

# Vault 83

Initial Population: 1159 (100 cyberdogs, 100 robobrains, 909 residents (91 absentees), 50 science staff, 8 admin staff, 1 Overseer)

Experiment: Use of CODE brain-rewriting technology to maintain social order, long-term observation on cyberdog and robobrain mental stability

Status: Partial success, Overmind overthrown and replaced with council of citizens' brains in 2095, opened.

Demographics: 2747 citizens (1443 embodied, 429 within Robobrain chassis, 252 cyberdogs, 13 within modified yao guai bodies, 8 within modified deathclaw bodies, 602 preserved, disembodied brains)

Government: Elected council of citizens (201 preserved brains, nine starting members but with one brain added every year since Overmind was overthrown)

Settlement: Walled community expanding piecemeal around the entrance to Vault 83. Powered by a mix of Vault reactor and wind power.

Industries: Light manufacturing, data processing, technological development, surgery (especially but not limited to neurosurgery)

Layout:

- Outside Walls
  - Largely empty except for tents, waste disposal, and crop fields.
  - Vault security checks new entrants to the inside walls and patrols the area. Lenient entry restrictions means that most businesses do not need to be located outside.
  - Turrets and weapon emplacements are visible on outer walls.
- Inside Walls
  - Unrestricted Zone, open to the public.
  - The main center of commerce, traders of all sorts (food, weapons, clothing, technology) operate here. Low-tech manufacturing is a major trade here.
  - Non-citizens, for the most part, live and work here.
- Level 1 - Common Areas
  - Unrestricted Zone, open to the public.
  - Contains lounge, recreational facilities, and cantina. An arcade is also here.
- Level 2 - Residential
  - Semirestricted zone; only certain noncitizens are allowed here.
  - Contains housing accommodations.

- Approximately 25% of the rooms have been converted to hydroponics to feed residents and the outside.
- Main orchard.
- Medical wing.
- Level 3 - Storage/Security
  - Restricted Zone, Vault residents only.
  - Contains supplies necessary for the continued function of Vault 83 and surrounding areas.
  - Security is based here, and the armory is located here.
- Level 4 - Labs
  - Restricted Zone, authorized personnel only.
  - Various facilities for the study and reprogramming of brains.
  - Brain surgery/transplant center.
  - Robot/cyberdog repair facilities.
  - Brain storage.
- Level 5 - Administration
  - Restricted Zone, cyberdogs, robobrains, and admin staff only.
  - Command center for the whole Vault and surrounding areas.
  - Original Overseer's office now used to house the "executive" who speaks on behalf of the council, an expansion in 2159 was commissioned to hold the 194 brains that now make up the ruling council
- Level R - Reactor
  - Restricted Zone, maintenance staff and robobrains only.
  - Reactor that powers both Vault 83 and environs.

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