

Curing Radiation

With all the ways for someone to contract radiation, survival in the wasteland can come down to removing the radioactive poison from their body. The easiest and fastest way is to use RadAway; using the radiation curative removes three points of Radiation from a character.

Alternately, radiation can be treated with a variety of chemicals, herbs, and vitamins administered by a trained medical professional. The process requires an average of 100 caps in materials which are administered to the radiation sickened character. The administering character makes an **Average (♦♦) Medicine check**, each net ✨ removes one point of Radiation from the character.