FALLOUT: THE TABLETOP ROLEPLAYING GAME

ERRATA LOG

Changes 8th April 2021

- Missing page references completed throughout.
- **p.60:** *"Each time you take this perk, the level requirement increases by 4."* added to the Armorer perk text.
- **p.65:** The Gun Nut perk has 4 ranks, not 3.
- **p.78:** The Super Mutant Skirmisher can no longer choose a raider armor headpiece, as it does not exist.
- **p.100:** Shielded Barrel mod has been added to the Small Gun Mods table, under Barrel Mods.
- **p.100:** Magazine mods have been added to the Small Gun Mods table.
- **p.195:** The page reference to randomly generating locations now correctly references the Gamemaster's Toolkit.
- **p.216–217:** The beverage items listed no longer repeat 3 times.
- **p.255:** The Room Encounters and Wacky Wasteland Tables now correctly list "1d20 Result" in the header.
- **p.342:** The deathclaw's health points have been increased to 31, and its Defense lowered to 1.

Changes 6th April 2022

- **p.28:** Added the following hit locations listings:

Hit Locations (Quadruped)

D20 Roll	Hit Location
1-2	Head
3-8	Torso
9-11	Left Front Leg
12-14	Right Front Leg
15-17	Left Hind Leg
18-20	Right Hind Leg

Hit Locations (Flying Insect)

D20 Roll	Hit Location
1-2	Head
3-8	Torso
9-11	Left Wing (as leg)
12-14	Ring Wing (as leg)
15-17	Legs
18-20	Legs

- **p.29**: after the Increasing Damage section, add a new section with the header "Random Quantities" and under it add the following body text: "Combat dice are also used to randomly determine how many items you scavenge. Where it is listed in the loot tables (p.200), roll the number of combat dice listed and add the result to the static amount listed."
- **p.70**: Change the second sentence to "When you make a ranged attack, you may spend 2 AP to increase the Fire Rate of your gun by +2 for that attack."
- **p.80**: Change "wares: 3 rolls each..." bullet point to "Wares: Roll 3 times each on the random ammunition table (p.200), random chem table (p.204), and Random Oddities and Valuables table (p.207)."
- **p.104**: Science perk has 4 ranks, not 3.
- **p.107:** Add "Gun Nut 1" to the perk column of all Flamer mods, except Huge Tank and Vaporization Nozzle, which have the requirement "Gun Nut 2".
- **p.136**: Armour Upgrade Mods table incorrectly lists "Laminated", "Resin", and "Microcarbon" options, and have

been replaced by “Lighter Build”, “Pocketed”, and “Deep Pocketed” and their respective effects.

- **p.137**: Weight and Cost columns for all power armor entries have been swapped back correctly.
- **p.204**: Added the bottom row to the Random Ranged Weapons table, adding Laser Rifle, Auto Pipe Rifle, and Combat Rifle.
- **p.339:** The bloodbug’s proboscis attack TN should be 7.
- **p.341:** The brahmin’s headbutt attack TN should be 7.
- **p.342:** The deathclaw’s slam attack TN should be 14
- **p.342**: Under the deathclaw’s 'Weak Spot' special ability, the effect doesn’t apply to random hits to the torso, not head.
- **p.345:** The mirelurk hunter’s pincers attack TN should be 13.
- **p.349:** The mutant hound’s bite attack TN should be 12.
- **p.351:** Both the radscorpion’s attack TNs should be 12.
- **p.356:** The glowing one’s Unarmed attack TN should be 13.
- **p.362:** Mister Gutsy’s pincer attack TN should be 9.
- **p.362:** Mister Gutsy’s 10mm auto pistol attack TN should be 11.
- **p.363:** The Protectron’s arm lasers attack should be **BODY + Guns** (TN 7)
- **p.365:** The sentry bot’s missile launcher attack should be **BODY + Guns** (TN 15)
- **p.368:** The super mutant behemoth’s missile launcher attack has been removed.
- **p.371:** The super mutant suicider’s pipe bolt action rifle attack TN should be 9.
- **p.382:** The brotherhood elder’s long laser rifle attack should be **PER + Energy Weapons** (TN 12)
- **p.383:** The brotherhood knight’s long laser rifle attack should be **PER + Energy Weapons** (TN 10)
- **p.384:** The brotherhood paladin’s improved long laser rifle attack should be **PER + Energy Weapons** (TN 14).
- **p.385:** The brotherhood scribe laser pistol attack should be **PER + Energy Weapons** (TN 8).

Think some errata is missing or wrong? Use this form to report the error.

- **p.385:** The brotherhood lancer long laser rifle attack should be **PER + Energy Weapons** (TN 9).
- **p.388:** The raider psycho's Molotov cocktail attack TN should be 6.
- **p.390:** The raider veteran's Molotov cocktail damage should be 4 combat dice.
- **p.391:** The children of atom's gamma gun attack should be **PER + Energy Weapons** (TN 8).
- **p.392:** The gunner's laser gun attack should be **PER + Energy Weapons** (TN 9).
- **p.393:** The mercenary's double-barrelled shotgun attack TN should be 9.
- **p.393:** The mercenary's Molotov cocktail attack TN should be 6.
- **p.394:** The minute man's laser musket attack should be **PER + Energy Weapons** (TN 10).
- **p.395:** The Institute scientist's Institute laser attack should be **PER + Energy Weapons** (TN 10).
- **p.396:** The trader/caravan merchant's Molotov cocktail attack TN should be 6.
- **p.396:** The vault dweller's unarmed strike attack TN should be 6.
- **p.397:** The wastelander's unarmed strike attack TN should be 8.
- **p.397:** The wastelander's machete attack TN should be 9.

Changes 6th September 2022

- **p.44:** Remove Gauss weapons from both Big Guns and Energy Weapons on the Skills Summary.
- **p.77:** Under the equipment for Mister Farmerhand, add "(1 uncommon material)" to one bag of fertilizer.
- **p.78:** Change the second piece of equipment for the Super Mutant Skirmisher to 'Pipe rifle (pipe gun with long barrel and full stock mods), and 8 +4  rounds of .308 ammunition'.
- **p.97-99:** Change all instances of Standard Stock under the mods for each Small Guns weapon to Full Stock.

- **p.97:** Tuned under Receiver mods for the Hunting Rifle should read Hair Trigger.
- **p.98:** The Armor Piercing Receiver mod for the Submachine Gun has been removed.
- **p.98:** Rapid under Receiver mods for the Submachine Gun should read Hair Trigger.
- **p.98:** The Short Barrel mod for the Submachine Gun has been removed.
- **p.98:** The Stub Barrel mod for the Pipe Bolt-Action has been removed.
- **p.99:** The Stub Barrel mod for the Syringer has been removed.
- **p.100:** Add the following Capacitor Mods to the Small Guns Mods table;

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Full Capacitors	High Capacity	Gain Vicious	-	+37	Gun Nut 3, Science! 2
Capacitor Boosting Coil	Maximum Capacity	+1  damage, Gain Vicious	+2	+82	Gun Nut 4, Science! 3

- **p.100:** The Cost for the Large Magazine Mod should be +8.
- **p.105:** The Full Stock mod should give the Two-Handed quality.
- **p.111:** The Sledgehammer should have the Two-Handed quality.
- **p.120:** The Breaker damage effect for both the Nuka Grenade and Nuke Mine should be the Breaking damage effect.
- **p.120:** The Thrown (M) Quality for the Nuke Mine, Plasma Mine and Pulse Mine should be the Mine Quality.
- **p.137:** The following Power Armor pieces have corrected costs;

ARMOR PIECE	COST
T-51 Leg	130
T-60 Helm	130
T-60 Chest Piece	250
T-60 Arm	170
T-60 Leg	170
X-01 Helm	140
X-01 Chest Piece	280
X-01 Arm	200
X-01 Leg	200

- **p.183:** The fertilizer produced by the Pack Brahmin should be designated as an '(uncommon material)'.
- **p.200:** The second paragraph of the Modded Items boxout has been moved underneath the list of nine-item categories.
- **p.202:** Item 14 on the Random Food table should be Squirrel Bits.
- **p.202:** The Foraging table has been updated;

D20 ROLL	FOOD FOUND
1	Brain Fungus
2	Glowing Fungus
3-4	Carrot
5-6	Corn
7-8	Gourd
9-10	Melon
11-12	Mutfruit
13-14	Razorgrain

15-16	Silt Bean
17-18	Tato
19	Hubflower
20	Bloodleaf

- **p.203:** Items 15 and 27 on the Random Beverages should be Blood Pack.
- **p.214:** The materials for crafting Mentats are Uncommon Materials x3, Rare Materials x2 and Brain Fungus x2.
- **p.215:** The materials for crafting Mind Cloud are Uncommon Materials x2, Rare Materials x3, Asbestos x2 and Purified Water x1.
- **p.222:** The Magazine Mods listed below can now be crafted at Weapons Workbench;

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Large Mag	4	Gun Nut 1	Repair	Uncommon
Quick-Eject Mag	5	Gun Nut 1	Repair	Uncommon
Large Quick Eject Mag	5	Gun Nut 2	Repair	Uncommon

- **p.335:** The bracketed section for Caps now reads (this is listed as 'Wealth', with a rating from 1-5, but sometimes higher for cash-rich NPCs),
- **p.339:** A successful **END + Survival** test when butchering a bloodbug should yield 1 portion of bloodbug meat and 1 blood sac.
- **p.340:** A successful **END + Survival** test when butchering a bloatfly should yield 1 portion of bloatfly meat and 1 bloatfly gland.
- **p.342:** The deathclaw is a **Mutated Lizard**.
- **p.345:** The mirelurk gives ***52 XP*** when defeated or overcome.
- **p.346:** The mirelurk queen's acid spray attack now does 10  Piercing Radioactive Poison damage.
- **p.349:** The mutant hound has Body 6 and Mind 4.

- **p351:** The radscorpion gives ***52 XP*** when defeated or overcome.
- **p.351:** When butchering a radscorpion, a successful **END + Survival** test also yields 1 radscorpion stinger if an Effect is rolled.
- **p.352:** Radstag has Body 6 and HP 11. The radstag's antlers attack TN should be 9.
- **p.353:** When butchering a stingwing, a successful **END + Survival** test also yields 1 stingwing barb if an Effect is rolled.
- **p.356:** The glowing one should have HP 17.
- **p.360:** Mister Handy should have the following S.P.E.C.I.A.L. attributes;

S	P	E	C	I	A	L
6	8	5	7	7	7	5

Mister Handy's Energy Weapons Tag Skill is replaced with the Big Guns Tag Skill, rated at 3. Mister Handy has HP 16. Mister Handy has Luck Points 3. Mister Handy's pincer attack deals 2  Physical damage. Range C is removed from both the pincer and buzzsaw attacks. Mister Handy's flamer attack should be **END + Big Guns (TN 8)**.

- **p.362:** Mister Gutsy should have the following S.P.E.C.I.A.L. attributes;

S	P	E	C	I	A	L
6	9	7	5	7	8	4

Mister Gutsy's Energy Weapons Tag Skill is replaced with the Big Guns Tag Skill, rated at 4. Mister Gutsy has HP 18. Mister Gutsy has Initiative 19. Mister Gutsy's pincer attack deals 2 [VAULT BOY] Physical damage. Range C is removed from the pincer attack. Mister Gutsy's flamer attack should be **END + Big Guns (TN 11)**.

- **p.365:** The sentry bot has the self-destruct attack;

SELF DESTRUCT: BODY + Melee (TN 14), 6  Physical damage, Blast

- **p.365:** The sentry bot has the Big special ability;

BIG: The sentry bot is bigger than most characters, towering over them. The robot receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

- **p.368:** The super mutant brute has Small Guns as a Tag Skill. The super mutant brute has 2 (Head) Energy DR. The super mutant brute's pipe bolt-action rifle has the Unreliable quality.
- **p.369-370:** The super mutant master has Big Guns as a Tag Skill with a rating of 4. Their Unarmed Skill has a rating of 4. They have Repair 2 and Speech 2. They have Luck Points 3. Their Phys. DR is 4 (All). Their Energy DR is 2 (Head); 4 (Arms, Legs, Torso). Their unarmed strike attack TN should be 14. Their minigun attack should be **END + Big Guns** (TN 12). Their missile launcher attack should be **END + Big Guns** (TN 12). Their inventory is;

Minigun OR Missile Launcher, Assorted human bones (2  Junk Items), Wealth 1, Army Helmet, Sturdy Raider Chest Piece, Sturdy Raider Arms x2, Sturdy Raider Legs x2

- **p.371:** Chains have been removed from their Inventory. Pipe bolt-action rifle has been added to their Inventory.
- **p.373:** The synth has Mind 4.
- **p.373:** The synth's Institute Laser should read;

  INSTITUTE LASER : BODY + Guns (TN 8), 4  Vicious Energy damage, Burst, Fire Rate 3, Close Quarters, Inaccurate, Range C
- **p.374:** The synth courser's Melee Weapons skill is not a tag skill.
- **p.374:** The synth courser's Institute Laser should read;

  INSTITUTE LASER : PER + Energy Weapons (TN 12), 5  Vicious Piercing 1 Energy damage, Burst, Fire Rate 3, Inaccurate, Two-Handed, Range C

- **p.375:** The synth courser's Institute Laser Rifle in their Inventory has the Full Stock, Photon Agitator and Improved Barrel mods.
- **p.375:** The synth strider's Institute Laser should read;

  INSTITUTE LASER : Body + Guns (TN 10), 4  Vicious Energy damage, Burst, Fire Rate 3, Range M
- **p.376:** The synth strider's Institute Laser Gun in their Inventory has the Photon Agitator, Long Barrel and Short Scope mods.
- **p.376:** The synth trooper should have Phys. DR 3 (All) and Energy DR 4 (All).
- **p.376:** The synth trooper's Institute Laser should read;

  INSTITUTE LASER : Body + Guns (TN 15), 4  Vicious Energy damage, Burst, Fire Rate 3, Range M
- **p.376:** The synth trooper's Institute Laser Gun in their Inventory has the Photon Agitator, Long Barrel and Short Scope mods.
- **p.377:** The machine gun turret mk I's machine gun attack does not have the Stun damage effect.
- **p.378:** The machine gun turret mk III's machine gun attack does not have the Stun damage effect.
- **p.378:** The machine gun turret mk V has Mind 6.
- **p.382:** The elder has Repair as a Tag Skill with a rating of 3. The elder has a Melee Bonus of +1 . Their unarmed strike attack should deal 3  Physical damage.
- **p.383:** The paladin has HP 20 (10 Arms, 10 Head, 10 Legs, 17 Torso).
- **p.385:** The scribe's Lockpick Skill has a rating of 1.
- **p.385:** The lancer's unarmed strike attack does 2  Physical damage, rather than 5  Physical damage.
- **p.386:** The raider has 1 (Arms, Torso, Legs) for both Phys. DR and Energy DR.
- **p.387:** The raider boss should have a rating of 3 for their Melee Weapons Tag Skill. Their Big Guns Tag Skill should be rated 2. Their Small Guns Tag Skill should be rated 4. Their Initiative is 21. Their second attack should be **FRAG GRENADE: PER + Explosives** (TN 11) and remaining text for this attack stays the same. The TN for their hunting rifle attack is 12.

Think some errata is missing or wrong? Use this form to report the error.

- **p.389:** The raider scavver gives ***52 XP*** when defeated or overcome.
- **p.391:** The Children of Atom have an L attribute of 4. Their HP is 12.
- **p.392:** The gunner's unarmed strike attack does 2 [VAULT BOY] Physical damage, rather than 4 [VAULT BOY] Physical damage.
- **p.393:** The minuteman has Energy Weapons as a Tag Skill. The minuteman has Small Guns 2 and it is not a Tag Skill. The minuteman has Survival 2 and it is a Tag Skill.
- **p.396:** The trader has a Double-Barrel Shotgun and a Molotov Cocktail in their Inventory.
- **p.396:** The vault dweller should not have Survival as a Tag Skill.
- **p.397:** The wastelander should have the following S.P.E.C.I.A.L. attributes;

S	P	E	C	I	A	L
6	5	7	4	5	5	4

They have HP 9. They have Initiative 10. The wastelander's unarmed strike attack has TN 7. The wastelander's machete attack has TN 8. The wastelander's double-barrelled shotgun attack has TN 7. In the wastelander inventory, Wealth should have a value of 1.

- **p.398:** The zetan has HP 15. The Zetan's alien blaster attack does not have the Blast quality.

Changes Q2 2024

- **p.57:** The first sentence of 'Trait: Vault Kid' should read, 'Your healthier start to life at the hands of trained doctors and sophisticated auto-docs means you reduce the difficulty of all END tests to resist the effects of disease by one to a minimum of zero.'
- **p.117:** The Barbed mod should only give Piercing 1. Cost is +1.
- **p.216:** The table entry for the Cooking Station should read;

COOKING ITEM	MATERIALS	COMPLEXITY	PERKS	SKILL	RARITY
Cooking Station	-	2	-	Survival	Common

- **p.217:** The following item can be crafted from the Cooking Station;

COOKING ITEM	MATERIALS	COMPLEXITY	PERKS	SKILL	RARITY
Squirrel Stew	Bloodleaf x1 Carrot x1 Dirty Water x2 Squirrel Bits x1 Tato x1	5	-	Survival	Rare

- **p.391:** The Children of Atom have Speech as a Tag Skill.
- **p.394:** The railroad agent's hunting rifle attack should have Physical damage.
- **p.397:** The wastelander's carry weight is 210 lbs.

Changes Q1 2025

- **p.212:** The Perks required for the Lead Lined mod are Armorer 4 and Science! 1.

Changes Q1 2025

- **p.60:** The Barbarian Perk should also increase your energy Damage Resistance at the same rate as your physical Damage Resistance.

Changes Q1 2026

- **p.78:** Change the second piece of equipment for the Super Mutant Skirmisher to 'Pipe rifle (pipe gun with long barrel and full stock mods), and 6 +3 rounds of .308 ammunition'.

Changes Q3 2026

- **p.20:** *'When you start **each quest** with a number of Luck points equal to your Luck attribute'* should read *'When you start **each main quest** with a number of Luck points equal to your Luck attribute'*.

Think some errata is missing or wrong? Use this form to report the error.

- **p.87:** In the first bullet point under 'Modifying Equipment', '***utility*** *mod*' should refer to '***unique*** *mod*'.
- **p.94:** The last sentence under 'Fusion Core' should refer to '*...the* ***Scrounger*** *perk...*' rather than '*...the* ***Scavenger*** *perk...*'.
- **p.100:** Remove the '***Repair***' perk from the 'Shielded Barrel' mods.
- **p.212:** Change the second instance of '***Boiled Leather***' under 'Leather Armor Material' to '***Studded Leather***'.

Winter of Atom

ERRATA LOG

Changes Q2 2024

- **p.58:** The wastelander should have the following S.P.E.C.I.A.L. attributes;

S	P	E	C	I	A	L
6	5	7	4	5	5	4

The wastelander should have the following skills;

SKILLS			
Athletics	1	Small Guns ▪	2
Barter	1	Speech	1
Melee Weapons	2	Survival ▪	2
Repair	1	Unarmed	1

They have HP 9. They have Initiative 10. They have a Carry Weight of 210lbs. The wastelander's machete attack has TN 8. It deals 3 Piercing 1 Physical damage. The wastelander's tire iron attack has TN 8. Remove the Piercing damage effect from it. In the wastelander inventory, add a Tire Iron.

- **p.61:** The scavenger has Sneak 1. Repair and Survival are both Tag Skills.
- **p.62:** Add the following under Immunities for the machine gun turret mk 1 'However, machines cannot use food or drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired.' The machine gun turret mk I's machine gun attack does not have the Stun damage effect.
- **p.63:** The raider should have the following skills;

SKILLS			
Medicine	1	Sneak	1
Melee Weapons ▪	2	Survival	1
Repair	1	Throwing	1
Small Guns ▪	2	Unarmed	2

- **p70:** The Children of Atom has Speech and Survival as Tag Skills. Their machete deals 3 Piercing 1 Physical damage. Their second weapon is a Gamma Gun;

  PER+Energy Weapons (TN 8): 3 Piercing Stun Radiation damage, Fire Rate 1, Range M, Blast, Inaccurate.
- **p.72:** The children of atom tinkerer should have the following skills;

SKILLS			
Energy Weapons	3	Repair	3
Explosives ▪	4	Science ▪	4
Pilot	4	Speech	1

- **p.73:** Eliza's dragon dragon's flame attack is **Body + Other**. Remove the second instance of 'Immunities'. Add the following special ability;

  REMOTE CONTROLLED: Eliza's Dragon is a mechanized battle bot that cannot act on its own and must be operated via its remote control. An operator can use an action to make an **INT + Pilot** test with a difficulty of 2. On

a success, Eliza's Dragon can immediately use the Move minor action and take a major action.

- **p.74:** Brother Schumaker should be named Brother Schumacher. They have Barter, Repair and Speech as Tag Skills. The TN for Surging Staff of Atom is 9.
- **p.75:** The Children of Atom have Speech and Survival as Tag Skills. Their machete deals 3 Piercing 1 Physical damage.
- **p.78:** The Children of Atom fanatic has Melee Weapons and Small Guns as Tag Skills. The fanatic has no Luck Points and their heated super sledge should read as follows: **STR+Energy Weapons** (TN 11): 8 Breaking Energy damage, Two-Handed.
- **p.79:** The minuteman rifleman is Level 8, not Level 8. They have Energy Weapons and Survival as Tag Skills.
- **p.92:** Dr. Yarrow has Medicine, Science, Small Guns and Survival as Tag Skills. Their Yellow Bellow special ability should be called Yellow Belly.
- **p.96:** The Children of Atom fanatic has Melee Weapons and Small Guns as Tag Skills. The fanatic's grappling gun deals 5 Piercing 1 Physical damage and their heated super sledge should read as follows: **STR+Energy Weapons** (TN 11): 8 Breaking Energy damage, Two-Handed. The yao guai's Big special ability should read as follows: **BIG:** The yao guai is bigger than most characters, towering over them. It receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **p.97:** Brother Scrapjaw has Athletics, Energy Weapons and Melee Weapons as Tag Skills. Their curved ripper deals 8 Piercing 1 Vicious Physical damage. Their Inventory only has one Agitated Recoil Compensated Plasma Rifle.

- **p.108:** The first NPC stat block should be Minuteman Rifleman. The minuteman rifleman should have the following skills;

SKILLS			
Athletics	1	Repair	2
Energy Weapons ▪	5	Sneak	1
Medicine	1	Speech	1
Melee Weapons	2	Survival ▪	4

Their recon three-crank laser musket attack has TN 12. Remove the Serrated Combat Knife from their Inventory. The Children of Atom have Speech and Survival as Tag Skills. They have HP 12. They have initiative 10.

- **p.111:** Regina has Small Guns and Survival as Tag Skills. The TN for Unarmed Strike is 7.
- **p113:** The Children of Atom have Speech and Survival as Tag Skills. Their machete deals 3 Piercing 1 Physical damage.
- **p.119:** The neighborhood watch should have the following skills;

SKILLS			
Barter ▪	4	Small Guns ▪	4
Lockpick	1	Sneak	2
Melee Weapons	4		

- **p120:** Diamond City security has Athletics and Melee Weapons as Tag Skills.
- **p127:** The mirage security guard has Melee Weapons and Small Guns as Tag Skills. Their machete deals 3 Piercing 1 Physical damage.
- **p130:** The mirage security guard has Melee Weapons and Small Guns as Tag Skills. Their machete deals 3 Piercing 1 Physical damage.

Think some errata is missing or wrong? Use this form to report the error.

- **p137:** The TN of the radoid freak's Forked Tongue attack is 11. The Immunities special ability should read 'The radoid freak is immune to Radiation damage and its effects.'
- **p.145:** The pilgrim has Energy Weapons and Survival as Tag Skills. Their machete deals 3 Piercing 1 Physical damage.
- **p.152:** Thrash has Barter, Melee Weapons and Speech as Tag Skills. The super mutant should have the following skills;

SKILLS			
Big Guns	1	Survival ▪	3
Melee Weapons ▪	4	Unarmed	2
Small Guns	3		

Their pipe bolt-action rifle attack should read as follows: **AGI + Small Guns** (TN 8), 5 Piercing 1 Physical damage, Range M, Two-Handed. Their Immunities special ability should refer to the super mutant rather than Thrash.

- **p.171:** The Mister Gutsy Patriot should have the following skills;

SKILLS			
Athletics	1	Melee Weapons ▪	4
Big Guns ▪	4	Repair	3
Energy Weapons ▪	4	Speech	3
Explosives	2		

Their laser pistol attack should read laser gun and read as follows: **AGI + Energy Weapons** (TN 12), 4 Piercing 1 Energy damage, Fire Rate 2, Range C, Close Quarters.

- **p.174:** The robber has Melee Weapons and Small Guns as Tag Skills. Its machete attack deals 3 Piercing 1 Physical damage. Its double-barreled shotgun attack deals 5 Spread, Vicious Physical damage.

- **p.176:** The Children of Atom soldier has Athletics and Survival as Tag Skills. Its machete attack deals 3 Piercing 1 Physical damage.
- **p.177:** The Children of Atom fanatic has Melee Weapons and Small Guns as Tag Skills. The fanatic has no Luck Points. Their combat shotgun has Fire Rate 2. Their heated super sledge should read as follows;

  STR+Energy Weapons (TN 11): 8 Breaking Energy damage,Two-Handed.
- **p.184:** The children of atom sentry bot gives ***218 XP*** when defeated or overcome. It has 54 HP.
- **p.185:** The Children of Atom shock trooper should have the following skills;

SKILLS			
Athletics ▪	4	Survival	2
Energy Weapons ▪	4	Throwing	4
Melee Weapons ▪	5		

  They have a carry weight of 240lbs. Their Phys. DR is 5 (All). Their Energy DR is 5 (All). Their Rad. DR is 5.
- **p.186:** The Children of Atom handler has Medicine, Speech and Survival as Tag Skills.
- **p.199:** Brother Lucius has Repair, Sneak and Survival as Tag Skills. The minuteman rifleman has Energy Weapons and Survival as Tag Skills. They have no Luck Points.
- **p.204:** The Children of Atom soldier has Athletics and Survival as Tag Skills. Its machete attack deals 3 Piercing 1 Physical damage.
- **p.220:** The Children of Atom berserker has Small Guns and Survival as Tag Skills.
- **p.222:** The Children of Atom sentry bot gives ***218 XP*** when defeated or overcome. It has 54 HP.

- **p.233:** The Last Son of Atom should have the following S.P.E.C.I.A.L. attributes;

S	P	E	C	I	A	L
5(11)	9	7	8	8	7	7

They should have the following skills;

SKILLS			
Barter	2	Science ▪	6
Energy Weapons ▪	4	Speech ▪	6
Medicine ▪	4	Survival	2
Melee Weapons	3	Unarmed	3
Repair	3		

Their personal HP is 38. Their initiative is 20. They have 7 luck points. Their Sharpshooter's Electrified Improved Gamma Gun has TN 14 and 8 .

Rust Devils NPC Pack

ERRATA LOG

Changes Q2 2024

- **p.6:** Remove the second repeated flavor text under the 'Raiders' section.
- **p.11:** The Rust Devil splicer's Assaultron Head Mk IV Capacitor has the following rules;

CAPACITOR MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Assaultron Head Mk IV Capacitor	Mk IV	+2 , consumes 4 shots per attack	+1	+8	Robotics Expert, Science! 1

- **p.31-32:** Robot Armor has these Material Mods, with the following recipes that can be crafted at an Armor Workbench.

Think some errata is missing or wrong? Use this form to report the error.

MATERIAL MOD	DAMAGE RESISTANCES			OTHER EFFECTS	WEIGHT	COST	PERKS
	PHY	ENERGY	RAD				
Painted Metal	+1	+1	-	-	+1	+10	-
Shadowed Metal	+1	+1	-	Shadowed	+2	+25	Armorer 1
Enameled Metal	+2	+2	-	-	+2	+20	Armorer 1
Alloyed Metal	+3	+3	-	-	+3	+30	Armorer 1
Polished Metal	+4	+4	-	-	+4	+40	Armorer 2

ARMOR MOD	COMPLEXITY	PERKS	SKILL	RARITY
Painted Metal	2	-	Repair	Common
Shadowed Metal	3	Armorer 1	Repair	Uncommon
Enameled Metal	4	Armorer 1	Repair	Uncommon
Alloyed Metal	5	Armorer 1	Repair	Uncommon
Polished Metal	6	Armorer 2	Repair	Uncommon

Think some errata is missing or wrong? Use this form to report the error.

Settlers Guide Book

ERRATA LOG

Changes Q2 2024

- **p.15:** Under the Mark i Securitron Trait, the page reference for Choose Equipment is p.29.
- **p.27:** The axe belonging to the Protectron Fire Brigadier uses the following rules;

Melee Weapon	Weapon Type	Damage Rating	Damage Effects	Damage Type	Qualities	Weight	Cost	Rarity
Axe	Melee Weapon	3	Piercing 1	Physical	-	2	-	-

- **p.37:** Under Leadership, 'If the settlement is larger, the settlers may nomi0nate or vote on a leader…' should read 'If the settlement is larger, the settlers may nominate or vote on a leader…'.
- **p.38:** Under 'Needs and Happiness', remove 'If the settlement's Happiness is *higher* than the number of people, the Settlement may gain additional benefits, described later in this chapter.'
- **p.76:** The perks needed for Robot Workbench are Local Leader 2 and Robotics Expert 2. The skills needed for Robot Workbench are Repair 2 and Science 2.
- **p.90:** Remove the Two-Handed quality from the M79 Grenade Launcher.

Changes Q1 2025

- **p.24:** The True Friends perk has 2 ranks.
- **p.63:** The Judge of Character companion perk has the companion make a **PER + Speech** test.
- **p.73:** The Brotherhood of Steel scribe has an Energy DR of 2 (Arms, Legs, Torso). They have a Rad. DR of 2 (Arms, Legs, Torso). Their inventory is;

Brotherhood Scribe's Armor, laser pistol, fusion cells containing 4+2 shots, Brotherhood holotags, 4+2 bobby pins.

- **p.74:** The hired gun has a Rad. DR of 0 (All).
- **p.120:** Under the Power bulletpoint, remove 'Having access to these kinds of'.
- **p.157:** The fourth attack for the NCR recruit is a combat rifle and should read as follows; **AGI+Small Guns** (TN 8): 5  Physical damage, Fire Rate 2, Medium Range, Two-Handed.
- **p.168:** X6-88's 10mm pistol attack TN should be 11.

Changes Q4 2025

- **p.68:** The Eyebot Sentry's laser attack should be **BODY + Guns** (TN 7)

Changes Q1 2026

- **p.24:** Under 'True Friends' in the second paragraph, '...increase the infinity by 2' should read '...increase the affinity by 2'.
- **p.117, 118, 120:** Any references to 'Chapter 3: Companions and Automatrons' should refer to 'Chapter 2: Settlements' instead.
- **p.149:** Under The Sight special ability, '...she resides in or a succeed a CHA + Speech test...' should read '...she resides in or succeed a CHA + Speech test...'.

Wanderers Guide Book

ERRATA LOG

Changes Q2 2024

- **p.12:** Under 'The Chain That Breaks', the first sentence of the third paragraph should read, 'When you scavenge a location, you gain an additional 1d20 junk (see ***Fallout: The Roleplaying Game Core Rulebook****, p.200*) and can spend 1 AP up to 3 times for 1 Uncommon material per AP spent.'

- **p.45:** Remove the Lock and Load perks.
- **p.49:** Remove the second paragraph of rules text under the Happy Go Lucky perk.
- **p.51:** The Level Requirement for the Escape Artist perk is 15+.
- **p.56 onwards:** Along the top of the pages, the chapter reference for Companions should read New Perks.
- **p65:** The **Ammunition** for the Arc Welder is a Fusion Cell.
- **p.70:** Remove the Comfort Grip mod from the first Gatling Plasma table. The mod recipe table for the Gatling Plasma should read;

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Ported Barrel	5	Science! 4	Repair	Uncommon
Comfort Grip	3	Science! 4	Repair	Uncommon
Reflex Sight	4	Gun Nut 2	Repair	Uncommon
Beam Splitter	5	Science! 4	Repair	Uncommon
Beam Focuser	4	Science! 4	Repair	Uncommon

- **p.71:** Add 'The recipes for these mods are below, and they can be crafted at a Weapons Workbench' before the mod recipe for the Gauss Minigun. The mod recipe table for the Gauss Minigun should read;

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Tri-Barrel	5	Science! 1	Repair	Uncommon
Penta-Barrel	5	Science! 1	Repair	Uncommon
Tesla Coil Capacitor	5	Science! 1	Repair	Uncommon
Tesla Coil Dynamo	6	Science! 2	Repair	Uncommon

Gunner Sight	4	-	Repair	Common

- **p.86:** Under **Special** on the Beer Hat should read 'Outside of combat, you may fill the beer hat with one beverage of your choice. During combat, you may consume that beverage as a minor action rather than a major action.' The following two outfits have been added to the Clothing and Outfits table;

ITEM	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHY	ENERGY	RAD				
Caesar's Outfit	2	2	0	Torso, Arms, Legs	3	350	5
Nuka-Girl Rocketsuit	1	4	4	All	8	165	4

The entries for Hunter's Pelt Outfit and Hunter's Hood should read as follows;

ITEM	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHY	ENERGY	RAD				
Hunter's Pelt Outfit	2	2	0	Torso, Arms, Legs	15	50	2
Hunter's Hood	1	1	0	Head	2	15	2

- **p.114:** Hermit Crab Meat has a cost of 22. Hermit Crab Steak should be called Grilled Hermit Crab and have a cost of 130. Mega Sloth Meat has a rarity of 3. Mega Sloth Mushroom has a rarity of 2.
- **p.176:** Remove It's All In The Eyes from Wise Mothman.

Changes Q1 2025

- **p.32:** On the Backup Generator Loot Table, the Armor category reads 1 (Raider Armor).
- **p.36:** On the Entrance Loot Table, the first item under Clothing is Formal Hat.
- **p.39:** On the Overseer's Office Loot Table, the first item under Oddities is Tesla Science Magazine.

- **p.81:** The Armor Piercing Automatic Receiver, Hardened Automatic Receiver, Rapid Automatic Receiver, Powerful Automatic Receiver and the Hardened Piercing Auto Receiver have the Burst damage effect.
- **p.83:** The Perk required for the Overcharged Capacitor mod is Science! 3. The Perk required for the Improved Splitter mod is Science! 1.
- **p.84:** The Perk required for the Improved Automatic Barrel mod is Science! 2. The Perk required for the Improved Sniper Barrel mod is Science! 2. The Perk required for the Improved Splitter mod is Science! 1.

Reilly's Rangers NPC Pack

ERRATA LOG

Changes Q2 2024

- **p.4:** Any mention of shamrock should read clover.
- **p.21:** Any mention of shamrock should read clover.

Astoundingly Awesome Tales 1 - 5

ERRATA LOG

Changes Q1 2025

- **p.77:** During Scene Two: Hunting Grounds, any scavenging should use the same table used for the Red Rocket Loot table on page 73.

Royal Flush

ERRATA LOG

Changes Q4 2025

- **p.156:** Add the following text after the first paragraph under Creeky's; 'Run by **Carlos**, a gregarious, well liked man, Creeky's has suffered in recent days, without the caps brought in from travellers passing through and filling the seats.'
- **p.176:** Under 'Gold in Those Hills!', the description of Sergeant Claireese should read 'soldier' rather than 'solider'.
- **p.181:** In the last paragraph in 'The Mayor's Office', the last sentence should read as follows; 'Substantially sized, middle-aged, and possessing a receding hairline and confident manner, his entire personage engenders trust.'
- **p.211:** In 'Hurq's Tactics', the mention of a 'Missile Launcher' should instead refer to a 'Light Machine Gun'. If Hurq cannot reach his foes, he will continue to 'fire bullets' rather than 'fire missiles'.
- **p.220:** The Assaultron's self destruct attack should refer to 'Assaultron' rather than 'Assaultronlaws'.

Wasteland Wanderer

ERRATA LOG

Changes Q1 2026

- **p.107:** Under 'Resolve Safe Actions', the instruction for Explore should read 'Learn more about the location you are in' rather than 'Lear more about the location you are in.'
- **p.118:** Under 'Example: Creating a Foe Encounter' in the second paragraph, Ben should roll a '20' for their Foe Encounter rather than a '6'.
- **p.146:** In the first paragraph under 'Step 1: Reward', '...roll a d20...' should read '...roll two d20...'.
- **p.147:** In the first paragraph under 'Step 3: Location', '...note down the name of the NPC that gave you the Quest in the Sata Tab...' should read '...note down the

name of the NPC that gave you the Quest in the Data Tab…'.

- **p.164-165:** The headings for the second and fourth columns on each table should read 'Wasteland Encounter' rather than 'Settlement Encounter'.
- **p.171:** The fifth result on the 'Result' column on the Caps table should be '9-10' rather than '8-10'.
- **p.194:** The first result on the 'Result' column should be '2-10' rather than '1-10'.

New Vegas Setting Guide

ERRATA LOG

Changes Q3 2026

- Punctuation and terminology consistency amended throughout.
- **p.87:** Add '***Ammunition: .357 Magnum Round***' underneath the 'K9000 Cyberdog Gun'.
- **p.91:** Add the following to the 'Armor Table';

Armor Piece	Damage Resistances			Locations Covered	Weight	Cost	Rarity
	Physical	Energy	Radiation				
NCR Arm	2	1	0	Arm	4	50	4