

Example Random Loot Tables - Random Ammo

Ammo List (Ammo Box, etc)					
	Roll	Name	Amount	Value (each)	Effect
	01 to 05	.22LR	20+4d6	0.5	
	06 to 10	0.308 Round	6+d6	2	
	11 to 15	0.32 Round	20+4d6	0.5	
	16 to 20	.357 Round	10+2d6	1	
	21 to 25	.44 Round	6+2d6	1.5	
	26 to 30	.45 Auto	6+2d6	1.5	
	31 to 35	.45-70 Govt	6+d6	2	
	36 to 40	.50 MG	3+d6	3	
	41 to 45	5mm Round	20+4d6	0.5	DT -10
	46 to 50	5.56mm Round	10+2d6	1	
	51 to 55	9mm Round	20+4d6	0.5	
	56 to 60	10mm Round	10+2d6	1	
	61 to 65	12.7mm Round	6+2d6	1.5	
	66 to 70	Shotgun Shell	10+2d6	1	
	71 to 75	Spark Cell/Gem Pack [1]	10+2d6	1	DT -2
	76 to 80	MFC [2]	6+2d6	1.5	DT -2
	81 to 85	ECP	20+4d6	0.5	DT -2
	86 to 90	Flamer Fuel	20+4d6	0.5	
	91 to 94	25mm Grenade	2+d6	4	
	95 to 98	40mm Grenade	2+d3	6	
	99 to 100	Missile	d2	25	
Old Ammo List	▼	▼ Tabs Be Here ▼	▼		

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Roll	Item Name	Amount	Value (per bullet)
01 to 08	.32 Rounds	10+4d6	0.5
09 to 16	9mm Round	10+4d6	0.5
17 to 24	10mm Round	5+2d6	1
25 to 32	5.56 Rounds	5+2d6	1
33 to 40	.45 Rounds	3+d6	2
41 to 48	.308 Rounds	3+d6	2
49 to 56			
57 to 64	Shotgun Shells	3+d6	2
65 to 72	7.62 Rounds	3+d6	2
73 to 80	Magic Cell	3+d6	2
81 to 88	Plasma Cell	3+d6	3
89 to 100	Best for Player	As above (+d6)	-

Double total ammo found if box is locked. Even more with harder locks.

Double total ammo found with the Scavenger perk

Example Random Loot Tables - Old House Search

Old House Search	V Rooms to search V					V Containers V					
	Searchers: 1 [3]	Kitchen List					First Aid Box				
	Roll	Item Name	Amount	Value (per item)	Weight (per item)		Roll	Item Name	Amount	Value (per item)	Weight (per item)
	Always	PreWar Food	2+d6	2	1		Always	Health Potion	1	25	-
	Always	PreWar Snack	1+d3	1	1		Always	Bandages	d6	5	-
	Always	Dirty Water	1+d3	2	1		Always	Bobby Pins	d3	-	-
	Always	Pure Water	d3	5	1						
	Always	Junk	2d6	1	2		Fortune Finders always find +1d6 caps in addition to anything else				
	Always	Kitchen Loot (Pilot Lights, Toasters, etc)	1	15	5						
	EXTRA	-	-	-	-						
	01 to 49	Caps	d6	1	-						
	50 to 70	Beer	d6	2	1						
	71 to 80	Sparkle-Cola	d3	8	1						
	81 to 90	Spirits	d3	10	1						
	91 to 100	First Aid Box	-	-	-						
	Fortune Finders always find +2d6 caps in addition to anything else										
	Searchers: 1 [4]	Bedroom Search					Note: [5]	Safe Contents			
	Roll	Item Name	Amount	Value (per item)	Weight (per item)		Roll	Item Name	Amount	Value (per item)	Weight (per item)
	Always	Damaged Pre-War Outfit	d3	5	2		Easy Lock	-	-	-	-
	50%	Random Skill Magazine	1	10	2		Always	Caps	10+2d10	1	-
	25%	Random Skill Book	1	5	1		01 to 25	Nothing	-	-	-
	EXTRA	-	-	-	-		26 to 95	Roll on Small Weapon List	-	-	-
	01 to 20	Caps	2d6	1	-		96 to 100	Stealth Buck	1	100	-
	21 to 40	First Aid Box	-	-	-		Medium Lock	-	-	-	-
	41 to 80	Easy Safe	-	-	-		Always	Caps	20+3d10	1	-
	81 to 94	Normal Safe	-	-	-		Always	Roll on Small Weapon List	-	-	-
	95 to 100	Hard Safe	-	-	-		10%	Stealth Buck	1	100	-
	Fortune Finders always find +2d6 caps in addition to anything else						Hard Lock	-	-	-	-
							Always	Caps	30+4d10	1	-
							01-50	Roll on Small Weapon List	-	-	-
							51-100	Roll on Weapon Locker List	-	-	-
							25%	Stealth Buck	1	100	-
	Fortune Finders always find +2d6 caps in addition to anything else										
	Searchers: 1 [6]	Bathroom (First Aid Box)									
	Roll a d100	Item Name	Amount	Value (per item)	Weight (per item)						
	Always	Health Potion	2	25	-						
	Always	Bandages	2+d6	1	-						
	Always	Bobby Pins	1+d3	-	-						
	50 to 75 Easy Lock	Also contains	-	-	-						
	Always	Random Drug	1	?	-						
	20%	Health Potion	1	25	-						
	76 to 90 Normal Lock	Also contains	-	-	-						

Example Random Loot Tables - Old House Search

Always	Random Drug	d3 rolls	?	-
Always	Health Potion	1	25	-
91 to 100 Hard Lock	Also contains	-	-	-
Always	Random Drug	2+d3 rolls	?	-
Always	Health Potion	d3	25	-

Fortune Finders always find +1d6 caps in addition to anything else

Searchers: Any [7]	General Search (House)			
Roll	Item Name	Amount	Value (per item)	Weight (per item)
Always	Caps	d6	1	-
Always	Junk	d6	1	2
EXTRA	-	-	-	-
01 to 25	Nothing	-	-	-
26 to 40	Pack of Cigarettes	d3	5	1
41 to 50	Box of Materials	1	12	5
51 to 60	Bundle of Components	1	20	6
61 to 75	Ammo Box	1	?	?
76 to 89	Random Skill Magazine	1	5	1
90 to 95	Random Skill Book	1	10	2
96 to 100	Home Defence Weapon	1	?	?

Fortune Finders always find +1d6 caps in addition to anything else

Example Random Loot Tables - Old House Search

Example Random Loot Tables - 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 [8]	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 [9]
	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 [10]
	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				Scootaloo (AP) [11]
						Trixie (Magic)
			Each book read gives +3 permanently	Mags can be memorized to give +10 once		
			Click for Book Rules [12]	Click for Magazine Rules [13]		

Example Random Loot Tables - Random Weapon Lists

T1 Small Weapon List				
Roll	Item Name	Amount	Value (per item)	Weight (per item)
01 to 20	9mm Pistol	1	10	1.5
	9mm Rounds	10+1d10	0.5	-
21 to 40	.32 Pistol	1	15	2
	.32 Rounds	5+1d10	0.5	-
41 to 60	10mm Pistol	1	50	3
	10mm Rounds	10+1d10	1	-
61 to 80	.357 Revolver	1	50	2
	.357 Rounds	6+1d10	1	-
81 to 95	Magic Pistol	1	50	3
	Spark Cell	10+d10	1	-
96 to 100	Roll on the T2 Small Weapon List	-	-	-

T2 Small Weapon List				
Roll	Item Name	Amount	Value (per item)	Weight (per item)
01 to 25	Police Pistol	1	200	3
	.357 Rounds	6+1d10	1	-
26 to 50	.44 Revolver	1	250	3.5
	.44 Rounds	6+1d10	1.5	-
51 to 70	5.56mm Pistol	1	225	5
	5.56mm Rounds	5+1d10	1	-
71 to 85	Plasma Pistol	1	200	3
	Spark Cell	12+1d10	1	-
86 to 97	Recharger Pistol	1	250	7
98 to 100	Colt .45 Auto Pistol	1	1000	3
	.45 Auto	6+1d10	1.5	-

T1 Home Defence Weapon List				
Roll	Item Name	Amount	Value (per item)	Weight (per item)
01 to 10	9mm Pistol	1	10	1.5
	9mm Rounds	10+1d10	0.5	-
11 to 20	.32 Pistol			
	.32 Rounds			
21 to 30	10mm Pistol	1	50	3
	10mm Rounds	10+1d10	1	-
31 to 40	.357 Revolver	1	50	2
	.357 Rounds	6+1d10	1	-
41 to 50	Magic Pistol	1	50	3
	Spark Cell	10+d10	1	-
51 to 55	Recharger Rifle	1	50	-
56 to 70	Varmint Rifle	1	50	-
	5.56mm Rounds	5+1d10	1	-
71 to 85	Service Rifle	1	75	-
	5.56mm Rounds	10+2d10	1	-
86 to 95	Single Shotgun	1	30	-
	Shotgun Shell	6+2d6	1	-
96 to 100	Roll on the T2 Home Defence We	-	-	-

T2 Home Defence Weapon List				
Roll	Item Name	Amount	Value (per item)	Weight (per item)
01 to 08	Police Pistol	1	200	3
	.357 Rounds	10+1d10	1	-
09 to 16	.44 Revolver	1	250	3.5
	.44 Rounds	10+1d10	1.5	-
17 to 24	5.56mm Pistol	1	225	5
	5.56mm Rounds	10+1d10	1	-
25 to 30	Plasma Pistol	1	200	3

OLD Weapon Locker List				
Roll	Item Name	Amount	Value (per item)	Weight (per item)
01 to 10	10mm Pistol	1	25	-
	10mm Rounds	24+1d10	1	-
11 to 20	.45 Revolver	1	50	-
	.45 Rounds	12+1d10	2	-
21 to 30	Hunting Rifle	1	35	-
	5.56 Rounds	10+1d10	1	-
31 to 40	Double Barrel Shotgun	1	35	-
	Shotgun Shells	12+1d10	2	-
41 to 50	Combat Shotgun	1	75	-
	Shotgun Shells	12+1d10	2	-
51 to 60	Markspory Rifle	1	75	-
	.308 Rounds	20+1d10	2	-
61 to 70	Assault Rifle	1	75	-
	7.62 Rounds	20+2d10	2	-
71 to 80	Magic Pistol	1	100	-
	Magic Cell	12+1d6	2	-
81 to 90	Magic Rifle	1	100	-
	Magic Cell	12+2d6	2	-
91 to 95	Plasma Pistol	1	100	-
	Plasma Cell	12+1d6	3	-
96 to 100	.50 Cal Machinegun (saddled)	1	150	-
	.50 Caliber Round	30+2d10	0.5	-

Example Random Loot Tables - Random Weapon Lists

		Spark Cells	20+1d10	1	-							
	30 to 35	Recharger Pistol	1	250	7							
	36 to 45	Hunting Rifle	1	250	6							
		.308 Rounds	10+d10	2	-							
	46 to 55	Cowboy Repeater	1	225	5							
		.357 Rounds	10+1d10	1	-							
	56 to 62	Lever Action Rifle	1	300	8							
		10mm Rounds	20+1d10	1	-							
	63 to 70	Assault Rifle	1	250	7							
		5.56mm Rounds	20+1d10	1	-							
	71 to 80	Magic Rifle	1	250	8							
		MFC	20+1d10	1.5	-							
	81 to 88	9mm SMG	1	250	4							
		9mm Rounds	30+1d10	0.5	-							
	89 to 95	10mm SMG	1	300	5							
		10mm Rounds	20+1d10	1	-							
	96 to 100	Riot Shotgun	1	250	5							
		Shotgun Shell	12+1d10	1	-							

Example Random Loot Tables - Kitchen Search

		Kitchen List			
	Roll	Item Name	Amount	Value (per item)	Weight (per item)
	Always	PreWar Food	2+d6	2	1
	Always	PreWar Snack	1+d3	1	1
	Always	Dirty Water	1+d3	2	1
	Always	Pure Water	d3	5	1
	Always	Junk	2d6	1	2
	Always	Kitchen Loot (Pilot Lights, Pressure Cooker, Toasters, etc)	1	15	5
	EXTRA	-	-	-	-
	01 to 49	Caps	d6	1	-
	50 to 70	Beer	d6	2	1
	71 to 80	Sparkle-Cola	d3	8	1
	81 to 90	Spirits	d3	10	1
	91 to 100	First Aid Box (see other tab)	-	-	-
Fortune Finders always find +2d6 caps in addition to anything else					

Example Random Loot Tables - Bedroom Search

Bedroom Search		Bedroom Search				
	Roll	Item Name	Amount	Value (per item)	Weight (per item)	
	Always	Damaged Pre-War Outfit	d3	5	2	
	25%	Random Skill Book	1	10	2	
	50%	Random Skill Magazine	1	5	1	
	EXTRA	-	-	-	-	
	01 to 20	Caps	2d6	1	-	
	21 to 40	First Aid Box (see other tab)	-	-	-	
	41 to 80	Easy Safe (see other tab)	-	-	-	
	81 to 94	Normal Safe (see other tab)	-	-	-	
	95 to 100	Hard Safe (see other tab)	-	-	-	
		Fortune Finders always find +2d6 caps in addition to anything else				

Example Random Loot Tables - Safe Contents

Safe Contents		Safe Contents				
	Roll	Item Name	Amount	Value (per item)	Weight (per item)	
	Easy Lock	-	-	-	-	
	Always	Caps	10+2d10	1	-	
	01 to 25	Nothing	-	-	-	
	26 to 95	Roll on Small Weapon List	-	-	-	
	96 to 100	Stealth Buck	1	100	-	
	Normal Lock	-	-	-	-	
	Always	Caps	20+3d10	1	-	
	Always	Roll on Small Weapon List	-	-	-	
	10%	Stealth Buck	1	100	-	
	Hard Lock	-	-	-	-	
	Always	Caps	30+4d10	1	-	
	01-50	Roll on Small Weapon List	-	-	-	
	51-100	Roll on Weapon Locker List	-	-	-	
	25%	Stealth Buck	1	100	-	
		Fortune Finders always find +2d6 caps in addition to anything else				

Example Random Loot Tables - Random Drug List

Drug List					
	Roll	Drug Name	Value	Effect	Addiction Chance
	01 to 06	Stampede	80	+20% DR, +2d10 damage (3d10 for Unarmed/Melee)	20%
	07 to 20	RadSafe	20	Increases Rad Resistance by 25 + ((Medicine / 10, round down) x 5)	-
	21 to 28	Rad Away	60	Cure one level of radiation sickness	-
	29 to 42	Painkiller	20	+20% DR	10%
	43 to 56	Dash	20	+15 AP	20%
	57 to 70	Rage	20	+2d10 damage (3d10 for Unarmed/Melee)	20%
	71 to 78	Buck	60	+ 3 END, + 2 STR, + 60 Wounds	10%
	79 to 86	Hydra	60	Cure all crippled limbs	10%
	87 to 94	Mint-Als	60	+2 INT, +2 PER, +1 CHA	20%
	95 to 100	Party-time Mint-Als	80	+2 INT, +2 PER, +5 CHA	35%
	For up to date rules: https://docs.google.com/spreadsheet/ccc?key=0Ar_2-YbjBwHUdGdRTTg4WkloY1pPYU1UemF6aThINmc#gid=11				

Example Random Loot Tables - First Aid Box

		Bathroom First Aid Box			
	Roll	Item Name	Amount	Value (per item)	Weight (per item)
	Always	Health Potion	2	25	-
	Always	Bandages	2+d6	1	-
	Always	Bobby Pins	1+d3	-	-
	50 to 75 Easy Lock	-	-	-	-
	Always	Random Drug	1	?	-
	25%	Health Potion	1	25	-
	76 to 90 Normal Lock	-	-	-	-
	Always	Random Drug	d3 rolls	?	-
	Always	Health Potion	1	25	-
	91 to 100 Hard Lock	-	-	-	-
	Always	Random Drug	2+d3 rolls	?	-
	Always	Health Potion	d3	25	-
		Fortune Finders always find +1d6 caps in addition to anything else			
		First Aid Box			
	Roll	Item Name	Amount	Value (per item)	Weight (per item)
	Always	Health Potion	1	25	-
	Always	Bandages	d6	1	-
	Always	Bobby Pins	d3	-	-
		Fortune Finders always find +1d6 caps in addition to anything else			

Example Random Loot Tables

- [1] Magic Pistol ammo
- [2] Magic Rifle ammo
- [3] Can be searched by 1 character that doesn't search another area
- [4] Can be searched by 1 character that doesn't search another area
- [5] Here the type of safe is determined by what was rolled in the Bedroom Search
- [6] Can be searched by 1 character that doesn't search another area
- [7] Can be searched by ANY character that doesn't search another area
- [8] If you wish to randomise what is found
- [9] You can make anything if you put your mind to it
- [10] Speak from the heart
- [11] Go fast or you'll never catch up
- [12] 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).
- [13] 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).