	Includes Garish Headdress			
Junior Talon Armour	8	10	1000	Unarmed +5, Firearms +5	Bonus Unarmed/Melee Dmg	Wing Blades already included, Griffons Only		
Medium Armour					DT 12min, 18max	Medium Armour reduces Sneak by 10		
Combat Armour	12	25	600	None				
Reinforced Combat Amr.	15	25	800	None				
Zebra Field Armour	12	25	750	Melee +5, Unarmed +10				
Military Police Armour	12	25	800	Firearms +5, Speech +5				
Recon Armour	14	20	1200	Sneak +10				
Riot Gear	18	30	2200	Firearms +5, Agi +1	DR 10%			
Talon Combat Armour	15	20	1800	Unarmed +5, Firearms +5	Bonus Unarmed/Melee Dmg	Wing Blades already included, Griffons Only		
Heavy Armour					DT 15min, 30max	Heavy Armour reduces Sneak by 20, Powered by 30		
Metal Armour	15	30	1100	Agi -1	DR 10%			
Reinforced Metal Armour	18	30	1500	Agi -1	DR 15%			
Salvaged Power Armour	20	40	1800	Agi -2	DR 10%			
Royal Guard Armour	18	25	1750	Speech +15, Cha +1	DR 5%			
Zebra Legate Armour	20	30	2000	Melee +10, Unarmed +10	DR 10%			
Steel Ranger Armour	30	40	3200	Str +2, Agi -2, Rad Res +25%	Powered, DR 15%, EP Only			
Enclave Armour	26	(when worn) 0, 40	3500	Per +1, Cha -1 Rad Res +15%	Powered, DR 15%, Pegasi Only			
Griffon Powered Armour	22	40	2800	Str +1, Agi-1, Rad Res +10%	Powered, DR 10%, Griffons Only			
				All Powered Armour is fully enclosed, includes SATS, automated drug/healing potion injection, and gives +20 to Battle Saddles				
Helmets					Gives +2 DT against Head hits and Halves Bonus Damage from Called Headshots			
Security/Police	2	5			Can only be worn with corresponding armour			

Fallout: Equestria Weapons - TenMihara House Copy - Clothing

Name	DT	Weight	Value	Added Effects	Notes				
Lab Coat	0	2	25	Science +5					
Sexy Sleepwear	0	1	50	Charisma +1		Note: Any Article of Clothing (excluding hats) can be reinforced by a player or NPC with a mechanics skill of 50 or greater, adding 4DT to it at a cost of 150 caps for services or materials. Reinforced clothing also weighs 5 more			
Utility Barding	0	2	50	Lockpick +5, Mechanics +5					
Duster	3	5	150	Charisma +1, Firearms +5					
Bathrobe	0	1	15	None	Nice and Fluffy				
Cowpony Hat	0	1	50	Perception +1					
Gambler's Suit	0	1	50	Luck +1					
Stable Barding	0	1	30	Speech +2, Melee Weapons +2					
Doctor Fatigues	0	1	25	Medicine +5					
Ranger Scribe Robes	2	1	150	Science +5, Mechanics +5	Armoured Mesh, Steel Ranger Faction				
Tuxedo/Gown	0	1	120	Charisma +1, Speech +10					
Roving Trader Barding	0	2	25	Barter +5					
Environmental Suit	2	5	200	Rad/Poison Resistance +30%					

Fallout: Equestria Weapons - TenMihara House Copy - Items

Drinks	Name	Weight	Value	Effects	Notes
Pure Water		1	16	+20 HP	
Dirty Water		1	8	+4 Radiation, +10 HP	
Aqua Cura		1	10	+8 Radiation, +10 HP	
Sunrise Sassaparilla		1	10	+2 Radiation, +10 HP	
Sparkle-Cola		1	10	+2 Radiation, +10 HP	
Sparkle-Cola RAD		1	40	+16 Radiation, +10 HP, +20 AP	
Sparkle-Cola Vanilla		1	10	+2 Radiation, +10 HP	
Sparkle-Cola Cherry		1	10	+2 Radiation, +10 HP	
Coffee		1	5	+5HP	Temp Reduces Sleep Dep. level by 1
Food / Veggie				Food / Veggie	
Cram		1	5	+2 Radiation, +5 HP	
Cave fungus		1	50	-10 Radiation, +5 HP	
Refined punja fruit		1	30	+15 HP, -2 Radiation (-15 Radiation with Punga Power!)	
Art nectar		0.25	20	-2 IN, -2 CH, +4 ST (4 min)	
Fire ant nectar		1	20	+25 Fire Resistance, -3 IN, +4 AG (4 min)	
Art queen pheromones		1	75	-3 PE, -3 IN, +3 CH (4 min)	
Mareissippi Quantum pie		1	20	+2 Radiation, +20 AP, -1 IN, +1 ST	
Wild punja fruit		1	10	+5 HP, -1 Radiation (-5 Radiation with Punga Power!)	
Blanco Mac & Cheese		1	5	+2 Radiation, +5 HP	
Crunchy mutfruit		1	5	+2 Radiation, +5 HP	
Dandy Boy Apples		1	5	+2 Radiation, +5 HP	
Fancy Lad Snack Cakes		1	5	+2 Radiation, +5 HP	
Fresh apple		1	5	+10 HP	
Fresh carrot		1	5	+10 HP	
Fresh pear		1	5	+10 HP	
Fresh potato		1	5	+10 HP	
InstaMash		1	5	+2 Radiation, +5 HP	
Junk food		1	5	+2 Radiation, +5 HP	
Mutfruit		1	5	+2 Radiation, +5 HP	
Noodles		1	5	+2 Radiation, +5 HP	
Potato Crisps		1	5	+2 Radiation, +5 HP	
Stop		1	5	+25 Radiation, +25 HP	
Sugar Bombs		1	5	+2 Radiation, +5 HP	
Chocolate Frosted Sugar Bombs		1	5	+2 Radiation, +5 HP	
Sweetroll		1	5	+5 HP	
Yum!Yum Devil'd Eggs		1	5	+2 Radiation, +5 HP	
Gum drops		1	2	+2 HP	
Bubblegum		1	1	+1 HP	
Food / Non-Veggie				Food / Non-Veggie	
Softshell mirelurk meat		1	30	+2 Radiation, +30 HP	
Yao gual meat		1	30	+10% Damage, +9 Radiation, +10 HP	
Mirelurk meat		1	20	+2 Radiation, +20 HP	
Mole rat wonder meat		1	20	+2 Radiation, +20 HP	
Sparklelurk meat		1	7	+4 Radiation, +10 AP, +20 HP	
Brahmin steak		1	5	+2 Radiation, +5 HP	
Crispy squirrel bits		1	5	+2 Radiation, +6 HP	
Iguana bits		1	5	+2 Radiation, +5 HP	
Iguana-on-a-stick		1	5	+2 Radiation, +5 HP	
Mirelurk cakes		1	5	+2 Radiation, +5 HP	
Pork n' Beans		1	5	+2 Radiation, +5 HP	
Salisbury Steak		1	5	+2 Radiation, +5 HP	
Squirrel on a stick		1	5	+2 Radiation, +5 HP	
Squirrel stew		1	5	+2 Radiation, +5 HP	
Art meat		1	4	+2 Radiation, +5 HP	
Bloated meat		1	4	+2 Radiation, +5 HP	
Dog meat		1	4	+2 Radiation, +5 HP	
Hatchling mirelurk meat		1	4	+2 Radiation, +5 HP	
Mole rat meat		1	4	+2 Radiation, +5 HP	
Radroach meat		1	4	+2 Radiation, +5 HP	
Strange meat		1	2	+2 Radiation, +5 HP	
Strange meat pie		1	2	+2 Radiation, +5 HP	
Equine's Flesh		1	0	+6 Radiation +25 HP	
Alcohol				Alcohol	
Wine		1	20	+2 Charisma, -1 Intelligence	
Hard Cider		1	15	+1 Strength, +1 Charisma, -1 Intelligence	
Beer		1	15	+1 Strength, +1 Charisma, -1 Intelligence	
Buckweiser		1	15	+1 Agility, +1 Charisma, -1 Intelligence	
Alcohol / Spirit				Alcohol / Spirit	
Black and White		1	30	+1 Strength, +1 Charisma, -1 Intelligence, +1 Perception	
Wild Pegasus		1	25	+1 Agility, +1 Strength, +1 Charisma, -1 Intelligence, -1 Perception	
Vodka		1	20	+1 Strength, +1 Charisma, -1 Intelligence	
Moonshine		1	30	+2 Strength, +2 Charisma, -2 Intelligence	
Whiskey		1	20	+1 Strength, +1 Charisma, -1 Intelligence	
Scumphy		1	20	+1 Strength, +1 Charisma, -1 Intelligence	
Absinthe		1	30	+1 Charisma, -1 Intelligence, +2 Perception	
Rum		1	20	+1 Strength, +1 Charisma, -1 Intelligence	
Tequila		1	20	+1 Strength, +1 Charisma, -2 Intelligence, +1 Perception	
FOREVERpure		1	40	+2 Strength, -2 Agility, +2 Charisma, -2 Intelligence, -2 Perception	Double Doses per bottle. Roll END -4 to not pass out. Don't drink if END 5 or lower...
Grog		1	20	+1 Strength, +1 Charisma, -1 Intelligence	Best served warm. (+1 Charisma)
Drugs				Drugs	
Med-X/Painkiller		0	30	Damage Resist +25%	Pain Relief
Buck		0	30	Max HP +60, Endurance +3, Strength +2	
Rage		0	30	Damage +25%	
Stampede		0	75	Damage +25%, Damage Resist +25%	
Mint-als		0	30	Intelligence +2, Perception +2, Charisma +1	Insomnia, Temp Removal of Sleep Dep. Effects

Fallout: Equestria Weapons - TenMihara House Copy - Items

Name	Weight	Value	Effects	Notes
Party Time Mint-als	0	75	Intelligence +2, Perception +2, Charisma +5	Insomnia, Temp Removal of Sleep Dep. Effects
Dash	0	30	Action Points +15, Initiative +4, -15HP	
Rainboom	0	75	Action Points +40, Initiative +5, -30HP	
Hydra	0	75	Can Heal Crippled Limbs, +15HP to each limb each turn for 6 turns; Agility -2 for 4min	Exhaustion, Nausea
Fixer	0	30	Removes Withdrawal Symptoms Temporarily	Nausea
Flash	0	120	Double Max AP; Perception +2	
Medical Equipment				
Blood Pack	1	20	Restored END damage from blood loss. Race/species specific.	Earth Ponies are universal donors/recipients within the pony species.
Disinfectant	0.25	15	Surgical implement used to counteract penalty.	
Healing Potion	0	50	Heals 20+(med/10)d10 HP	100% to body; 20% to limbs; or 60% to body; 60% a limb.
Super Healing Potion	0	100	Heals 40+(med/5)d10 HP	Can't be applied to limbs. 100% to body; 20% to limbs.
Burn Salve	0	15	Reduces pain penalties from burns. Reduces lasting damage from burns.	
Bandage	0.25	5	Stops Bleeding, Heals 5+1d10 Damage over 5 Rounds	Proper application requires med check
Magical Bandage	0.25	10	Stops Bleeding, Heals 10+2d10 Over 5 rounds	Proper application requires med check
Graft Bandage	0.5	50	Use to patch large flesh wounds and crippled limbs, heals 10+(Med/10)d10 to Limb HP	Proper Application requires med check. Also Disinfects and Salves Burns
Rad-X	0	20	Radiation Resistance +50%	
RadAway	0	20	Removes 30+(med/10)d10 RADs over 1min	
Medical Brace	1	10	Reduces penalty of setting a crippled leg.	
Surgical Tubing	0.5	10	Surgical implement used to counteract penalty.	Used to apply Potions and Blood packs during surgery.
Scalpel	0.5	10	Required surgical implement.	
Forceps	0.5	10	Required surgical implement.	
Empty Syringe	0	5	Required surgical implement.	
Anesthetic	0	20	Surgical implement. (Knocks out the patient)	Alternative: Med-X
Stitching Needle	0.25	5	Needed to close up surgeries properly.	
Stitching Nylon	0	5	Needed to close up surgeries properly.	
Artery Clip	0	5	Gives one reroll during appropriate surgery.	
Medical Toolkit	9	250	Contents	Amount
	2	20	Medical Brace	2
	2	40	Surgical Tubing	4
	1	20	Scalpel	2
	1	20	Forceps	2
	0	20	Empty Syringe	4
	0	40	Anesthetic	2
	1	20	Stitching Needle	4
	0	50	Stitching Nylon	10
	0	20	Artery Clip	4
	2	10	Doctor's Bag (Container)	1
Crafting Materials				
Bottle cap	0	1	Bottlecap Mine(10)	
Cherry bomb	0	5	Bottlecap Mine(5), Adv Bottlecap Mine(3)	
Lunchbox	1	30	Bottlecap Mine(1)	
Sensor Module	2	30	Bottlecap Mine(1)	
Paint gun	5	15	Dart Gun(1)	
Poison Gland	1	30	Dart Gun(1)	
Surgical tubing	1	10	Dart Gun(1)	
Toy car	1	5	Dart Gun(1)	
Hellhound Hand	1	1250	Hellhound Gauntlet/Helmet(1)	
Leather belt	1	5	Hellhound Gauntlet/Helmet(1)	
Medical brace	2	10	Hellhound Gauntlet/Helmet(1)	
Wonderglue	1	10	Hellhound Gauntlet/Helmet(1)	
High % Alcohol	1	Varies	Molotrot Cocktail(1)	
Empty Bottle	0.5	5	Molotrot Cocktail(1)	
Rag	0.5	3	Molotrot Cocktail(1)	
Abraxo cleaner	1	5	Sparkle-Grenade(2), Molotrot Cocktail(2)	
Tin can	1	1	Sparkle-Grenade(1)	
Turpentine	2	10	Sparkle-Grenade(1)	
Sparkle-Cola RAD	1	30	Sparkle-Grenade(1)	
Crutch	2	10	Railway Rifle(1)	
Spark Battery	10	75	Railway Rifle(1)	
Pressure cooker	5	15	Railway Rifle(1)	
Steam gauge assembly	10	25	Railway Rifle(1)	
Conductor	5	30	Par-T-Cannon(2)	
Firehose nozzle	1	5	Par-T-Cannon(1)	
Leaf blower	2	15	Par-T-Cannon(1)	
Vacuum cleaner	10	20	Par-T-Cannon(1)	
Lawnmower blade	2	10	Phoenix Talon(1)	
Flamer Fuel Tank	5	25	Phoenix Talon(1)	
Trigger Reign	1	15	Phoenix Talon(1)	
Pilot light	1	14	Phoenix Talon(1)	
Miscellaneous Items				
10-Ball	1	2		
13-Ball	1	2		
2-Ball	1	2		
5-Ball	1	2		
8-Ball	1	2		
Ashtray	1	1		
Baseball	1	2		
Baseball glove	1	4		
Basketball	1	1		
Bent tin can	1	1		
Big spoon	1	1		
Blue pass card	0	1		
Bobby pin	0	1		
Bonesaw	2	5		
Box of detergent	1	1		
Brahmin skull	2	1		
Brotherhood of Steel holotag	0	1		
Butter knife (common)	1	1		
Butter knife (uncommon)	1	1		
Buttercup toy	2	150		
Camera	1	5		
Carton of cigarettes	2	50		
Ceramic dinner plate	1	1		

Fallout: Equestria Weapons - TenMihara House Copy - Items

Name	Weight	Value	Effects	Notes
Cheeseboard	1	1		
Cigarette	0	1		
Clipboard	1	1		
Coffee mug	1	1		
Coffee pot	1	1		
Cue ball	1	3		
Cup	1	1		
Cutting board	1	1		
Damaged garden gnome	4	1		
Danielle's book	1	1		
Dinner plate	1	1		
Dog bowl	1	1		
Door Component	1	1		
Drinking glass	1	1		
Duct Tape	1	5		
Earnings clipboard	1	1		
Empty Nuka-Cola bottle	1	2		
Empty soda bottle	1	1		
Empty syringe	1	5		
Empty whiskey bottle	1	1		
Finance clipboard	1	1		
Fishing pole	1.5	10		
Flour	1	2		
Forceps	1	5		
Fork	0.5	1		
Garden gnome	5	1		
Glass pitcher	1	1		
Green plate	1	1		
Hammer	2	3		
Harmonica	1	2		
Hot plate	2	5		
Intact garden gnome	5	1		
Iron	5	2		
Large alien crystal	0	20		
Large burned book	1	1		
Large destroyed book	1	1		
Large ruined book	1	1		
Large scorched book	1	1		
Large whiskey bottle	2	5		
Lighthouse bulb	5	60		
Lump of brain	0	0		
Medical brace (new)	1	2		
Medical clipboard	1	1		
Metal cooking pan	1	5		
Metal cooking pot	1	1		
Metal spoon	0.5	1		
Metro ticket	0	1		
Milk bottle	1	1		
Mutilated arm	2	0		
Mutilated leg	2	0		
Mutilated organs	2	0		
Mutilated skull	2	0		
Mutilated torso	2	0		
Nuka-Cola truck	2	5		
Office employee ID	0	1		
Ophthalmoscope	1	4		
Pack of cigarettes	0.5	10		
Paperweight	1	1		
Pencil	0	1		
Plunger	1	1		
Pool ball	1	2		
Pot	2	0		
Pre-War book (blue)	1	5		
Pre-War money	0	10		
Rake	2	1		
Red pass card	0	1		
Red plate	1	1		
Riverboat ticket	0	300		
Scalpel	1	5		
Scissors	1	3		
Scrap Electronics	1	1		
Scrap metal	1	1		
Shot glass	1	1		
Small alien crystal	0	10		
Small burned book	1	1		
Small destroyed book	1	1		
Small ruined book	1	1		
Small scorched book	1	1		
Spatula	1	1		
Spoon	0.5	1		
Super mutant blood sample	0	1		
Teddy bear	1	3		
Tin plate	1	1		
Toaster (post-war)	5	3		
Toaster (pre-War)	5	3		
Triangle	1	1		
Tweezers	1	3		
Walter's Scrap Metal	1	1		
Whet stone	2	1		
White plate	1	1		
Wood chipper	50	25		
Wrench	1	1		
Yeast	4	21		

[1] "Full Base" is the damage minus the die times the number of pellets. Example: "Full Base" for a combat shotgun is 32. $8p(4+1d6)$ becomes 8 times 4.