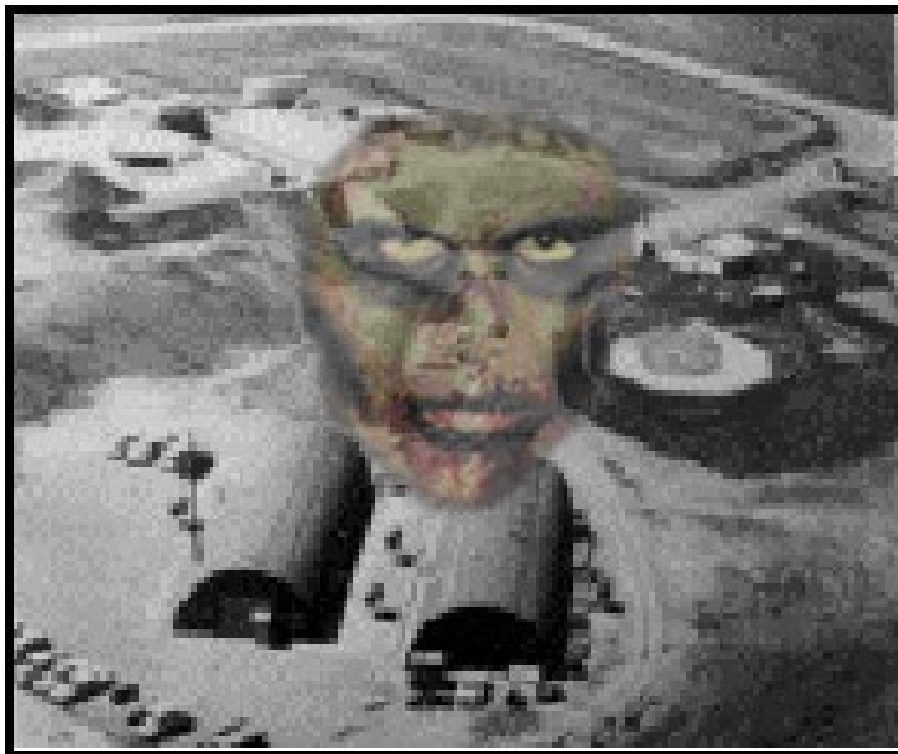




THE RESERVATION

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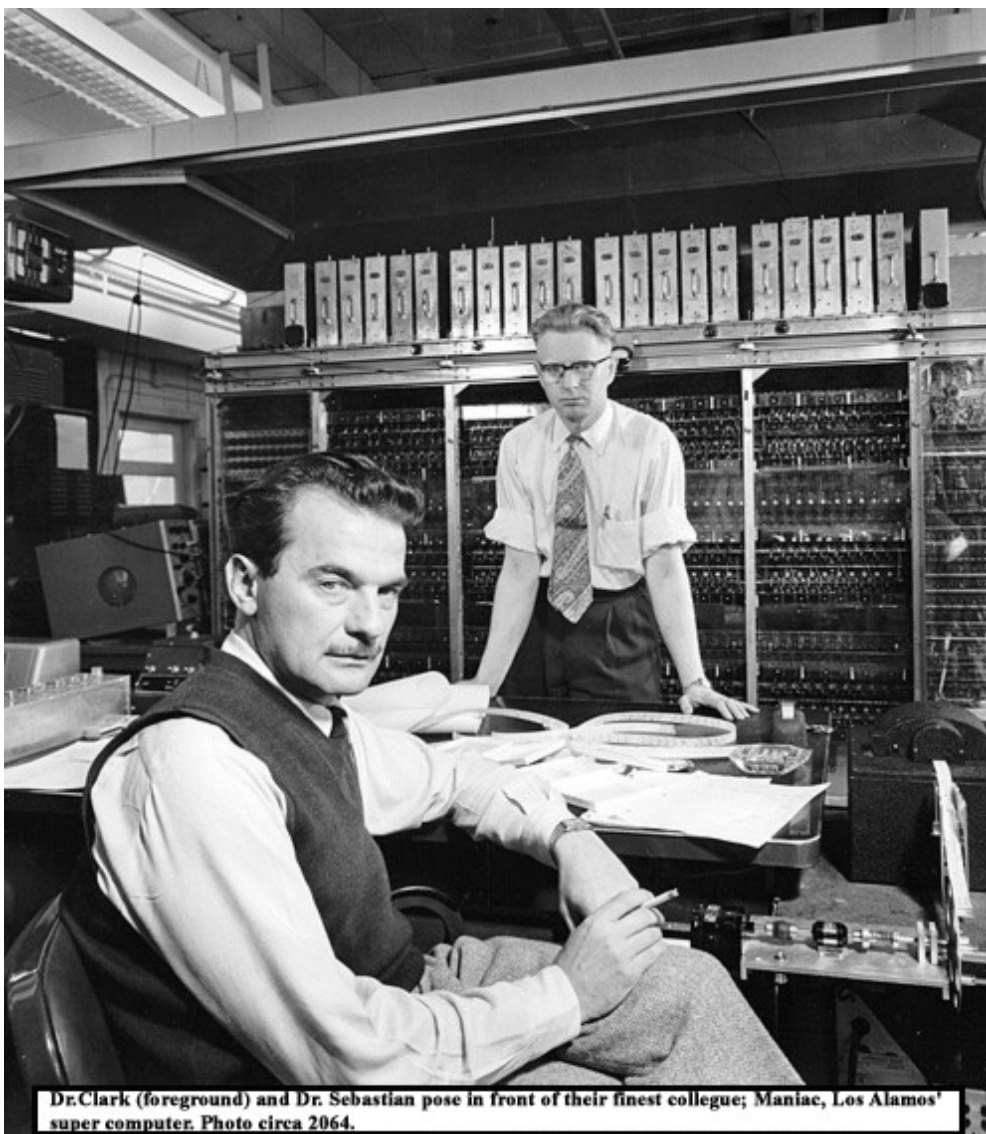


“Repudiate the downtrodden, the oppressed, and the persecuted, but know well that the Children of the Wasteland shall inherit the Promised Earth.”
- Willem Clark

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OVERVIEW & HISTORY

The Reservation, formerly known as the Los Alamos Nuclear Testing Facility, was a top secret military & nuclear research facility before the bombs dropped. It was tasked with developing and building the nuclear missiles that went into the B.O.M.B. satellites. The Reservation was nestled deep in the rocky hills of northern New Mexico where the U.S. government felt that no enemy satellites or spies would ever think to look. But nuclear bombs and missiles don't usually discriminate. During the flurry of falling bombs and missiles from the holocaust, the area around and near the Reservation was annihilated – it would seem that someone had a hunch about the Reservation's whereabouts. However, even though the area around the Reservation was destroyed and rendered radioactive, the Reservation itself remained relatively intact thanks to most of the facility being underground. In fact, many people who worked at the Reservation survived the attacks, but over time many succumbed to radiation poisoning and died. Out of fifteen-hundred people who were at the underground facility when the bombs fell, only forty "survived," and eventually became ghouls.



Dr. Clark (foreground) and Dr. Sebastian pose in front of their finest colleague; Maniac, Los Alamos' super computer. Photo circa 2064.

Due to fear, these "survivors" did not venture out of their impromptu bomb shelter for nearly ten years.

After about a decade of lollygagging about within the maze-like corridors of The Reservation's sub-levels, the surviving ghouls eventually ventured topside. It was then that about a dozen ghouls were tasked with braving the radioactive wasteland and seek out other "survivors." Among these brave ghouls was Dr. Willem Clark,

a lead Reservation scientist and part time thrill seeker (in his smooth-skin days). Willem eagerly hit the wastes not only to seek out other survivors, but also to see what could be salvaged. Of the twelve ghouls who went into the wastes, Willem was the only one to return after almost a year. Willem was accompanied

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by fifty or so other ghouls that he found in his travels; ghouls who wanted a safe place to live, away from not only the hardships of the wasteland, but also away from the persecution ghouls experienced from smooth skin humans.

Willem's return was celebrated among the ghouls, but Willem himself was unable to celebrate. He witnessed first hand the prejudice and reprehensible treatment ghouls received in the wastes, and he vowed to make a difference. With near religious fervor, he proclaimed the Reservation a sanctuary for what he called the *Children of the Wastelands*; the ghouls. He preached his version of the truth about ghouls and their rightful place as rulers of the Promised Earth. Willem became the unchallenged leader of the growing ghoul community and mandated that all the knowledge and research that was archived and stored in the Reservation's libraries and laboratories should further the ghouls' cause. Research once again blossomed in the Reservation, and over the course of nearly two centuries, weapons and war materials were hacked together to one day not only beat back what they thought would be an inevitable invasion by smooth-skins, but eventually to overtake and conquer the "chosen peoples'" lands.

The Reservation ghouls are not planning an immediate invasion, at least not yet, but are actually a very paranoid group that believes it is inevitable that either the smooth-skins or the mutants will invade their precious facility and try to wipe out the ghouls. This paranoia feeds the ghouls' desire to scavenge, create, and build new weapons with whatever they can find in the "gold-mine" of a research facility. In addition, the labyrinth of underground tunnels makes hiding the ghouls' accomplishments and numbers from prying eyes easy. In fact, the casual passer-by on the surface of the Reservation would only see one ruined one-story office buildings, two dilapidated aircraft hangers with decaying aircraft, and maybe two dozen ghouls meandering about. Surrounding this decaying mess is a large stretch of barbed wire and sheet metal (probably from destroyed planes in the hangers) that keeps trespassers away and the ghouls on the surface feeling a tad safer. No other organization or faction is aware that deep underground this ruined community there is a multitude of ghouls working, researching, creating, and living in paranoid harmony (and armed to their rotting teeth).

One of Willem Clark's immediate plans is to find a way to disable a potential threat to the Reservation. On the third level of the Reservation, there is a powerful gun called a Nuclear Nellie, capable of firing a nuclear shell some thirty miles away. However, Willem lacked sufficient uranium to make a complete nuclear weapon, so he used what was left to make a dirty bomb. He figures that a dirty bomb delivered in the heart of an enemy's town will be enough to devastate their growth. This type of bomb, Willem felt, would buy enough time for he and his ghouls to increase their combat prowess, and, more importantly, find a source of uranium so he can build actual nuclear weapons to complete the process of turning the Earth into his Promised Earth.



Since the area surrounding the Reservation is highly radioactive, the only safe way to approach the makeshift surface community by a human is with a lot of Rad-X, or a radiation suit. Since there is trade on the surface, the player would be able to come across traders who sell radiation suits, or the player could mug a group of traders for their suits – it's up to the player. When the makeshift gate guards are approached by someone wearing a radiation suit, the ghouls will be civil, but not warm (civil enough to find out what the hell you want).

Mention that you're here for trade and they will let you into a holding area just big enough for perhaps two-dozen people. Here the player will find a couple of old husks of Army trucks posing as trade tents, an actual tent used for slave trading, and about a three ghouls to communicate with and trade. No sightseeing allowed.



The Area is composed of five maps

MAP AREA	TRANSITION	MAP NAME	MAP SIZE	COMPLEXITY
1: Entrance: Trading Post	Full Party		Small	Desert rocky, shanty shacks
2: Reservation: Town	Full Party		Large	Desert rocky, shanty shacks and collapsed buildings
3: Reservation: Sub-Level 1	Full Party		Medium	Vault tiles
4: Reservation: Sub-Level 2	Full Party		Medium-Large	Vault tiles
5: Reservation: Sub-Level 3	Full Party		Medium-Large	Vault tiles

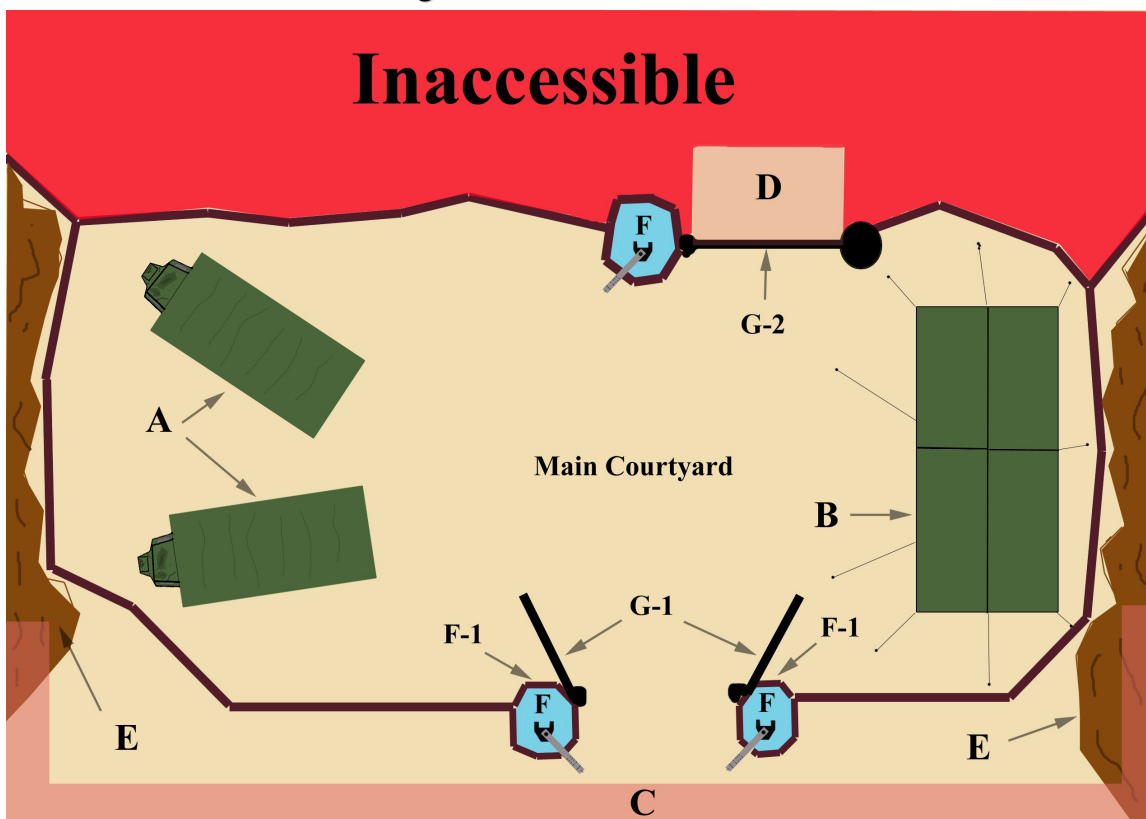
MAP FLOWCHART & LAYOUT FOR THE RESERVATION

Area Transition Flow Chart



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Reservation: Trading Post



Legend

A – Dilapidated Army transport trucks converted into trading stores.	B – Large beat-up, Army-looking tent used for slave trading.	C – Transition to and from World Map
D – Transition to and from Reservation: Town	E – Rocky hills prevent passage.	F – Manned gattling gun towers (old, hand-crank style gattling guns)
F-1 – Access ladders to towers	G-1 – Front gates (open during daylight hours)	G-2 – Gate to Reservation town (always closed and locked unless authorized)

Trading Post Locations

The trading post is pretty much the only local non-ghouls will ever see of the Reservation; that is, any free non-ghoul. The ten-foot outer wall is comprised of steel paneling from automobiles, tanks, helicopters, and whatever other metal siding the ghouls could find, and meshes into the surrounding jagged, rocky hills. It literally looks like a junkyard exploded to form this wall, but it is effective in keeping out undesirables, especially when the two gattling gun towers are taken into consideration.

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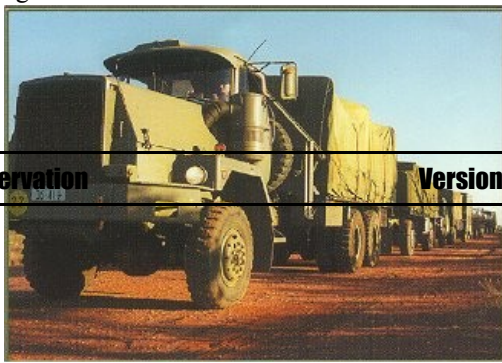
Another natural (depends how you look at it, really) safeguard against intruders is the high level of radiation in the area. During the big war, several nuclear bombs fell within five miles of the Reservation, but never actually hit it. Because of this, the region still glows with radioactivity even after two-hundred years. Also, since this region is still highly radioactive, all non-ghouls visiting the Trading Post must either wear a radiation suit or be stocked to the gills with Rad-X and Rad-Away. Failure to do so will result in high doses of radiation, sickness, and death within a week.

If the gate guards deem the player worthy of trading (and most likely they will since they always seem to be interested in new folks who might have something interesting to offer, especially services), they will allow the player entrance into the Trading Post, but nowhere else. Upon entering, the player will see two beat-to-hell husks of what used to be Army supply trucks. Mended with spit and gum (some places literally), the cargo beds and tarps now serve as makeshift stores. The store to the north is run by a ghoul named Hank. Hank is a friendly enough ghoul who seems to be in complete social contrast to the surly ghoul guards at the gates and looming inside the Trading Post. Hank's little shop specializes in weapons and ammo, and seems to have a very good supply of both. As it turns out, Hank is the master weapons smith of the Reservation and oversees all scavenging of materials, and manufacturing and forging. If Hank doesn't have the conventional weapon the player wants, it might not exist anywhere else in the wasteland.

Hank is also accompanied by a human female dressed in a radiation suit who seems to be doing the brunt of the physical work. As it turns out, this female is Jillian McKinley, one of the escaped prisoners and current slave for Hank. It seems that Jillian was an exceptional mechanic and had a gift when dealing with guns and ammo. The ghouls were impressed with her abilities in this capacity and gave her to Hank. Hank eagerly accepted the help and quickly grew fond of Jillian. Over the course of a few months, this fondness turned into a crush, though he never made any advances on Jillian knowing that a beautiful, smooth skin woman would never shack up with a drippy, smelly ghoul (and he'd be right, in this case). However, Jillian does not mind working for Hank, as slavery goes, especially since the alternative was too horrible to imagine. This horrible alternative is something the player can investigate further, if he so chooses.

The store to the south is run by Betty, a female ghoul who has a way with armor, if not congeniality. She does not like humans and likes even less that she must deal with them in order to trade. In addition, her surly attitude is coupled with the fact that she has a crush on Hank. She might actually act on the crush, but his affection towards Jillian is so obvious that she just does not see the worth in trying. Normally she would just kill the human, but Jillian is Hank's property and Betty would be kicked out of the Reservation if she did.

On the east side of the Trading Post is a large Army tent. This tent is used specifically for slave trading and is run by a very intimidating ghoul named Horatio. Before becoming a ghoul, it looks like Horatio must have been a very large athlete of some sort, something akin to a football middle lineman or professional wrestler. In either case, it looks like a lot of the size carried over to his present ghoul form. Horatio mainly stays inside the Army tent where he can watch over his newest slave acquisitions and bargain with the members of Caesar's Legions, the main suppliers of the slaves. A large bargaining table rests on the south side of the tent, and along the eastern wall are two cabinets filled with Rad-X and Rad-Away, which will be used on the purchased slaves before taking them into the Reservation proper. At different times during the day, the north end of the tent is occupied by sickly slaves suffering from radiation exposure. Also at different times in the day, the slaves are taken through the heavily guarded Town Gate in the north, never to be seen again.



Trading Stores (A)

On the east side of the Main Courtyard are two weather beaten husks that used

to be Army transport trucks. The canvas and metal cargo covers look like they have been patched more times than anyone but an obsessive-compulsive would care to count. These two trucks now serve as makeshift stores where two ghouls stand as proprietors. Hank, a non-threatening ghoul with a somewhat doom-and-gloom outlook on life, sells guns and ammo in the northern store, and Betty, a female ghoul, who's serious to the point of being robotic, sells leather and metal armor in the southern store. Between the two, they share a human slave dressed in a radiation suit, named Jillian McKinley – one of the escaped prisoners.

Art requirements – *Two army supply trucks that look like they've been sitting out in a radioactive wasteland for 200 years.*

Slave Trading Tent (B)



On the east side of the Main Courtyard is a large Army tent, in relatively the same patchy condition as the Army trucks, which serves as the slave trading station. It is run by an unusually large ghoul, named Horatio. From the looks of Horatio, one could assume he

was a large athlete of some kind in his smooth skin days. In addition to Horatio, there are several slaves tied up at any given hour of the day inside the tent. Accompanying the tied up slaves are usually two ghoul guards brandishing automatic rifles. The only furnishings are two cabinets stock full of Rad-X and Rad-Away. Outside traffic varies from different types of slave traders, but most, it would seem, come from Caesar's Legions. Evidently, Caesar's Legions enjoy trading human slaves for firearms, armor, and ammo. The player can learn that the ghouls only buy humans; ghoul and super mutant slaves are not wanted.

Art requirements – *A big green tent, about 10' x 15', with plenty of patchwork.*

Reservation Main Gate (C & G-1)



Coming from the World Map, the player will first come across the Reservation's Main Gate and wall. The Main Gate and wall are made up of welded car doors and sidings, combined with scrap metal sheets from what looks like aircraft (if the tiles set does not look exactly like this, no worries – this is more for

“creative color” and “artistic expression”). The Main Gates are open inward during the daylight hours and closed at night. During the day, two well armed ghouls stand guard and question all incoming visitors to the Reservation Trading Post.

Art requirements – *Junk wall tile set.*

Gatling Gun Towers (F)



At the Main Gate, there are two Gatling Gun Towers. Each tower is stationed on the outside portion of the Main Gate, about twenty feet apart. Atop these twelve foot towers rests a hand crank gatling gun and a ghoul ready to shoot anyone who steps out of line. The gatling guns rotate a full 360 degrees, so no one is out of their range. Access to the towers is from ladders on the inside of the Main Gate wall.

Should anyone be try to climb these ladders, they will find out first hand how devastating a gatling gun can be.

Also, there is an identical Gatling Gun Tower at the Reservation Town Gate, manned by a twitchy-fingered ghoul.

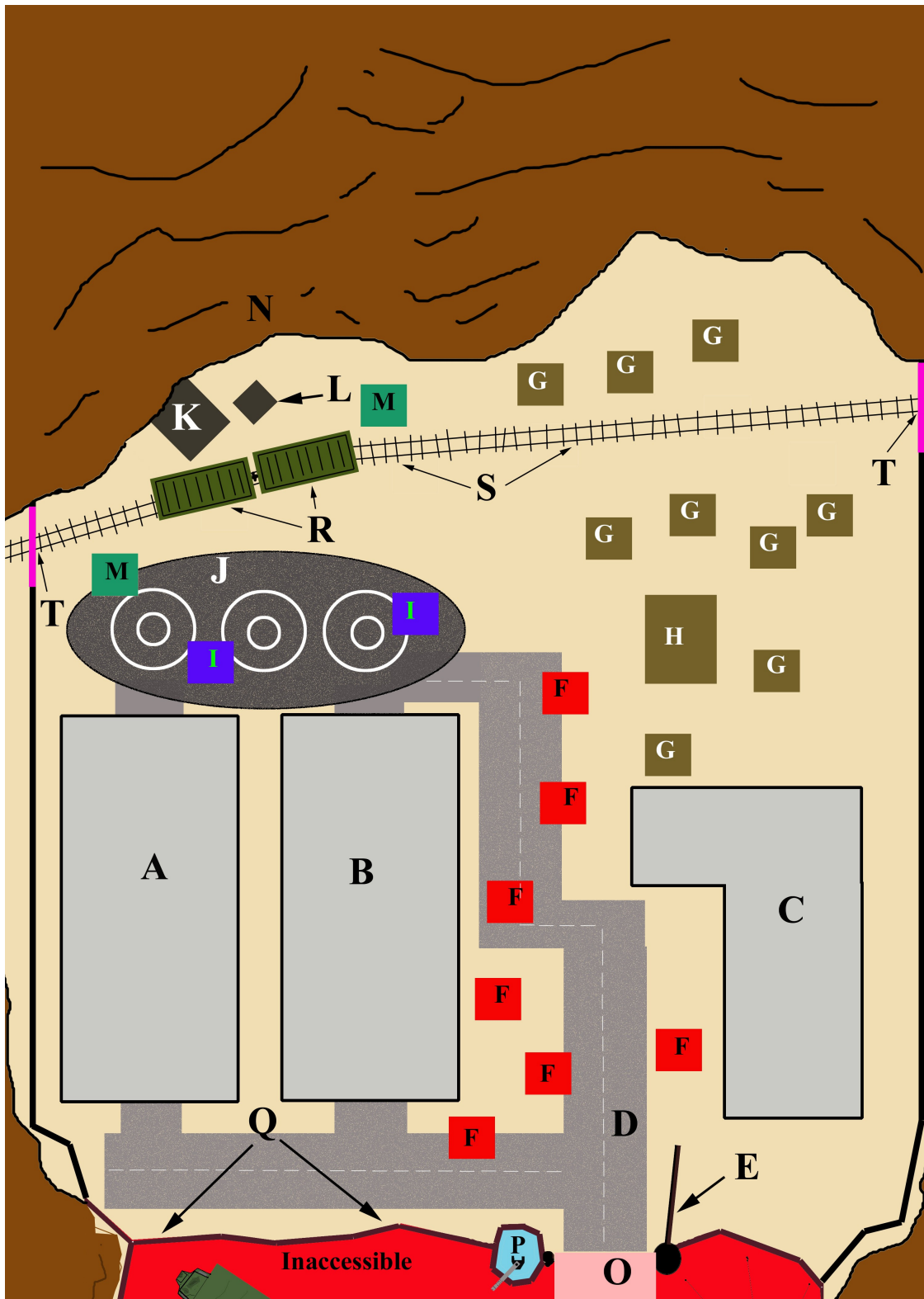
Art requirements – *Will need special crank animations for the gatling gun operators.*

Reservation Town Gate (D & G-2)

This gate and wall are almost identical to the Main Gate, except the Town Gate is a single steel door, some twenty feet across, that opens to the north. This gate is locked at all times and cannot be opened except by the direct authority of Willem Clark, the Reservation's leader, or one of his top appointees. It is heavily guarded by four well equipped ghouls and a Gatling Gun Tower.

Art requirements – *Junk wall tile set.*

Reservation: Town



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Legend

A – Dilapidated helicopter hanger.	B – Dilapidated helicopter hanger.	C – One story office building. Typical broken up POS in the Fallout world.
D – Banged up asphalt street.	E – Front gate to town; very big & made of hacked together steel parts.	F – Assorted ruined jeeps (husks), cars, and varied military equipment.
G – Shanty-town huts.	H – Bigger shanty-town hut.	I – Crashed and ripped apart helicopters.
J – Banged up helicopter landing pad.	K – Lift entrance/exit.	L – Normal elevator access to Sub-Levels.
M – What’s left of what used to be tanks.	N – Inaccessible, rocky hills.	O – Transition to and from Entrance: Trading Post.
P - Manned gattling gun towers (old, hand-crank style gattling guns)	Q – Piecemeal steel wall made from cars, jeeps, and other steel paneling.	R – Run down, flat bed rail cars. Still functional. The car on the left has a tank engine mounted on it.
S – Train tracks.	T – Locked side access doors.	

Town Locations

Some things get better with time; the Reservation Town is not one of those things. Upon entering through the homemade steel gate, it becomes apparent that the Reservation, though it missed most of the Big War and the after affects, it did not miss all of it. The player is immediately walking through chunks of debris that looks every bit the two-hundred years it is. The asphalt road that goes north and west is cracked, bleached from sand and sun, and full of potholes, some of them as big as a car. On this road can be found several abandoned husks of what were once fine quality jeeps, cars (with 50’ wings, no less), and a couple of tanks here and there. With a bit of close examination, the player can find that a lot of parts have been salvaged from these abandoned vehicles, but for what use, that’s a mystery – for now.

Going west, the player will run into two helicopter hangers that are pretty much destroyed. There’s not much to look at here, except the careful scavenger might find some useful parts from the helicopter wreckage there. There are some ghouls living in the less exposed sections of the hangers, but for the most part, these are just big ruins.

To the east, after entering the town proper is a dilapidated office building. Several sections have caved in from either an old bomb blast or time – or both. However, in the offices that have not collapsed, several ghouls have taken up residence. All the ghouls here are very standoffish, and will try to avoid conversation. All, that is, except for Florence, a very old ghoul who was old even when she was human before the bombs dropped. Florence was the disgruntled janitor for the office building, but the day the bombs fell she was in sub-level 1 cleaning a particularly stubborn commode. “Luckily” for her, she survived the war, but became even more cantankerous over the last couple of centuries. However, even though she is a fungus-grump, she is more than willing to chat the player’s ear off (if she isn’t tempted to eat it). If the player gained access to the town proper through sneaking, Florence is a good primary source for the player to discover how to get into Sub-level 1.

Down the dusty road and further into the Reservation Town, the player will come across a true shanty town, complete with holey, rank tents and holey, rank ghouls living in them. In the center of this shanty town is a large Army tent occupied by the commander of the Reservation guards, Colonel Green. The Colonel is another ghoul who was around when the bombs first dropped. He was assigned security duty at the Reservation and was in Sub-level 2 when the war started. He will not give away any information about the sub-levels, but he will speak to the player to find out his/her intent. However, if the player snuck into the town proper, he and his men will immediately try to capture the player to find out how he/she got in, and how the ghouls could make good use of the player. It's up to the player to decide if he/she wants to go along with being captured.

The last stop for the player is at the railroad cars, Main Access Elevator, and Equipment Lift. This area is heavily guarded by the ghouls and would represent quite the challenge for the sneaky player type. In fact, sneaking into the elevator and using it is pretty much impossible without the guards noticing. If the player gets captured, he will be brought before Measles and questioned, in which case, depending on how cooperative the player is being, Measles will contact Dr. Willem Clark, via direct comm. link, and consult. Negotiations can start from this point.

Based on either the negotiations or the player's actions within the Trading Post, there are several ways the player can get authorized access to the sub-levels - which will be explored in more detail in the [Quests](#) section. But as a primer, a couple of ways is to foil a scam being placed on Horatio by a Caesar's Legion slave trader. Another way is to turn in Hank for being a dissenter. And another way is to seek out and kill a caravaner who managed to steal some shotguns, ammo, and a couple of human slaves. Bringing back his head and the loot will make Measles very pleased, who will in turn contact Willem Clark about the deed. Willem Clark finds it interesting that a human would care so much as to help ghouls, so he decides to meet with the player. Measles will then escort the player to Sub-Level 1 and introduce the player to Willem Clark through the General Computer. Only a mouth appears in the computer monitor (obviously Willem's), and the owner of the chewed up mouth will ask some questions of the player. It is here that Willem will offer Measles as a companion and will give the player access to Sub-Level 2, the level where all the ammo and arms are manufactured.

Reservation Town Gate (O & E)

The Town Gate is a single steel door, some twenty feet across, that opens to the north. This gate is locked at all times and cannot be opened except by the direct authority of Willem Clark, the Reservation's leader, or one of his top appointees. It is heavily guarded by four well equipped ghouls and a Gattling Gun Tower.

Art requirements – *Junk wall tile set.*

Dilapidated Helicopter Hangers (A & B)



Here are two medium sized helicopter hangers. They are mostly caved in with sever char marks on the west side as a result of a nuclear explosion about a mile away during the big war. There is still a lot of concrete and rebar debris within the hangers, as well as scattered pieces of helicopters poking through.

Some of the piles of debris look like they have been moved aside to reveal a helicopter or two, but the exposed choppers also look like they have been picked apart over a long period of time.

Art requirements – *As described above, a meta-tile for these dilapidated hangers.*
Decrepid Office Building (C)



This one story office building did not get the full brunt of the western nuke thanks to the two Helicopter Hangers. Still, a lot of the building has fallen, save for a handful of rooms and office spaces. In the rooms that did not collapse are ghouls eking out an existence. These ghouls are unwilling to talk to smooth skins since they came to the Reservation to avoid the

smooth skins and their prejudices.

Art requirements – *Ruined city tile-set, perhaps? Or Junk town tile set.*
Central Street (D)



This asphalt road has seen better days. It is pock-marked, cracked, and uneven due to seismic activity over the years. During its heyday, it was used not only for automobiles, but also tanks and other heavy equipment. However, these days all it is used for is a graveyard for broken down and forgotten heavy equipment. Along the whole stretch of the street can be seen the burned out husks of tanks, jeeps,

and armored personnel carriers (F).

Art requirements – *Junk town tile set.*

Shanty-Town Shacks (C & H)



At the north-east section of the town are a bunch of fallout shanty-town shacks and tents. These are the living quarters of the rest of the top-side ghouls. Nothing fancy at all about these shacks; just cots, a few boxes used as furniture and maybe a chair for the privileged few.

At the center of this little shanty village is a very large tent, perhaps at one time an Army command tent. Inside, everything seems a bit nicer than anything that's in the other shanty shacks. There is a normal bed that actually looks livable (as long as the person sleeping in it does not have a strong sense of smell), a rectangular meeting table that is in decent condition, and a couple of cabinets storing who-knows-what (or who). This is the residence of Colonel Green; a ghoul who used to be a ranking colonel at the Reservation when the bombs hit. Even after 200 years, Colonel Green still commands respect and authority among the other ghouls, and it looks like he has a small contingency of soldiers under his command. The player will come to discover that Colonel Green is indeed in command of all the surface guards, including the five who hover around him during the day.

Art requirements – *Junk town tile-set.*

Railroad and Railcars (R, S, & T)



During the time before the big war, a railway went through the northern most side of the Reservation. The railway was never on any public maps, and no one except the people who worked at the Reservation and top military brass knew about the railway. At the

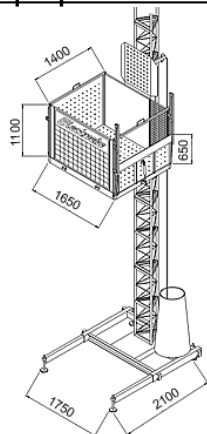
time, this railway was the best way to deliver and pick up large pieces of equipment and vast quantities of supplies. However, the railways went dead after the big war, and the two supply cars waiting on the tracks to be taken to another secret location would never move again.

That is, until Willem Clark got creative and decided to build his own train engine. Using different components from the tank wreckages all over the surface of the Reservation, he and his fellow ghouls built an engine into one of the supply cars. Looking every bit like a Junkyard Wars concoction, the new train engine is functional. The only thing is, it has nowhere to go. But the plan is to eventually find someplace to go; a place that is a perceived threat to the Reservation. Upon the other supply car, Willem will mount his Nuclear Nellie howitzer gun and take it within thirty miles of its intended target. From there, it is his goal to fire a dirty bomb into his enemy's base/town, which will hopefully cause enough havoc as to collapse any organization that might

have existed. But again, Willem still needs a destination. The railcars, the tracks, and the access gates are all kept in much better condition than the rest of the surface area of the Reservation.

Art requirements – *As described above, a flatbed railcar with a huge tank engine strapped at one end, with cranks and shafts directly connecting the wheels of the railcar to the engine. Should be a dynamic object that has two states; on and off. On has the flywheel turning and black smoke billowing out from an exhaust, off has it not doing a thing.*

Equipment Lift & Main Access Elevator (K & L)



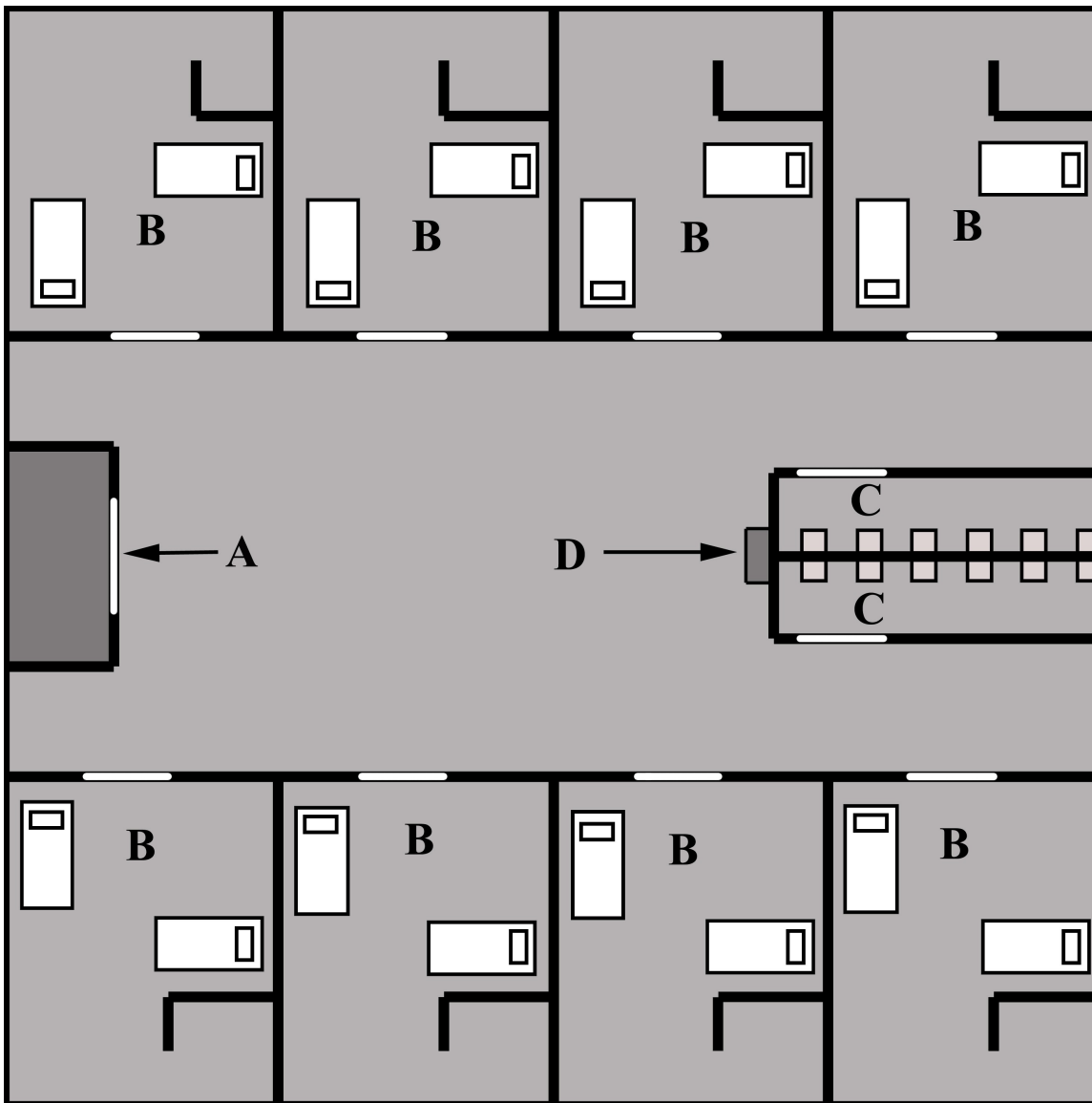
Near the seemingly abandoned railcars is the Equipment Lift and the Main Access Elevator. The Main Access Elevator is very similar to all the other vault elevators in the other Fallouts. It will take the PC to sub-levels 1 and 2, but not 3 (that one has a separate elevator which can be accessed on

sub-level 2).

The Equipment Lift is a large, steel platform elevator that goes directly to Sub_level3 and can only be operated from the 3rd sub-level. Both elevators are working and well maintained, however, the equipment lift needs a new cable in order to function – the engine works, just no cable for the actual lift.

Art requirements – *The lift itself should look like the one in Half-life; a 10 x 10 steel grid that goes into the ground, elevator style.*

Reservation: Sub-Level 1



Legend

A – Main elevator to Town and Sub-Level 2.	B – Sleeping quarters.	C – Locker room and lockers.
D – General computer	White cut-outs in walls = doors.	

Sub-Level 1 Locations

If the player gains access to the sub-levels, this is more than likely his first stop. Built pretty much like a typical vault, this level is the main sleeping area for the sub-level ghouls. This level is clean, crisp, and very well taken care of, unlike the Reservation Town. The contrast between the two should be somewhat shocking. The floors of the level are sparkling, the walls show no sign of wear, and the sleeping quarters are very well maintained, with two beds each and toilets that look like they've never been used (and with ghouls, they probably haven't... do ghouls even poop?). Depending on the time of day, half the beds and/or rooms will be occupied by ghouls in clean white lab coats, and the other half of the rooms will not. In addition, each room will have two chests for the ghouls to store stuff.

Conversation is pretty limited here to just floats and such, except for Marty. Marty is a disillusioned ghoul who has the same type of thinking that Hank has; all is not right in paradise. If Marty feels like he can trust the player, he will divulge some of the things he's working on. One of those things is the assembly of dirty bombs on sub-level 3. The player will get the opportunity to eventually help or hinder Willem Clark and his diabolical plans based on info from Hank and Marty. Of course, one of the best ways to earn trust from Measles is to snitch on Marty about his rebellious thoughts, but I'll get into more detail in the quests section.

In addition to speaking to Marty, the player can hack into the General Computer on this level and find out little tidbits about the Nuclear Nellie, the dirty bombs, and just the very slightest hint at the ghoul procreation experimentation.

Art requirements – All standard vault stuff.

Main Elevator (A)



This is the Main Access Elevator that goes back to the surface and to the 2nd sub-level.

Sleeping Quarters (B)

The rooms in Sub-level 1 are pretty ordinary when it comes to vault sleeping quarters. Each room is very clean and well kept. Each room also has two twin size beds and a footlocker at each bed. The bathrooms are spotless, not so much because they are constantly cleaned, but because ghouls really have no use for a toilet... I think.

Locker Room (C)

This is a pretty typical vault locker room, with two rows of lockers running down the center of the room, separated by a wall going down the center of the room. Each locker will be filled with an assortment of goodies the player can loot. What those goodies are remains TBD.

General Computer (D)

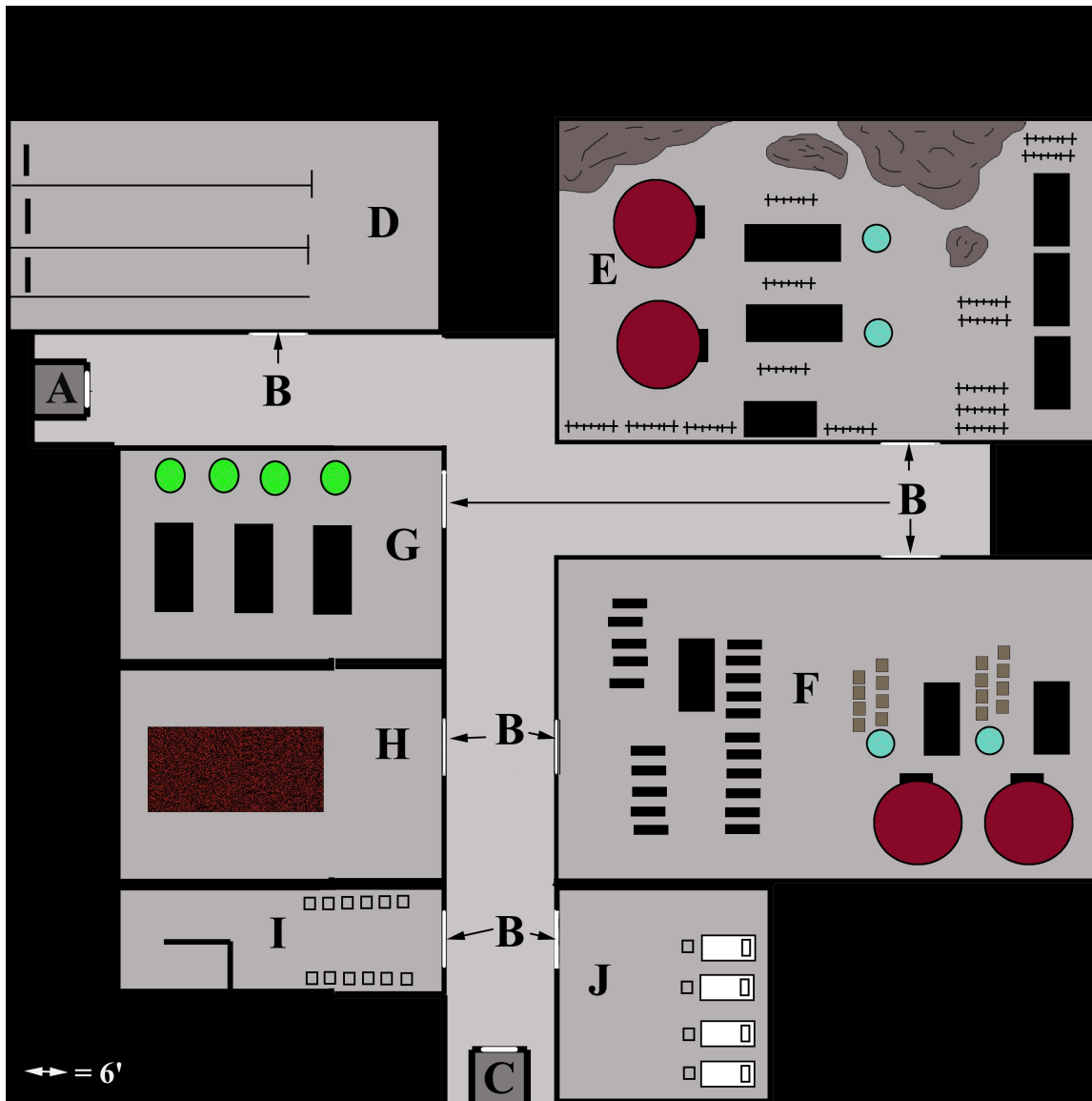


At the end of the outside of the Locker room is Sub-Level 1's General Computer. From here the player can access very generic stuff, like the work schedule of the lab techs, the guards, how many slaves were brought into the Sub-Levels, and how many had to be put into the incinerators after the failed procreation experiments... huh? Yes, the player can get a bit of information about the ghoulish procreation process and see that the human slaves have something to do with it. A bit of good hacking will reveal the name of the chief doctor in charge of the experiments, Dr. Sebastian.

Also, the computer will give a brief history rundown of the Reservation's great leader and founder, Dr. Willem Clark. The history will practically deify the doctor, basically proclaiming him the savior of the ghouls; their very own Christ, as it were. However, from conversations and reading the computer history, it seems that no one, except a very select few, have seen Dr. Willem Clark in a very long time—perhaps in over fifty years. There is no doubt he is still on the Reservation, but it would seem he has secluded himself to Sub-Level 3. Evidently, he wants to be closer to his “children” and the daily conceptions (don't try to picture it, it will rot your brain and make you start thinking David Hasselhoff is a sexy man).

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Reservation: Sub-Level 2



Legend

A – Main elevator to Town and Sub-Level 1.	B – Doors.	C – Elevator to Sub-Level 3 only.
D – Shooting range	E – Armor smithing facility.	F – Weapon smithing and ammo facility.
G – Chemical laboratory.	H – Incinerator.	I – Lockers and bathroom facilities.
J – Foreman sleeping quarters.		

Sub-Level 2 Locations

Once the player has access to Sub-Level 2, he will have access to mechanics labs engineered for weapon, armor, and ammo smithing. However, the player may be in for a bit of shell shock once he enters Sub-Level 2. This level is very dirty, akin to an early 19th century English machine factory. The floors and walls are covered with soot and the air is a thick fog of mixed fumes generated by large boilers and burners. Evidently there is not a good air filtration system on Sub-Level 2, not that the ghouls would really need one. The player would be wise to use a gas mask down here (radiation is not as big a factor as on the surface. The sub-levels were well enough insulated during the Big War to keep out most of the radiation from above, but obviously not all).

However, the people who do need protection from the fumes are the human slaves working in the large, but smog congested smithing rooms. All of them have scarf-like materials wrapped around their faces as a weak form of protection, though every one of them frequently coughs. Though one might expect to see a few large slaves handling the brunt of the shoveling, the opposite is true. All the slaves lurking about are quite frail. At first assumption, one might think that their frailness is a result of long term exposure to the level's fumes and poor treatment of the slaves. However, a bit of investigation will reveal that all the working slaves are usually the weakest of the crop purchased. Evidently, the strongest human slaves are carted off to a room that emits a strange green glow through the door cracks on Sub-Level 3A slave or two may mention that at night, when they are resting in their holding cell, that they can hear screams coming down the hall where the "Green Room" is.

The first room the player will run into is the firing range directly north. It looks like a standard indoor firing range, except for the filth, comes complete with three ranges and, at any given time, a couple of ghoul guards trying out a new conventional firearm. Since the guards have a bit of an ego, they are anxious to challenge the player to a contest of skills. Best of ten shots at the maximum distance in the range wins the contest (prize is TBD).

To the northeast of the level is a large room used for armor manufacturing. Inside, there are two large furnaces next to makeshift anvils and tables. A couple of ghouls bang away at stretching leather and forming metal to make suits of armor. Several slaves toil away at moving around the scrap materials and shoveling coal into the furnaces from large piles of coal along the northern wall.

Just south of the armor smithing room is the weapon and ammo smithing room. It looks very similar to the armor smithing room, except that there a lot of medium sized crates filled with ammo and guns (a lot for the FO3 world, anyways). One side is filled with crates of non-functioning weapons, and another, guarded by four ghoul guards, is filled with functioning guns and ammo, though this side is much smaller than the non-functioning side. The two weapon smith ghouls toil away at dismantling the non-working guns to either piece together the different parts into a functioning weapon, or melt down the metal to forge new components. The slaves cart coal from the stockpile in the armor smith and shovel it into the furnaces in the weapon smith facility. Again, these slaves are frail and look like they are going to keel over at any moment. Even though the slaves are frail, the floating toxins do not help their health conditions. The slaves rarely live longer than a couple of years before the toxins kill them. The player will have the opportunity to either find proper gas masks or devise a makeshift air filtration system.

Running the whole show on Sub-Level 2 is Milt the Foreman. He can be found walking from room to room, making sure things are running smoothly. He's a no-nonsense ghoul who tells it like it is, and he'll waste no time telling the player what he thinks of human scum. In any event, Milt will serve as a focus point to augment current weapons and armor for the player to make them more deadly, provided the player has the blessing of Dr. Willem Clark. If not, he'll call the guards and they will lay the smack down!

There's also a Chem Lab on this level where the player can use the chem.-mechanic's table to concoct stim packs, Rad-Away, and other such things. There is a science techy in here every once in a while, but he only comes in to get supplies and such – nothing to buy here. But if the player follow said techy, he will see that he takes a different elevator than the one the player came. This elevator is the only way to Sub-Level 3 and its big mysteries.

There's also the requisite sleeping chambers for the ghoul workers, as well as a bathroom/locker-room complete with lockers for the player to pick.

The last place of note on this level is the Incinerator Room. Periodically during a given day, a techy will come up from Sub-Level 3 with a large, covered trash can. He will head into the Incinerator room and dump the contents into the very large incinerator. The player may try to investigate the ashes and such around the incinerator to determine what was thrown in there. A good Perception will uncover human bone in the ash.

Art requirements – *Need dirty, sooty looking vault tiles, as described above.*

Main Access Elevator (A)



This is the Main Access Elevator that goes back to the surface and to the 1st sub-level.

Shooting Range (D)



A standard, three lane firing range except with overly used targets at the far end of the room and a lot of soot and dirt on the walls. There are no working pulley systems to bring a target back and forth to the shooter. Every once in a while, the player may run into a ghoul guard or two who are practicing. These ghouls will challenge the player, provided the player is there with the permission of Willem Clark, to a shoot off. The winner gets an

epithet or something like that. However, once the player does this challenge, he will not be challenged again. Hey, ammo's valuable, even if the ghouls make most of their own.

Art requirements – *Need bullet riddled targets and a meta-tile of a three lane shooting range.*

Armor Smithing Facility (E)

This room looks like a cross between a medieval forge and a turn-of-the-century machine sweatshop. Two large furnaces roar with fire and crackle whenever metal is placed close enough to melt. Two ghouls labor away making leather and metal armor, and four to six slaves toil with cleaning up the scraps and shoveling coal into the furnaces. There are a couple of large tables holding various tools, remnants, etc. Also, there are two makeshift anvils the ghouls use to forge steel, and two large tubs of murky, black water to cool the steel. No talking here, too much work to do.

Art requirements – Need big, red boilers with dynamic flames shooting out its oven doors. Also need piles of coal to place willy-nilly along the far walls. Lastly, need a hammer swing animation for the ghoul smiths.

Weapon Smithing Facility (E)



This room also looks like a cross between a medieval forge and a turn-of-the-century machine sweatshop. Two large furnaces roar with fire and crackle whenever metal is placed close enough to melt. Two ghouls labor away making gun barrels and components, then assemble them, and four to six slaves toil with cleaning up the scraps and shoveling coal into the furnaces. There are a couple of large tables holding various tools, remnants, etc. Also, there are two makeshift anvils the ghouls use to forge steel, and two large tubs of murky, black water to cool the steel. No talking here, too

much work to do.

Art requirements – Need big, red boilers with dynamic flames shooting out its oven doors. Also need piles of coal to place willy-nilly along the far walls. Lastly, need a hammer swing animation for the ghoul smiths.

Chemical Laboratory (G)

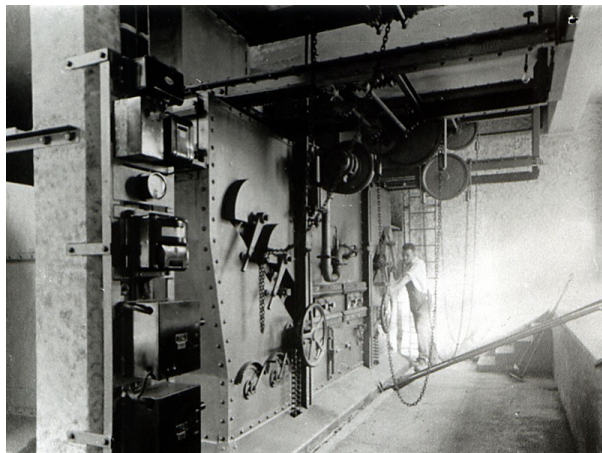


A large table and four big tubs of green goo are all that occupy this room. On the table is an assortment of beakers, tubes, measuring devices, and other assorted lab stuff. The player may use this facility to make stim packs, Rad-X, and any other chem in the game. If the player is allowed to be on Sub-Level 2, then the techy who comes into the facility every once in a while will not

raise an eyebrow. However, if the player is not allowed to be there, then the techy will flip out and call the guards.

Art requirements – Like a series of dynamic, connecting tubes and beakers with green and red ooze flowing through the tubes.

The Incinerator (H)



This lovely room has a very large, rusty, burnt looking incinerator smack in the middle. The iron doors are kept closed and locked when not in use, but the heat and sound of the searing flames within can be heard and felt from out in the halls. At the foot of the incinerator's big iron door is scattered pile of ash and burned debris. A perceptive PC can sift through

the ash and discover that these are the remains of humans. A couple of time per day, a techy from Sub-Level 3 comes to the incinerator with a large trash can and dumps its contents into the incinerator.

Art requirements- *Need small dynamic piles of ash with a smattering of bone in them. Also need a large, square incinerator with a dynamic door that when opened, flames shoot out.*

Foreman Sleeping Quarters (J)

This is the one room on Sub-Level 2 that is not nearly as dirty and sooty as the rest of the level. It's far from clean, but compared to the rest of the level, it's worthy of a king. There are four beds along the walls of the room, a footlocker at the base of each bed, and a cabinet along one of the walls. Inside the cabinet are old books and magazines of varying interests. During the night time hours, these beds are occupied by the foreman, during the day, they are not. It is not wise to wake a sleeping foreman, even if you are there by permission of Willem Clark. These guys are very grumpy and need their ugly-sleep.

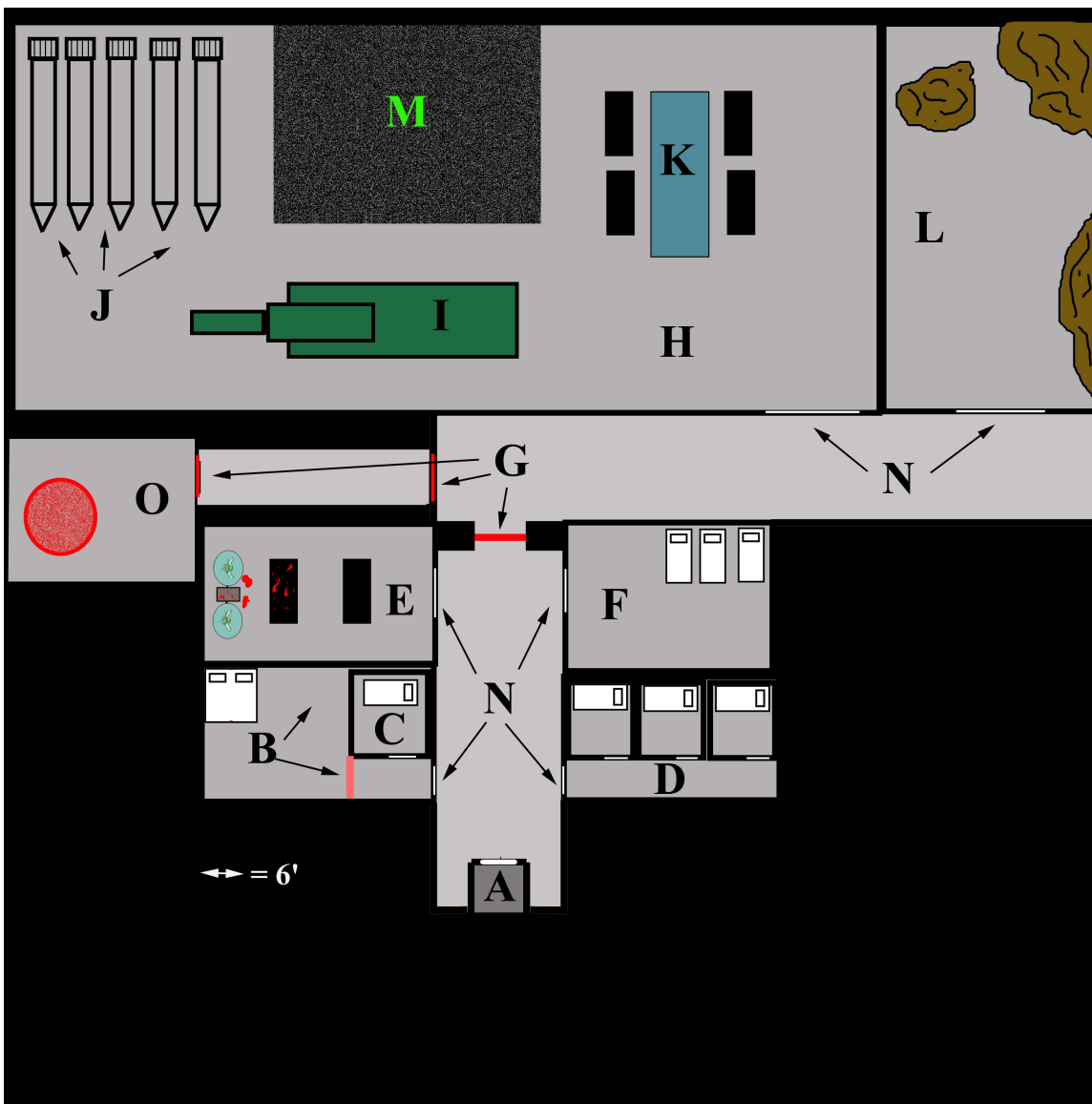
Locker-room and Bathrooms(I)

Understand the needs humans have to expel their internal wastes, the ghouls have tried to maintain the bathrooms on Sub-Level 2. The commodes are functional enough to get rid of most waste, but some waste does back up, providing an even more noxious odor than the soot smells. Since the ghouls do not mind really bad smells (hell, they smell bad enough), they have little sympathy for their slaves' complaints of fouled toilets. The player may remedy this problem by fixing the clogs in the lines, or sending a cherry bomb down one of the commodes to blast the clog away. I'll need a scripted cut scene for this event of water and waste blowing out of the toilet. The bathroom might be really messy after this, but hey, these pipes are clean (HA! A "Cabin Boy" reference – which is in this doc for my amusement only and will not be in FO3)!

Elevator to Sub-Level 3 (C)

This is the Elevator that goes only to and from Sub-Level 3.

Reservation: Sub-Level 3



Legend

A – Elevator to Sub-Level 2 only.	B – Willem Clark’s quarters and force field door.	C –Measles’ quarters.
D – Quarters for the other 3 Born Ghouls.	E – Ghoul Procreation Laboratory; AKA the Green Room.	F – Ghoul scientists’ quarters.
G – Force field doors.	H – Nuclear weapon research and development lab.	I – Nuclear Nellie (take-off of Atomic Annie).

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J – Picked apart missiles.	K – The Reservation’s main computer.	L – Filthy slave quarters.
M – Heavy equipment lift (to surface).	N – Doors.	O – Reservation reactor core.

Sub-Level 3 Locations

Sub-Level 3 used to be the meat and potatoes of the Reservation back in the day. Little has changed in that regard. While Sub-Level 2 maintains manufacturing of armor and arms for trade on the surface, the true research and development, and the means by which Willem Clark fulfills his dream, occurs on Sub-Level 3.

The only way for the player to access this level is through the southern elevator on Sub-Level 2. The use of this elevator requires the visual approval of Willem Clark himself. The player’s options to gain entry are to earn the trust of Willem Clark through completing quests, going Rambo and killing everyone topside and the first two sub-levels – this brings Willem and his cronies to the player for a final showdown, and by doing this Willem forgets to reset the security on the elevator - , or the final way is to sneak down the elevator using deception. However, since Willem visually checks everyone in and out of the elevator through a heavily protected camera over the elevator, and he is personally familiar with all who works for him, the player would need a very high Deceive skill to pull off the scam.

As Sub-Level 1 is sharply contrasted in appearance and feel to Sub-Level 2, so is Sub-Level 3 to both previous levels. Not only is Sub-Level 3 very clean and tidy, but it is also eerily dark and cold, both figuratively and literally. The halls are permanently lit by red power back-up lights, and the purple glow of the force field at the end of the hall accentuates the dark mood. During the daylight hours, the entire level is deathly silent, save for the hum of the force fields. During the night, inconsistent screams of terror and pain can be heard coming from within a room; a room known to the slaves only as the “Green Room.”

The first room to the right from the elevator in Sub-Level 3 is a long room consisting of three smaller rooms. The rooms are regular, square rooms each with a single bed and a cabinet against the wall. If the player has entered this area during the day, the rooms will be empty. However, at night the rooms will be occupied by their respective owners getting ready for a good night’s rest. These rooms, as it turns out, belong to the successful results of the ghoul procreation experiments. Like [Measles](#), these three ghouls are Born Ghouls. However, only [Belle](#) will give the player the time of day, the other two will brush the player off.

Art requirements- *Mostly standard vault stuff.*

Elevator to Sub-Level -2 (A)



This is the Elevator that goes to and from Sub-Level 2, exclusively.

Born Ghouls Quarters (D)

At the southeast section of Sub-Level 3 is an entrance to a medium sized corridor. Along the north side of the corridor are three sterile looking, square rooms, each with a nice size bed and cabinet. Other than the slightest hint of blood drops here and there, and the occasional bone fragment, there is nothing extraordinary about these rooms, save for their owners. These three rooms belong to Born Ghouls; ghouls, like Measles, who were not created through exposure to the FEV virus, but ghouls who were actually born into ghoulish-dom. Through cruel experimentation on humans by Dr. Sebastian, these ghouls gestated and were birthed. Reveling in their infrequent success (the ghoulish procreation experiments have a 2% success rate), Dr. Sebastian and Dr. Willem Clark keep their Born Ghoul progeny close at hand and comfortable. To them, the Born Ghouls represent the future of the ghoulish "species," and they will do everything in their power to make sure their "children" are well taken care of.

Measles' Room and Dr. Willem Clark's Room (C & B)

To the southwest is a large room. Upon passing through the steel door, there is a purple force field due west and a small room to the north. The room to the north is exactly the same size and style as the Born Ghoul rooms to the east. This room belongs to Measles', Willem Clark's right hand ghoul and sometimes personal bodyguard. However, since Willem never really leaves his chambers, Measles has been assigned additional tasks. In fact, the only time Measles is in this room is when Willem calls for him or it is nighttime – time to sleep. During the day, Measles is usually topside at the Trading Post making certain all is running smoothly.

To get into Dr. Willem Clark's room, the player either needs to be invited, kill everyone on the previous levels which draws Willem and some of his cronies to deal with the player, thus leaving the force field down, or use his super mechanics skill on the purple force field. Otherwise, the player may only dream about what is inside. However, once inside (and as long as Willem is not dead), the player will be greeted with almost sheer darkness, except for a soft glowing light resting next to a shadowy form. There is a bed, a cabinet filled with books, and a computer in this room, but they are hard to see in the darkness. As it turns out, the shadowy form is Dr. Willem Clark. He will say he prefers the dark because it allows him to be alone with his thoughts – and he has many, many thoughts. If the player feels brave, Willem will be happy to convey these thoughts.

Bottom line, though, is that the computer in Willem Clark's room holds the launch codes for the Hermes-XIII space rocket. There are several ways to get these codes, which I will go into greater detail later in this doc.

Scientists' Sleeping Quarters (F)

Similar in style to the sleeping quarters on Sub-Level 1, but a bit wider, this room is for the exclusive use of the techies and scientists of Sub-Level 3. There are four beds, a few cabinets, and foot lockers at the foot of each bed. Other than that, there's not much to look at.

The Green Room (Ghoul Procreation Laboratory) (E)

Like something straight out of a 1950's horror movie (in living Techno-color!), this is the laboratory where the madness of ghoulish procreation takes place. There are two tables filled to the brim with tubes, bottles, beakers, a Tesla coil, and anything else that evokes a mad scientist feel. At the far end of the room are two big glass tubes filled with a viscous, green liquid. Inside this bubbling goo are two floating humanoid forms attached to tubes and wires. Closer examination reveals that the occupants of these tubes are human. Even closer examination will reveal that there

is a large hose burrowed into the distended abdomen of each floating human, and from the wild, terrified eyes of the occupants, it becomes clear that the humans are terrified and in a great deal of pain.

The individual running this show is a ghoul named Dr. Sebastian. He relishes in his work and is eager to talk about it, provided the player has permission to be in Sub-Level 3 (Willem let's everyone know if the player is allowed to be there – after all, how many healthy humans are actually allowed to roam the dark halls of Sub-Level 3?). While all the sordid details of the ghoul procreation process will not be revealed, the player will get enough disturbing imagery to convince them that the process is not fun in the least – for the humans, anyway.

Art requirements- *Need two glass vats filled with green goo and each having a near naked human dangling from tubes within them. The vats need to be dynamic so the player can shoot them and watch them explode with bodies and humans pouring out onto the floor.*

Force Fields and the Main Generator (G & O)

To the north are a series of force fields that lead to the main power generator. The first force field is only accessible with the proper security pass (yep, search for a keycard. There are several on the persons of the lab techs and Sub-Level 3 guards, plus the player may finagle one from an amorous ghoul.) Of course, the force field can be circumvented by a talented mechanic. Once passed the force fields, the player has access to the Main Power Generator. If the player has aspirations to blow the generator up, he may. However, this will only knock out main power and the backup generators will kick in. And, even though the Main Generator is a sub-reactor, the heavy insulation in this room will keep the explosion confined to this room, thus not endangering the other rooms. The design thinking was that if anything would go wrong with the generator and is melted down, the resulting explosion would not “domino effect” with the nuclear warheads for the B.O.M.B. missiles.

Nuclear Weapons R&D and Reservation's Main Computer (H, I, J, K, & M)

This massive room was once used to research and then develop the missiles and warheads that would eventually be used on the B.O.M.B. satellites.



opportunity to advance.

At the center of the room is a very large, Howitzer looking cannon. Named “Nuclear Nellie,” this gun was originally designed to fire a ten megaton nuclear warhead shell, cannon style, to a target some thirty miles away. In it's current state, Willem Clark changed Nuclear Nellie's design a bit to fire a dirty shell thirty miles away. The dirty shell uses the few, but remaining remnants of

The first thing the player will run into is the Reservation's Main Computer core. This machine holds all the information about the B.O.M.B. and Hermes programs, and it also includes the launch codes for the Hermes-XIII space rocket. However, the launch codes are encrypted and require a heavy science skill to extract. This is just an alternative to meeting, face to face, Willem Clark, and gives the science/stealth boy another

uranium and other radioactive material to distribute over a two city block area. The resulting contamination, Willem hopes, will cause the occupants of the newly radioactive zone to disperse and flee. Willem intends to one day use this device against an enemy, once he finds one that is a suitable threat. Until then, Nuclear Nellie waits.



Another road block for Nuclear Nellie is the broken equipment lift. Some time after the Big War, no one knows exactly when, the heavy cable for the lift snapped, rendering the lift useless. If the player ever finds a replacement cable, the lift will once again function and Willem will be one step closer to fulfilling his dream.

Finally, at the northwest section of the room, the player will find the hallowed husks of four nuclear missiles with the acronym B.O.M.B.-001 painted on their sides. These missiles look like they have been rummaged over more than a hundred times and truly have nothing left of value attached to them, except maybe the metal shells.

Art requirements – *Need Nuclear Nellie as described above. Also need emptied out nuclear missile shells.*

Slave’s Quarters (L)

A filthy den of hopelessness, this large room is used to house the two-dozen or so slaves used in the Sub-Levels. The floor is filthy with dirt, blood, urine, and excrement, and there is a dead body or two protruding from the cave-in dirt and boulder piles. There is nothing pleasant about these quarters, and the ghouls make sure that there is nothing pleasant about them. Since the ghouls of the Reservation hold most humans in utter contempt (yes, the player would have his work cut out for him to woo Willem and his followers), they figure that treating the slaves as badly as the humans treat ghouls on the outside is justice served. Granted, much of the ghouls’ hatred towards humanity has been fueled and exaggerated by Willem Clark, but that does not make it less real for the Reservation ghouls. Besides, the ghouls figure humans are easy to replace at this time thanks to Caesar’s Legions and the Blackfoot slave trade.

TIMELINE

YEAR	EVENT
1943	The Los Alamos Nuclear Research and Development facility, code name the Reservation, completes construction. Los Alamos becomes part of the research team for the Manhattan Project.
2063	Dr. Willem Clark, a top nuclear physicist in his day, is put in charge of all scientific endeavors at the Reservation. Colonel Green, a career soldier in the U.S. army, is put in charge of security.

2065	The Reservation is given orders to research and produce nuclear missiles that can be fired from an orbiting space platform.
2072	Completed B.O.M.B. missiles are sent to different space centers around the U.S. so they can be carried into space and installed into the B.O.M.B. satellites. The process is slow, but it is being carried out fairly regularly.
2076 October	Production of B.O.M.B. nuclear missiles is put on hold due to budget cuts. The reservation is put on reserve.
2077	Bombs drop, including some very close to the Reservation site. Due to the seismic activity, some radiation seeps into the sub-levels. Even though the people underground are safe from the blasts, radiation eventually takes its toll.
2087, December	After most of the initial survivors succumb to radiation, those “fortunate” enough to not die have turned into ghouls. And after spending ten years underground, they finally come back to the surface. Twelve ghouls, including Dr. Willem Clark, volunteer to search the wastes in the hopes of finding other survivors.
2088, December	Of the twelve volunteers to explore the wastes, only one comes back to the Reservation; Dr. Willem Clark. However, he has brought back a few dozen fellow ghouls to seek shelter at the reservation.
2089, January	After explaining the hardships and prejudices placed against ghouls by smooth skin humans, the ghouls of the Reservation proclaim Dr. Willem Clark as their leader. Willem further solidifies his place as leader by explaining his plans to one day make the ghouls the rightful and true heirs to the Promised Earth and that becoming a ghoul was the next, logical step in the evolutionary process.
2198	After years of trying the “natural” way, the ghouls discovered they were indeed sterile. Dr. Willem Clark and Dr. Sebastian begin to devise a plan to create a viable way for ghouls to procreate.
2220	The Reservation begins to purchase human slaves from the various tribes around the region. The ghouls trade what weapons they make in their underground smiths for healthy humans. The healthiest are used for the ghoul procreation experiments, while the rest work until they die from exhaustion and disease.
2227, July	After years of research and experimentation, Dr. Sebastian successfully creates a Born Ghoul through procreation. The human host, like all the ones preceding him, dies during childbirth (evidently hosts can be male or female).
2227, August	The first successful Born Ghoul. Due to the radioactive chemistry of the ghouls, the first Born Ghoul rapidly grows into adulthood within a month. The Born Ghoul is named Measles due to his large, swollen glands in his jaw. Only three other Born Ghouls will be birthed between this year and 2253. The procreation experiment only has a 2% success rate. Research continues.
2242	Nuclear Nellie, a howitzer style gun capable of firing a nuclear shell, is made functional at the Reservation. A “dirty” shell is created to use on Willem’s enemies. However, since the heavy lift cable is broken, there is no way to bring the gun from its underground lair.
2249	A lucrative slave trade is established with Caesar’s Legions and the Blackfoot tribe.
2253, October 23	F3 Begins

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EMOTIONAL PORN



DRAMA

- Freeing Jillian from the Reservation and returning to Bloomfield to reunite with her Rusty Hooks comrades. This will make Hank sad.
- Helping the ghouls to further the player's goals, or sabotaging the ghouls to help free the human slaves (not really mutually exclusive, but freeing the slaves will really piss off the ghouls).
- Ruin the ghouls' attempts at finding a way to procreate.
- By helping the ghouls, the player elevates the chance of human extinction in the long run.
- Help the ghouls dissidents overpower Willem and his cohorts so they can take over the Reservation and attempt peaceful coexistence with the other organizations – or at least live in bitter solitude and not bug anyone else.
- Expose the ghouls dissidents so Willem and his cohorts may further their dream of taking over the Promised Earth.
- Mercy kill the poor slob's baking in the gestation tanks in the procreation lab.

OTHER ROLE-PLAYING TESTS AND EPITHETS

TIES TO OVERALL GAME THEMES

- Helping one group invariably ruins another.
- Evil is subjective: The ghouls are in a dire predicament. If they do not find a way to procreate, they will become extinct. However, helping the ghouls will not only cause the deaths of humans,

but may cause the human race to become extinct. Are humans evil for trying to destroy the ghouls, or are the ghouls evil for trying to survive as a new species?

- Deception. Not everything is as it seems, and not everyone is truthful about their motivations.

NPC COMPANION USES

ART REQUIREMENTS

GENERIC NPCS

Dr. Willem Clark (Male – Ghoul)

(Sub-Level 3 – Christ-like leader of the Reservation ghouls. Similar in mentality to Colonel Walter E. Kurtz (Marlon Brando) from Apocalypse Now.)

Importance – Major (though I like to think of him as Epic)



Level – 20+

Age – 200+

STATS

ST - 04

PE - 05

EN - 07

CH - 05

IN - 08

AG - 07

LK – 06

Traits – Gifted; Finesse

Perks – Action Boy, Gain CHA, Living Anatomy; Tag!;

Toughness

Tag Skills – Science; Firearms; Mechanics; Medic

What is a “savior?” The dictionary tells us it’s, “A person who rescues another from harm, danger, or loss.” But this is a cold, heartless description. What Dr. Willem Clark has done for his ghouls at the Reservation is more Christ-like than mere savior, or at least that is what Willem would have his followers believe.

Dr. Willem Clark was a gifted nuclear physicist in his smooth skin days. He worked at the Reservation as chief scientist in the nuclear research and development department on Sub-Level 3. Even then he commanded a loyal following of fellow scientists who were in awe of his scientific capabilities and his ability to bring out the best in his colleagues. So, when the bombs fell and everyone was too scared to move, Willem took charge and kept the survivors alive; alive with hope that one day they would all return to the surface and start life anew.

Unfortunately, not everyone made it to that fateful day of returning to the surface. Ten years passed since the bombs dropped when the survivors in the sub-levels decided to come to the surface. They were little more than two-dozen survivors out of nearly one-thousand stationed at the Reservation. But how lucky were they to survive as ghouls? Once on the surface, a dozen ghouls, including Dr. Clark, set out into the wastes to find other survivors like them, or at least similar. The thinking at the time was that all survivors would probably be ghouls, and it would be wise to organize as many as possible into one central location so rebuilding could start.

Days, turned into months, and the months turned into a year. After a year of not hearing anything, the remaining ghouls at the Reservation started to give up hope that any of the original twelve would ever come back. But one did. Dr. Willem Clark not only came back, but he came back with two, possibly three dozen ghouls in tow. When he settled back into the Reservation, he told the others about the prejudice and mistreatment ghouls faced at the hands of smooth skin humans. He then explained to the survivors at the Reservation were given a gift; the gift of life and the ability to adapt to this new, *Promised Earth*. It became clear to Willem that becoming a ghoul was an evolutionary process in which the ghoul body could withstand, and in fact even prosper in this scorched, radioactive Earth. He declared that he would guide his fellow ghouls into the next age of man; the age of ghouls. The *Children of the Wastes* would inherit the Promised Earth, and Dr. Willem Clark would guide them the entire way, protecting them from the cruelty of the smooth skins, but training them for their eventual uprising against their oppressors.

For nearly two centuries, Willem Clark brought ghouls from all over the wastes to the Reservation. Some stayed topside, happy to eke out an existence among the debris, while others took to the Sub-Levels of the Reservation. Those who went to the Sub-Levels enjoyed fruitful, meaningful work and much better accommodations than were topside.

Willem reveled in his little kingdom, and his ghouls began to look upon Willem as their lord and savior. They worshipped him in such a way as to deify him. Soon, Willem eventually began to think of himself as a deity, and became more reclusive over the last fifty or so years. He finally came to a point where he never left his room on Sub-Level 3 and only communicated to his fellow ghouls through computer screens placed throughout the facility. When he communicated, he would only reveal his mouth over the screen, for he felt should any of his followers look into his eyes, they would burn under his magnificence - such was his ego. When one did get the chance to speak with Willem, he would often refer to himself in the third person and put his sentences together in such a way as to sound like he was reciting scripture. Due to his high intelligence, no one was able to convince him otherwise of being a holy savior, and nobody probably could. He would continue to lead his people to the Promised Earth until his dying day, but no one knows when that will be, if ever.

Scripting stuff goes here

Measles (Male – Born Ghoul)

(Reservation Trading Post – Willem’s right hand ghoul, oversees trade during the day, joinable CNPC with a hidden agenda.)

Importance: Major



Level: 12-ish

Age – 20

ST - 05

PE- 07

EN - 06

CH - 02

IN - 05

AG - 08

LK - 10

Traits – Gifted; Finesse

Perks – Action Boy; Thief; More Criticals; Banzai

Tag Skills – Lockpick; Melee; Sneak

Measles is one of three personal body guards to The Reservation’s leader, Willem Clark. Measles is one of a very few (can-be-counted-on-one-hand few) ghouls who was conceived rather than transformed by radiation. At quick glance, Measles looks pretty much like any other ghoul; scabby, gray-green skin that is peeling away from the bone on certain parts, little to no hair, yellow eyes, etc. But upon closer examination, Measles’ scabs, lesions, hair patches, and teeth gaps seem very uniformed, almost as if they were meant to be there and serve a function. Maybe this is the result of the breeding process, maybe Measles just got lucky, no one really knows for sure. But what is known is that Measles is a gifted hand-to-hand and melee fighter. He seems to know exactly where to hit someone to cause the most damage possible, which is quite unexpected from a skinny ghoul. But this is one of Measles’ greatest strengths – deception. Measles’ unassuming posture and meek appearance makes all foes not think twice about him being a threat. However, by the time the shit hits the fan, the cocky enemy is laying face first in a puddle of his own blood and urine.

Measles gets his strange name from his two large, bulbous-like tumors that stick out from his neck like a severe case of measles... well, that and his strange fascination with children’s diseases. It’s this fascination that also allowed him to be a fairly good scientist and pretty good at field medicine.

Oh, and I should add that he hates humans, but will go with the player if Willem orders him to, is only hospitable to other ghouls, has a hidden agenda that differs from the PC’s, and is willing to critically hit the PC in the back of his head, ghoul or not, to make sure his agenda sees the light

Measles’ Secret Agenda – Willem Clark, the Ghoul-Jesus-like leader of the Reservation, wants to know about the other settlements in the wasteland; how big, how organized, and most importantly, are any of them a threat to the Reservation. Willem will order Measles to go with the PC (if the PC wants him), under the guise of curiosity, exploration, and the hopes of establishing trade through a rail system. Once Measles feels he has learned enough (basically, after visiting Hoover Dam, New Canaan, and as a bonus, the Grand

Canyon for its uranium mines), he will request to go back to the Reservation to give a report to Willem Clark.

In a nutshell – Willem has built a “dirty” bomb out of what uranium was left in the nuclear missile labs in the Reservation, and he wants to deliver, via rail and Nuclear Nellie, said dirty bomb to the community he perceives as his biggest threat. The bomb is meant to slow down the community’s progress and hopefully dissipate the people after radiation sickness kicks in.

So, the second hub of Measles’ mission is to establish a rail system, with the PC’s help, between the Reservation and either Hoover Dam or New Canaan. Willem’s preference on which to bomb is TBD. I’m thinking it will depend on how much the PC helped each community to better itself or screw it up. Willem will then bomb the “better off” community – i.e. the community most likely to prosper. Willem will then mount Nuclear Nellie on his makeshift train, park the railcar about thirty miles outside his enemy’s location, and fire his dirty bomb out Nellie’s massive barrel.

Lastly, if the PC has been through the Grand Canyon and discovered the uranium mines, Willem will want a rail system to go there so he can mine more uranium. His ultimate goal; eliminate all possible threats, use the newly mined uranium to make a dirty bomb arsenal – or maybe even a couple of nuclear bombs if there’s enough material – perfect the ghoul procreation process, and wipe out all the smooth skins so the “Children of the Wasteland” may rule the Earth.

Scripting stuff goes here

14_Reservation

Hank (Male – Ghoul)

(Reservation Trading Post – Weapons and ammo trader, has a crush on Jillian, not aware of Betty's feelings.)

Importance: Intermediate



Level – 8-10

Age - 120

STATS

ST - 04

PE - 07

EN - 05

CH - 02

IN - 06

AG - 06

LK – 05

Traits –

Perks –

Tag Skills –

The Reservation Trading Post is known among the seedier crowd to be a great place to purchase weapons, particularly firearms and ammo. While supplies are limited to metal and gunpowder resources available to the ghouls, the Reservation can still boast a superior cache of firearms to practically anywhere in the wastes.

The Reservation's leading vender of firearm sales is a pleasant ghoul, named Hank. Hank is physically non-threatening and does not convey the same hostility towards smooth skin humans as his kin. He will treat any and all customers with equal pleasantries and try to give the best deal possible. He is very informative about the different weapons he sells, as well as any weapon that seems new to the wasteland. And, he has no problem explaining the best uses of any of the weapons he sell.

Hank is also a quiet dissenter. He does not agree with Willem Clark's plans and philosophies, but he is very reluctant to tell anyone. Evidently, the punishment for dissent is to strip the dissenter of all earthly possessions and caste them into the wasteland. From there, the dissenter's life can be measured in hours instead of years. This little deterrent keeps Hank's mouth shut about opposition, and he will openly praise Willem's work. A trustworthy player can possibly get Hank to slip here and there, especially when it comes to Willem's plans of genocide and domination.

Hank's feelings of dissent are not that uncommon for *newuns* - a term used for ghouls who have been at the Reservation for less than fifty years. At first, the prospect of living in a well protected facility with plenty of working power and fellow ghouls sounded like Shangri la. However, when Hank heard the rumblings of Dr. Willem Clark's plans to do away with humans with dirty bombs, he had his doubts. The red flag really went up for Hank when he heard that human slaves were being experimented on to aid in the ghoul procreation process. He did not really have anything against owning slaves, he knew that it was a necessary evil in some parts of the wastes, but he was of the mind that slaves should be well taken care of to get the most use out of them. And torture certainly was not an option, let alone invasive experimentation. No, he did not approve of Willem's plans, but Hank was far too scared to ever speak out against Willem.

Finally, Hank happens to have a bit of a crush on his smooth skin slave, Jillian McKinley. He acquired Jillian one day from Measles himself. Measles told Hank that this smooth skin slave was special and would serve better helping him with weapon and ammo sales and acquisitions than shoveling coal in the smith. And Measles was correct. Jillian was almost as knowledgeable about firearms as Hank and proved an invaluable asset. This only fueled Hank's longing for Jillian, but Hank also knew that Jillian could never fall for him. So Hank kept his crush to himself and treated Jillian with surprising respect, allowing her to work alongside him at all times, albeit through a radiation suit.

Betty (Female – Ghoul)

(Reservation Trading Post – Armor trader and has a crush on Hank)

Importance: Intermediate



Level – 8-10

Age - 120

STATS

ST - 04

PE - 07

EN - 05

CH - 02

IN - 06

AG - 06

LK – 05

Traits –

Perks –

Tag Skills –

Betty is Hank's counterpart in the sales department. She specializes in armor, particularly leather and metal armors. Her knowledge about leather and metal armors is second to none in the wasteland, and she will be the first to tell you so.

Betty does not have the nice demeanor of Hank. In fact, she is quite belligerent and will not tolerate a lot of lollygagging. Get in, buy it, shut up, and leave, is her mantra for smooth skins. The less time she spends with humans, the happier she is.

The one little tidbit about this feisty little ghoul is that she has a big crush on Hank. However, she knows Hank has the hots for Jillian, and is not confident enough to try and step in. In any other circumstance, she would just kill Jillian and be done with her competition, but Jillian is Hank's property and killing her would subject Betty to the *Endless Walk* – the punishment in which a ghoul is stripped of every worldly possession, including clothing, and sent marching into the wasteland. No ghoul has ever come back from the Endless Walk.

Scripting stuff goes here

Jillian McKinley (Female, Human)

(Reservation Trading Post – Hank's slave and escaped Big MT prisoner.)

Importance: Intermediate

Level - 11

STATS



ST - 05
PE - 07
EN - 05
CH - 07
IN - 08
AG - 07
LK - 05

Traits – TBD

Perks – Gifted,

Tag Skills – Firearms (110%), Mechanics (120%), Science (110%)

Jillian McKinley² is one of the vital escaped prisoners. Like many of her escapee comrades, she carries one of the New Plague mutations – a piece in a large and lethal puzzle that the player needs, and the same virus that inhabits player's own body.

Jillian is a striking woman in her late thirties, despite her unkempt, “wasteland” look when the player finds her. Her looks are only exceeded by her intelligence and skill with mechanics and science (it's rumored that her family came from an actual vault, which explains her high mechanical and science knowledge, but she never talks about her family – possible PC dialogue quest). It is because of this intelligence, and her enviable skill with all things mechanical, that her life was spared the ghoul procreation process; a process that is usually fatal to humans. The ghouls found her ability with tools and cognitive thinking both refreshing and useful, almost to the point of making her an “honorary” ghoul. So, the ghouls charged her with gun smithing under the direct supervision of Hank, the ghoul gun and ammo smith. Jillian made no protest since the alternative was probably a grotesque and horrifying death.

Jillian was abducted by a retrieval robot not long after the Rusty Hooks found Bloomfield. Like many of her fellow prisoners, she headed out in a direction she was somewhat familiar. Day and night she braved the wastelands, evading creatures of nightmarish size and grotesqueness. She thought she might actually make it to her home, Bloomfield. However, a few days before she reached her beloved home, Jillian was captured by a ghoul patrol and taken to The Reservation as a slave and potential procreation catalyst. Luckily for her, the ghouls discovered her high intelligence and skills in mechanics, and decided to make her a slave.

The player will find Jillian sweating away in a radiation suit in the little trade area on the surface of The Reservation. It will be made clear that the player may not speak to any slaves. However, the player may inquire about purchasing Jillian from Hank, though it will take a very charismatic person with a high speech skill to even get Hank interested in selling Jillian (Hank is far too fond of Jillian, and even shows a bit of affection towards her, mostly because of her skill, which he admires and respects). Other options of acquiring Jillian is proving to the ghouls that the player can be trusted by freeing Harold from his capture and returning him to The Reservation, by foiling a trade scam that a human trader is conducting on the ghouls, by talking the guards into taking the player to meet Willem by saying that the player knows about a hi-tech launch platform that is fairly functional, or by blowing the shit out of the ghouls, though the last option would be very tough due to the sheer number of ghouls and their formidable equipment.

As far as Sid is concerned with Jillian, she couldn't return sooner. He will be ecstatic if the player brings Jillian back to Bloomfield so he can return to his life of background obscurity.

² Jillian McKinley is originally found as a slave at the Reservation. The player must get Jillian to come with him since she is a vital part of the “fetch the prisoners” quest(s).

Scripting stuff goes here

Colonel Green (Male – Ghoul)

(Reservation Town – Former Army colonel who is the commander of the ghoul guards.)

Importance: Major



Level – 15

STATS

ST - 05
PE - 07
EN - 07
CH - 03
IN - 06
AG - 08
LK – 06

Traits – Finesse; Red Scare

Perks – Sharpshooter; More Criticals; Better Criticals; Living Anatomy; Gain Agility

Tag Skills – Firearms; Unarmed; Medic

Colonel Green was a career soldier and the head of security and operations at the Reservation during his smooth skin days. He was a hard man who expected things to be done right the first time and would not tolerate whiners. Not much has changed in two-hundred years.

Colonel Green was not one of the original twelve volunteers to traverse the wasteland in search of survivors. He thought it was a futile cause and wanted to stay back and build up a community at the Reservation, of which he would be the leader. His dream to rule over a tiny empire was shattered when Willem Clark returned from his year long journey with nearly three dozen ghouls. It was like the Messiah returning from a holy pilgrimage. Colonel Green knew he could not compete with Willem after that. Instead, Colonel Green offered his military leadership skills to Willem and formed an elite group of ghoul guards. Under his strict command, he and his ghoul guards became every bit an efficient warrior as any Enclave or BOS soldier. With the added bonus of high powered rifles, caravans and raiders who know about the Reservation know not to mess with Colonel Green and his crew.

The one snag about Colonel Green is that he is extremely envious and jealous of Dr. Willem Clark's commanding power over his fellow ghouls. In addition, Colonel Green does not agree that taking the fight outward to potential enemies is a very good idea (the whole dirty bomb scenario). Green would prefer to build up the ghouls' arsenal and take a defensive posture – bring the fight to us, if you dare - type of thinking. If he could figure out a way to undermine Willem and seize control, he would be a very happy ghoul.

Horatio (Male - Ghoul)

(Reservation Trading Post – Slave foreman & master)



Importance: Intermediate

Level – 12

STATS

ST - 08
PE - 06
EN - 07
CH - 03
IN - 05
AG - 07
LK - 06

Traits – Bruiser; Gifted

Perks – Bonus HtH Damage; Adrenaline Rush; Toughness

Tag Skills – Unarmed; Firearms; Traps

Horatio is a very large ghoul who almost resembles a super mutant. One could surmise that in his smooth skin days he could have been an offensive lineman for pro football or a professional wrestler. Either way, his size carried over to his current ghoul form.

Horatio was one of the followers Willem brought back from his trek into the wasteland almost two hundred years ago. He was so grateful to Willem for brining him back to the Reservation, that he devoted his life to him. At first, Horatio was a bodyguard to Willem. But over time, and when slave trading became regular, Willem put Horatio in charge of all slave trade and slave security. No human would think of revolting against a giant of a ghoul who looked so, well, REVOLTING – at least that was Willem's reasoning.

Horatio does not have much to say unless the player ahs slaves to trade, or the player knows of a potential slave route. Other than that, Horatio will get quickly irritated by an inquisitive player and suggest he either leaves or becomes a slave. If the player is particularly strong and healthy (STR > 6 and END > 6), then Horatio will try to convince the player to inquire about a little experiment that has to do with procreation. Sound interesting, human? Then come with me... *play diabolical music*

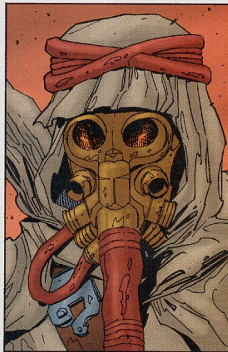
One extra – If the player is female and particularly homely (CH < 4), then Horatio will take an interest in the player, possibly shacking up, if the player chooses. Doing so will get the player into the Town area faster than normal. If the player performs particularly well (EN > 7), then Horatio will become enamored with the player and act like a puppy near her. This would allow freer movement within the Town and possible access to Sub-Level 1.

14_Reservation

Caius Drusus (Male - Human)

(Reservation Trading Post – Slave trader for Caesar’s Legion)

Importance: Intermediate



Level – 14

STATS

ST - 06
PE - 07
EN - 06
CH - 05
IN - 05
AG - 07
LK – 06

Traits – One Hander; Finesse

Perks – Adrenaline Rush; Toughness; Bonus Ranged

Damage 2

Tag Skills – Unarmed; Firearms; Traps

Pockets of Caesar’s Legions are strewn throughout the FO3 region, and one in particular has developed a fairly lucrative slave trade with the Reservation. The leader, or Centurion Drusus as he calls himself, carries himself with the pomp and dignity one would expect from someone who fancies himself a centurion. Caius also has the air of a seasoned warrior, even from under his heavy environmental suit. He is a commanding presence and is not afraid of being confrontational. He does not wield a shotgun like his soldiers, but he does carry a BIG .45 handgun which he is very capable of using.

Caius will not have much to say to the player except if the player has been to the Twin Mothers and dealt with the raiders there who have an interest in Caesar’s Legion. To be blunt, Caius will be blunt and pretty much tell the player to mind his own business unless the player knows of a viable supply of fresh slaves which he and his men can retrieve. Otherwise, piss off!

Dr. Sebastian (Male – Ghoul)

(Sub-Level 3 – Obsessed ghoul doctor trying to reproduce ghoul procreation successes.)

Importance: Intermediate



Level – 15

STATS

ST - 04
PE - 07
EN - 05
CH - 02
IN - 08
AG - 08
LK – 05

Traits – Small Frame; Skilled

Perks – Living Anatomy; Medic; Gain Intelligence

Tag Skills – Medic; Science; Mechanics

With Dr. Sebastian, think of Dr. Mengele, but more depraved. Dr. Sebastian is a little ghoul with grotesque features even other ghouls flinch at. However, his grotesque features perfectly match his twisted obsession with finding a repeatable and successful

way to procreate ghouls. He savagely goes through human hosts like a butcher through a slaughter house, but with far more verve. He thoroughly enjoys poking, prodding, cutting, and generally making his victims feel as uncomfortable as possible.

Sebastian was once a prominent, upscale plastic surgeon in his smooth skin days. When Willem found him during his long trek, Dr. Sebastian was trying to graft a dead human's smooth skin to his own as a means to at least look human. Willem eventually convinced Sebastian to embrace his ghoulishness, and to look upon it as a step further into evolution. Sebastian bought into the teaching of the charismatic Willem Clark and followed him back to the Reservation. Many years later, after the ghouls discovered they could not procreate, Willem and Sebastian decided to find a way to remedy that. Through extensive research and experimentation, they concluded that the smooth skins would have to serve as catalysts of some sort for any ghoulish procreation process. From then on, Dr. Sebastian made it his life's mission to find a successful and repeatable way to procreate ghouls. Sebastian will stop at nothing to find a solution to the ghoulish procreation dilemma, and he will go through every human until none remain, if that is what it takes. Of course, if there are no humans, then his experiments will cease - but his obsession overshadows this logic.

In addition, Dr. Sebastian is most proud of his last successful Born Ghoul, Belle. She is disturbingly attractive to human eyes, and a complete knockout to the ghouls. In fact, Belle could almost pass for human on a dark night, or in a low light room. This attractiveness, coupled with her ghoulish-like traits of radiation immunity and gifted abilities, is exactly the direction Dr. Sebastian wants to take the procreation experiments. There's even hope in his rancid heart that Belle can conceive, though "relations" with other ghoulish volunteers has proven fruitless.

14_Reservation

Florence (Female – Ghoul)

(Reservation Town – Former janitor and outspoken, grumpy ghoul with info.)

Importance: Intermediate



Level – 8-10

STATS

ST - 04

PE - 05

EN - 08

CH - 03

IN - 06

AG - 07

LK - 05

Traits – Feral kid; Kamikaze

Perks – Unbreakable; More Criticals; Tough Hide

Tag Skills – Melee; Sneak; Lockpick

Florence used to be the janitor for the Reservation and was cleaning the sleeping quarters when the bombs hit. She was a cantankerous old bag then, and she is still a cantankerous old bag-ghoul. Now that she no longer cleans for a living, she spends the majority of her day scavenging through the multitudes of debris lying around the town.

One of Floe's favorite hobbies is to sneak into the Sub-Levels and snoop around. Since visual approval is required to enter Sub-Level 3, she has never been down there. However, she knows the ins and outs of both Sub-Level 1 & 2, so she is a good source to get info tidbits from. She also overhears a lot, so she's always willing to gossip.

Marty (Male – Ghoul)

(Sub-Level 1 – Lab tech & Willem Clark dissenter.)

Importance: Intermediate

Level – 5-7



STATS

ST - 04

PE - 07

EN - 05

CH - 03

IN - 06

AG - 06

LK - 05

Traits – Small Frame; Chem Reliant

Perks – Pharmacist; Tag!

Tag Skills – Science; Medic; Lockpick; Sneak

Marty is an unimpressive, skinny, and mellow ghoul who works as a lab tech in the chemical lab on Sub-Level 2. During the day, he is usually putting together stimpacks and Rad-X kits for trade on the surface. During late hours of the night, he sneaks into the chem. lab and concocts a soothing, mellowing drug he calls "smooch." This drug has the same effect on ghouls as it does on humans – it mellows the individual to the point beyond apathy and couples that with feelings of ecstasy. In order to take smooch, the individual wraps the greasy looking green goo in a thin paper and smokes it. Another

way, though not as quick an effect, is to bake smooch into a bread source. One could eat smooch directly, but the taste is so vile that most would puke it back up, even a ghoul.

Marty has only been at the Reservation for about ten years. He stumbled upon the facility when he was searching the wasteland for ingredients to make a new mind altering drug. When the ghouls of the Reservation told him of the “communal” lifestyle of the Reservation, he thought it was groovy and wanted to stay. When he got the job to work at the chem. lab, it was like a gift from heaven, and the original lab techs were very impressed with Marty’s skills.

Aside from an interesting drug source the player can capitalize on and distribute to outside sources, Marty is also not so keen on Willem Clark’s plans. Perhaps a byproduct of smoking too much smooch, Marty would like to have more interaction with friendly humans, and he is convinced if he had the opportunity to spread smooch around to the human settlements, the humans would become more accepting of the ghouls. It’s all about the love, baby, yeaaaahh...!

Belle (Female – Born Ghoul)

(Sub-Level 3 – Born Ghoul hotty that ugly male PC can have “relations” with.)

Importance: Intermediate



Level – 8-10

STATS

ST - 05
PE - 07
EN - 06
CH - 06
IN - 05
AG - 07
LK – 06

Traits – Small Frame; Gifted

Perks – Die Hard; In Your Face

Tag Skills – Melee; Unarmed; Medic

Like Measles, Belle is a Born Ghoul. She was the last ghoul to be successfully birthed, which was two years ago, game time. Since then, no other Born Ghouls have been successfully conceived and birthed.

Belle is unusually attractive for a ghoul. In fact, if it weren’t for her lesions and symmetrically exposed bone, she would look like a pretty, though pale, human. Even her hair is fairly full and long. And thanks to the Born Ghoul’s ability to rapidly grow into adulthood within a month, she is also very curvy and fit looking. Since Belle is such an interesting success in the procreation experiment, Dr. Sebastian keeps a close eye on Belle and interacts with her very frequently. However, Belle does roam around the town on a daily basis, causing the other male ghouls to almost lose their jaws as she walks by.

Belle is very approachable and will freely interact with the player. If the player is particularly homely (CHA < 4), she will aggressively flirt with the player, opening up opportunities for the player to shack up with Belle. Since Belle’s quarters are on Sub-Level 3, and since Willem restricts all access to only those he visually approves, Belle will lead the player to one of the rooms on Sub-Level 1 (the occupants of the sleeping quarters freely give up their room for a Born Ghoul – it’s like a god to them). A

particularly worthy performance by the PC (EN > 7) will get Belle to become completely enamored with the player and garner more information about Sub-Level 3. See, even ugly people get laid in Fallout 3.

Major side-effect from the player's amorous affair with Belle – Belle becomes pregnant!

Milt the Foreman (Male – Ghoul)

(Sub-Level 2 – Armor and Weapons machining foreman)

Importance: Intermediate



Level – 8-10

STATS

ST - 05

PE - 07

EN - 05

CH - 06

IN - 05

AG - 07

LK – 06

Traits – Small Frame; One-hander

Perks – Tough Hide; Gunsmith

Tag Skills – Mechanics; Science; Firearms

Milt came to the Reservation about one-hundred years ago. He used to be a gunsmith for a raider band, but they broke up when a rival band dropped a few grenades. Fortunately for Milt, he was not around when the grenades fell, so he headed off into the wasteland in search of new opportunities. Acting on a rumor he heard from a caravan, Milt headed towards the Reservation and actually found it. Impressed with his knowledge of firearms, Colonel Green recommended Milt to supervise the making of arms and ammo. Ever since then, Milt has run the smith like a well oiled machine.

Milt does not get involved with the political ramblings within the Reservation, so he will not divulge anything earth shattering. However, if the player has permission to be down in the sub-levels, he will set the player up with the materials needed to upgrade weapons and make ammo (limited to the material quantities on hand). The same goes for the armor smith division.

Fred (Male – Human)

(Reservation Sub-Level 2 & 3 – Longest lived slave.)

Importance: Intermediate



Level – 9

STATS

ST - 07

PE - 06

EN - 07

CH - 05

IN - 05

AG - 07

LK – 03

Traits – One in a Million; Red Scare
Perks – Strong Back; Rad Child; Bone Head
Tag Skills – Melee; Mechanics; Unarmed

Among the dirty, helpless, and feeble slaves, one does stand out. Only known as “Fred,” this slave has managed to survive the longest out of all the Reservation slaves who have come and died. For more than five years Fed has toiled in the depths of the sub-levels, from shoveling coal, to carrying crates, and to being an object of brutal fun for the ghouls. Over time, the ghouls began to have some respect for Fred and his almost supernatural hardiness. Even to the extent that if a ghoul is caught brutalizing Fred, the ghoul would be severely punished.

Fred is a large man in his early forties. When he first arrived at the Reservation, he was a skinny, thirty-something man who did not look like he could fight his way out of a wet paper bag. However, over the course of five years of hard labor and very basic food, Fred developed into a physically powerful man. No one is quite sure how, but Fred physically took to slave labor like a genetically gifted bodybuilder to weights. Fred’s face may show the pain and hardship of slavery, but his body showed the presence of a strong fighter.

Fred is available to the player as a source of information and a possible slave uprising. If Fred is out of eyeshot of his foreman, then he will talk to the player. However, the player would need to earn Fred’s trust before any rebellious planning could take place.

14_Reservation

Klik (Female – Human (mostly))

(Reservation Town & Random Encounter – Scaven-Picker)

Importance: Intermediate



Level – 9

STATS

ST - 06

PE - 05

EN - 08

CH - 04

IN - 04

AG - 08

LK – 06

Traits – Chem Reliant; Red Scare

Perks – Banzai; Rad Child; Bone Head

Tag Skills – Melee; Firearms; Unarmed

Another type of customer the player might run into is a particularly nasty individual the ghouls refer to as “Scaven-pickers.” These people are more than just run of the mill scavengers. From prolonged usage of Rad-X and Rad-Away, coupled with the continued exposure to radiation in the years trading at the radioactive Trading Post, the Scaven-pickers are a bit touched in the head. They wear outfits that are a mishmash of rubber, leather, metal, and in some parts, aged human skin. They often speak in what seems to be gibberish, but get out just enough recognizable words for the sellers at the Trading Post to understand. They are quick to fight if they feel threatened, and will follow a player if they see something they like on their person, including their skin. They use homemade knives, short swords (machetes), crossbows, and some have a gun with limited ammo. They are also considered a nuisance by the Trading Post ghouls, since half of the time the Scaven-pickers steal stuff and the other half they only trade junk. Still, every once in a while they have something worthwhile to trade.

Their leader, or as far as anyone can tell, is named Klik. She - at least most think it's a she - is very forceful and impatient. She will spout her gibberish and expect an immediate response. It does not have to make sense, as long as there is some *kind* of response. Theory is, she does this to newcomers as a way of introducing herself - or it's the beginning of a mating ritual. Either way, if the player is nice back to her, she will be satisfied and leave the player be.

The player has the opportunity to learn the Scaven-picker's language through Hank, who has been dealing with the strange people for several decades. An IN > 4four will teach the basics of the Scaven-picker's language, and an IN > 7 will get the player full comprehension. Understanding Klik is beneficial not only because she will have a few optional quests for the player, but also because it could clarify if Klik was introducing herself, or proposing marriage.

COMPANIONS!

Measles (Male – Born Ghoul)



Level: 12-ish
 Age – 20
 ST - 05
 PE- 07
 EN - 06
 CH - 03
 IN - 06
 AG - 08
 LK - 10

Traits – Gifted; Finesse

Perks – Action Boy; Thief; Banzai

Tag Skills – Lockpick; Melee; Sneak

Measles is one of three personal body guards to The Reservation's leader, Willem Clark. Measles is one of a very few (can-be-counted-on-one-hand few) ghouls who was conceived rather than transformed by radiation. At quick glance, Measles looks pretty much like any other ghoul; scabby, gray-green skin that is peeling away from the bone on certain parts, little to no hair, yellow eyes, etc. But upon closer examination, Measles' scabs, lesions, hair patches, and teeth gaps seem very uniformed, almost as if they were meant to be there and serve a function. Maybe this is the result of the breeding process, maybe Measles just got lucky, no one really knows for sure. But what is known is that Measles is a gifted hand-to-hand and melee fighter. He seems to know exactly where to hit someone to cause the most damage possible, which is quite unexpected from a skinny ghoul. But this is one of Measles' greatest strengths – deception. Measles' unassuming posture and meek appearance makes all foes not think twice about him being a threat. However, by the time the shit hits the fan, the cocky enemy is laying face first in a puddle of his own blood and urine.

Measles gets his strange name from his two large, bulbous-like tumors that stick out from his neck like a severe case of measles... well, that and his strange fascination with children's diseases. It's this fascination that also allowed him to be a fairly good scientist and pretty good at field medicine.

Oh, and I should add that he hates humans, but will go with the player if Willem orders him to, is only hospitable to other ghouls, has a hidden agenda that differs from the PC's, and is willing to critically hit the PC in the back of his head, ghoul or not, to make sure his agenda sees the light

Measles' Secret Agenda – Willem Clark, the Ghoul-Jesus-like leader of the Reservation, wants to know about the other settlements in the wasteland; how big, how organized, and most importantly, are any of them a threat to the Reservation. Willem will order Measles to go with the PC (if the PC wants him), under the guise of curiosity and exploration.

Once Measles feels he has learned enough (basically, after visiting Hoover Dam, New Canaan, and as a bonus, the Grand Canyon for its uranium mines), he will request to go back to the Reservation to give a report to Willem Clark.

In a nutshell – Willem has built a “dirty” bomb out of what uranium was left in the nuclear missile labs in the Reservation, and he wants to deliver, via rail, said dirty bomb to the community he perceives as his biggest threat. The bomb is meant to slow down the community’s progress and hopefully dissipate the people after radiation sickness kicks in.

So, the second hub of Measles’ mission is to establish a rail system, with the PC’s help, between the Reservation and either Hoover Dam or New Canaan. Willem’s preference on which to bomb is TBD. I’m thinking it will depend on how much the PC helped each community to better itself or screw it up. Willem will then bomb the “better off” community – i.e. the community most likely to prosper.

Lastly, if the PC has been through the Grand Canyon and discovered the uranium mines, Willem will want a rail system to go there so he can mine more uranium. His ultimate goal; eliminate all possible threats, use the newly mined uranium to make a dirty bomb arsenal – or maybe even a couple of nuclear bombs if there’s enough material – perfect the ghoul procreation process, and wipe out all the smooth skins so the “Children of the Wasteland” may rule the Earth.

Scripting stuff goes here

Measles will become a companion if:

- If the player foils a scam between a ghoul merchant and a human scavenger caravan.
- Willem will then order Measles to go along with the PC, if the PC wants him.

Scripting stuff goes here

MONSTER ROSTER

Ghoul Guard - #~20, Lvl: 6-15



Through heavy discipline and training, Colonel Green managed to train average, mostly weak ghouls into an elite fighter force. These ghouls are experts at firearms, melee, and unarmed combat and can easily match the combat skills of the NCR, BOS, or Enclave.

Ghoul Commoner - #~30, Lvl: 3-6



Typical ghouls who wander about looking pathetic – which they are. The only thing keeping this lot together is their belief in Dr. Willem Clark and his prophesy of bringing the Promised Earth to the Children of the Wasteland.

Slave - #~15, Lvl: 5-8



Feeble slaves. Not much to say here, except they are physically weak and couldn't fight a crippled senior citizen. If the player wants to stage a slave revolt, he better have better backup than these sorry sods.

Human Slave Traders - #~6, Lvl: 8 - 12



At the Trading Post, the player may run into (more than likely) human slave traders dressed in environmental suits and heavily armed with assault rifles. Unless provoked, they will mind their own business and continue with their slave trading.

Scaven-picker - #~5, Lvl: 6-10



Another type of customer the player might run into is a particularly nasty individual the ghouls refer to as "Scaven-pickers." These people are more than just run of the mill scavengers. From prolonged usage of Rad-X and Rad-Away, coupled with the continued exposure to radiation in the years trading at the radioactive Trading Post, the Scaven-pickers are a bit touched in the head. They wear outfits that are a mishmash of rubber, leather, metal, and in some parts, aged human skin. They often speak in what seems to be gibberish, but get out just enough recognizable words for the sellers at the Trading Post to understand. They are quick to fight if they feel threatened, and will follow a player if they see something they like on their person, including their skin. They use homemade knives, short swords (machetes),

crossbows, and some have a gun with limited ammo. Their skill in unarmed combat is also somewhat legendary in the area around the Reservation. To the untrained eye, the unarmed fighting style seems like a berserker arm and leg flinging. However, the blows are purposeful and will inflict maximum and precise damage. The player has a chance to learn this fighting style if he first learns the Scaven-picker's language and earns their trust.

The player can learn to understand Scaven-pickers. Hank, who has been dealing with them for quite a long time, can instruct the player if their character has an IN > 4. This would grant a grainy understanding of the scaven-picker's gibberish language. However, if the player's IN is > 6, then the player can understand, with certain clarity, what the Scaven-pickers are trying to say.

There is also a rumor that the Scaven-pickers are actually escaped slaves who were somehow freed on their way to the Reservation.

Rad Scorpions - #~5, Lvl



In this radioactive region, it'd be an impossibility not to have some rad-scorpions lurking about in a random encounter. Nothing special about these guys, they are your typical rad-scorpions.

Cockroach - #~5, Lvl



Cockroaches of unusual size are abundant in this region, and are one of the primary ingredients for the Reservation's version of Rad-X. About the size of a Volkswagen beetle (pun intended), these giant pests can be very aggressive. However, should the player want to go hunting for these critters, the ghouls of the Reservation pay handsomely for cockroach gizzards.

Endless Walker - #~2, Lvl



Due to their prolonged, open exposure to the desert sun, high radiation, and other hardships of the wasteland, these unfortunate ghouls, who were banished, naked, from the Reservation, look like walking, sun bleached chunks of beef jerky. Their minds are almost completely gone and they react mostly on instinct. They will attack the first thing they see moving in a vain effort to quench an appetite that can never be quenched. Also, their skin is very tough and they strike with their claw-like hands with surprising quickness. Fortunately, endless walkers do not travel in groups. In fact, it is a rare occasion when someone comes across one, though most who travel this side of the wasteland like to keep their distance from the voracious creatures.

Born Ghoul- #~2, Lvl: 8 – 10



These are two of the four Born Ghouls; the others being Measles and Belle. Unlike regular ghouls, these ghouls were conceived and birthed. At first glance they look like any other ghoul, but a closer inspection reveals that their lesions, exposed bone, and hair patches are very uniform and look like they even serve some kind of purpose. On top of that, these ghouls are a little tougher, a little stronger, and a little faster. They are formidable opponents and have a definite air of superiority about them. Their preferred combat mode is either unarmed or melee with a very sharp weapon. Born Ghouls enjoy slicing into fresh flesh and feel that guns are way too impersonal.

RANDOM ENCOUNTERS SURROUNDING THE AREA

Cockroach Minor Encounter

A small nest (~ 4 – 6) of giant cockroaches are mucking around in search of food. They will seek to attack the player at first sight.

Rad-Scorpion Minor Encounter

A small nest (~ 4 – 6) of rad-scorpions are mucking around in search of food. They will seek to attack the player at first sight.

Scaven-Picker Encounter

A group of Scaven-pickers are rummaging around the husk(s) of some pickup trucks. Once they see the player and his posse, they will approach and float gibberish, expecting a coherent response. If the player is not able to understand what they say, the Scaven-pickers will attack the player. Fun ensues.

However, if the player does understand, then there is a possibility for trade. Sometimes they have good stuff, sometimes they don't.

Slaver Caravan Encounter

The player has a good chance to run into slavers on their way to, or coming from, the Reservation. These slavers are well equipped with assault rifles and environmental suits received through trade with the talented ghouls at the Reservation. They will not attack

the player on sight, but they will issue a warning not to interfere. If the player heeds that warning, all is good and everyone goes about their business. However, if the player decides to play hero and wins the battle, there are a couple of short and long term repercussions.

First off, if the slavers were going to the Reservation with fresh slaves, then obviously those slaves won't arrive and the places where those slaves are needed will be short handed. Eventually, those slaves will die of overwork (except for Fred – he's a tough freak), and the ghouls will have to do their own dirty work until another slaver caravan comes several months away. In addition, since Horatio expects regular shipments of slaves and tries to keep to a schedule, he will get suspicious that the player had something to do with the "late" caravan, especially if it happens more than once.

The second repercussion is that freeing the slaves in the middle of a radioactive wasteland is not such a good deal. The slavers provided Rad-X for the slaves so they would not drop from radiation over the long trek. If the player kills the slavers and does not give the Rad-X to the slaves, they will eventually die a slow, horrible death. However, if the player does give the Rad-X to the slaves, the slaves have a chance at survival. If the later is true, the player will eventually run into the freed slaves and find that they have been adopted by the Scaven-pickers. The player would even begin to see the early effects of frequent Rad-X use by the freed slaves – gibberish will start to become natural to them and they will act far more abrupt and paranoid.

Endless Walker Encounter (rare)

Not all Endless Walkers end up scorpion food, at least not at first. On those rare occasions when one survives more than one year in the wasteland, they turn into wandering, voracious creatures on an endless quest for flesh. Their constant exposure to the hot sun and high levels of radiation has caused their skin to toughen into natural, hardened leather, but at the same time, their brain has completely cooked. Endless Walkers who have been in the wastes for so long become a creature of instinct and will attack anything that moves, especially the player. Though encounters with Endless Walkers are rare, when someone does encounter them, they are assured to never forget the encounter, if they survive.

Scaven-Picker Camp Encounter (rare, unless the player is doing a quest for Klik, then this encounter will pop up right after the player finishes said quest, and is in the region of the Reservation)

Scaven-pickers are nomads. Since they are always wandering around looking for things to loot, they never stay in the same place for longer than a couple days. However, they also never venture more than a day or two's walk from the Reservation. Scaven-pickers are addicted to Rad-X and need to always have a fresh supply, despite the fact they need it for protection.

The Scaven-picker's camps are composed of makeshift tents that look like they were sown together with every piece of material known and unknown. The tents are small, but it looks like several Scaven-pickers cram into each tent until there is barely enough room to breathe. The camps are some fifteen to twenty strong, and Klik always seems to be there should the player find the camp (that is, if the player had not killed her). Trade is possible if the player knows the gibberish language, but if the player does not, then the Scaven-pickers will go wild and attack the player thinking he's an intruder wanting to steal their junk.

QUESTS



MAIN QUESTS

Learn the Scaven-picker's gibberish language.

- **Initiator** – Klik, Hank
- **Importance (Minor)**
- **Scope** – Small
- **Description** - The player has the opportunity to learn the scaven-picker's language through Hank, who has been dealing with the strange people for several decades. An IN > 4 will teach the basics of the scaven-picker's language, and an IN > 7 will get the player full comprehension. Understanding Klik is beneficial because she will have a few optional quests for the player.
- **Character type completion breakdown** –
 1. **Combat Boy** – Don't have to be a genius to understand the basics.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Should be a piece of cake depending on IN.
- **Quest flags** – "Gibberish_Scaven"
 - 0 = not started
 - 1 = player has heard scaven-picker gibberish
 - 2 = player asks Hank to teach
 - 3 = player learns bare essentials
 - 4 = player fully learned gibberish

- **Rewards** –
 - Player may communicate with Klik. Opens new quests.
 - Minor XP
- **Journal Entries** –
 1. Normal
 2. Dumb

Teach the Scaven-pickers to make their own Rad-X.

- **Initiator** – Klik & Player = Pharmacist perk
- **Importance (Minor)**
- **Scope** – Medium
- **Description** – If the player has established communication with Klik, and has the Pharmacist perk, he can offer to teach Klik how to make her own version of Rad-X using ingredients from the Reservation region and a science kit. Of course the player would have to give a science kit to Klik. Another main ingredient is cockroach guts.
- **Character type completion breakdown** –
 1. **Combat Boy** – If the player learned even the basic version of the Scaven-picker’s language, has a science kit, cockroach guts, and has the Pharmacist perk (or Science skill >100), then he will be able to teach Klik how to make a version of Rad-X.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – More suited to Science Boy since most of the prerequisites are already part of his “class.”
- **Quest flags** – “Klik_RadX”
 - 0 = not started
 - 1 = player has Science > 100
 - 2 = player has Pharmacy Perk
 - 3 = player offers to teach Klik
 - 4 = player starts lessons but does not have all the ingredients.
 - 5 = Player taught Klik.
- **Rewards** –
 - Player earns Klik’s trust and she will trade.
 - Medium XP
- **Journal Entries** –
 3. Normal
 4. Dumb

Learn the Scaven-picker’s unarmed fighting style, “Powpapa.”

- **Initiator** – Klik
- **Importance (Minor)**
- **Scope** – Small
- **Description** – After the player earns Klik’s trust, she will offer to teach the player their unarmed fighting style.

- **Character type completion breakdown** –
 1. **Combat Boy** – Player can earn Klik’s trust through getting the Rad-X formula from Marty, so the player does not need to be a science wiz to open up this option, though it is easier for the science wiz.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – If the player earned Klik’s trust, then she’ll teach it.
- **Quest flags** – “Powpapa”
 - 0 = not started
 - 1 = player is offered to learn Powpapa
 - 2 = player learns Powpapa
- **Rewards** –
 - Player learns new unarmed combat moves.
 - Minor XP
- **Journal Entries** –
 5. Normal
 6. Dumb

Learn the Scaven-picker’s melee fighting style, “Shinkpapa.”

- **Initiator** – Klik
- **Importance (Minor)**
- **Scope** – Small
- **Description** – After the player earns Klik’s trust, she will offer to teach the player their melee fighting style.
- **Character type completion breakdown** –
 1. **Combat Boy** – Player can earn Klik’s trust through getting the Rad-X formula from Marty, so the player does not need to be a science wiz to open up this option, though it is easier for the science wiz.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – If the player earned Klik’s trust, then she’ll teach it.
- **Quest flags** – “Shinkpapa”
 - 0 = not started
 - 1 = player is offered to learn Shinkpapa
 - 2 = player learns Shinkpapa
- **Rewards** –
 - Player learns new melee combat moves.
 - Minor XP
- **Journal Entries** –
 7. Normal
 8. Dumb

Eliminate the Scaven-picker pests.

- **Initiator** – Measles
- **Importance (Critical)**

- **Scope** – Medium
- **Description** – The Scaven-pickers are a major sore in the sides of the Reservation ghouls. Measles will explain to the player that half the time the Scaven-pickers show up in the Trading Post, something, or a bunch of things wind up missing. This doesn't sit well with Measles. Normally he'd just waste the ones that come into the Trading Post, but once word of the slaughter hit the rest of the Scaven-pickers, Measles and crew could expect major retaliation. In addition, Measles has no idea how many Scaven-pickers there are, so he is afraid of "waking a sleeping giant."

Measles will take a chance on the player and hire him to find a way to get rid of the Scaven-pickers. Measles does not care how the player goes about this; he just wants it done, as long as there is no connection to himself and the Reservation. Accepting this quest will get the player access to the Town and Sub-Levels 1 and 2. Measles' thinking is that the player is working for him and he (the player) should have access to the ghouls' best equipment. Measles will also remind the player that he will be watched 24/7, so no funny business.

Of course, the player can blow everyone away at the Reservation and gain access that way, or sneak through the town gate, following the herded slaves, but that's a different quest.

- **Character type completion breakdown** –
 1. **Combat Boy** – Take the straight forward approach – seek and kill. After accepting this quest, or after speaking with Klik and learning the Scaven-picker's language, a script flag is set that will allow the random encounter, [Scaven-picker Camp Encounter](#), to pop up during world travel more frequently than "rare." The player will get this encounter more than once if he chooses to skip it earlier in the game, so there is always a chance to complete the quest. Killing all the members in the camp is the road to success.
 2. **Diplomacy Boy** – This boy can take a more diplomatic approach. If the player learned the Scaven-picker language, then he can try to convince Klik to take her nomads to another location. By either lying and saying there is a great big stretch of land to the west that is covered in salvageable debris ripe for the taking and that they should go there to get rich, or by telling the truth and giving another location the player has been to and sending them on their way. With either choice the big cookie is that they would no longer need Rad-X and they would not need to interact with the ghouls.
 3. **Stealth Boy** – Sneak into the camp at sleepy time (the starting point of the map should be far enough away to do this), slit Klik's throat, and plant the bloody knife on another Scaven-picker. When the tribe wakes up, chaos will ensue and will eventually break up the tribe. Or the player could do the "[Sell smooch to the Scaven-pickers](#)" way.
 4. **Science Boy** – Science Boy can use a science kit and the recipe for Rad-X as a bargaining tool. The player will give Klik the science kit and recipe if she and her nomads leave the area of the Reservation. Klik may be weird, but she has honor, and she will honor a pact to leave for the recipe and science kit.
- **Quest flags** – "Eliminate_Scaven"
 - 0 = not started
 - 1 = player knows of Measles' quest
 - 2 = player accepts

- 3 = player kills all Scaven-pickers via combat
- 4 = player lies to Klik about great debris field in the west, but she goes anyway.
- 5 = player murders Klik in her sleep, frames another
- 6 = player gave Klik science kit and Rad-X recipe to leave.
- 7 = player killed off Scaven-pickers with smooch addiction.
- 8 = Quest over.

- **Rewards** –
 - Player learns new melee combat moves.
 - Minor XP
- **Journal Entries** –
 - 9. Normal
 - 10. Dumb

Sell “smooch” to the Scaven-pickers.

- **Initiator** – Marty (Measles via the “[Eliminate the Scaven-picker pests](#)” quest)
- **Importance (Minor - Major)**
- **Scope** – Medium
- **Description** – After the player meets Marty and learns of his extracurricular activities of creating smooch, the player can sell some to the Scaven-pickers leader, Klik. Since the Scaven-pickers have very addictive tendencies, addiction to smooch will be almost instantaneous. This is a good thing for Marty, since he wanted to get his product outside the Reservation. Marty will maintain the contact with Klik after the player stirs up business, and will cut the player in on some of the profits.

Unfortunately, the long term effect of the Scaven-pickers smoking smooch is fatal. The Scaven-pickers will develop a higher addition to smooch and forget about taking their Rad-X. After a few months, all the Scaven-pickers will die off.

This is also a means to help complete another quest, “Eliminate the Scaven-picker pests.” While this approach is not instant, it will eventually do the job.

- **Character type completion breakdown** –
 1. **Combat Boy** – If the player does not feel like wasting all his ammo on the Scaven-pickers, then this is a good passive aggressive way to get rid off them.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Also
- **Quest flags** – “Smooch_Scaven”
 - 0 = not started
 - 1 = player learns of smooch’s addictiveness
 - 2 = player offers to sell smooch to Klik.
 - 3 = Klik accepts sale of smooch, award XP.

4 = Scaven-pickers are dwindling
 5 = Scaven-pickers are dead, set variable
 "Eliminate_Scaven" to 7.

- **Rewards** –
 - Player makes a small profit and earns income for two months.
 - Minor XP
 - Helps complete Measles' [quest](#)

Journal Entries –

11. Normal
12. Dumb

Gain entrance into the Reservation Town.

- **Initiator** – PC
- **Importance (Critical)**
- **Scope** – Large

Description – There are a few ways to gain access, but the global trigger that will give the player dialogue options to gain access to the Town is when the player enters either Hoover Dam or New Canaan for the first time. When the player returns to the Reservation, Measles will always ask the player, if the player chooses to speak to Measles, what towns he has visited. Once the player responds with New Canaan or Hoover Dam (or both), then Measles will ask the player if he would like to be an ambassador for the Reservation. Measles will do the hard sell to the PC, saying that since the humans are fearful of the ghouls, a human ambassador of good will would do a lot to open dialogues. Measles will also allow the PC access to the Reservation Town where the PC may speak with Colonel Green and acquire drastically discounted ammo and better quality firearms for the dangerous journey ahead. In addition, Colonel Green will supply Rad-X, Rad-Away, Med-kits, Stimpacks, etc., all at a drastically reduced price. If that does not work, then Measles will add a monetary reward. If that still does not work, Measles will ask the PC to speak with Dr. Willem Clark, via computer screen, so he may plead the ghouls' case. Willem will come across as kind, intelligent, and give the impression that all he wants is friendly interaction and trade with an established and well organized (even if it's just perceived) human town. If this still does not convince the player, then they will back off and wait until the player pulls his head out of his ass later in the game (when the realization that "hey, maybe I should find a way to get deeper inside the Reservation.")

If the player is just a psycho, he can try to gain access "Pulp Fiction" style. However, he better be the biggest, baddest mutha-fuckah in da wasteland, 'cause ghouls don't be taken to no Rambo shit, dig? The ghouls are easily as tough, if not tougher in some cases, as NCR troops, BoS, and Enclave. They are heavily armed and have plenty of ammo to fill the PC's body. I'm not saying it isn't possible for the PC to shoot his way into Town, but I am saying he's going to need a small army and be rather high level himself with REALLY great combat skills, great armor, and a really good gun – unless he's Duncan McCloud from the clan McCloud, melee and unarmed would be really tough here (nigh impossible), especially with the three gattling guns.

For a particularly sneaky player with the Deceive skill (Deceive > 100), the player can sneak (Sneak > 120) into and infiltrate the herd of slaves held up in the slave tent in the Trading Post. When the slaves are herded through the town gates, all the

player needs to do is stay in the middle of them, or at least close to the middle. The player would then transition to the Town map and can slip away behind a building until Horatio and company are out of sight. Should Horatio spot the player, then he and his guards will use the player's bones to pick what's left of their teeth. Also, the player will not be able to sneak with the slaves into the sub-levels – the elevator is too cramped and the guards will be too close.

If the player does sneak his way into Town, he can still go to pop in on Colonel Green. Green will not shoot first and ask questions later. Instead, he will be impressed with the player's skill at infiltrating the high security compound of the Reservation and will propose a deal with the player. Colonel Green will tell Dr. Willem Clark that he found a suitable ambassador for the Reservation to seek out established human communities. The player would need to interact with Measles and Willem on this count. However, Colonel Green will have a hidden agenda the player would need to do. The player will need to get close to Willem and find out all his plans about interaction with outside communities and relay those plans back to Green. The player will then have the option to accept Green's proposal, or get shot in the face by ten ghoul guards hovering over the PC.

- **Character type completion breakdown –**
 1. **Combat Boy** – Either “Pulp Fiction” style or just agree to work with Measles and Willem.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Can sneak in, but better be damn good at both Sneak and Deceive. Every time the PC wants to enter this way, he will have to go the slave herd route again. Better hope there's more slaves. However, if he made the deal with Green, then he's got regular access.
 4. **Science Boy** – Same as Combat boy.
- **Quest flags – “TownGate_Access”**
 - 0 = not entered
 - 1 = Access via agreeing to help Measles
 - 2 = Access via agreeing to Help Willem (hard sell)
 - 3 = Access via sneaking
 - 4 = Made deal with Green, access anytime
- **Rewards –**
 - 1, 2, & 4 = Easy access to the Reservation Town.
 - High XP
- **Journal Entries –**
 - 13. Normal
 - 14. Dumb

Hook up Betty and Hank by freeing (acquiring) Jillian.

- **Initiator** – Betty
 - **Importance (Major)**
 - **Scope** – Small
- Description** – This is a simple quest with major repercussions for the player. When the player finds out that Betty has a crush on Hank (slip of the tongue from Betty), the player has the opportunity to play match-maker. With a player Persuade skill > 30 for talking to Betty, the player can squeeze a bit more solid info from Betty about what is holding her back from conveying her feelings for Hank. Once the player

finds out that Hank has a crush on Jillian, his slave, and that Betty feels she does not have a chance with Hank with Jillian around, it's time for the PC to go to work on Hank.

When the player goes to talk to Hank about Jillian and Betty, the player will need a Persuade skill > 40 to get him to fess up about his feelings for Jillian. The player can then explain his need for Jillian pertaining to the Big MT (in limited detail), or lie and say he just needs this particular slave for "personal reasons," and that Hank would be better off going for Betty. Hank will be convinced and will give Jillian to the player – for a small fee. Hey, a guy has to make a living, you know! 1,000 of whatever is used for money in the game.

If the player failed to convince Hank to go for Betty (Persuade < 40), the player can still buy Jillian for 4,000 "whatevers."

If the player blurted out stuff about the Big MT, Measles will overhear and come talk to the player after the player deals with Hank. If the player wishes not to say anything about it, essentially telling Measles to mind his own damn business, then Measles will just walk away, telling the player to hurry with his business and leave. However, if the player gives up some information about the Big MT, then Measles will be intrigued and want the player to tell the information to his leader, Dr. Willem Clark. This is really a separate part of this quest, so look here.

- **Character type completion breakdown –**
 1. **Combat Boy** – If the character has the Persuade skills, go for it. If not, too bad. You can shoot stuff, though.
 2. **Diplomacy Boy** – Tailor made. Persuade is the main skill here, so use it.
 3. **Stealth Boy** – Same as combat boy.
 4. **Science Boy** – Werd.
- **Quest flags** – "Betty_N_Hank"
 - 0 = not started
 - 1 = player learns of Betty's crush
 - 2 = player agrees to help Betty
 - 3 = Player failed to convince Hank
 - 4 = Player convinced Hank
- **Rewards –**
 - Player gets opportunity to buy Jillian
 - Major XP
 - Possible intrigue with Measles

Journal Entries –

- 15. Normal
- 16. Dumb

Acquire Jillian.

- **Initiator** – Hank
 - **Importance (Major)**
 - **Scope** – Small
- Description** – There are several ways to acquire Jillian. The most peaceful, goody-goody way is through the quest "[Hook up Betty and Hank by freeing Jillian.](#)"

Another way is to blackmail Hank into releasing Jillian into the player's custody. The player will need to find out about Hank's dissenting ways and threaten to use this information against him if he does not release Jillian. Fearing the Endless Walk (see [Betty](#), third paragraph), Hank will agree, provided the player has either Deceive or Persuade > 50.

Still another way is to speak to Measles directly (Horatio will steer the player to Measles) and explain the need for Jillian (the Big MT story). Measles will be intrigued and want the player to speak to his leader, Dr. Willem Clark. If Clark says yes, then Jillian will go with the player. However, Willem will have a few favors to ask in return (other quests).

Of course, the final way is to go psycho on everyone and try to blow the filthy ghouls away. The player should be prepared for one hell of a fight, though, because there are several guards with assault rifles and three manned gatling guns to contend with.

- **Character type completion breakdown** –
 1. **Combat Boy** – If the character has the Persuade skills, go for it. If not, too bad. You can shoot stuff, though.
 2. **Diplomacy Boy** – Tailor made. Persuade is the main skill here, so use it.
 3. **Stealth Boy** – Same as combat boy.
 4. **Science Boy** – Werd.
- **Quest flags** – “Get_Jillian”
 - 0 = not started
 - 1 = player knows Jillian is a prisoner
 - 2 = player attempts blackmail
 - 3 = Player failed blackmail
 - 4 = Player asks Measles
 - 5 = Measles agrees to consult Willem
 - 6 = Willem does not give Jillian to player
 - 7 = Willem gives Jillian to player
- **Rewards** –
 - Player gets Jillian
 - Major XP
 - Possible intrigue with Measles and Willem

Journal Entries –

- 17. Normal
- 18. Dumb

Player acquires Measles as a companion.

- **Initiator** – Dr. Willem Clark
 - **Importance (Major)**
 - **Scope** – Small
- Description** – If the player agrees to help Willem and be the ghouls' ambassador of “good will,” either through Measles, Willem himself, or Colonel Green, Willem will ask the PC if he would be interested in taking Measles along so he may experience

the outside world and be a ghoul representative/advisor to the PC in case there are questions about the ghouls the PC would not know how to answer. If the player agrees to take Measles, there you go. If not, the offer will stand for as long as the player is friendly with Willem.

- **Character type completion breakdown** –
 1. **Combat Boy** – Just say yes.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Ditto
 4. **Science Boy** – werd
- **Quest flags** – “Measles_Companion”
 - 0 = not started
 - 1 = player is offered Measles
 - 2 = player rejects
 - 3 = Player accepts
- **Rewards** –
 - Player gets a sneaky thief companion with great melee abilities
 - Medium XP
 - Slowly earn more trust with the Reservation

Journal Entries –

19. Normal
20. Dumb

The trouble with Florence.

- **Initiator** – Florence
- **Importance (Major)**
- **Scope** – Small

Description – Florence never garnered much respect from her fellow ghouls. Even though she was part of the original Reservation ghouls, she was still looked upon like a loser. Maybe it's because Florence collects junk far beyond what most ghouls would even consider holding a minimum value; maybe it's because she insists on cleaning everything in her immediate area, despite the fact everything in her immediate area is charred and dirt imbedded from centuries of exposure; or maybe she still carries the stigma of being “that grumpy, old janitor lady.” Whatever the case, the ghouls in the Reservation treat Floe like crap and she's sick of it.

The player may find Floe either cleaning her hopelessly ruined office space in the broken office building, or scavenging through the debris in the helicopter hangers. She will be quick to speak with the player, offering to trade her crap for the player's crap (she is a store, too, but a crappy store). If the player digs a bit through dialogue, he will learn of Floe's social dilemma. She will state that if she only knew how to fight (non-lethal unarmed or melee – ghouls killing other ghouls in the Reservation garners the Endless Walk), she could earn enough respect among her teasers so she may exist in peace and quiet. It would not be so bad if the other teasing ghouls simply left her alone, but they don't and Floe's life is fraught with day-to-day fear and loathing. If the player offers to teach Floe, she will be insistent on learning either Shinkpapa or Powpapa – the Scaven-pickers' unique combat styles. She will say she

has seen this style first hand and is convinced there is no superior style. She will then tell the player if he is truly interested in helping her, then the player will need to seek out Klik, the Scaven-pickers' leader, and learn from her. The payoff for the player is not only learning a new in-game fighting style, but also Floe knows a few secrets about the Reservation and has even successfully snuck down into Sub-level 1. Floe will relay this info to the player only if the player learns the fighting style and then teaches her.

If by some chance the player killed the Scaven-pickers, then all is not lost. If the player has Unarmed > 120 or Melee > 120, then he can demonstrate what he knows, which should convince Floe that his style of fighting should be adequate for her needs. This option only comes up if Klik and her crew are dead or convinced to leave the area around the Reservation.

- **Character type completion breakdown –**
 1. **Combat Boy** – Just say yes to learning the Scaven-pickers' style, or if they are dead or gone and the player has Unarmed > 120 or Melee > 120, then he can demonstrate what he knows, which should convince Floe that his style of fighting should be adequate for her needs.
 2. **Diplomacy Boy** – Diplomacy Boy has an alternative option to counsel Floe. If the PC's Persuade is > 100, then he may convince Floe that she does not need to learn to fight and that she does not need the approval of the ghouls who tease her. She can and should be happy with herself and ignore them. She will then say she will try it.
 3. **Stealth Boy** – Stealth boy has yet another option (if this exists in-game). Stealth boy may offer his services to permanently silence the teasing ghouls through stealth and quiet assassination techniques, provided the PC has the appropriate Perks (TBD). There are three offending ghouls, each living their life in one of the shanty-town shacks – alone.
 4. **Science Boy** – Florence has no interest in science and has nothing to fix. If this player does not have one of the above options, then oh well.
- **Quest flags – “Florence_Trouble”**
 - 0 = not started
 - 1 = player knows of Floe's dilemma
 - 2 = player accepts Floe's quest
 - 3 = Player learns Powpapa
 - 4 = Player learns Shinkpapa
 - 5 = Player teaches Powpapa to Floe
 - 6 = Player teaches Shinkpapa to Floe
 - 7 = Player teaches own fighting skill
 - 8 = Player kills three ghouls teasers
 - 9 = Award XP, quest over
- **Rewards –**
 - Player gets insider info about Sub-level 1
 - Player learns of Reservation dissenters and their names
 - Medium XP

Journal Entries –

21. Normal
22. Dumb

Colonel Green’s Quest; or “How the hell do I get into the Sub-levels” quest.

- **Initiator** – Colonel Green
- **Importance (Critical)**
- **Scope** – Large

Description – This is a critical, multi-tiered quest. When the player first meets Colonel Green, he will seem like any other ghoul in regards to Willem Clark. However, Green is one of a few ghouls with independent thought and would like the player to find out in depth information about Willem’s true plans for the Reservation’s future. As it turns out, Green does not see eye-to-eye with Willem when it comes to contact with outside human communities. Green would prefer the ghouls remain somewhat isolationists and build up a formidable defense just in case anyone decides to attack the Reservation. Willem, on the other hand, wants to establish friendly contact with well developed outside human communities, or at least that is what Willem wants everyone topside to believe. What’s fishy about this “friendly” scenario is that Green has always known Willem to despise smooth skins and has looked for ways to ensure the ghouls take over as the predominant sentient species on Earth. If, as Green suspects, Willem is being deceitful and looking for ways to take the battle to the outside communities, Green would like to find out about it and then try to stop it. His reasoning is that to attack an outside community would only set that community up as a martyr and earn the Reservation the wrath of **all** smooth skins. All out war is not what Green wants and he will try to convince the player to find out if that is Willem’s true intent.

The first phase of Green’s quest is for the player to “volunteer” to be the Reservation’s ambassador of good faith. The player can find out about this position from Measles, Willem, and/or Green. In a nut shell, Willem needs a smooth skin liaison to communicate to the well established outside human communities about the Reservation’s desire to build a rail system to further trade and quicken travel. Willem will offer trade in ammo, firearms, radiation removal, etc. If the player accepts the position, it is his job to convey these wishes to either Hoover Dam or New Canaan – the two most established human communities. Should either say yes (and they probably should), the player will return to inform Willem about the success. Next, Willem will ask the player to find a heavy duty lift cable so the lift at the Reservation can be made functional again (he’ll actually convey the request for the cable at the same time the player accepts the ambassador gig). Doing these two things will grant the player access to Sub-Levels 1 & 2 so the player can have a radiation proof area to rest (level 1) and a place to modify weapons and make ammo (level 2).

Phase two entails finding dissenters to help the player gather information about Willem’s plans. Two contacts are Marty, the chem. lab ghoul who’s running side drug trafficking, and Fred, the oldest living slave in the Reservation. Both contacts will give hints as to dirty bomb research, a “super” cannon of some sort (Nuclear Nellie), and the procreation experiments. The player will be expected to convey this information to Colonel Green. The more dissenters the player can uncover and then tell Green, the better Green will feel about trying to later take over.

Stage three involves getting the player into Sub-level 3; the level where all the confirmative information rests. The best way is after the player returns the last prisoner to Tibbets Prison and learns of Fort Abandon being the central headquarters for the NCR troops, the player has the option of telling Willem about the NCR threat. Willem, concerned and intrigued with this new information, will invite the player to a personal meeting on Sub-Level 3, Willem's office. Here the player can try to convince Willem to use the dirty bomb on Fort Abandon, provided the player is convincing enough about the NCR danger (Persuade > 85). Willem is pretty hard to convince since he thinks an established community like Hoover Dam or New Canaan is a bigger, long term threat. Also, Willem is curious as to how the player found out about Nuclear Nellie and will insist on knowing how the player acquired the information. If the player spills the beans about Marty and Fred, Willem will show his thanks by allowing the player to live, but he will have to leave the Reservation and not look back. If the player includes Colonel Green in the tattle-tale, Willem will be most appreciative and agree to take out Fort Abandon before hitting either New Canaan or Hoover Dam.

The most optimum outcome for using Nuclear Nellie on Fort Abandon is for the player to first tell Colonel Green about the NCR threat at Fort Abandon – this is contingent on if the player already did stage one and two of this quest. Colonel Green would instantly know that the NCR at Fort Abandon is a threat to all ghouls and smooth skins and would then muster up the courage to overthrow Willem Clark. Green will ask the player if he would like to help in the upcoming battle and promises, if they are victorious, to use Nuclear Nellie on Fort Abandon as soon as possible. Colonel Green's men are extremely loyal to Green, so the player will have a formidable force to help with the battle against Willem Clark.

The battle between Green and Clark will start in the Town at the main elevator. Green will convey through floats that the Trading Post was already taken over by the gattling gun operators who were loyalists to Green, so the player needn't worry about that area. The elevator battle should be fairly short and sweet, with a handful of armed Clark loyalists shooting at the player and Green's men. The regular ghouls will cower in their shanty tents, except maybe a handful of extremist zealots.

After the Town battle, the player's troops will go to Sub-Level 1 and get the occupants there to surrender after the four or five Clark loyal guards get shot in the eyes (or whatever other attack kills them). From there, the Green brigade will head down to Sub-level 2 and finish off the guards there. Once the last guard is wasted, Green will override the Sub-level 3 elevator and head down with the PC. There, Green, his men, and the PC will be met with more Clark guards in addition to two other born ghouls and Measles & Belle. If Measles is part of the PC's group, Measles will turn on the player at this time (what, you thought Measles would let the PC beat on daddy?). If the PC slept with Belle, she will not be in the battle. Instead, she will be hiding out in one of the shanty shacks awaiting the outcome of the battle (hey, we need that ghouls junior slide show for the end of the game).

Once the epic combat is over, the PC not only can get the full story about Nuclear Nellie, but also the whole ghouls procreation process. Also, since the PC accompanied Green in the battle and earned Green's respect, all the human slaves will be freed and given the necessary equipment to traverse the radioactive wasteland safely. The player may then access Willem's computer to get the launch codes for Hermes XIII, since Willem never locked out his computer. Lastly, Green will make

good on his promise of firing Nuclear Nellie on Fort Abandon, and may even conduct actual friendly trade with the other human communities – for reals!

Now, if by some chance the player has a yellow streak down his back and does not accompany Colonel Green in the battle, Green will still win the fight, but all the slaves will not be freed, and two of the non-speaking Born Ghouls will have escaped the battle to meet the player in a later “random” encounter (cue sinister music). The player will still have access to Willem’s computer, but will not have any bargaining power to negotiate the slaves’ freedom. Also, Green will fire Nuclear Nellie on Fort Abandon, but he will resort to his original plan of isolationism for the Reservation ghouls.

If the player does not want to deal with all the above crap, he can choose the [Commando](#) approach. Of course, the player will have to be VERY high level to waste all these well trained ghouls – a level that would coincide with the second half of the game, close to or after the player returns all the prisoners to Tibbet’s Prison.

- **Character type completion breakdown –**
 1. **Combat Boy** – Just agree to work with Green. If the player hasn’t shot any Reservation ghouls in the face, the offer will come up.
 2. **Diplomacy Boy** – Not much beyond what is described in the Description. Green might give up his motivations a bit quicker than average.
 3. **Stealth Boy** – If the player sneaks into Town and stumbles upon Colonel Green and his men, Colonel Green will make demands on the PC in exchange for the PC’s life. Green wants the PC to “volunteer” himself as a good will ambassador for the ghouls. Willem Clark wants to supposedly establish friendly contact with the more established human communities in the wasteland, and Colonel Green will think the player a perfect fit. The catch is that Green also wants the player to discover any secret plans Willem may have devised. Green will sweeten the deal with less expensive, but much better weapons, armor, ammo, and of course MONEY! See Description for the rest
 4. **Science Boy** – Same as combat boy.
- **Quest flags** – “Greens_Quest”; “
 - 0 = not started
 - 1 = Knows of Greens terms
 - 2 = Accepts Green’s terms
 - 3 = Rejects Green’s terms (legitimate entrance)
 - 4 = Rejects Green’s Terms (sneaky)
 - 5 = Made deal with Hoover
 - 6 = Made deal with New Canaan
 - 7 = Returned with lift cable
 - 8 = Access to Sub-levels 1 & 2
 - 9 = Turn in Green to Willem (end quest)
 - 10 = Agree to help Green in battle
 - 11 = Defeat Willem w/ Green

“Ambassador”

- 0 = Do not know about Ambassador gig
- 1 = heard/considering gig
- 2 = Accept Ambassador gig
- 3 = Hoover Dam agrees to trade and rail system
- 4 = New Canaan agrees to trade and rail system

- **Rewards –**

- Weapons, armor, ammo are much cheaper and better quality than regular stores at the reservation.
- Average XP (during stage 1 and 2)
- Major XP (during stage 3)
- Sub-level access
- Political intrigue
- Bitchin’ team combat
- Loot
- Promotes chest hair growth
- Women will like you and think you’re sexy

- **Journal Entries –**

- 23. Normal
- 24. Dumb

Smooch dealer

- **Initiator** – Marty
- **Importance (Intermediate)**
- **Scope** – Large

Description – Marty loves his chemical experiments and usage. In fact, his greatest addition to the world of recreational drugs is “smooch” - think of smooch as a sticky, jelly-like version of marijuana, but ten times more powerful than Hawaiian Gold (not that I would know about such things). Smooch can be smoked, cooked into bread-like substances, or eaten raw – though the taste of raw smooch has been known to make even ghouls puke. The effects render the user in an ambivalent state of bliss and tired merriment. Not much work gets done when someone is flying on smooch, but they won’t care, and feel damn good about it. The effects are the same for ghoul and human alike, except with humans the effects tend to last longer and humans become addicted to smooch almost twice as fast – which is a fine side effect as far as Marty is concerned.

Marty wants a distributor for his precious smooch. Currently, he does his own distribution in the Reservation town, but he would like to expand the popularity of his product to outside communities. So Marty will offer an exchange; he will give the player tidbits about what is going on in the sub-levels of the Reservation and in return, the player will need to establish smooch footholds in outside, preferably human communities. The player won’t have to go back and forth every month to keep the supplies up because a little bit of smooch can go a long way, but Marty will ask if the player can make smooch runs every few months (basically whenever the player decides to head back to the Reservation after a three month wait) just so he does not lose his new clients. Marty will also throw in the added incentive of money – a 25% cut in the profits. Every time the player comes back to the Reservation to re-supply smooch to his customers (every few months, remember), Marty will give the player his cut of cash.

- **Character type completion breakdown** –
 1. **Combat Boy** – Just say yes
 2. **Diplomacy Boy** – Just say yes
 3. **Stealth Boy** – Just say yes
 4. **Science Boy** – Just say yes

- **Quest flags** – “Smooch_Dealer”

0 = not started

1 = Considering dealer offer

2 = Accepts dealer offer

- **Quest flags** – “Smooch_Dealer_HD”

0 = Not Dealing with Hoover Dam

1 = Dealing with Hoover Dam

- **Quest flags** – “Smooch_Dealer_NC”

0 = Not Dealing with New Canaan

1 = Dealing with New Canaan

- **Quest flags** – “Smooch_Dealer_J”

0 = Not Dealing with Jericho

1 = Dealing with Jericho

- **Quest flags** – “Smooch_Dealer_MB”

0 = Not Dealing with Maxson

1 = Dealing with Maxson

- **Rewards** –

- Regular income
- Minor XP for each contact
- Info about sub-levels
- Das much smooch as da PC carez ta smoke, mon (limited by supply).

- **Journal Entries** –

25. Normal

26. Dumb

Blackmail Marty

- **Initiator** – Marty, Florence
- **Importance (Intermediate)**
- **Scope** – Small

Description – Aside from an interesting drug source the player can capitalize on and distribute to outside sources, Marty is also not so keen on Willem Clark’s plans. Perhaps a byproduct of smoking too much smooch, Marty would like to have more

interaction with friendly humans, and he is convinced if he had the opportunity to spread smooch around to the human settlements, the humans would become more accepting of the ghouls.

After the player learns of Marty's dissenting feelings, the player may use this information to his advantage and threaten to tell Willem about not only Marty's drug racket within the Reservation Town, but also his intentions of establishing a drug cartel with outside communities and risk exposing the Reservation and it's operations (Persuade of Deceive > 50). This should scare the hell out of Marty and get him to spill the beans about what he knows is going on in Sub-level 3. However, this will also leave bad feelings between the player and Marty, and any chance of dealing smooch to outside customers would be thrown out the door. That is, unless the player builds up his Persuade (> 75) and then begs Marty for a second chance. Marty is pretty forgiving, so he'll let the player deal his junk if the player wishes to make amends

However, if the PC lacks the Deceive or Persuade prowess necessary, then Marty will blow off the PC and tell him to get bent. The PC may then speak to Measles to initiate tattling with Willem, but Measles and Willem will not believe Marty is capable of such actions, and dismiss the PC's claims.

- **Character type completion breakdown** –
 1. **Combat Boy** – If he's got the skills, then he's in. If not, then get bent.
 2. **Diplomacy Boy** – If Dip-boy here does not have either skill, then he's a sad dip.
 3. **Stealth Boy** – Same as combat boy
 4. **Science Boy** – Same as combat boy
- **Quest flags** – "Blackmail_Marty"
 - 0 = not started
 - 1 = Threatening Marty
 - 2 = Success
 - 3 = Second chance with Marty
 - 4 = Failure
- **Rewards** –
 - Quick and dirty way to get info about Sub-level 3 from Marty
 - Medium XP

Journal Entries –

- 27. Normal
- 28. Dumb

Fetch the cable for the heavy lift

- **Initiator** – Willem Clark
 - **Importance (Major)**
 - **Scope** – Medium
- Description** – The heavy lift for the equipment elevator on Sub-Level 3 is not working because it needs a new cable. Willem will request that the PC try and find a replacement cable for the elevator as a side to establishing friendly liaisons with

outside human communities. The player may find this cable in Denver or Hoover Dam.

Yep, this is a fetch quest, but it is optional, and has far reaching repercussions. Retrieving the cable will allow Nuclear Nellie to be transported to the surface and mounted to the flatbed car for future use (see [Colonel Green's Quest](#)).

- **Character type completion breakdown** –
 1. **Combat Boy** – Simple fetch quest.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Ditto
 4. **Science Boy** – Ditto
- **Quest flags** – “Get_Cable”
 - 0 = not started
 - 1 = Know about cable
 - 2 = Accepted cable quest
 - 3 = Refused cable quest
 - 4 = Retrieved cable, give XP, close
- **Rewards** –
 - Earn Willem's trust.
 - Big XP

Journal Entries –

- 29. Normal
- 30. Dumb

Get Hermes XIII launch codes

- **Initiator** – Mission Control Computer @ Bloomfield, Bear, Willem Clark
- **Importance (Critical)**
- **Scope** – Large

Description – At some point in the game, particularly the second section of the game, the player will need to acquire the launch codes for the Hermes XIII space rocket. The only place these codes exist is in Dr. Willem Clark's warped head, and his personal computer in his office located on Sub-Level 3 in the Reservation. As with Colonel Green's quest, there are several ways to go about getting these codes.

The first is for the player to complete [Colonel Green's quest](#). Doing so will allow the player free access to Dr. Willem Clark's personal computer. No pass codes are necessary to access the computer at this time since Willem did not think anyone would be able to get to it – ever!

If by some strange chance the player has never been to the Reservation by the time the second part of the game has started (all the prisoners have been returned to Tibbets and Odysseus has contacted B.O.M.B.-001), the PC can learn of the launch codes' whereabouts from the Mission Control computer at Bloomfield (once power is restored, the player will have free access to the Mission Control computers), or get the information from Bear. Once the player has this information, the PC may then explain to Measles, upon arriving at the Reservation, that all communities in the wasteland are at risk of destruction if the player does not get the codes. This intrigues Measles and he will let the PC speak with Willem through a computer terminal. The simple fact that the player speaks about B.O.M.B.-001 and the Hermes XIII gets

Willem to perk up and listen. To verify the PC's claim, Willem will ask the player to take Measles with and go to Fort Abandon. This is purely a recon mission and Willem will stress to the player he only wants visual verification on the NCR troops before he turns over the launch codes (if the player has the room, Measles will join as a companion. If not, then Measles is a tag along who does his own thing and only follows the PC's group). Willem will not give the codes unless the PC agrees to show Measles Fort Abandon and the NCR troops.

Once the player arrives at Fort Abandon, Measles will ask the player to wait while he (Measles) sneaks to get a closer look. Fade out, fade in, Measles will return, confirm what he saw, and ask to go back to the Reservation. Once back, Measles will convey what he saw and Willem will give up the Hermes XIII launch codes. If the PC already has Measles as a companion at this point, he will remain as a companion if the PC chooses.

The above scenario can be done even if the player has been to the Reservation previously. The only catch is that the player must still be in good standing with Willem et al. Completing the prisoner quest is the trigger for the above option(s).

- **Character type completion breakdown –**
 1. **Combat Boy** – The PC has the option of gunning down everything at the Reservation in order to get the launch codes. By the time the player has returned all the prisoners to Tibbets, he should be high enough level to lay waste to a small nation. Good tactics will, of course, play a factor. Once Willem and his wackos are dead, the player will have access to Willem's computer.
 2. **Diplomacy Boy** – It's a bit easier to convince Willem about the NCR threat at Fort Abandon. The bonus here is that if the PC has a Persuade skill > 130, he can skip leading Measles to Fort Abandon to prove his point.
 3. **Stealth Boy** – Nothing really, here. Colonel Green's quest is probably the best route for stealth boy. Though any PC can do the scenario in the above description.
 4. **Science Boy** – This boy can get a few bonuses similar to Diplomacy boy. With a Science skill > 140, this boy can spout out laws of probability, hypothetical explosion theories, etc., etc., and impress the hell out of Willem. Again, Willem will forgo the whole checking out Fort Abandon thing and just give the codes to the PC.
- **Quest flags – "Get_HXIII_Codes"**
 - 0 = not started
 - 1 = Know about codes
 - 2 = Prisoner quest done, open Fort Abandon option
 - 3 = Retrieved codes
- **Rewards –**
 - Gain ability to launch Hermes XIII
 - Big XP
- **Journal Entries –**
 - 31. Normal
 - 32. Dumb

Fix air filtration device

- **Initiator** – Milt, Fred
- **Importance (Minor)**
- **Scope** – Medium

Description – Aside from the extremely poor conditions the slaves of the Reservation must endure, the area with which the humans must breathe in is filled with toxic fumes and soot. Rarely does a slave live longer than a couple of years (Fred being the freakish exception). The ghouls are particularly unconcerned since the fumes do not affect them and human slaves are easily replaceable.

However, the player can find out from Fred about the misery the slaves go through and when a few die, it puts a huge burden on the surviving slaves until the dead ones are replaced. Production goes down, to put it coldly. So, the player may speak with the shop foreman, Milt. If the player explains to Milt that putting in an air filtration system might lessen the frequent deaths of the slaves, then the shops would not frequently fall behind and they could even save money and resources not having to buy and train new slaves. Milt is reasonable when it comes to business sense, sort of, and will give the PC the go ahead to try and find a way to get the filtration working. Evidently, there are air vents in each workshop which lead to a central fan unit that is located in the armor smithing facility, buried under piles of coal. If the player is feeling ambitious, he can use a shovel on the pile and clear out the area around the fan motor. Next, he can tinker with it to get it running again. The fan runs power from the facility itself, so power is not an issue. With a Mechanic skill > 60, the player can get the fan working again and the bad air will be sucked out and run through a filtration system somewhere inaccessible. In other words, it'll work and the player will not have to figure out why or how it works.

- **Character type completion breakdown** –
 1. **Combat Boy** – If he's got the skills, then he's in. If not, then get bent.
 2. **Diplomacy Boy** – If Dip-boy here does not have either skill, then he's a sad dip.
 3. **Stealth Boy** – Same as combat boy
 4. **Science Boy** – Same as combat boy
- **Quest flags** – "Air_Filter"
 - 0 = not started
 - 1 = Know about problem
 - 2 = Agree to help
 - 3 = Fixed air problem
- **Rewards** –
 - Milt's prices will go down by 15%
 - Free ammo of choice (one time only, # of rounds TBD)
 - Medium XP

- Journal Entries** –
- 33. Normal
 - 34. Dumb

14_Reservation

QUEST TABLE

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
The Reservation								

Map 1: Trading Post or Random Encounter – Scaven-picker Camp	Learn Gibberish	Foletto						
Map 1: Trading Post or Random Encounter – Scaven-picker Camp	Teach Scaven-pickers to make their own Rad-X	Foletto						
Map 1: Trading Post or Random Encounter – Scaven-picker Camp	Learn Powpapa	Foletto						
Map 1: Trading Post or Random Encounter – Scaven-picker Camp	Learn Shinkpapa	Foletto						
Map 1: Trading Post & Map 2: Town	Eliminate the Scaven-pickers	Foletto						
Map 1: Trading Post or Random Encounter – Scaven-picker Camp Map 3: Living Quarters	Sell smooch to the Scaven-pickers	Foletto						
Map 1: Trading Post & Map 2: Town	Gain entrance to Reservation Town	Foletto						
Map 1: Trading Post	Hook up Betty and Hank	Foletto						
Map 1: Trading Post	Acquire Jillian	Foletto						
Map 1: Trading Post	Acquire Measles companion	Foletto						
Map 2: Town	Trouble with Florence	Foletto						
Map 2: Town	Colonel Green's Quest	Foletto						
Map 3: Living Quarters	Smooch Dealer	Foletto						
Map 3: Living Quarters	Blackmail Marty	Foletto						
Map 1: Trading Post & Map 2: Town	Fetch the cable for the heavy lift	Foletto						
Map 5: Sub-level 3 Map 4: Sub-Level 2	Get Hermes XIII launch Codes Fix air filtration device	Foletto						

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SCRIPTING

GENERAL

- **Ghoul Commoners**
 - 8 am to 6 pm the ghouls do the ghouls shuffle outside of the shanty-shacks.
 - 6 pm to 8 pm the ghouls shuffle back into their respective shack and mull around inside.
 - 8 pm to 8 am the ghouls will sleep in their crappy shanty beds.

TOWN-SPECIFIC

- **Trading Post**
 - 8 am to 6 pm Betty, Hank, the guards, and Horatio will walk to their respective posts and open for business.
 - Scaven-pickers come every 3 days between the hours of 8 am and 6 pm. They will walk around from person to person yelling weirdness, and then scurry off to the next victim.
 - Caesar's slave traders come once every month (choose a date) to trade slave with Horatio. They show up at 8 am and leave at 6 pm. Should the player waste the Slaver Caravan in the Slaver Caravan random encounter, Caius and friends will never show up again to sell slaves. This will concern Horatio, but he will not lose sleep over it since there are other slavers in the wasteland.

DUNGEON-SPECIFIC

CUT SCENE

TASK LIST

The **Tasks** section is a list of all the work that needs to be done for the area. It is a good summary for the producer, other designers, artists, and programmers as to what has been done in the area, who to check with if you have questions about certain tasks, and so on.

This section is only useful if it is used. If we're several months into the project and no one has been using it, then it will no longer be used or updated. There's no sense in wasting time doing additional bookkeeping if it's serving no purpose.

SOUND REQUIREMENTS

The **Sound Requirements** section is intended to cover every conceivable audio question you've had to answer for an RPG in the past. You know the drill. Some aspects to consider:

MUSIC

- Music theme similar in feel to “Radiation Storm,” track #13 of the Fallout soundtrack.

AREA	SOUND REQUIREMENTS
MAP 1: Trading Post	MUSIC DESCRIPTION
	City of the Dead: Track 8 from the Fallout soundtrack
	BASIC SFX
	Very mild dust storm. Tarp and thin metal flapping in the wind. The occasional creak of an old metal door.
	WALLA SFX
	Very slight mumblings
MAP 2: Town	MUSIC DESCRIPTION
	City of the Dead: Track 8 from the Fallout soundtrack
	BASIC SFX
	Mild, hot breeze. Tarp and thin metal flapping in the wind. The occasional creak of an old metal door. A distant rock or two falling down over a hillside. When near a ghoul citizen, the occasional butt-scratch sound.
	WALLA SFX
	Deathly silent when it comes to walla
MAP 3: Sub-Level 1	MUSIC DESCRIPTION
	City of the Dead: Track 8 from the Fallout soundtrack
	BASIC SFX
	The beeps and boops from a computer in the center of the room. Floor clinks like a metal floor with each footstep.
	WALLA SFX
	None. This is a place for rest.
MAP 4: Sub-Level 2	MUSIC DESCRIPTION
	Second Chance: Track 9 from the Fallout soundtrack.
	BASIC SFX
	Each smith chamber has very loud sounds of hot furnaces burning, hammers being pounded against anvils, white hot metal sizzling in cool water, shovels digging deep into coal piles.
	WALLA SFX
	Every once in a while, someone is barking orders at the slaves. Slaves will occasionally groan in tired agony.
MAP 5: Sub-Level 3	MUSIC DESCRIPTION
	Follower’s Credo: Track 12 from the Fallout soundtrack.
	BASIC SFX
	Quiet hum of force fields, the occasional water droplet falls from condensation. Otherwise, nothing.
	WALLA SFX
	Again, nothing. Eerily quiet area.

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ROOM FOR IMPROVEMENT

Also be sure to include hooks for "room for improvement." This section may change depending on how Ferret thinks it should be organized.

Room for Improvement:

- **Trading Post**
 - If the player helped Colonel Green defeat Willem.
 - Slaves will no longer be in the area.
 - Horatio and his slave tent will be gone
 - A couple more merchant tents will be in the Trading Post where Horatio's tent once was.
 - If the player did not help Colonel Green defeat Willem and waited until the fighting was over.
 - Horatio and his slave tent will still be in the Trading Post
 - Slaves will continue to be around.
 - If the player helped Willem.
 - Nothing will change.
 - If the player blew the shit out of everyone and everything.
 - Trading Post will be empty of all life except for the occasional giant cockroach or rad-scorpion.

- **Town**
 - If the player helped Colonel Green defeat Willem.
 - The shanty-town shacks will be replaced by sturdy, adobe styled huts.
 - The run down office building will have been rebuilt, but with an obvious difference in construction technique between the offices' original construction and the big adobe style repairs/add-ons.
 - The destroyed hangers and the accompanying debris has been basically cleaned away. The fallen concrete from the hangers were just some of the materials used to rebuild the office building and the adobe shacks.
 - The broken up roads are eventually stripped away and left with dirt roads.
 - The tracks and train running through the Town is in shiny shape.
 - If the player did not help Colonel Green defeat Willem and waited until the fighting was over.
 - Not much changes except the broken up roads are cleared for dirt roads, the section of office building that was caved in is removed and the offices that are not exposed to the elements are used. Offices with one side exposed to the elements have metal sheets nailed to them.
 - Shanty shacks are spruced up a little bit with sturdier metal paneling.
 - The collapsed hangers are still collapsed, but do not have the amount of debris as before Greene took power. However, it is not as clean as the option where the player helped Green take on Willem.
 - If the player helped Willem.
 - There are a few more shanty shacks in the shanty town area.
 - Colonel Green's tent is gone – burned to the ground.
 - Some more ghouls are shuffling about.
 - The rail way and the train are just as beat up looking as ever, but they still work.
 - If the player blew the shit out of everyone and everything.
 - Ghost town. Nothing roaming around this area except giant bugs.

- **Sub-Level 1**
 - If the player helped Colonel Green defeat Willem.
 - Not much has changed. This area was always clean, and it still is after Green takes over.
 - If the player did not help Colonel Green defeat Willem and waited until the fighting was over.

- Soldiers instead of lab techs and workers occupy this area.
 - If the player helped Willem.
 - There are a few more shanty shacks in the shanty town area.
 - Colonel Green's tent is gone – burned to the ground.
 - Some more ghouls are shuffling about.
 - The rail way and the train are just as beat up looking as ever, but they still work.
 - If the player blew the shit out of everyone and everything.
 - Nothing there. Completely empty and devoid of life. This goes for the rest of the sub-levels as well.
- **Sub-Level 2**
 - If the player helped Colonel Green defeat Willem.
 - Again, not much has changed. However, there are no more slave workers, but there are more ghoul workers.
 - If the player fixed the air filtration system, then the soot in the area is gone. If not, the soot remains.
 - If the player did not help Colonel Green defeat Willem and waited until the fighting was over.
 - Nothing at all changes, unless the player fixed the air filtration system, then the soot is gone.
 - If the player helped Willem.
 - Still the same hell.
 - If the player blew the shit out of everyone and everything.
 - Nothing there. Completely empty and devoid of life. This goes for the rest of the sub-levels as well.
- **Sub-Level 3**
 - If the player helped Colonel Green defeat Willem.
 - Colonel Green and some of his men have moved into this floor. Nothing is sealed off with force fields, so the player may wander. The area is mostly used for storage and sleeping quarters for Green and his men.
 - If the player did not help Colonel Green defeat Willem and waited until the fighting was over.
 - Same as above, except weapons research continues in the big room where the nuclear missiles were stored. Plenty of boxes filled with guns and ammo are stored, as well as crates marked "Top Secret."
 - If the player helped Willem.
 - Still the same hell.
 - If the player blew the shit out of everyone and everything.
 - Nothing there. Completely empty and devoid of life. This goes for the rest of the sub-levels as well.

END MOVIES

Each area document will also have a list of possible **End Movies** depending on what the character did in the location. This section should contain:

- The condition for each end movie. Someone has to script this, so make sure it includes all necessary flags or other conditions that need to be checked.
- The narration text for the end movie. Write it as if Ron Perlman would read it.

- Some suggested art for the end movie slideshow. Keep it as a simple 2D image.

Note: Over the course of the project, you may wish to collect art that may be appropriate for an end movie slideshow and just keep it stored in a folder on the server or locally.

A quick example is provided below:

WHERE TO GO CONDITIONS

The player killed everyone in the Reservation	Goto 1
The player had the satellite fire on the Reservation	Goto 2
Colonel Green overthrows Willem with the player's help	Goto 3
Kyle the Hook remains leader of the Rusty Hooks	Goto 4
Player helps Willem	Goto 5

1. EVERYONE DEAD! (WTG)

The dead shall wake no more. Dr. Willem Clark's prophesy of delivering the Promised Earth to the Children of the Wasteland fell into the realm of forgotten lore, carrying with it one of the last vestiges of nuclear research and development, and the last hope for ghouls procreation and evolution.	Show an empty Trading Post and the front gate leading into an abandoned, dilapidated military base that used to be the Reservation.
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2. SATELLITE DESTROYS THE RESERVATION! (WTG)

Once the supplier of the tools for nuclear fire and the home for the Children of the Wasteland, the Los Alamos Nuclear Testing Facility, also known as the Reservation, is wiped away from the pock-marked wasteland by B.O.M.B.-001.	Show a smoldering crater.
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3. COLONEL GREEN OVERTHROWS WILLEM WITH THE PC'S HELP (WTG)

Thanks to the help of a tenacious human with overthrowing Dr. Willem Clark, Colonel Green not only brought the ghouls of the Reservation into a new age of enlightenment, but he also reached out to the outlying human communities, establishing trade and commerce that profited all.	Show the Reservation town with adobe housing instead of shanty shacks, the office building rebuilt with an adobe front end, and ghouls intermixing with happy humans in environmental suits.
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4. COLONEL GREEN OVERTHROWS WILLEM WHILE THE PC SITS OUT ON THE BATTLE (WTG)

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Though Colonel Green’s trust of humans never blossomed, he never made any overt, aggressive moves on the outlying human communities. Still, Colonel Green knew that one day the humans would try to destroy him and his ghouls, so he made certain his men and equipment were always in top fighting order. In addition, the Colonel continued research and development for advanced weaponry in preparation for that fateful day when the humans made their move against the Reservation.

Show Colonel Green and his ghouls arming themselves with high powered rifles, with a backdrop of stacked crates marked “Top Secret” and a couple of odd, futuristic looking rocket type weapons propped up against a far wall.

5. PLAYER HELPS DR. WILLEM CLARK (WTG)

No good deed shall go unpunished, nor shall any bad deed. With the help of a human stranger, Dr. Willem Clark was able to take his Nuclear Nellie and fire its radioactive ordnance on a populated human community. This act united all the humans within the region, and they launched a retaliation attack on the Reservation itself. Though the battle was bloody for both sides, the humans won the day, leaving any evidence of the ghouls from the Reservation buried under broken rock and concrete.

Show Dr. Willem Clark’s body impaled on a flag pole in front of the main gate to the Town.

RANDOM NOTES

APPENDIX

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