

## FoE: PnP General Items - General Items

Item	Value	Wg	Effect
<b>Gathered Materials</b>			
General Trash/Junk (tin cans, empty bottles, etc)	1	2	Why are you even carrying this? DM can randomise how much of this is found. 2d6, 3d6, etc.
Bundle of Kitchen Supplies (spoons, dishes, toasters, etc)	8	5	Nice for cooking.
Box of materials (duct tape, wonder glue, turpentine, wrenches, etc)	12	5	Used to build stuff or resupply Maintenance Kits. Many wrenches were harmed in the making of this armour/battle saddle/robot of ill repute.
Bundle of components (pilot lights, capacitors, conductors, etc)	20	10	Depending on your Mechanics skill, you could search for specific components at the DM's discretion (if you need them for a recipe or something).
Bundle of Medical Supplies (scaples, scissors, tweezers, medical braces, surgical tubing, crutches, etc)	25	6	Used to build stuff or resupply Doctor's Bags.
<b>Survival Gear</b>			
Rope (per Yard)	1	3	You never know when a surprise skipping contest might break out.
Canteen	2	1	holds up to 5 bottles worth of water (or other liquid). When full, weight is 5.
Bedroll	15	15	Sleep anywhere!
Shovel	55	3	May be used as a melee weapon
Lighter	5	-	Burn baby burn.
Lantern	10	2	Let there be light.
Hot Plate	5	2	Used for cooking or alchemy. May be used to replace the iron kettle in an alchemy kit to reduce the kit's weight to 7. (Found in Bundle of Kitchen Supplies.)
Screwdriver	1	0.5	Needed for Lockpicking.
Bobby Pins	0.5	-	They seem to turn up everywhere. Is there some kind of Bobby Pin fairy? Needed for Lockpicking.
<b>Example General Goods</b>			
Pack of Cigarettes	10	0.5	Smoke 'em if you got 'em.
Carton of Cigarettes (small)	40	2	4 packs
Carton of Cigarettes (large)	100	5	10 packs
Food Sanitizer	150	7	Reduces radiation in food (but not drink) by half.
Duct Tape	5	1	The ultimate tool. (Can be found in Box of Materials.)
Wonderglue	10	1	Glue all the things. Just don't ask what it is made of. (Can be found in Box of Materials.)
Scrap electronics	1	1	Could be useful. Do not eat. (Found in Bundle of Components.)
Scrap metal	1	1	Could be useful. (Can be found in Box of Materials.)
Scalpel	5	1	Because performing surgery with your teeth gives onlookers the wrong impression. (Found in Bundle of Medical Supplies.)
Empty Bottle	1	0.5	Could be filled with water if you're too cheap to get a canteen. Add a bottlecap to keep from leaking. (Found in General Trash.)
<b>Example Crafting Materials</b>			
Detergent/Bleach	5	1	Often found in ruined kitchens. (Found in Bundle of Kitchen Supplies)
Magic Fission Battery	6	75	Rare. Valuable since they can be used to power whole houses. Can sometimes be scavenged from destroyed robots. Gears of Harmony makes this much more likely. Has a greater chance to be recoverable from a non-destroyed robot (e.g. from a robot that was disabled with Robotics Expert.)
Magic Fusion Battery	6	300	Very Rare. Like the Fission Battery but much more powerful. These can only be found in heavy combat robots or things of a similar nature. A Fusion battery may even create a spectacular explosion upon the robot's death... Very little chance of being recovered from a wreck without Gears of Harmony.
Civilian Laser Pointer	1	20	Rare. Originally used as toys or teaching aides, they have a variety of uses in the Wasteland. Rarely found in unlooted houses.
Telescope/Binoculars	2	25	Uncommon. Bird watchers unite! Sometimes found in unlooted houses.

Military Binoculars	2	250	Rare. Improved magnification and sturdiness over the civilian model. Features useful mil-dots to help estimate range. Found amongst military supplies, such as an old guard post or entombed bunker. Like most military supplies it would be highly sought after by other scavengers.
<b>Tool Kits</b>			
Sewing kit	5	1	Good for mending clothes and sometimes ponies too!
Hackers Tools	50	1	Expert tools for hacking into terminals and maneframes. Gives +5 to all Science rolls for hacking.
Maintenance Kit	20	5	All the tools a toaster repairpony might need. Gives +5 to Mechanics rolls.
Armor Repair Kit	200	5	Used to repair and maintain armor. Not consumed when performing general maintenance. Can be consumed to act as armor one condition level below the armor being repaired. Cannot be used to repair above Good condition. Semi-rare.
Weapon Repair Kit	200	1	Used to repair and maintain weapons. Not consumed when performing general maintenance. Can be consumed to act as a weapon one condition level below the weapon being repaired. Cannot be used to repair above Good condition. Can be consumed to reset the number of critical failures a weapon has accumulated to zero. Semi-rare.
Reinforcement Mod Kit - Light	300	10	Used to turn Stable jumpsuits and light bardings into reinforced versions of those bardings. Adds +4 DT and 5 lbs weight. (Requires Mechanics 25)
Reinforcement Mod Kit - Medium	300	10	Used to turn Combat Armor into Combat Armor, Reinforced. Adds +3 DT and 5 lbs weight. (Requires Mechanics 50)
My Little Chemistry Set	1199	50	Used to create chems. (Not portable.) Gives +5 to Science and Medicine for creating chems or poisons.
My Little Workbench	725	100	Used to create schematics, install mods and all manner of work. (Not portable.) Allows a pony to attempt any task that requires a workbench (assuming she meets other prerequisites). For all workbench-appropriate tasks not requiring a workbench, grant +10 to mechanics and science checks.
Alchemy Kit	20	15	Includes all the tools you need to brew, including an iron kettle. Gives +5 to Survival for alchemy.
Doctor's Kit	30	6	Everything a wasteland doctor needs. (Not to be confused with Doctor's Bag.) Gives +5 to Medicine.
Winterized Clothing Mod Kit	20	3	Requires sewing kit to apply. Adds cold environment protection and +2 lbs to clothing or armor.
Schematic (Rank 1)	300	-	Plans for crafting new stuff.
Schematic (Rank 2)	400	-	Plans for crafting good new stuff. Rare to find for sale.
Schematic (Rank 3)	500	-	Plans for crafting great new stuff. (Never found for sale from NPCs, but they may have a quest for you to earn it.)
<b>Carrying Equipment</b>			
Saddle bags	10	5	Holds 200 Wg of stuff (it can be assumed that characters start off with one of these)
Battle saddle	10	5	Reduces Str requirement of weapon(s) by 2 - Cannot hold Big Gun (heavy)
Large battle saddle	20	10	Reduces Str requirement of weapon(s) by 2
<b>Special Equipment</b>			
ArcanoTech Port	350	0.5	A small device designed solely to run a peripheral. (Note: All PipBucks, Magically Powered Armors and functional Terminals have an integrated ArcanoTech Port, as do some cyberponies.)
PipBuck	NSFS	4	Grants the wearer the following spells at no strain: Light, Locate Object (tagged objects whose tagged codes I know), Organize and Target (aka S.A.T.S.). These spells are considered to be cast at Expert level, but with a Potency and Versatility of only 1 each. Activating any of these abilities is a 10 AP action. Additionally, the PipBuck effectively grants the wearer the Detect Others (aka E.F.S.) spell at Advanced level with a Potency of 1. Activating this ability is a 25 AP action. All PipBucks and suits of magically powered barding have tags. PipBucks also include a radio and automapping features, as well as a port for a peripheral. PipBucks are subject to disabling through damage or anti-matrix weaponry.
StealthBuck	NSFS	0.5	Peripheral: requires a port. Grants the wearer the following spell at no strain: Invisibility (aka Sensory Foil: Visual) cast at Expert level but with a Potency of only 1. Activating a StealthBuck is a 25 AP action.
Broadcaster	NSFS	0.5	Peripheral: requires a port. Allows short-range radio broadcasting. Activating a broadcaster is a 25 AP action.

Semi-rare = GMs should strictly control availability. (Any given settlement is unlikely to have more than one or two of these items between caravan deliveries, if any.) These kits include specialized equipment and are not craftable by player characters.

## FoE: PnP General Items - Medical Items

Name	Value	Effect	Duration	Addiction Chance	Addiction Effects
Stampede	80	+20% DR, +2d10 damage (3d10 for Unarmed/Melee)	4 minutes	20%	-1 END, -1 PER, C, Ps
RadSafe	20	Increases Rad Resistance by 25 + ((Medicine / 10, round down) x 5)	2 hours	-	
Rad Away	60	Cure one level of radiation sickness	Instant	-	
Painkiller	80	+20% DR	4 minutes	10%	-1 AGI, -1 INT, C, Ps
Dash	20	+15 AP	4 minutes	20%	-1 AGI, -1 CHA, C, Ps
Rage	20	+2d10 damage (3d10 for Unarmed/Melee)	4 minutes	20%	-1 END, -1 PER, C, Ps
Buck	60	+ 3 END, + 2 STR, + 60 Hit Points	4 minutes	10%	-1 STR, -1 END, C, Ps
Hydra	60	Cure all crippled limbs	Instant	10%	-3 END
Mint-Als	60	+2 INT, +2 PER, +1 CHA	4 minutes	20%	-1 PER, -1 INT, C, Ps
Party-time Mint-Als	80	+2 INT, +2 PER, +5 CHA	20 minutes	35%	-1 PER, -1 INT, C, Ps
Healing Potion	25	Heals 20 + (Medicine / 10, rounded down) d10	Instant	-	
Bandages	5	Stops bleeding.	varies	-	
Magical Bandages	20	Healing divided over 5 turns. Heals 25 + (Medicine / 10, rounded down) d10	5 turns	-	
Super Restoration Potion	100	Heals 60 + (Medicine / 10, rounded down) d10	Instant	-	
Doctor's Bag	200	Cures crippled limb and heals 40 + (Medicine / 10, rounded down) d10	Instant	-	
				C = Cumulative: each time an addicted individual takes the drug, roll for addiction to possibly gain another stacking level of this penalty when the drug wears off.	
		<b>Optional Rule: Highs</b>		Ps = Psychological: addicted characters must pass an Endurance roll to avoid taking the chem when it is available and useful.	
		<p>Addictive Chems have a base "high" duration of two hours, even though the beneficial Effects last only as long as the chem's stated Duration. The character is immune to the effects of withdrawal and addiction cravings during this period.</p> <p><b>Optional Rule: Dependency</b></p> <p>For every cumulative level of addiction after the first that a character suffers for a drug, the length of the high is reduced by twenty minutes (to a minimum of the chem's Duration.)</p>		(Stacking levels of effect cannot reduce a SPECIAL below 1.)	

# FoE: PnP General Items - Food Items

	Value	Wg	Effect
Pre-War snack food	4	1	Food: 5 hp + 3 Rads
Pre-War food	5	1	Food: 10 hp + 3 Rads
"Fresh" food	7	1	Food: 10 hp
Prepared fresh food	10	1	Food: 25 hp (requires Survival: 20 and 2x Fresh Food to make)
Dirty water	2	1	Drink: 15 hp +6 Rads
Pure water	5	1	Drink: 15 hp
Sparkle-Cola	8	1	Drink: 20 hp +3 Rads (+1 Bottle cap when drunk)
Sunrise Sarsaprilla	3	1	Drink: 15 hp (+1 Bottle cap when drunk)
Beer/Cider	2	1	Drink: +1 Char +1 Str -1 Int (gets you drunk)
Whiskey/Wine/Spirits	10	1	Drink: +2 Char +1 Str -1 Int (does not recover dehydration) (gets you more drunk)
MRE	50	0.5	Food: 10 + (Survival / 2) hp; half cost for Steel Rangers or Enclave
Food items below this line are not sold by merchants unless by GM exception.			
Foraged berries/fruit (per hoof-full)	1	1	Food: 5 hp (depending on local plants (DM) [Survival/10] hoof-fulls found)
Radroach meat	1	1	Food: 5 hp +10 Rads (YUCK! -3 to taste-based Perception checks for an hour)
Small critter meat	2	1	Food: 5 hp +3 Rads (requires Survival: 10 to gather)
Cooked small critter meat	3	1	Food: 15 hp (requires Survival: 25 to cook)
Critter meat	3	1	Food: 10hp + 3 Rads (requires Survival: 30 to gather)
Cooked critter meat	4	1	Food: 30 hp (requires Survival: 50 to cook)
Big critter meat	8	1	Food: 15hp + 3 Rads (requires Survival: 50 to gather)
Cooked big critter meat [1]	10	1	Food: 45 hp (requires Survival: 75 to cook) [2]
Radhog Meat	6	1	Food: 15 hp +6 Rads (requires Survival: 30 to gather)
Cooked Radhog Meat	9	1	Food: 40 hp +3 rads (requires Survival 50 to cook)
Yao Guai meat	20	1.5	Food: as per big critter meat, but +9 Rads and grants a bonus of ++ to unarmed/melee in your next fight.
pony flesh	1	1	Food: 20 hp (requires nagitive karma to eat)

**Note: Food/drink can only be consumed out of combat.**

▼ Here be tabs ▼

# FoE: PnP General Items - Skill Book/Mag List

		Skill Book List				
	Roll	Skill Improved	Book Name	Magazine Name (Examples)	Possible Pre-Minstry of Image Titles	Skill Boosting Dolls?
	01 to 06 [3]	Barter	Increasing Your Sales Figures	The Financial Times	Confessions of Two Cider Sellers	Filthy Rich
	07 to 12	Battle Saddles	Equestrian Army Today	Battlesaddles - A Primer		Big Mac
	13 to 18	Explosives	The Big Book of Boom!	Front Toward Enemy		Derpy
	19 to 24	Lockpick	Today's Locksmith	Security Essentials		Pokey Pierce
	25 to 30	Magic Weapons	Applied Gemstones	The Even Newer Scientist		DJ-PON3
	31 to 36	Medicine	Supernaturals	The MoP Field Guide: Saving Lives with a Smile	Canterlot Journal of Medicine	Nurse Redheart
	37 to 42	Melee Weapons	Sword Mares	Heavy Blunt Objects And You		Blueblood?
	43 to 48	Mechanics/Repair	TLC Squared: "Tender Loving Care for Totally Lost Causes"	101 Things to do with Wrenches		Apple Bloom [4]
	49 to 54	Science	Big Book of Arcane Sciences	Solaris: You're Doing it Wrong	Stable-Tec Monthly Digest	Cheerilee
	55 to 60	Firearms	Guns and Bullets	Ironshod Firearms Catalogue		Braeburn
	61 to 66	Sneak	Zebra Infiltration Tactics	The Adventures of Mare-Do-Well		Mare-Do-Well
	67 to 72	Speech	Principles of Proper Pony Speech	Equestria Daily	*None*	Sweetie Belle [5]
	73 to 78	Survival	Wasteland Survival Guide	Tales of Daring Doo	*None*	PipSqueak
	79 to 84	Unarmed	Martial Arts of the Zebra	Angel Bunny's Self-defence Masterclass		Zecora?
	85 to 100	Player Choice				Scotaloo (AP) [6]
						Trixie (Magic)
			Each book read gives +3 permanently	Mags can be memorized to give +10 once		
			Click for Book Rules [7]	Click for Magazine Rules [8]		

## FoE: PnP General Items - Gathered Materials

Item	Value	Wg	Effect
Small critter skin	D6	2	Requires Survival: 25 How could you. You monster.
Critter skin	2xD6+2	5	Requires Survival: 50
Large critter skin	4xD6+10	10	Requires Survival: 75
Foraged berries/fruit (per hoof-full)	1	1	Food: 5 hp (depending on local plants (DM) [Survival/10] hoof-fulls found)
Green herbs	5	1	Used in alchemy. Found via foraging at DM's discretion. Chance/amount depends on Survival. Price varies based on supply.
Red herbs	5	1	Used in alchemy. Found via foraging at DM's discretion. Chance/amount depends on Survival. Price varies based on supply.
Blue herbs	10	1	Used in alchemy. Found via foraging at DM's discretion. Chance/amount depends on Survival. Price varies based on supply.

## FoE: PnP General Items - Old Clothing (found)

Item	Value	Wg	Effect	
Damaged pre-war outfit	5	2	Dirty and damaged. Perhaps this would be worth something if you could repair it.	Fairly common in houses etc
Fixed pre-war outfit	10	2	Requires Mechanics: 25	
Pristine pre-war outfit	15	2	Requires Mechanics: 50	
Damaged pre-war dress	15	5	Dirty and damaged. Perhaps this would be worth something if you could repair it.	Much rarer
Fixed pre-war dress	30	5	Requires Mechanics: 40	
Pristine pre-war dress	60	5	Requires Mechanics: 60	
Damaged pre-war evening gown/tuxedo	30	5	Dirty and damaged. Perhaps this would be worth something if you could repair it.	Extremely rare!
Fixed pre-war evening gown/tuxedo	90	5	Requires Mechanics: 50	
Pristine pre-war evening gown/tuxedo	250	5	Requires Mechanics: 100	
Damaged pre-war hat	4	1	Dirty and damaged. Perhaps this would be worth something if you could repair it.	Uncommon
Fixed pre-war hat	8	1	Requires Mechanics: 25, Perception +1	
Pristine pre-war hat	16	1	Requires Mechanics: 50, Perception +1	

[1] Like, manticore big --circle24 19 January 2012 23:53:33

[2] Could also provide a stat boost for 6 hours - like, +1Str for Yaoi Gui meat, 25% poison resistance for Manticore meat, etc --circle24 22 January 2012 19:57:44

[3] If you wish to randomise what is found

[4] You can make anything if you put your mind to it

[5] Speak from the heart

[6] Go fast or you'll never catch up

[7] Specific pre-war books, such as Supernaturals (skill: Medicine), can grant a permanent bonus to skills. Reading one of these books grants the character a +3 permanent bonus to the associated skill (+4 with the Comprehension perk). It takes a character one week to read a book (three days if the character possesses the Egghead perk, the Comprehension perk, or both). Once a character has read a book, she cannot benefit from reading that book, or another copy of the same book, again. The exception to this is if the character obtains both a Ministry of Image approved copy of the book and a pre-Ministry copy. In this case, the benefits from both of these books stack. There are two books which do not have pre- and post- Ministry of Image versions: The Principles of Proper Pony Speech (skill: Speech) and The Wasteland Survival Guide (skill: Survival).

[8] Specific pre-war magazines grant a one-time +10 bonus to a skill. Once a character reads one of these magazines, she has the ability to apply a +10 bonus to a single future skill roll involving the appropriate skill. The character may choose to apply this bonus after the skill roll has been made. A character may have as many as one reserved magazine bonus per two points of intelligence. It takes a character twelve hours to read a magazine (only six if the character possesses the Egghead perk, the Comprehension perk, or both).