

Lost Hills

Population: Population density:	Circa 1500 humans high
Terrain	Bunker in a hill
Governmental system:	Half feudal/half democratic council of Elders with the High Elder as head
Who currently reigns:	High Elder Roger Maxson III
Military:	The Paladins of the Brotherhood of Steel are the military and in the rare case when it's needed, the police.
Police:	
Electrical power supply:	Geothermal power plant
Vehicle provision:	There is electrical power (for vehicles of the BoS) but no wood or biodiesel.
Livestock provision:	The BoS has no stable and keeps no animals.
Average education:	Very high
What the law says about: → Theft → Murder → Assault → Drugs → Gambling → Cheating at gambling → Prostitution → Alcohol	 → 3 Months prison → Execution → 6 Months prison → Illegal → Illegal → Illegal → Illegal → Legal, but strictly rationed
Average prices for: → Iguana-on-a-stick → Nuka-Cola → A good, stomach filling lunch → A liter of clear, filtered water → A Jet Canister → A good room for the night → A bath	 → Not available. Who eats something like that? → 50 \$ → 5 \$ → 1 \$ → Not available. What would a member of the BoS want with it? → All members of the BoS have a place to sleep. → And besides a bed, they have a bathroom, too
This city in three words:	Brotherhood of Steel

History:

When exactly the construction of the Lost Hills Bunker began, which company got the contract for it and why it wasn't Vault-Tec, and whether or not Lost Hills has any connection to the Vault project of the US government is unknown. The Lost Hills Bunker was probably built to save the US government and their dependents from the Great War, but it remains unclear, why the Bunker was not used for that purpose. Since shortly after the Great War, the Bunker is home to the Brotherhood of Steel.

Overview over the levels:

Ground floor: From the outside, the Lost Hills Bunker does not look very impressive. In fact, there is nothing to see but a barbed wire fence, around 250 meters in every direction, a square the borders of which are made up of obstacles and the inside of which is filled with signs warning of landmines. There is only a single break in the fence. There are but two entrances into the Bunker. A ramp in the north, leading down to the garage of the bunker and the main elevator. The break in the fence is on the south side, around 30 meters away from the elevator. Paladins in power armor are standing guard at each entrance and more patrol the area.

First level: The first level beneath the ground of the Lost Hills Bunker contains mostly large store rooms, the training hall of the paladins and a guard area for the Paladins, where they can relax and drink coffee in between patrols. The office and living quarter of the Head Paladin is also on this level.

Second level: The second level contains both the medical laboratories as well as the hospital of the Lost Hills Bunker. Furthermore here one finds the sleeping barracks of the initiates (or, as they would be called elsewhere: teenagers). The sleeping barracks are large, offering 12 beds per room, but they contain all that is necessary. The hospital is without a doubt one of the best in the Wasteland.

Third level: The third level is the true heart of the Brotherhood of Steel: the workshops of the Knights in which they build and maintain the most modern technology of the Wasteland and the libraries of the Scribes, that contain as much of the knowledge of the human race as possible. The living quarters of the Head Scribes in in the library proper, most other living quarters of the Lost Hills Bunker are also on level 3.

Fourth level: In the fourth level one finds the mainframe of the bunker complex, as well as the living quarters and the conference room of the 12 Elders and the High Elder. While the Elders have private living quarters for themselves, it's usually spartan accommodations even for them. Furthermore there is a large auditorium for larger assemblies on this level.

Fifth level: The fifth level is rarely visited by most members of the Brotherhood of Steel, but all of them profit from it. Here one finds the geothermal power plant and the massive, hydroponic gardens.

Important personalities:

High Elder Roger Maxson III: The current High Elder of the Brotherhood of Steel is a young man, just 28 years old. What he lacks in experience, he has in drive and enthusiasm. While a few elders stand against every reform, Roger Maxson III is already implementing those reforms, as quickly as he can to modernize the Brotherhood. His vision of the Brotherhood sees it returning to the status of serious power in their world, that helps the totality of humankind.

Head Paladin Jay O'Neill: The Head Paladin of the Brotherhood of Steel is grizzled, scarred veteran. Despite the difference in age (he is close to 60), he is one of the best friends and closest confidants of Roger Maxson III. His loyalty lies with the Brotherhood and the High Elder. And no one else.

Head Scribe Jackson Miller: The head researcher of the Brotherhood is the eldest of the three Heads. He is a bit older than 60. He is furthermore someone who always has his nose stuck in a book or his eyes fixed to a screen. His favorite research subject is chemistry, but he is an expert in all natural sciences and generally regarded as a genius.

Head Knight Carter Sampson: The Head Knight is the youngest of the Heads, barely older than 30. He is nonetheless an extremely talented engineer with a fondness for high tech weaponry. At the moment, the High Elder and he are trying to somehow build a Vertibird for the Brotherhood.

Mora Selasté: The chief physician of the Brotherhood of Steel is a red haired woman, a few years past 30. She is a great surgeon, but lacks a good bedside manner. She seems, at least outside of an operating room, somewhat absent minded, but is concentration personified when operating.

