

## Random encounters

For every four days or part thereof of travel across the Wasteland, one tests on: (Luck + (Survival : 25)) using a D10.

If the test succeeds, there is a positive random encounter. If it fails, a negative one.

Caravans test on a fixed value of 5.

Groups of several characters use the best value within their group.

To determine what kind of positive or negative encounter happens, one can roll a D20 and go by the list below.

<b>Positive encounters</b>	<b>Negative encounters</b>
<b>1 – 10</b> : No encounters	1: Deathclaws
<b>11 – 12</b> : A small trading group that sells medical supplies and food.	2: Rats
<b>13 – 14</b> : A small trading group selling weapons and armor.	3: Wolves or wild dogs
<b>15 – 16</b> : A small trading group, selling luxury items, exotics and pre war devices.	4: Radscorpions
<b>17</b> : A bard or several bards.	5: Praying mantises
<b>18</b> : a friendly, but heavily armed group of mercenaries/bounty hunters.	6 – 9 Feral ghouls
<b>19</b> : A herd of brahmin.	10 – 14: A band of Raiders or Slavers (not in NCR territory, here one would meet a patrolling group of Rangers).
<b>20</b> : A lone wanderer/ a hermit / a tourist.	15 -16: Remnants of the Army of the Master.
	17: Spore plants
	18: Sandsorm
	19: Very strong rain
	20: incredible heat