

THE INSTITUTE

The Institute are a remnant of the pre-war intellectual elite. Previously the Commonwealth Institute of Technology, in the apocalyptic wasteland they put their greatest asset to use. Applying their minds to the problem of how to survive and thrive.

This came in the form of advanced technology, synthetic humans (Synths), teleportation, and mass-produced laser weaponry. With these advances and more in place, they have started enacting their shadowy plans regarding the future of the wasteland, and humankind as a whole.



UNIT	MAY CARRY	DOES CARRY	MODEL COSTS*
A-2018	High Tech Items, Advanced Items		107
Battered Gen 1 Synth	Advanced Items		23
Conrad Kellogg	Upgrades, High Tech Items, Advanced Items, Usable Items	Kellogg's Pistol	87
Courser	Upgrades, High Tech Items, Usable Items		138
Engineer	Upgrades, High Tech Items, Usable Items	Cleanroom Suit	43
Gen 1 Synth	High Tech Items		32
Patroller	High Tech Items		77
Scientist	Upgrades, High Tech Items, Usable Items	Cleanroom Suit	30
Sole Survivor	Upgrades, Wasteland Items, High Tech Items, Advanced Items, Usable Items	-	107
Sole Survivor Loner	Upgrades, Wasteland Items, High Tech Items, Advanced Items, Usable Items	Lone Wanderer Perk	126
Sole Survivor Tech	Upgrades, Wasteland Items, High Tech Items, Advanced Items, Usable Items	-	88
Trooper	High Tech Items		88
X6-88 Courser	Upgrades, High Tech Items, Usable Items, Power Armor	-	152
Z2-47	Upgrades, High Tech Items, Usable Items		118

*INCLUDES ANY MANDATORY ITEMS