

## Gecko

Population: Population density:	ca. 3000 low
Terrain	hilly
Governmental system:	No formal system. People trust the non-elected leader and all inhabitants are the non-elected system of checks and balances.
Who currently reigns:	Harold is the non-elected leader of Gecko's ghouls Festus administrates the Poseidon Oil Nuclear reactor
Military:	None.
Police:	None.
Electrical power supply:	Pre War Poseidon Oil Nuclear Reactor
Vehicle provision:	Gecko can offer wood for wood combustion engines and pretty cheap electrical power. Fossil fuels are restricted to Roentgen Rum for the hardest engines.
Livestock provision:	Horses are a rare sight in Gecko, but they are well taken care of, since many of the old ghouls remember them. Gecko has a few brahmin stables that can be rented by a traveler.
Average education:	Medium to high
What the law says about:  → Theft → Murder → Assault  → Drugs → Gambling → Cheating at gambling → Prostitution → Alcohol	Due to the informal system of the town, most crimes are resolved by paying compensation. Capital crimes end either in exile – or the criminals die in a shoot out.  compensation Exile Compensation and/or exile, depending how harsh the assault was  Legal Legal Compensation Legal Legal
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	→ about 2 \$ → about 2 \$ (store price) → about 10 \$ → about 500 \$ → about 5 \$ → about 15 \$ → about 2000 \$
This city in three words:	Danger: Nutty Ghouls!

Gecko is a ghoule settlement, that was built around a pre War Nuclear Power Plant, a few miles northeast of Vault-City, a city in which ghouls are not welcome. This leads to strong frictions.

## History

Gecko's history is more or less a mystery. When exactly and why the first ghouls settled in or around the ruins of the Poseidon Oil Nuclear Reactor is unknown. Only when Harold arrived in the 2230s, did the settlement gain notoriety. Quickly more and more ghouls moved to Gecko, which led to a steadily worsening problem with Vault-City for a time.

This changed in the early 2040s. Vault-City was at that time, not too far away from starting a military intervention to shut down Gecko's reactor, that was poisoning the groundwater. In 2242, when the Chosen One visited the area she ended the problem of the poisoning of the groundwater with help of the peace seeking fraction of Vault-City's government, which led to a temporary deescalation.

## Overview of the districts

**Settlement:** The main living area of Gecko, built directly in front of the entrance to the reactor. Harold has his apartment and office there. In the same building one also finds Lenny, Harold's assistant and Gecko's only doctor.

Furthermore, this is where one finds the 'Harp', Gecko's biggest bar as well as the brewery that gave the world "Gamma Gulp Beer" and "Roentgen Rum".

**Power plant:** Gecko's power plant dates back to the time before the Great War. It's a Poseidon Oil Nuclear Power Plant, built to power the nearby town of Gecko-City. In fact, at the time of the Great War, another reactor was being built, an extension of the first one, that was never fully completed. Today some glowing ghouls live in the power plant, the workshop produces a lot of the trade goods Gecko has to offer, mostly simple metal tools, from time to time some more complex electronics, too. Many of the ghouls are pre War ghouls, with immense technical knowledge – they only lack the proper construction elements.

**Junkyard:** Gecko's Junkyard is partly made of the ruin of the planned extension building to the power plant, part car ruins that were pulled in by brahmin from the local area. Some ghouls live in the ruin, members of a religious cult, the "Renewal Cult". Their leader is a person that calls himself "the Brain" and that preaches them, that there is a salvation of being a ghoul.

Allegedly, the Brain pushes for more and closer contacts to Vault-City.

## Important Persons:

**Harold:** The more or less leader of Gecko is, in fact, not a ghoul but was mutated by the FEV virus, as a young man, when he scouted Mariposa Military Base. Later, after having spent a lot of time in the Hub, he went north and found Gecko. What he found was a bunch of disorganized people he helped to organize. Of course, if one would ask him, he'd deny he ever did anything other than exhibit common sense and lend a hand here or there. He also has a tree growing out of his head.

**Wooz:** The proprietor of the Harp, Gecko's finest Bar and the brewer that created Gamma Gulp Beer, Wooz is an eccentric being. He regales visitors and regulars with weird stories about bodyless heads in hell and is a great aficionado of the pre War card game 'Tragic: The Garnering', though he's not as good a player as he likes to think.

**Lenny:** Lenny is Harold's right hand and the only doctor in Gecko. He used to live in Necropolis back when it was still called Bakersfield. After the Master's Army assaulted Necropolis, Lenny and his father, "Coffin" Willie moved to Gecko. Lenny was inspired by the actions of the Vault-Dweller, when he visited Necropolis, and for a short time, he followed his descendant, the Chosen One, around. After the destruction of the Enclave, in which he had a hand, he returned home to Gecko.

**Hank:** Hank is a glowing one, who runs Gecko's power plant. He is something of the chief manager of the place, making sure the technicians stay focused and actually working, that all spare parts they can produce are produced and most importantly, he wrangles and cajoles Festus to actually do repairs, when the need is there.

**Festus:** Festus, like many other Gecko residents, is a pre War ghoul. He is a technical genius that can fix everything, an incredibly talented, smart, mechanical wizard. Of course, he also is a very lazy person that hates actually doing anything of the sort. He'd rather bask in the adoration of his peers that his last feat made possible.

**Jeremy:** Jeremy is the slightly formality obsessed, bald ghoul in charge of the "all powerful" supplies and the workshop of the power plant. He is in charge of production and the pre War supplies and manages that quite well. He is a man that always looks like he's running ragged, despite having an easy going job.

**Percy:** The owner of Gecko's largest store, the 'Survival Gear Locker', Percival "Percy" Crump, sells a wide variety of weapons, ammunition and general supplies, as well as a large selection of anti radiation medication. He places great value on his friendships.

**Skeeter:** Skeeter is a former worker in the power plant's workshop, but was 'exiled' to the scrapyard after having started a fire in the workshop. He calls himself a "ghoul gadgeteer" and fixes, together with his assistant "Lumpy" John, a slightly mutated human exiled from Vault-City everything he can. He usually wears greasy overalls festooned with tools.