



Vault Archives

PnP Guide

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Chapter 1: The World of Fallout

Section 1: Introduction



War. War never changes.

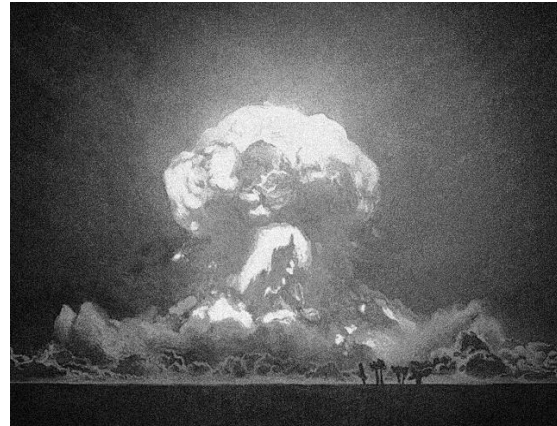
The Romans waged war to gather slaves and wealth. Spain built an empire from its lust for gold and territory. Hitler shaped a battered Germany into an economic superpower.

But war never changes.

In the 21st century, war was still waged over the resources that could be acquired. Only this time, the spoils of war were also its weapons: Petroleum and Uranium. For these resources, China would invade Alaska, the US would annex Canada, and the European Commonwealth would dissolve into quarrelling, bickering nation-states, bent on controlling the last remaining resources on Earth.



In 2077, the storm of world war had come again. The details are trivial and pointless, the reasons, as always, purely human ones. In two brief hours, the Earth was nearly wiped clean of life. A great cleansing, an atomic spark struck by human hands, quickly raged out of control. Spears of nuclear fire rained from the skies. Continents were swallowed in flames and fell beneath the boiling oceans. Humanity was almost extinguished, their spirits becoming part of the background radiation that blanketed the earth.



A quiet darkness fell across the planet, lasting many years. Few survived the devastation. Some had been fortunate enough to reach safety, taking shelter in great underground Vaults. When the great darkness eventually passed, these vaults opened, their inhabitants setting out across ruins of the old world to build new societies, establishing new villages, forming tribes. From the ashes of nuclear devastation, a new form of civilization would struggle to arise.



Welcome to the Wasteland.

Section 2: The Old World



The world of Fallout was, and is, very different to our own. The path of history began to go in a very different direction sometime shortly after the conclusion of the Second World War. From this split all the way to the Third World War (Simply referred to as "The Great War") in 2077, the world grew into a technologically advanced atomic-era retrofuture. The world, America in particular, became a version of the *World of Tomorrow*. The harnessing and proliferation of atomic energy, beam-weapons of the space-age, household robots and a society spearheaded by an attitude of American exceptionalism. The America of 2077 looked very different to our own. Bulky, simplistic computers running on vacuum tubes instead of microchips, cities dominated by vast art-deco architecture and houses with more Robby the Robots than colour televisions.

However, the retrofuture of Fallout didn't only bring the utopian vision of the 50s to its future, it also brought its darkness. The America of the twenty-first century descended into an era of paranoia and mania similar to that the 1950s. The U.S. government became more and more militant and aggressive against real and imagined enemies. Other world powers were often just as bad. As the world's fossil fuel supplies started to dry up and conversions to nuclear power lagged, people became desperate. Red Scare, hysteria and a brutal crushing of dissent characterized the American Dream shortly before the bombs dropped and the world came to an end in the Great War.

The 13 Commonwealths



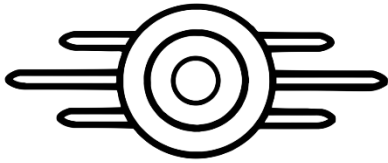
Prior to the Great War, the United States had an intermediate level of government between the state and federal powers. In the early 21st century, the nation was divided into thirteen commonwealths. It was believed that such divisions would help create legislation broad enough to affect states with common concerns, but narrow enough to leave dissimilar states alone. In reality, it created even more strife, as commonwealths

typically did everything, they could to promote their own interests at the expense of other commonwealths. The thirteen commonwealths were:

- Columbia---Washington, D.C., Maryland, Virginia
- East Central---Ohio, Kentucky, Tennessee
- Eastern---West Virginia, Delaware, Pennsylvania, New Jersey, New York
- Four States---Utah, Colorado, Arizona, New Mexico
- Gulf---Louisiana, Mississippi, Alabama, Florida
- Midwest---Wisconsin, Minnesota, Illinois, Indiana, Michigan
- New England---Maine, New Hampshire, Vermont, Massachusetts, Rhode Island, Connecticut
- North---Montana, Wyoming, North Dakota, South Dakota
- Northwest---Northern California, Washington, Oregon, Idaho, Alaska
- Plains---Nebraska, Kansas, Iowa, Missouri, Oklahoma
- Southeast---Georgia, South Carolina, North Carolina
- Southwest---Southern California, Nevada, Hawaii
- Texas---Texas, Arkansas

Though Canada was officially annexed by the USA before the Great War, it was not counted amongst the Commonwealths.

Vault-Tec



In 2054 in light of the Euro-Middle-Eastern conflicts and the scare of the 'New Plague', the United States set Project Safehouse in motion. The project, financed by junk bonds, was designed to create shelters for the populace in the event of a nuclear war or deadly plague. Vault-Tec was the company that rose to the occasion and won the lucrative contract for the construction of these gigantic facilities, called 'Vaults'.

However, despite the vastness of the project and the cutting-edge technology involved, rather than act to save humanity, Vaults were in reality built to test their population as part of the Societal Preservation Program. Only 17 of the Vaults were designed to work properly in preserving humanity as control Vaults. The 105 other Vaults featured a variety of scenarios, ranging from totally benign social experimentation, somewhat annoying to outright lethal. The intention was to gauge how humans acted in these scenarios or experiment with new technologies for the nefarious purposes of the US Government. Some were designed to have residents of radically diverse ideologies in order to sow conflict, others were designed to resolve social problems through gambling and some were meant to open prematurely. On October 23rd 2077, the Vaults sealed, and the government that was meant to monitor them was reduced to ashes.

West-Tek



West-Tek was a major United States defense contractor and research corporation, involved in strategic defense projects of the Department of Defense, most notably power armor and FEV.

FEV (Forced Evolutionary Virus) originated from the Pan-Immunity Virion Project, a project originally dedicated to discovering a cure for the New Plague, was established in September 2073 in response to aggressive use of biochemical weapons by China. In order to combat the newest biological weapons, the decision was made to create a viral defense that would alter uninfected DNA to render it immune to standard viral infection.

However, experimentation resulted in increased size, muscle-density and intelligence amongst test-animals. The project was reorganized as the Forced Evolutionary Virus and then quickly placed under direct and exclusive military supervision at Mariposa Military Base, California in the interests of national security.

The Enclave



One of the only Old-World organizations to survive the Great War, the Enclave was once the shadow government of the United States, made up of both elected officials and corporate lobbyists in nearly equal measure. Members of the Enclave were hardliners who both embraced the idea of a nuclear war and knew that the common man could not survive it. They believed that as long as the *important* people of the United States survived, they could regroup quickly and wipe out communism once and for all. When the bombs fell, The Enclave retreated to a Poseidon Energy Oil Rig in the Pacific Ocean, where they remained for well over a century. In isolation, their supremacist beliefs and warped nationalism only intensified. Once, they were the posed to be the most powerful group the Wasteland had ever seen, but they were shattered by the destruction of their Oil Rig in 2242 before they could act on their sinister plans. Now all that is left are scattered, broken remnants.

Poseidon Energy



Easily the most powerful energy company in the world prior to the Great War, Poseidon Energy had its fingers in virtually all forms of renewable and non-renewable power sources. Though most of the public knew that Poseidon was a huge corporation and didn't particularly trust them, very few people were aware that several companies owned by Poseidon were given lucrative defense contracts by the U.S. government- or rather, by Enclave members working as lobbyists for their contracts. Most of Poseidon's most promising projects never reached their final stages. In their paranoid dreams for a coup against the real U.S. government, the Enclave kept their special toys out of military consciousness until it was too late to actually use them. Now, Poseidon does not exist as a "real" force in the world. However, tech scavengers like the Brotherhood of Steel and Enclave remnants still try in vain to decipher Poseidon technologies and either confiscate them or turn them into working models, respectively

Section 3: The Wasteland



When the bombs fell, it didn't just end the Old World, it created a new one. A map of post-nuclear America would reveal a much different landscape from the world that came before it: far reaching deserts where once stood forests, great tall sand dunes where once stood grassy plains and stretches of charred, twisted metal where once stood cities. The civilization of the Old World is now a long-forgotten memory.

However, it was not, as many predicted, the end of the world. Amongst the mutant ecosystems and radioactive scars of the scorched Earth, humanity persists. The apocalypse was simply a prologue to another bloody chapter of human history.

The Wasteland is a vast place, and much of it remains unexplored. This rulebook focuses thematically on stories set in the American Southwest. However, stories in the Fallout world can be set anywhere, and the rules of this system will still equally apply.

Chapter 2: Character Creation

Section 1: Race



Think about what your character will be like. Your character is your alter ego in the Fallout universe. Will your character be a bookish vault dweller? A prideful Brahmin cart racer? A world-weary merchant? An assassin who can hide in plain sight? A boxing champion? A crooked doctor? A charming Deathclaw hunter? It's a wild wasteland out there, full of opportunities.

Before going any further, the player needs to choose a race. All are human, or were once human, but each have different advantages and disadvantages. Non-human races are usually campaign and region specific; this means that it won't always work with the plot for everyone to play a Super-Mutant.

Each race gains perks at a different rate; this can combine with various traits that effect how fast a character gains perks (see Traits, below). The player will want to note the rate at which his or her character gains perks on the character sheet, in the appropriate section by the experience points box. Some races have innate Radiation immunity and Poison Resistances bonuses. When calculating these secondary statistics add these numbers to the character's base resistances.

Human



Your basic human. Two arms, two legs, two eyes. You and me. Humans gain no bonuses or penalties to their basic statistics. Humans gain a perk every 2 levels.

Human	ST	PE	EN	CH	IN	AG	LK
Minimum	1	1	1	1	1	1	1
Maximum	10	10	10	10	10	10	10

Ghoul



When the bombs hit, a small few people were irrevocably changed. Ghouls are humans who have been exposed to massive amounts of radiation in a sudden burst and were lucky (or unlucky) enough to remain alive, the radiation having altered them at a cellular level. Ghouls enjoy an extremely slow cellular mitosis rate, giving them a massively long lifespan. The radiation also changed their outward appearance, forever marking them as outsiders. Their skin hangs off their bones, sometimes in shreds, and sunken eyes peer out from skulls twisted and burned by radiation, giving these unfortunate people their name. Their skin can be anywhere from pale white to dirt brown in colour, with green and yellow the most common. When they do have hair remaining, it usually does not grow.

Radiation might have twisted their bodies, but for a fortunate few, it did not affect all of their minds, and they are forced to live as misshapen outcasts, fully aware of the society they were once part of, but also aware they can never rejoin it. The ones whose minds weren't spared are known as *Feral Ghouls*. Feral ghouls are mindless and will attack just about anything that moves, except for their own non-feral counterparts who they, despite their lack of intelligence, see as their own kin. Feral ghouls, unfortunately so, give their intelligent counterparts even more prejudice, as some humans see normal ghouls as ticking timebombs. For this reason, many ghouls have formed settlements of their own, or live-in settlements with humans and mutants who do not mind their nature.

Unlike their mythic namesakes (and their feral counterparts) ghouls do not eat human flesh. Ghouls age very slowly, and their lifespan is centuries past when they were exposed to the radiation. Their unnaturally long lifespan does not mean that they can't be killed by other means, however, and ghouls are just as vulnerable to disease, falls, and bullets as everyone else. Ghouls cannot reproduce. Ghouls have an immunity to Radiation and a 40% Poison Resistance bonus. Ghouls gain a perk 1 level later than humans. Luckily, Ghouls can wear any kind of armor that normal humans can wear.

Ghoul	ST	PE	EN	CH	IN	AG	LK
Minimum	1	4	1	1	1	1	1
Maximum	7	12	10	7	12	6	12

Super-Mutant



Super Mutants (or just mutants, as they prefer to call themselves) can be divided into two origin points, First Generation and Second Generation. First Generation Super Mutants are not the product of "natural" after effects from the war, but a race created by one person, an insane, inhuman 'Master' who wanted to create a superior race for the Wasteland. The Master discovered the Forced Evolutionary Virus (FEV) within the ruins of Mariposa Military Base, a discovery which mutated and deformed him beyond recognition. He adapted to this transformation, and began performing experiments on people. Many died before he achieved the desired results. After "dipping" the person in a vat containing the FEV, they would emerge and undergo an intense physiological change. Those whose genetics were "pure" and untainted by generations of background radiation, such as Vault Dwellers, made for the best Super-Mutants. Those with more contaminated DNA resulted in more "imperfect" mutations.

The armies of Super-Mutants were once servants to this Master (although to hear them tell it, the Master was more of a Messiah than a tyrannical madman to them) and his dream to "dip" every human on the planet under the banner of The Unity, but the Master was eventually killed and his mutant army scattered to the Wastes by an itinerant hero.

Second Generation Super-Mutants originate from a large group of Wasteland miners enslaved by an Enclave expedition for the purpose of excavating the ruins of Mariposa Military Base to retrieve any surviving FEV. The miners dug deep into the remains of the base and were immediately exposed to uncontained FEV. With all of the miners being of Wasteland origin, nearly all Second-Generation Mutants suffer from severely lowered intelligence and bouts of mental illness. However, they shared the same physical improvement as their First-Generation brothers and as such overthrew their Enclave slavemasters, setting off freely into the Wastes.

Like ghouls, mutants age very slowly. Mutants are generally huge, potentially reaching 10 feet in height and weighing up to 800 pounds, and come either male or female. Their skin is usually a green colour, and various bunions and growths cover their bodies. They have hair in all the usual places, but it rarely grows and if it does it usually grows slowly (a result of the slowed cellular mitosis from the FEV virus). Super-Mutants are sterile as a result of the FEV dipping process.

Unfortunately, like ghouls, mutants are largely outcast from human society. Many of the First-Generation prefer it this way, looking on human society as diseased or inferior because of the prejudice and corruption that still exist. First-Generation Super Mutants were once part of what they see as an attempt to finally unite humanity and overcome humankind's weaknesses, and many still feel that the Master's Unity was a noble cause. Unfortunately, many societies in the Wasteland still live with the scarred memory of the Unity's attempts at total domination, and the countless that died as a result. Second-Generation Super-Mutants care not for civilization or many high ideals, preferring to live in simplistic roving bands of their fellow mutants. Mutants enjoy an immunity to Radiation and a 20% Poison Resistance bonus, and gain a perk every 4 levels.

They gain an additional 2 hit points per level. Mutants start with an additional 10 HP at creation. Mutants cannot easily use small arms; when using a weapon of such a kind not designed specifically for Super-Mutants, they receive a -15% chance to hit. Mutants cannot wear armor designed for humans; they just don't make it their size. Someone in that vast wasteland might, however.

Super Mutant	ST	PE	EN	CH	IN	AG	LK
Minimum	7	1	5	1	1	5	1
Maximum	12	10	12	6	7	10	10

Section 2: SPECIAL

What makes you
S.P.E.C.I.A.L.

The next thing to determine is your SPECIAL stats. These stats are a measure of your character's natural abilities although they may become modified to an unnatural state. They are Strength, Perception, Endurance, Charisma, Intelligence, Agility and Luck. Each stat and what each modify is explained below. Each stat begins at 5, with additional modifiers depending on your race.

When you first create your character, all SPECIAL stats start at 5 and you are allotted an additional five to spend. When applying points, you are also allowed to subtract any number of them from any SPECIAL stat to add to another SPECIAL stat. Once your character is complete the stats are fixed but be careful as you usually start to experience detrimental effects once your stats drop below 5. No stat can ever drop below 1 and although there may be effects that modify your character's stats above 10, each of your character's base stats can never be higher than 10 with the exception of people wearing Power Armor and Super Mutants, both of whom have the potential for superhuman Strength.

Stat Check: A stat check can occur whenever you attempt something that does not automatically succeed and is also directly tied to one of your SPECIAL stats. For example, if you were trying to walk across a narrow chasm you might have to make an Agility check or if you were trying to play high-stakes roulette you might have to make a Luck checks. To make this check, the player must roll under their relevant SPECIAL stat, rolling at or above is considered failure. Stat checks are a large part of the *Fallout* game and all of your SPECIAL stats will require checks at some point although some may be used much more frequently than others. Some SPECIAL checks are more easy or difficult than others and modifiers may be applied. For example, a somewhat unusually difficult check may receive -1 or an exceptionally difficult check may receive a -4.

Example: You are being held at gunpoint by a crazed Desert Raider. Being out of options, you attempt to charm your way out of it. With a Charisma 6, you make the roll. You rolled a 7, above your Charisma score. This is considered a failure, and the Desert Raider slugs a 10mm round through your skull. You lose.

Strength



Strength (STR) is a measure of your character's raw physical power. This statistic is used in the secondary statistics Carry Capacity, Melee Damage and Hit Points. Strength checks are used for bashing in doors, lifting heavy objects and anything else involving brute, physical strength.

Strength Value	Melee Damage	Carry Capacity
1	+1	13
2	+1	16
3	+1	19
4	+1	22
5	+1	25
6	+1	28
7	+2	31
8	+3	34
9	+4	37
10	+5	40

Modifier to DAM with Unarmed/Melee Weapons: Additional damage added to Melee and Unarmed damage. (Strength - 5, minimum 1)

Carry Capacity: A score broadly representing how much equipment you can hold or fit on your person whilst being able to act unimpeded. Equal to $10 + (\text{STR} \times 3)$

***Weapon Strength Requirements:** All weapons have minimum Strength requirements to wield effectively. Each level of STR beneath the requirement incurs a -20% Penalty

Perception



Perception (PER) is a measure of how quickly and accurately your character sees, hears, or becomes aware of something through the senses. Perceptive characters notice details better, like smells, sounds, and sights that don't fit a *normal* picture. Perceptive characters tend to be able to read another person's reactions, and can even tell when another person is lying. They can also make long-distance shots in combat that no-one else can make. Highly perceptive characters are private investigators or snipers. Characters with low Perception walk about in their own little world. This statistic is used in the Sequence secondary statistic, and in several skills such as Security, First Aid, and Doctor. One of the uses of this statistic is also to determine the maximum distance your character can shoot a ranged weapon effectively. The better the score, the farther you can accurately shoot. A high Perception is imperative for a sniper. Perception is used when there is a little detail the character has a chance of noticing, such as the glisten off the scope of the sniper taking aim at their head.

Perception Value	Range Modifier	Sequence
1	-4	-4
2	-3	-3
3	-2	-2
4	-1	-1
5	+0	+0
6	+1	+1
7	+2	+2
8	+3	+3
9	+4	+4
10	+5	+5

Range Modifier: The amount of hexes added or subtracted from the base range of your weapon.

Sequence Modifier: The order of attack during combat.

Endurance



ENDURANCE (EN) is a measure of the body's constitution and overall health. Characters with a high Endurance have great immune systems, good cardiovascular fitness, and can outrun and outswim others. Characters with high Endurance can swim across Lake Michigan. Characters with low Endurance can drown in the kiddie pool. The Hit Point, Recovery Rate, Poison Resistance, and Radiation Resistance statistics are based on Endurance. Endurance is used to determine if burst hits knock characters down, or even unconscious. Endurance checks determine things like whether your character can hang on to that rope over a canyon, or can resist the deadly cloud of bacteria that renegade scientist just sprayed in his or her face.

Endurance Value	Rad Resistance	Poison Resistance	HP/Level
1	2%	5%	2
2	4%	10%	3
3	6%	15%	3
4	8%	20%	4
5	10%	25%	4
6	12%	30%	5
7	14%	35%	5
8	16%	40%	6
9	18%	45%	6
10	20%	50%	7

Health Points: Base HP = 15 + Strength + (2 x Endurance)
 HP Per Level = Endurance/2 (rounded down) +2

E.G a Vault Dweller with 5 Strength and 5 Endurance has 30 Base HP, and receives an additional 4 HP

Recovery Rate: Number of HP healed per 3 days, and the amount of Fatigue removed per round of Unarmed combat. Equal to Endurance/2, minimum of 1.

Charisma



Charisma (CHAR) is how attractive your character is, and how adept they are at knowing exactly what to say and do in social situations. Beauty as well as grace and leadership ability contribute to Charisma. A Charismatic character will be the leader of the pack, and everyone will follow his or her orders. John F. Kennedy was charismatic; Dan Quayle was not. No secondary statistics are based on Charisma barring your Follower Limit. It heavily influences Barter, Persuasion and Deception skills. It also influences the morale of your followers. Rolls against Charisma are made when a character is attempting to act as a leader or socialite.

Charisma Value	Number of Followers
1	0
2	1
3	1
4	2
5	2
6	3
7	3
8	4
9	4
10	5

Number of NPC Followers: The amount of people in the Wasteland who will join the party whether as part of a roving band or in building a stronghold. The party must add their Charisma scores together collectively, and then divide this number by 4 to discover the amount of people who will willingly follow them. ($\text{CHAR}/4 = \text{Follower Count}$). If you are building a stronghold, the amount of potential townsfolk is equal to the collective party Charisma, doubled.

Low Charisma: Below average Charisma has some detrimental effects. Your conversations will be more stilted and awkward. NPCs will want to avoid speaking with you and may ignore you entirely. Characters with Charisma at 3 or lower will receive disadvantage on all social skill rolls.

Intelligence



Intelligence (INT) is a character's higher reasoning power. Characters with high intelligence have better memories and are better at solving problems than people with low intelligence. Albert Einstein, Napoleon, and Alexander the Great had high intelligence. General Custer, Forrest Gump, and the guy in "Sling Blade" did not. No secondary statistics are based on intelligence. Numerous skills use it for their base values, however. Intelligence also determines the number of skill points your character gains each level. Intelligence checks are made when characters are attempting to guess a password or determine the sequence of electric charges running through the pattern on the floor.

Intelligence Value	Skill Points Per Level
1	11
2	12
3	13
4	14
5	15
6	16
7	17
8	18
9	19
10	20

Modifier to Skill Points Per Level: Your skill points per level is equivalent to $10 + INT$

***Low Intelligence Detriments:** With an INT of 2 or lower your character cannot read or write beyond a few words.

Agility



AGILITY (AG) measures the speed of a character's reactions. More or less, Agility describes how quickly an impulse is received by the brain, is encoded into the appropriate message, travels through the Central Nervous System, and reaches the character's arm, which appropriately jerks out of the way right before a bullet hits it. Characters with high Agility are jugglers and acrobats. Characters with low Agility dance with two left feet. This statistic is the basis for the Armor Class and Action Point secondary statistic. It modifies the greatest number of skills as well, especially combat skills. Agility checks are made when your character dodges a poison dart trap or attempts to jerk his arm out of the sewer before a mutated rat bites it off.

Agility Value	Naked Armor Class	Action Points
1	1	5
2	2	6
3	3	6
4	4	7
5	5	7
6	6	8
7	7	8
8	8	9
9	9	9
10	10	10

Armor Class (AC): Your Agility dictates your natural Armor Class without armor. Armor Class determines how easy, or hard it is to attack you on a percentile basis.

Action Points (AP): The number of actions that the character can take during one combat turn. $5+AG/2$ (rounded down) e.g 5 AG = 7 AP

Luck



LUCK (LK), perhaps the most ambiguous statistic, Luck is everything and nothing. Characters with a high amount of Luck just tend to have things go their way, and characters with a low amount of Luck always seem to be standing under the scaffolding just when someone drops that brick. Luck directly affects the Critical Chance secondary statistic as well as influences damage dealt by said critical and Death Saves. Luck checks are made at the Overseer's discretion; Luck rolls can determine if, when your character is out of ammo and lying half-unconscious on the ground, he happens to find that loaded shotgun lying concealed and forgotten in the dust.

Luck Value	Survival Chance	Critical Chance
1	5%	1%
2	10%	2%
3	15%	3%
4	20%	4%
5	25%	5%
6	30%	6%
7	35%	7%
8	40%	8%
9	45%	9%
10	50%	10%

Instant Death Save: When hit points are reduced to zero, a character must make Death Saves. Subtract Survival Chance from 100 and roll 1d100, if the result is at or below the Survival Chance, it is a success. If this fails three times, the character dies. If this succeeds three times, they are rendered comatose or unconscious instead (Contextual). In cases of "High Lethality", you will only make one of these saves (i.e. falling off a bridge)

Critical Chance: Your Critical Chance is the same as your luck score. Critical Fail is $90 + \text{Luck}$ on any d100 roll e.g a Vault Dweller with 3 Luck scores a Critical when he rolls a 3 or below, and suffers a Critical Failure when he rolls 93 or above

Section 3: Skills



Skills are learned abilities of your character. The skill level shows how good your character is at that specific skill. There are a large variety of different skills in the game and they can be increased by gaining skill points from levelling up or reading educational material. Skills, when rolled, can critically hit, if number of the dice is equal or under to the character's Luck statistic. A dice roll will normally critically fail if the number is equal the character's Critical Failure chance or up.

Tag Skills: Every character gets three tag skills to start out with. These skills could best be described as the character's *gifted* areas, or areas of study in their youth and in life. Every character must take only three tag skills, unless they get an extra tag skill due to a trait or a perk. Each tagged skill gains an increase to its base value by 20 points.

Skill Advancement: $10 + \text{Intelligence} = \text{Skill Points per Level}$ e.g A Vault Dweller with 7 Intelligence has 17 Skill Points per level.

Skill Threshold: When a Skill reaches 50%, it will then cost **two points** to raise one Skill level. **This is ignored by Tag Skills**, which continue to advance as normal.

Skill Checks: Skill checks are used whenever you take an action relating to one of your skills. To make a skill check, you must roll a 1d100 (AKA 2d10). If your roll is at or below your level in the relevant skill, it is a successful skill check. If it is above, it is a failed skill check.

Not all skill-related actions are of equal difficulty, hacking into a barkeep's personal battery powered terminal isn't as difficult as cracking ICBM codes in an Old-World US Army Base. To reflect this, difficulty modifiers may be applied.

Skill Check Difficulty Modifier Table

Hard = -25%

Very Hard = -50%

Nearly Impossible = -75%

Skill List:

Small Guns



Small Guns determines your knowledge and effectiveness with conventional firearms, such as shotguns, submachine guns, handguns and semi-automatic rifles. This skill also governs your knowledge of gunsmithing and ammunition reloading.

The starting Small Guns skill is equal to: $(5 + \text{Perception} \times 3)$

Big Guns



Big Guns determines your knowledge and effectiveness with unconventional, exotic or otherwise 'Military Grade' weapons. At lower levels this covers weapons like Grenade Pistols, Industrial Rivet Guns or Super-Blowtorches. At higher levels this covers Rocket Launchers, Mortars, Miniguns and Flamers. Most Big Guns have high Strength requirements.

The starting Big Guns skill is equal to: $(5 + \text{Strength} + \text{Perception})$

Energy Weapons



Energy Weapons determines your knowledge and effectiveness with energy-based weaponry. Space-Age Energy Weapons were just coming into actual warfare before the world ended and as such aren't hugely common. Energy Weapons deal a separate damage type to all other kinds.

The starting Energy Weapons skill is equal to: (Perception + Intelligence)

Throwing



Throwing covers muscle-propelled ranged weapons, such as boomerangs, tomahawks, spears, sticks of dynamite and grenades. Throwing allows for the possibility of a ranged option with reusable ammunition - if you can get it back that is.

The starting Throwing skill is equal to: (Strength + Agility x 2)

Melee Weapons



Melee Weapons determines your effectiveness with melee weapons, from the simple knife all the way up to the high-tech super sledge. Knives, bats and spears are widely used by raiders and tribals alike, particularly in regions where ammunition isn't being manufactured. Basically, any weapon used to bash, bludgeon, stab and slash is a melee weapon. There are odd curiosities that use ammunition or fuel, but as they're mainly used to bash, they're still melee, baby.

The starting Melee Weapons skill is equal to: $(10 + \text{Strength} + \text{Agility})$

Unarmed



Unarmed determines your effectiveness at beating people up with your fists and feet, from boxing to brawling to the martial arts. Unarmed fighters need no weapon, they are the weapon. Unarmed combatants deal less raw damage than Melee fighters, but have an entire roster of unique moves and chain-combos to give them extreme versatility and the ability to take on numerous enemies at once. Unarmed fighters also become naturally more powerful with higher Skill levels and experience.

The starting Unarmed skill is equal to: $(10 + \text{Strength} + \text{Agility})$

Sleight



Sleight determines your effectiveness at social stealth, fast fingerwork intended to deceive, manipulate or steal. It covers actions such as pickpocketing, planting an object on somebody's person, concealing something on your own person, poisoning someone's drink in public or cheating at gambling. In certain contexts, rolling Sneak can grant advantage on Sleight.

The starting Sleight skill is equal to: $(5 + \text{Intelligence} + \text{Agility})$

Sneak



Sneak is physical stealth, the skill of being able to move quietly or out of sight. When you are sneaking, other people will be less likely to notice you at a distance. If you get too close to a dangerous creature, no matter how good your sneaking is, they will notice you. Of course, whether someone notices you, or not, is based on what direction they're facing, the amount of light in the area, your cover, and a helluva lotta luck. Such is the life of a thief. When sneaking your stance has to be very quiet, therefore every movement action costs twice as much.

The starting Sneak skill is equal to: $(5 + \text{Agility} \times 3)$

Security



Security covers the technical side of stealth. It governs your ability to access various non-computer-based security systems, lockpick, as well as the detection, crafting, setting and disarming of a variety of traps. This includes anything from tripwires, to bear-traps, to landmines.

The starting Security skill is equal to: (5 + Perception + Agility)

Survival



This is the skill of living in the Wasteland. It governs your knowledge of outdoor living and survival in hostile environments. Basically, what they teach in Boy Scouts and Girl Scouts, modified for the post-nuclear world. It also represents how well versed you are in the local history and culture of a region. Survival has many uses, from finding food and water in the middle of a vast wasteland to skinning a Gecko, crafting tribal recipes at a campfire, navigating through canyonlands, tracking critters or knowing what the hell those tribal warning charms actually mean. It's always good to have someone in the party who's a survivalist.

The starting Survival skill is equal to: (5 + Endurance + Intelligence)

First Aid



First Aid is the skill of being a field medic. You will be able to heal minor wounds and injuries with this skill, on yourself or others.

The starting First Aid skill is equal to: $(5 + \text{Perception} + \text{Intelligence})$

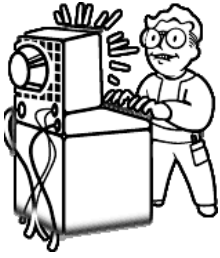
Doctor



This skill governs professional medical knowledge and a slower, more advanced form of healing. You can heal serious damage, crippled limbs, poisoning, irradiation and bring patients back from the verge of death.

The starting Doctor skill is equal to: $(\text{Perception} + \text{Intelligence})$

Computer Science



Computer Science covers knowledge, expertise and operation with "high-technology" whether it be computer terminals, communications systems or robotics. In rural parts of the Wasteland computers can be very rare, but having someone who can shut down an automated security system or build a heavily armed robot might be very useful.

The starting Computer Science skill is equal to: (5 + Intelligence + Intelligence)

Lab Science



Lab Science refers to your character's general knowledge and understanding of academic scientific concepts such as chemistry or physics. It offers practical applications in that it is used to craft medicine, drugs and poisons. Similarly, it is also used to determine the effectiveness of certain unknown poisons, scientific mysteries and weird plants one might find.

The starting Lab Science skill is equal to: (5 + Intelligence + Intelligence)

Repair



Repair is the general knowledge of being a mechanic and the practical application of being a handyman. As things are constantly breaking in the wastes, and there aren't customer service hotlines anymore, a person with a high Repair skill is always good to have around. Repair covers most forms of crafting items as well as fixing and building all manner of mechanical things, from guns to vehicles, and can also be used to intentionally sabotage or disable mechanical things.

The starting Repair skill is equal to: $(5 + \text{Perception} + \text{Intelligence})$

Prospecting



The general knowledge and skill related to prospecting (read: looting) Old World ruins. Those with high Prospecting skill will be able to find items of value all over the Wasteland, knowing just where to look and what to look for. Similarly, Prospecting allows you to be familiar with the tools of the salvage trade and earn a real living picking through junk and disassembling salvage for valuable components. It also governs basic passing knowledge of the Old World before the bombs.

The starting Prospecting skill is equal to: $(5 + \text{Perception} + \text{Luck})$

Pilot



The skill of operating various kinds of motor vehicles, from cars to big-rigs to vertibirds. Though vehicles are very rare in the Wasteland, it might pay off to know how to handle one if they come along. Characters with high pilot skills can take vehicles places that other characters couldn't, and just might avoid crashing that Chrysler Highwayman in a high-speed chase.

The starting Pilot skill is equal to: $(2 \times \text{Perception} + \text{Agility})$

Barter



The skill of trading and talking cash. In the post-nuclear world, currency is not always commonly used, but for the most part some kind of replacement for pre-war money is used. Barter will allow you to get more for less when trading for equipment, weapons and other types of items. A high Barter skill can get you better value for your money, hash out the details of a trade deal or convince your employer to double your pay.

The starting Barter skill is equal to: $(\text{Charisma} \times 4)$

Persuasion



The skill of solid argument. This skill covers making sound arguments and convincing others to act in your interest whilst generally acting in good-faith. Friendly diplomacy, subtle manipulation or even outright intimidation with the right backing. Charisma may be used to inspire, lead or socialize, Persuasion is used to convince others that your position is correct.

The starting Persuasion skill is equal to: $(5 + \text{Charisma} \times 4)$

Deception



The other half of the silver-tongue. This skill covers bluffing, misleading or outright lying to convince others of total falsehoods. It is also used when pretending to be another person or determining your ability to infiltrate a group with a disguise.

The starting Persuasion skill is equal to: $(5 + \text{Charisma} \times 4)$

Section 4: Traits



Traits are an optional part of the character creation process. They simply describe an aspect of the character's personality or physical description, and permanently affect things like Skills, Primary Statistics, and Secondary Statistics. Some traits are not available to every race. A character can pick two traits, one trait, or no traits at all. A character can never have more than two traits.

Fast Metabolism

Your metabolic rate is twice normal. This means that you are much less resistant to radiation and poison, but your body heals faster. You get a 2 point bonus to Recovery Rate but your Radiation and Poison Resistance start at 0%. Only Humans can choose this trait.

Bruiser

A little slower, but a little bigger. You may not hit as quickly, but they will feel it when you do! Gain +4 to Melee Damage, but all HtH attacks cost an additional AP.

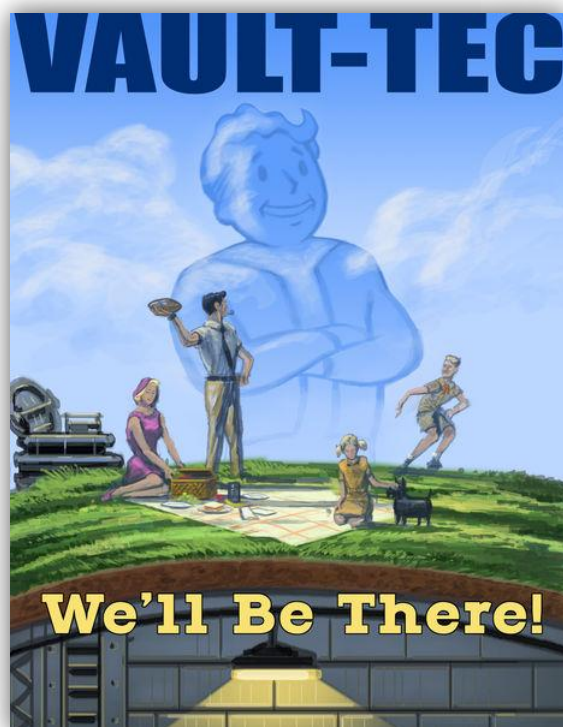
Small Frame

You are not quite as big as everyone else, but that never slowed you down. You can't carry as much, but you are more agile. You get a 2-point bonus to Agility, but your Carry Capacity is only equal to $5 + (\text{STR} \times 2)$

Cannot be taken with Bruiser.

One Hander

One of your hands is very dominant. You excel with single-handed weapons, but two-handed weapons cause a problem. You have a 40% penalty to hit with twohanded weapons, but get a 20% bonus to hit with weapons that only require one hand.

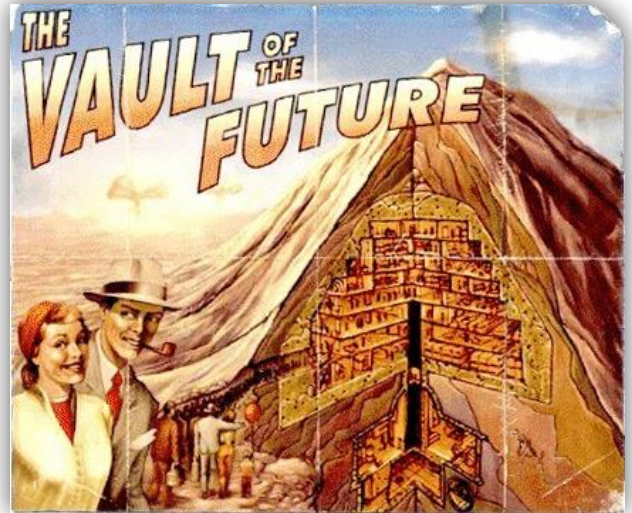


Kamikaze

You move hard, and fast. By not paying attention to any threats, You have +2 free hexes of movement but your reckless nature in combat means that your Armor Class is reduced by 10.

Fast Shot

You don't have time for a targeted attack, because you attack faster than normal people. It costs you one less action point to use a weapon. You cannot perform targeted shots, Note that the Fast Shot trait has no effect on HtH or Melee attacks.

**Trigger Discipline**

While using any ranged weapons you gain a +5% chance to hit (+15% for Targeted Shots) but taking your time to aim means all attacks with ranged weapons use 1 more AP than normal. This doesn't affect throwing weapons. Cannot be taken with Fast Shot

Bloody Mess

By some strange twist of fate, people around you die violently. You always see the worst way a person can die. You deal +5 Damage against all enemies, But you receive +5 Damage from all of their attacks.

Jinxed

The good thing is that your opponents Experience more critical failures in combat. The bad thing is: so do you! Critical Failure chance increased by 10% for both the character and those attacking the character who chose this trait.

Built to Destroy

The flamethrower that burns twice as bright also burns half as long. You receive +5% to Critical Chance, but also a +5% to Critical Failure. Due to your lifestyle, you also only gain END/2 HP per level.

Good Natured

You studied less-combative skills as you were growing up. Your combat skills start at a lower level, but other skills are substantially improved. First Aid, Doctor and Lab Science receive a +15% bonus, however all combat skills receive a -10% penalty. This is a one-time bonus.

Claustrophobia

You have a fear of enclosed spaces, probably because of the mutants that live there. All SPECIAL statistics for the sake of checks are increased +2 while outdoors, and penalized -2 indoors.

Chem Reliant

You are more easily addicted to chems.

Your chance to be addicted (and the effects of your addiction) is twice normal, but you receive double the benefit.

Night Person

As a night-time person, you are more awake when the sun goes down. You receive an advantage on all checks during the night, but a disadvantage on all checks during the day.

Skilled

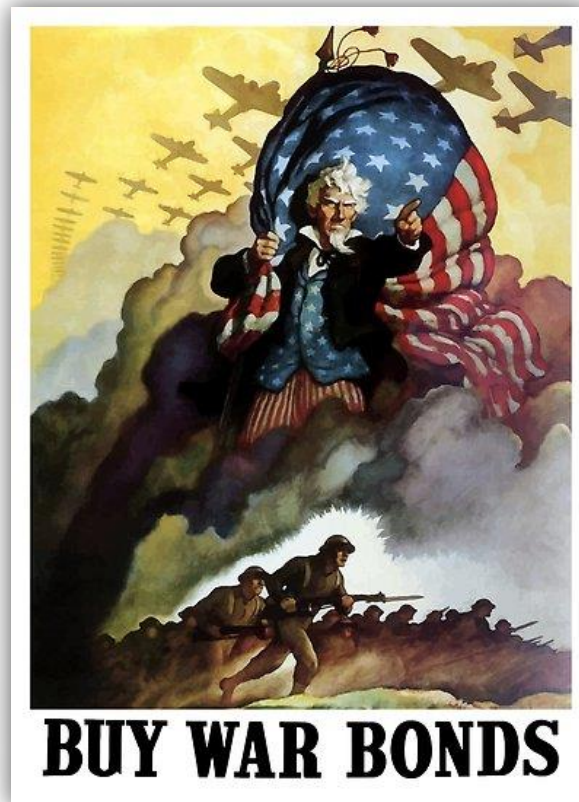
You spend more time improving your skills than a normal person, to compensate for having less innate potential. You gain +5% to all Skills at creation and gain +5 extra skill points when you level, the trade-off is that it takes you an extra level to gain a perk. You cannot take this with Gifted.

Gifted

You have more innate abilities than most, so you don't spend as much time honing your skills. You gain an additional 5 SPECIAL points to allocate, but you receive a -10% to all Skills at creation And you receive 5 less Skill Points per level.

One In A Million

You're not particularly lucky, but when lightning strikes, it strikes hard! Whenever you critically hit, a second check is made at five times the base chance to see if it actually happens. If it does, the result on the Critical Table is boosted +30 points in severity.



Tech Wizard

You spent your formative years hunched over a bench learning all about the way things work. The trouble is that you've ruined your eyes! You get a +10% bonus to Computer Science, Repair, and Security skills, but you lose 2 Perception.

Red Scare

Communists around every corner! Your paranoia has left you with +2 to Perception Checks, but your perpetual need to check your environment and unwillingness to turn your back means that you have a -5% Penalty to hit during Combat

Loose Cannon

You throw fast, not long. Thanks to your speedy arm, throwing weapons cost 1 less AP, but their throwing range is reduced to half of its total.

Old School (Ghouls Only)

You've been around for so long; you were getting old before the Great War. Surviving multiple lifetimes have left you with plenty of experience and knowledge, but your body is in an advanced state of decay. Gain an additional Tag Skill and 10% to all Skills at creation, and an additional +3 Skill Points per level, but all AP costs for Movement are doubled. Cannot be taken with Skilled.

Fear the Reaper (Ghouls Only)

You have cheated death! You gain a +1 to Luck and receive perks as if you were a human, but you are now on death's short list. When you reach 0 HP, you die instantly without any death saves.

Vat Skin (Super Mutants Only)

Perhaps you were dipped for too long in the FEV vats, or maybe you just have a freak genetic code. Either way, your skin is more rubbery thick than your Super-Mutant comrades, but has left you feeling more restricted in your movement. +4 to DT, all movement costs an additional AP

Ham Fisted (Super Mutants Only)

Genetic engineering has endowed you with huge hands. Grants Unarmed as a free Tag Skill, -10% First Aid, -10% Doctor, -10% Computer Science -10% Security, -10% Lab Science, -10% Repair



Chapter 3: Perks



Perks are gained every few levels, and represent knowledge acquired travelling through the Wasteland or through quirk of their character.

Name	Level Req.	Stat Req.	Ranks	Benefit
Awareness	2	PER 5	1	You can see more detail of an NPC upon inspection in combat. AC, DT, Weapon + Ammo and HP
Cautious Nature	2	PER 6	1	Roll Sequence twice when combat starts, and take the best result
Gossip Merchant	2	CHR 6	1	If you stay a night in a town, you'll pick up on all the big rumours circulating
Comprehension	2	INT 6	1	50% more Skill Points earned from Skill Books and 10 more Skill Points added with Skill Magazines
Bonus HtH Damage	2	STR 6 AGL 6	3	+2 to Melee Damage
Action Hero	2	AGL 3	3	Gain +1 Action Point
Earlier Sequence	2	PER 6	1	+2 to Sequence
Healer	2	PER 7 IN 5, AGL 6, First Aid 40%	2	Additional 1d4 Hit Points healed when using First Aid or Doctor on a patient for each rank taken
Better Healing	2	END 6	1	+2 Hit Points when being healed
Friend of the Night	2	PER 6, Sneak 30%	1	Disadvantage removed in darkness
Quick Pockets	2	AGL 5	1	Accessing inventory only costs 2 Action Points
Quick Recovery	2	END 4	1	Recovery Rate +2
Smooth Talker	2	INT 4	1	+1 to Charisma when trying to seduce or charm
Stonewall	2	END 6 STR 6	1	Cannot be knocked down in combat.
Strong Back	2	STR 6 END 6	3	Carry Capacity + 5
Survivalist	2	INT 6, END 6, Survival 40%	1	No longer have to make heat-stroke or hypothermia checks whilst travelling in extreme temperatures. Can last an additional day without penalty with no water or food

Toughness	2	END 6, LCK 6 Humans and Ghouls Only	1	+2 to Damage Threshold
Disengage!	2	AGL 7	1	You do not experience attacks of opportunity in melee combat
Boot-Licker	2	INT 4, CHR 6	1	Advantage on all social rolls when dealing with authority figures
Drunken Master	2	Unarmed 60%	1	+20% to Unarmed when drunk on alcohol
Rad Child	2	END 6, Ghoul	1	+10 to all healing when in an area that gives off radiation.
Rapid Reload	2	Agility 5,	1	Reloading costs half Action Points
Ayyyyyyyy!	2	Security 50% Luck 6	1	After a failed lockpick attempt, loudly slamming the lock grants an additional Security Skill Check
Local Guide	2	Survival 60%, INT 6	1	You are able to understand and translate any tribal language with ease
Stat!	2	Doctor 75% First Aid 50%	1	First Aid and Doctor cost 4 AP
Bonus Move	2	AGL 7	2	+2 AP that can be used for movement only
Dead Man's Hand	4	END 7	1	When you reach 0 HP, you receive a free opportunity to attack the enemy that put you down with the resulting damage doubled.
Fortune Finder	4	LCK 8, Prospecting 80%	2	Rank 1: Double the amount of ammunition found in looting Rank 2: Double the amount of money found when looting
Junk Merchant	4	Prospecting 80% Barter 80%	1	Junk Items and Components are sold for 3x the price
Friends Like These	4	CHR 7	1	When approaching major settlements for the first time, roll against CHR to see if you have a contact there. The Overseer decides the nature of the connection and how up to date you are with their life. Overseer discretion.
Hunter	4	Survival 70%	1	Critical Damage doubled against animals and mutated animals. Additionally, harvested animal hides sell for twice the price.
Fox	4	Sneak 60%	1	+20% to Sneak whilst in darkness
Heave Ho!	4	STR < 9	1	+2 to Strength for determining Throwing range
Bonus Ranged Damage	4	AGL 6, PER 7	2	+2 to Ranged Damage
Educated	4	INT 6	3	+2 Skill Points Per Level
Flexible	4	Sneak 60%	1	It costs 1AP to change stance in combat. It costs 2AP to go from prone to standing.
Duck and Cover!	4	AGL 6	1	All Explosive damage halved when you are in cover, prone or knocked down

Tribal Wisdom	4	Survival 70%	1	+25% Poison Resistance +2 DT Against Mutated Animals, Insects and normal Animals
Tunnel Rat	4	AGL 6 Sneak 60%	1	Moving whilst prone or crouched costs normal AP
Rad Resistance	4	END 6 INT 4	1	Radiation Resistance increased by 50%
Bounce Back	4	AGL 5	1	Getting up from knockdown costs 1 AP
Empathy	4	PER 7 INT 5	1	You are warned whenever something you say will be taken poorly, and Crit Fails in dialogue are nullified.
Cunning Bastard	4	Sneak 80%	1	2 x INT added to damage when performing a Sneak Attack
Snake Eater	4	END 3	1	+25% Poison Resistance +3 AGL when climbing
Sharpshooter	4	PER 8	1	Advantage on Targeted Shots
Blaster Master	4	Small Guns 80%	1	Shotguns deal full damage during Flush
Bulk Trader	4	CHR 6 Barter 80% Prospecting 45%	1	Pay less and sell for more when bartering bulk salvage items
Nerd Rage!	4	INT 5 Computer or Lab Science 65%	1	STR increased to 10 during combat when below 25% of Health
Demolitions Expert	4	Security 45% Repair 45%	1	Allows for crafting of explosive devices
Authority	6	CHR 8 Persuasion 100%	1	Make a Charisma Check against an NPC, if it succeeds then the NPC must oblige to complete a single request as long as it is not suicidal, totally out of character or the NPC is an authority to you.
Twist of Fate	6	Luck 7	1	Once per session, re-roll a check. The second roll MUST be accepted.
Weapons Handling	6	AGL 5	1	+3 Strength for the sake of weapon requirements
Boxer	6	Unarmed 100%	1	All Unarmed attacks use fists
More Criticals	6	Luck 6	2	+3% to Critical Chance
The Professional	6	Sneak 70%	1	Damage further doubled on Sneak Attacks with handguns
Terrifying Presence	6	CHR 8 STR 6	1	Once per session you can roll Charisma when facing down an enemy, upon success they will be forced to make a morale check
Magnetic Personality	6	CHR 8	2	+5 NPC Followers
Pack Rat	6	Survival 70	1	All Capacity thresholds for light items are doubled
In Shining Armor	6	Repair 20% Lab Science 70%	1	When wearing Metal Armor gain +10 Energy DT

Nuka Chemist	6	Lab Science 90%	1	Nuka-Cola is craftable
Light Step	6	AGL 5 LCK 5	1	50% chance that a triggered trap won't function.
Armor is for Cowards!	6	END 10	1	If you aren't wearing any armor, once per day you can declare "Armor is for cowards!" and take only half damage from a hit.
Better Criticals	6	PE 6 AG 4 LCK 7	1	+20% on the Critical Table
Ferocious Loyalty	6	CHR 10	1	When under $\frac{1}{2}$ HP due to enemy attacks, other party members gain +3 DT
Concentrated Fire	6	PER 7	1	+20% on Burst Dice
Vigilant Recycler	6	Repair 100% Prospecting 100%	1	Disassembly grants full components rather than half.
Silent Death	6	AGL 10 Sneak 80% Unarmed 80%	1	Removes need for initiating Sneak check on Melee Sneak Attacks
Dodger	6	AGL 6	1	+5 to Armor Class
And Stay Back!	6	Small Guns 100%	2	Rank 1: Shotguns have a 15% chance to Knockdown Rank 2: Additional +15% Knockdown chance
Heavyweight	6	STR 7	1	Weapons with weight over 10lbs has their weight halved
Pyromaniac	6	Big Guns 75%	1	+5% Critical Chance and +5 Damage to all flame weapons. Deaths by fire are more dramatic.
Mysterious Stranger	6	LCK 7	1	Chance of receiving help from a mysterious yet legendary figure, in and out of combat
Shotgun Surgeon	6	Small Guns 80%	1	Shotguns gain advantage on Targeted Shots, and negate 4 DT
Entomologist	8	INT 4 Survival 80%	1	+8 Damage against Mutant Insects
Mad Bomber	8	Security 100% Demolitions Expert Perk	1	Set explosives deal double damage
Dual Master	8	Small Guns 80% Or Melee Weapons 80% AGL 8	3	Each Rank of this Perk reduces Dual Wielding penalty by 20%
Well Connected	8	Charisma 8	1	If you have stayed in a not-entirely hostile location for over a week, you have built a web of contacts that are willing

				to do favours for you once per day
Retainer	8	Small Guns 80% AGL 7	1	Retain Aim boost whilst moving
Plasma Spaz!	8	Energy Weapons 70% INT 6	1	AP cost for Plasma Weapons reduced by 1
Disintegrator	8	Energy Weapons 70% INT 6	1	+5 Damage to Laser Weapons Laser Weapons deal 1.5x Crit damage on top of any other bonuses
Good Vibrations	10	Energy Weapons 100%	1	When enemies die on critical hit with a Plasma weapon, they violently explode in 1d20 damage with 1 Hex Radius
Cowboy	10	Small Guns 80% Survival 45%	2	Rank 1: +10% Aim Bonus with "Cowboy" Weapons +2 Damage with "Cowboy" Weapons Rank 2: Additional +3 Damage with Cowboy Weapons
Flower Child	10	END 6	1	Addiction Chance Halved, Withdrawal Penalty Halved
Fight the Power!	10	No positive reputation with or members of the faction in the party	1	+8 Damage against NCR, Legion, Brotherhood of Steel or any "Governmental" forces
Sneering Imperialist	10	No Tribals in the Party	1	+8 Damage against Tribals (Not counting Raiders)
It Was Called Retirement	10	No Robots in the Party	1	+8 Damage against Robots
Eye for an Eye	12	N/A	1	+10% damage for each crippled body part
Thought You Died	12	1 Idolized Reputation 1 Vilified Reputation	1	All reputation reset. People think you died a while back.
Vault 13's Revenge	12	All SPECIAL 5 or above	1	+13% Critical Chance against Super Mutants and Enclave If wearing an Armored Vault Suit, gain an additional +10% Critical Chance
Living Anatomy	12	Doctor 100%	1	+5 Damage to biological creatures, extra Limb Die on targeted shots

HtH Evade	12	Unarmed 75%	1	Unused AP in a turn + 1/12 th Unarmed Skill added to AC at turn end
In Your Face!	12	AGL 6, Melee Weapons 80%	1	Enemies receive -10% to hit with Ranged Weapons if you are within 1 Hex of them, and cannot make targeted shots, must be engaged in melee combat
Intense Training	12		1	+1 to a SPECIAL Stat of your choosing
Lifegiver	12	Endurance 6	2	+5 HP
Tag!	12			Gain an additional Tag Skill
Grim Reaper's Sprint	14	Luck 8	1	After you kill something, you receive an additional 4 AP on that turn (Does not stack)
Apt Shot	14	STR 5 AGL 8	1	Targeted Shots are available whilst dual wielding
Team Player	14	CHR 10	1	Party receives +15% Skill Check bonus when within ten hexes of you outside of combat
Big Iron!	14	Small Guns 100% AGL 6 PER 7 Survival 80%	1	Allows Hip Fire for "Cowboy" revolver weapons When in a duel, you always draw first.
Bonus HtH Attacks	14	AGL 6	1	HtH Attacks cost 1 AP Less
Bonus Rate of Fire	14	PER 6 INT 6 AGL 7	1	Ranged Attacks cost 1 AP Less
Shock and Awe	14	AGL 10 STR 10 Melee Weapons 100%	1	Enemy still receives Melee Damage bonus on a miss
Light Touch	16	Agility 6 Repair 45% Sneak 45%		Whilst wearing lighter armor, you receive a +5% to Critical Chance and your enemies receive +5% to Critical Failure
Old World Blues	18	Int 7 Prospecting 100%	1	Difficulty penalties on any check regarding Old World technology removed
Sniper	18	PER 8 AGL 8 Small Guns 100%	1	Player rolls against Luck. On success hit is upgraded to a critical
Slayer	18	STR 8 END 8 Melee Weapons 100%	1	Player rolls against Luck, on success the hit is upgraded to a critical
Monk	18	STR 8 AGL 8 Unarmed 100%	1	Player rolls against Luck, on success the hit is upgraded to a critical

Chapter 4: Combat

Section 1: Basics



The Purpose of Combat

Combat officially begins when one (N)PC, decides that enough is enough and they attack someone or something. Sometimes attacks can be made on inanimate objects, such as doors, and in this case combat procedure is not necessary, unless combat is going on around the character trying to break the door, or attacking the door causes someone to go hostile. Combat is not always the last solution as dead bodies can do more than stink. Combat is a tool that can get you out of trouble, or into more trouble, based on the choices the players make.

Sequence

Regardless of who begins combat, all participants must roll a 1d20 and add their Sequence modifier to the result. This determines the turn order for the duration of the combat. Each combatant receives one turn in the sequence, which cycles from highest to lowest until combat ends. Combat ends when all aggressive targets surrender, are killed, have fled or are unconscious.

Attacking

To make an attack, you must roll the associated weapon skill using a 1d100. When rolling a for anything, you are trying to get a result **at or below** your effective skill level. For almost every case, rolling closer to 0 is better. If you were to roll from 1 to your Critical Chance statistic, you'll score a critical. If you roll equal, or higher, to your Critical Failure.

Example: A Vault Dweller is attempting to fill a Desert Raider with lead. His Small Guns skill is 80 and he rolls a 60. Since this result is under his skill, which was 80, he scores a successful hit.





Importantly, **Modifiers** are added as to get the final result on a roll. **At minimum the AC modifier must be taken into account, as well as Critical Success or Failure when relevant.** Environmental and Cover Modifiers appear, but aren't a requirement.

Example: A Desert Raider with 50% Guns attacks a Vault Dweller wearing Leather armor with 15 AC, this means the Desert Raider's chance to hit is now 35%. He rolls a 28, and succeeds, landing a shot on the Vault Dweller.

Armor Class (AC): How hard you are to hit, subtracted from an attacker's hit chance. It represents broad ideas of armor, and could mean a shot blocked by cover, a swing avoided by evasive manoeuvres or a blast harmlessly absorbed by space-age alloy.

Damage Threshold (DT): is the stopping power of your armor. It is a flat subtraction that damage must pass before it can be taken. If the damage total is equal to or less than that of the DT, no damage is taken.

Damage Resistance (DR): Found only among the space-age alloys of Power Armor and the most advanced Robots. Armored foes with Damage Resistance negate half of any damage dealt to them, in addition to their damage threshold.

Example: A Vault Dweller is hit for 20 damage, but is wearing Leather Armor with 4 DT. Therefore, the Vault Dweller receives 16 Damage.

Section 2: Actions and Movement



Action Points and the Turn

During combat, each player's turn is broken down using Action Points. Each character has a limited amount of Action Points. $(5+AGL/2, \text{ rounded down})$.

Basic Movement

Movement includes moving closer to a target, moving behind a tree or other cover, or bravely fleeing. Moving one hex in combat costs 1 Action Point. Characters cannot occupy the same hex as another living character, or large inanimate objects. Terrain can have an effect on movement.

Taking Actions

Every possible action during combat uses a set amount of AP, determined by the weapon or item used and the complexity of the action, such as making a targeted shot instead of a regular shot or burst fire. Some perks reduce the cost of specific actions and allow free actions as well. Back and forth banter during combat is considered a free action, but only for about 8,7 seconds of speech.

Fatigue



Fatigue represents stamina and exhaustion. It is primarily gained in Unarmed combat. At the end of each turn, your **Recovery Rate** subtracts from your Fatigue, if you have any.

When your Fatigue exceeds your current Hit Points, you become **Fatigued**, meaning you lose half of your AP.

If you gain over 10 Fatigue whilst Fatigued you are knocked out.

Fatigue is reset after combat unless you are suffering from a lack of food, water, sleep or undergoing chem withdrawal.

Crouching and Going Prone

Crouching and going prone are great ways to improve your accuracy, but the downside is that it reduces your Armor Class and increases movement costs.

Changing positions in battle costs 2 AP, unless the character is going from prone to standing or vice versa, which costs **4 AP**. Going from knockdown to prone costs **1 AP**.

When you're standing you have average rolls. When you're **crouching** you **gain +10%** to ranged weapons for purposes of To Hit. **AC, however, is reduced to 3.**

When **prone** you **gain +20%** to ranged weapons to hit. **AC is reduced to 1.** You cannot make unarmed or melee attacks.

When knocked down, you cannot perform any actions and the character's AC is reduced to zero, no matter what it normally was. To recover, the character must spend Action Points to recover to another position instead.

Some special weapons do not get bonuses from being crouched or prone. Ultimately it is up to the Overseer to make this decision, to decide if it makes sense. Would firing a Fat Man from a prone position be beneficial? Each space is 5 ft.



Attacking

Types of Attacks	Description
<i>Single Attack</i>	One attack made with a weapon. The costs depend on the weapon.
<i>Targeted Attack</i>	One attack focused on a specific part of the body. The costs is +1 of a Single Attack. Refer to the Critical Table for more information.
<i>Burst Fire</i>	Certain weapons are capable of controlled burst fire, such as Assault Rifles, others can only fire in burst mode such as submachine guns and heavy machine guns

Taking Cover

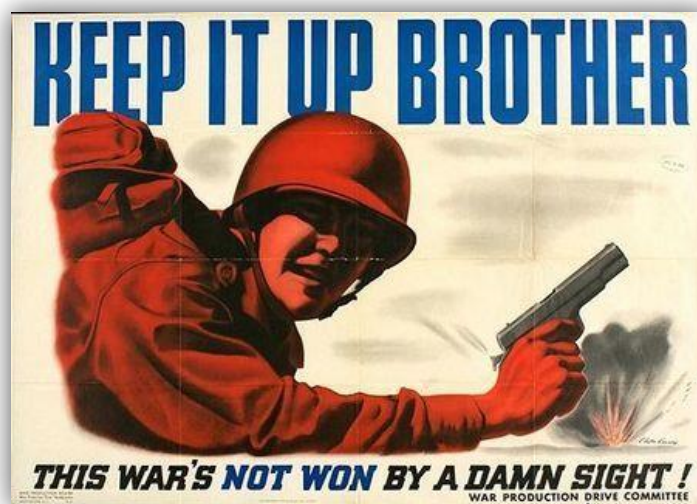
Generally, the cover deduction is based on how much of the character is concealed behind cover. **Partial Cover** could mean something like taking cover behind a burnt-out car, or dodging behind the doorway of a wooden building. It's either only concealing a portion of you or it's not going to withstand bullets that well.

If you wish to stabilize your **aim utilizing crouching whilst in Partial Cover**, your AC is still reduced to 3 (and you still receive the +10% Aim Bonus) but you also receive the 20% Cover Bonus, representing your character exposing a portion of themselves to returning fire in order to stop and aim, but still accounting for the provided cover.

Greater Cover could mean you're hiding behind a burnt-out pre-war truck, or standing behind a concrete pillar. Both of these assume you are taking cover whilst participating in the heat of combat, and as such are bobbing back and forth, allowing you to receive shots but also make them. The crouch-fire rules also apply to Greater Cover. **You cannot receive nor make shots whilst in Total Cover.**

If you take the action of **Duck and Cover** by spending a full turn of AP, you can choose not to participate in the fight and hide for a full round, resulting in your cover bonus doubling and immunity to Critical Hits or the Flush ability. Characters in Power Armor due to their size and role in combat, can only take Partial or Total Cover.

Cover	Cover Bonus (Enemy Aim Penalty)
<i>Total Cover</i>	100%
<i>Greater Cover</i>	40%
<i>Partial Cover</i>	20%
<i>Duck and Cover!</i>	Costs Full AP. Double current Cover Bonus. Immunity to Criticals and Flushing.



Movement in Combat

Actions	Description
Move	1 AP (Standing), 2 AP (Crouching), and 4 AP (Prone).
Change Stance	2 AP to switch (Costs 4 AP to go to or from Prone/Standing).
Use Item	3 AP (Example: Use Stimpak in Hand).
Equip Item	4 AP. You cannot equip armor mid combat.
Pick Up	4 AP
Loot	Full AP
Reload	2 AP
Use Skill	4 AP
Set Trap	Full AP
Evade	Add AP to AC for one turn.
Vault	2 AP (Roll AGI -2)
Climb	Roll STR to climb automatically, if you fail, Roll END to hang on or else you land on your ass.
Dive	Move 4 hexes for 4 AP in a single direction. When you reach the last hex, you are Prone. -

Section 3: Ranged Combat



Each ranged weapon has its own unique range, AP cost and damage (as listed in the "Weapons and Armor" section). The core of ranged combat is simple: point and shoot. However, there are also more specific actions that ranged combatants can take.

Burst Fire



Burst Fire refers to firing automatic weapons in a fashion where the user is attempting to make a controlled burst against a singular target. Burst Fire typically incurs a Disadvantage and costs 1 AP extra compared to Single Shot, unless the weapon is an SMG or automatic Big Gun, in which case it is the default form of fire and incurs no such disadvantage.

To Burst Fire, you must first roll your attack as normal. If it is a success, roll a second 1d100 (or 2d10) "Burst Dice". For each 25% under your relevant Skill level (AC or other modifiers are not counted on Burst Dice), you land another shot with the same damage as the first. You cannot critically hit or fail with Burst Fire.

Regardless of shots landed, 10 rounds are spent by Burst Fire.

Suppressing Fire



Automatic weapons with Burst Fire capability can also be used to indiscriminately open fire over a wide area, either in order to hit multiple targets at once or control the battlefield. This is sometimes known as "Spray N' Pray".

Suppressing Fire costs a full round of AP and the entire magazine of the relevant weapon. For Small Guns this lasts two rounds, for Big Guns this lasts four rounds. Any target within the weapon's cone of fire (30' for Small Guns, 60' for Big Guns) must, on their turn, find cover. **Cover must be within 1 Hex of movement or within the range of Diving.** If cover isn't found, the target will automatically take the weapon's maximum damage.

Any exposing movements or actions taken by targets whilst inside the cone will incur Suppressing Damage. Every two hexes of movement within the cone also incur damage. When sliding, only the first two hexes spent in the run-up will incur the damage.

Suppressing Fire can also be taken as a preparatory action in an ambush scenario, similar to Overwatch wherein a full turn of AP is pre-emptively spent and only triggered when an enemy enters the cone of fire.

Dual Wielding



You have two hands, and on both hands, you have one gun. If the guns you are wielding are similar enough, and carry the exact same Action Point cost to shoot, you can fire both of the weapons at once, much like taking a double shot. Accuracy takes a great penalty because of this and taking Targeted Shots is impossible. When firing both weapons at once you only deduct Action Points as if you were taking a single shot. Damage is calculated separately. Both of the shots when wielding guns Akimbo can critically hit and fail. The penalty for firing whilst dual wielding is -80%. To successfully akimbo fire, you must have high skill and good luck or dedicated perk investment.

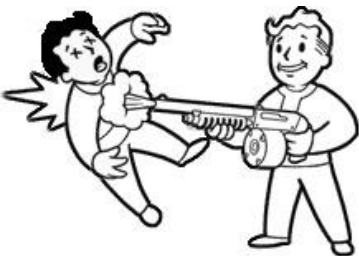
Taking Aim



A character may spend Action Points to take aim with ranged weapons before they fire. Aiming is only possible with standard weapon loadouts, and not when one is going to dual wield guns. For every Action Point a character spends aiming, they increase their chance to hit by 3%. This bonus to hit is capped at 30% and is lost if the character takes any other action, or their concentration is broken. They will likely lose concentration if they are hit by an attack, even if they don't take damage, or they are sufficiently distracted.

Unlike most other effects, this Aim Bonus can be saved from a previous round, but not any longer than that. The character may only take a shot with the Aim Bonus at something on their line of sight and it is lost if they would need to turn to fire at their target. The aim bonus is also lost if the character switches stances.

Flush



Explosives and Shotgun users have the unique ability to act against enemy targets in Partial or Greater Cover. When they are within 5 Hexes of an enemy in cover, they are granted a 20% aim bonus but limited to the weapon's minimum damage. Whether or not the attack hits or misses, the enemy is forced out of their cover and must move one hex in any direction.

With 50% Big Guns or Throwing, Explosives can do this at normal range.

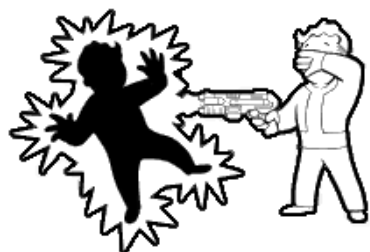
Overwatch



Single Shot weapons can be set up prior to the beginning of a combat, pre-emptively spending a full round of AP beforehand in order to spring an ambush by creating a cone of fire. When an enemy target enters this cone of fire, the shooter in Overwatch automatically triggers a reflexive shot. Disregarding AC, the chance to hit for the reflexive shot is calculated by the shooter's weapon skill $\times 0.7$. Once the first shot is made, Overwatch is ended.

Theoretically it is possible to do this during combat, but it requires for the enemy to remain unaware of the shooter's existence until Overwatch is triggered and is largely up to Overseer discretion.

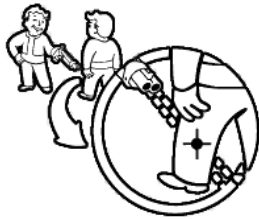
Overcharging



Energy Weapons have a unique ability to overcharge their battery source through careful manipulation of their technology. Overcharging results in a focused blast with the power of multiple in a single shot. Because of the dedicated application of an overcharge, it requires a full round of AP to prepare. Each type of Energy Weapon has different capacity for overcharge. For each round of overcharging, the weapon will effectively fire another charge of ammunition during a single shot, and the ammunition spent is doubled.

Once the overcharge maximum has been reached, it costs one shot worth of ammunition per round to hold the overcharge (regardless of the number of overcharges that have been performed). A character can then release the overcharge as a single shot. Anything killed by an overcharged blast will totally disintegrate. Best avoided if you're hunting a bounty.

Targeted Hits



It is assumed that by default an attacker will aim for the centre of mass (the torso), however other parts of the body can be targeted specifically in order to make more effective hits or even totally cripple a limb. For Ranged and Melee Weapons this costs an additional AP, however Unarmed holds the same cost as a normal attack. Due to the varied nature of targets, viability is up to Overseer Discretion. Is shooting the leg or the helmet on Power Armor with a 10mm really going to be much different? Does that mutant even have an arm?

Exploding Limb Die represent the additional damage done on a successful targeted hit. If (one of) the dice rolled reaches its maximum, an additional dice is then rolled. If that dice reaches its maximum, this occurs again up to a maximum of two times, after which the limb is crippled. In the case of two dice being rolled at once, only the highest is counted.

Example: A Vault Dweller lands a successful targeted hit on a Desert Raider's head with a 10mm Pistol. He rolls **2d6**. The first comes to a 3, but the second comes to a 6, meaning he rolls an additional die. This third die comes to a 5, stopping just short of another 'explosion', but the additional 11 damage on top of the 10mm round is enough to make the Desert Raider's head explode like a watermelon

The Head

The head is the most sensitive of all the body parts, and trashing someone's head usually makes sure that they're dead.

Hit Penalty	Effect	Crippling Penalty
40%	2d6 Limb Die	Disadvantage on all rolls -1 Intelligence

The Groin

Gaps in the armor, soft-underbelly, the groin. A special place where it's really gonna hurt.

Hit Penalty	Effect	Crippling Penalty
30%	1d6 Limb Die	Movement Costs are doubled. Knockdown.

The Leg

Most humanoid targets have two of these, but some legs are different than others, such as cyber-legs. For the sake of simplicity, the leg described here is considered a normal humanoid ambulatory limb.

Hit Penalty	Effect	Crippling Penalty
20%	1d8 Limb Die	Movement Costs doubled. If both Legs are crippled, the Victim is forced to Crawl, costing 4 Action Points to move one Hex.

The Arm

The arms are used to perform most actions, and while having one arm can be a lifestyle a player can adjust to with some practice, having two crippled arms can make things very difficult.

Hit Penalty	Effect	Crippling Penalty
20%	1d8 Limb Die	Cannot use two handed weapons or items. Penalty of 15% on use of Skills and Disadvantage on all Melee and Unarmed attacks. When both Arms are crippled, you cannot use technical or weapon skills yourself.

If a Targeted Hit becomes Critical, the limb is automatically crippled.

Ranged Combat Cheat Sheet

<i>Aim</i>	1 AP per +3% Hit Chance, caps at 30%.
<i>Flush</i>	1AP. Shotgun and Explosives Only. Within five hexes of an opponent in Cover, gain +20% to Hit. Successful hit means Minimum Damage but Opponent must move one hex away from Cover. Explosives have normal range.
<i>Overwatch</i>	Full AP. Single Shot Rifle Weapons Only. Ambush unaware enemies within a cone of fire. Enemy entering cone incurs automatic shot. Chance to hit is equal to 0.7 x your weapon skill. Overwatch expires after reflex shot.
<i>Supressing Fire</i>	Full AP. Burst Fire Weapons Only. Requires 50% weapons Skill Expend ammunition. Any target within cone must find cover within one hex or diving range. Upon failure they receive the weapon's maximum damage. Small Guns lasts two rounds, Big Guns lasts four. Every two hexes of movement within the cone incur this damage.
<i>Burst Fire</i>	Single Shot + 1 AP. Burst Fire Weapons Only. Roll Burst Die, each 25% under Skill level incurs an additional hit on a single target.
<i>Hold Action</i>	Holding a non-combat specific action. Costs half AP for each round until the action is triggered.
<i>Dual Wielding</i>	AP equal to Single Shot. Damage calculated individually. You cannot make targeted shots and receive a -80% Hit chance.
<i>Overcharging</i>	Full AP. Energy Weapons Only. Each round of AP stacks damage for the cost of one shot. Ammunition cost doubled.

Section 4: Melee and Unarmed Combat



Hand-To-Hand combat works a little differently to ranged combat. Melee Weapon fighters offer the highest raw damage and don't have to concern themselves with Fatigue, but their moves are very limited. Conversely, Unarmed fighters do less raw damage, but have a number of manoeuvres they can perform with unique utility such as disarming or grappling, and can attack multiple enemies at once.

Attack of Opportunity

When any HtH fighter enters within 1 hex of their opponent, if said opponent attempts to move away in any direction on their turn, they incur an **Attack of Opportunity**. The attacker receives a free attack with a -10% penalty. The escapee can avoid this via a successful AGL-2 roll.

Melee Weapon Actions



Knockdown (Blunt Weapons): 3 AP

Blunt Melee fighters can spend an extra 3 AP and incur a -25% penalty when making an attack in an attempt to knock their opponent to the floor. If the attack succeeds, their target must roll against END-2 or they are put into a Knockdown state.



Weapon Binding (Bladed Weapons): 5 AP

Bladed Melee fighters (Except for Chainsaws and Rippers) can take a moment to apply poison or toxins to the blade of their weapon, expending the source.

Unarmed Attacks



There are four basic kinds of Unarmed attack: Regular punches, critical punches, precision kicks and power kicks. Gaining further Unarmed skill and field experience means your natural abilities as a fighter grow more powerful. As your technique improves, your punch and kick attacks are replaced by superior versions automatically.

Regular Punches

Name	Requirements	Damage	AP	Effects
<i>Jab</i>	N/A	1+MD	3	N/A
<i>Cross</i>	Unarmed 55%, Agility 6, Level 2	3+MD	3	N/A
<i>Hammer Punch</i>	Unarmed 75%, Strength 5, Level 8	5+MD	3	N/A
<i>Haymaker</i>	Unarmed 100%, Agility 7, Strength 5, Level 12	7+MD	3	N/A

Critical Punches

Name	Requirements	Damage	AP	Effects
<i>Uppercut</i>	Unarmed 75%, Agility 7, Strength 5, Level 4	5+MD	6	+10% Critical Chance
<i>Palm Strike</i>	Unarmed 100%, Agility 7, Strength 5, Level 8	8+MD	6	+15% Critical Chance
<i>Piercing Strike</i>	Unarmed 100%, Agility 7, Strength 5, Level 12	11+MD	6	+20% Critical Chance

Precision Kick

Name	Requirements	Damage	AP	Effects
<i>Snap Kick</i>	N/A	1+MD	4	Allows Targeted Hit
<i>Side Kick</i>	Unarmed 55%, Agility 6, Level 2	3+MD	4	+10% on Targeted Hits
<i>Roundhouse</i>	Unarmed 75%, Strength 5, Level 8	5+MD	4	+20% on Targeted Hits
<i>Axe Kick</i>	Unarmed 100%, Agility 7, Strength 5, Level 12	7+MD	4	+30% on Targeted Hits +1 Additional Limb Die

Power Kicks

Name	Requirements	Damage	AP	Effects
<i>Hook Kick</i>	Unarmed 75% Agility 7 Strength 5 Level 4	7+MD	7	Ignores 4 DT
<i>Back Kick</i>	Unarmed 100%, Agility 7, Strength 5 Level 8	9+MD	7	Ignores 8 DT
<i>Oblique Kick</i>	Unarmed 100%, Agility 7, Strength 5, Level 12	12+MD	7	Ignores 12 DT

Unarmed Combos



Two moves can be put together into a two-for-one **combo**. Effectively, combos allow you to perform two moves for a lower cost than both individually by only costing as much as the most expensive attack of the two in the combo. Combos also allow you to strike multiple targets in a single attack, in any direction within a single hex. Combos can be followed up by more combos, creating a chain-combo which can be used on a single target, or even multiple targets to make yourself into a hand-to-hand grenade.

Each two-for-one combo is its own Unarmed roll, including the relevant penalties (unless one of the combo moves negates a penalty, such as a Grapple-Takedown). However, performing a combo (unlike regular attacks) incurs **10 Fatigue**. Any Unarmed attacks made whilst Fatigued incurs 10 Fatigue.

Unarmed Moves



Unarmed fighters can also perform special moves with unique utility against opponents of similar size. Can only be used against Power Armored opponents if the attacker is also in Power Armor.

Grapple: 4 AP Cost

Against a similar-sized opponent an Unarmed roll is made with a 30% penalty. **Grappling removes the penalty on the roll for performing other Unarmed Moves on enemy targets and negates the opponents END roll.**

It is also possible use Grapple to wrestle an enemy from Partial Cover whilst in the hex directly surrounding them, including directly in front of their cover. The penalty is a Disadvantage, rather than 30%.

Hold: Full AP Cost

Requires a successful grapple, when held it's impossible to execute any other actions but struggle and try and break free with a successful STR-2 roll, or attack with a 40% penalty. Those held cannot execute special unarmed attacks. When holding someone, both their AC and your own is reduced to 3 and you cannot perform any other actions without releasing the hold.

Relocate: 4 AP

To relocate an opponent, a successful Unarmed roll at a penalty of 40% including their AC. An opponent can resist this displacement with a successful END-2 Roll. Opponents can be moved up to two hexes. If the target is relocated into another opponent via a grapple-combo, the second opponent rolls AGL. If they fail, both targets are put into knockdown state.

Takedown: 4 AP

Wrestling your opponent to the ground, putting them in Knockdown state. Incurs a -35% Penalty and can be resisted via an END resist roll.

Disarm: 4 AP

Taking your opponent's weapon and discarding it 1 hex in any direction. Disarm incurs a penalty of 50%. If successful, you have thrown your opponent's weapon to the ground.

Daze: 4 AP

Discombobulate your opponent, giving them a disadvantage on their next attack. Can only be done once per opponent.

Example: *A Vault Dweller with 18 HP and 8 AP is engaged in unarmed combat with three Desert Raiders surrounding him. He decides to even the odds by performing a Grapple-Relocate combo on two of the goons, followed by a Cross-Side Kick combo to finish off the third, bloodied Raider with a swift punch and then a targeted kick to the head.*

Grapple-Relocate costs him 4 AP and a penalty of 30%. The Vault Dweller succeeds, grabbing and hurling one of the Raiders into his friend with one swift motion. The target Raider fails his AGL check and doesn't dodge his friend, meaning both are knocked to the floor in a single attack.

Next, he turns to the standing Raider. Cross-Side Kick costs him 4 AP with a penalty of -30% for targeting the head. He succeeds, landing two consecutive hits on the Raider for 4 AP. The Targeted hit is a success, incurring further Limb Die damage. The lethal combo finishes him off. Having performed two combos, the Dweller gains 20 Fatigue, putting his Fatigue higher than his HP, meaning he becomes Fatigued. However, when his turn begins next round his Recovery Rate of 3 means his Fatigue will lower to 17, meaning he will be ready to act as normal.

HtH Combat Cheat Sheet

Grapple (Unarmed)	4 AP. -30% penalty. Removes penalties on other Unarmed moves and negates END resists. Can be used against people in Partial Cover, with Disadvantage instead of -30% penalty.
Hold (Unarmed)	Costs full AP. Restrict enemy movement by holding. AC reduced to 3 for both attacker and target. Held opponents can break free with STR-2 roll or make retaliatory unarmed attack with -40% next turn.
Relocate (Unarmed)	4 AP. Moves opponent two hexes. -40% penalty, can be resisted with END roll. If relocated into another enemy, other enemy must roll AGL or both are put into knockdown
Takedown	4 AP. Moves opponent into Knockdown. -35% penalty, can be resisted with END roll.
Attack of Opportunity	Occurs when an opponent within one hex of an Unarmed or Melee fighter attempts to move away. -10% Hit Chance. Can be avoided by passing an AGL-2 check
Disarm (Unarmed)	4 AP. Disarm opponent and discard it one hex away. -50% penalty.
Block	Add AP to AC, AP spent is doubled when added to AC. Can only be done against the same attack type.
Daze	4 AP. Incurs disadvantage on target's next attack. Can be done once per target.
Knockdown (Blunt Melee Weapons)	3 AP on top of normal attack. -25% Penalty. If attack lands, target must roll against END-2 or be put into Knockdown.
Weapon Binding (Bladed Melee Weapons)	5 AP. Apply poison or toxin to weapon.

Section 5: Critical Hits, Critical Failures and Sneak Attacks



Critical Hit Table

Roll	Torso	Head	Legs	Arms	Groin
1-20	Damage 1.5X	Damage 2x	Damage 1.5x Knockdown	Damage 1.5x	Damage 1.5x
21-45	Damage 1.5x Ignores DT	Damage 2x Ignores DT Crippled	Damage 1.5x Knockdown	Damage 1.5x Lose Turn	Damage 1.5x Ignores DT
46-70	Damage 2x Ignores DT Knockdown	Damage 2.5x Ignores DT Crippled	Damage 2x Knockdown	Damage 2x	Damage 1.5x Knockdown
71-90	Damage 2x Ignores DT Knockdown	Damage 2.5x Ignores DT END Roll or Knockout	Damage 2x Ignores DT Knockdown	Damage 2x Ignores DT	Damage 2x Knockout
91-100	Damage 3x Ignores DR+DT Knockout	Damage 3x Ignores DT+DR END-3 Roll or Knockout	Damage 2x Ignores DT and DR Knockdown	Damage 2x Ignores DT+DR	Damage 2x Ignores Armor Knockdown Roll END/or knockout
101+	Instant Death	Instant Death	Damage 2x Ignores DT and DR Knockdown	Damage 2x Ignores DT+DR	Damage 3x Ignores Armor Knockout

Critical Failure Table

Number	Result
1	Weapon jam - The gun does not fire, and the magazine must be discarded. If melee attacking the attack misses.
2	Weapon Explodes - The weapon in your hand explodes and deals 10 Damage. Melee weapons shatter into pieces. If Unarmed you cripple the body part you attacked with.
3	Hit Something Else - You didn't hit what you were aiming for, but you nailed your nearest ally. If Unarmed re-roll
4	Lesser Weapon Condition - Requires 1 successful repair roll to fix, 12-hour cooldown on failure. Can be repaired in combat If Unarmed re-roll
5	Medium Weapon Condition - Requires 2 successful repair rolls to fix. 24hr cooldown on failure. Two failures after cooldown means complete break. If Unarmed, re-roll
6	Greater Weapon Condition - Requires 3 successful Repair rolls to fix. One failure means complete break, must be repaired by mechanic or gunsmith. If Unarmed, re-roll
7	Dropped Weapon - Your weapon flies out of your hands and hits the ground. If un-armed, re-roll
8	Environmental hazard - a local environment hazard, a stray rock or a bursting pipe, causes you 5 True Damage.
9	Lose Turn - In a moment of confusion, you forgot what you were doing. You lose your next turn.
10	Knockdown - You slip and fall, your AC becomes zero on the ground and you must spend AP to get back up.

Sneak Attacks



At times, a would-be assassin will have the chance to set up a perfect sneak attack on an unsuspecting target, and take them down in a single swift move. Setting up a hit like this requires a full minute of preparation beforehand whether as a sniper placing sights over somebody's head or a knife-wielding killer drifting closer in a crowd. Drawing any attention to yourself will spoil the preparation and render the Sneak Attack inert. Melee assassins must be using an easily concealed bladed weapon.

Once the preparation is done, a final Sneak roll must occur. If the roll fails, you've alerted your target or some other twist of fate botches the attempt, up to Overseer discretion.

When performing a Sneak Attack, Armor Class (AC) is irrelevant. Hitting with a sniper shot incurs penalties on Skill depending on the distance:

Point Blank: 0% Penalty

Normal Range: -10% Penalty

Extreme Range: -20% Penalty

Melee and Unarmed attacks always hit.

When the attack lands, the target must make a single "Instant" Death Save. If they fail, the hit is clean and they die. If they succeed, the hit is partially botched and they instead receive the weapon's maximum damage, doubled.

Unarmed assassins can choose to make their attack a non-lethal takedown via chokeout, making their opponent roll END instead of an Instant Death Save.

Attacking a helpless or incapacitated opponent, such as someone restrained or asleep, does not require a hit roll and they will die instantly.

Player Characters are as vulnerable to Sneak Attacks as anyone else in the world, so it might pay to keep one eye open.



Section 6: Morale and Death



Morale



During combat, when a group of NPCs have lost half of their number, the Overseer will roll **2d6**. If the result is equal to or less than the group's morale score (determined by the Overseer) they keep fighting. If it is higher, they will retreat or surrender.

Example: *A group of Vault Dwellers has put down 4 out of 8 Thugs in a rough side of a city with plenty of exits. The thugs don't care much for each other and decide a robbery isn't worth dying over, so their morale score is a measly 4. Their morale roll results in a 9, so they decide to cut their losses and scatter.*

Death Saves



When a character's HP is reduced to zero, they begin to make Death Saves. Each character starts off a Survival Chance modified by Luck. The player must subtract their Survival Chance from 100, and then roll a 1d100. If they score at or below their Survival Chance, they succeed. The player must continue to make this roll until there have been three successes or three failures. In the case of successes, they are placed back at 1HP, but are in knockdown. If they receive a further usage of a Doctors Bag or a Super-Stimpak, they can return to combat, but otherwise they remain downed until combat ends. In the case of three failures, the character dies.

Chapter 5: Life in the Wasteland

Section 1: Radiation



Centuries may have passed but the scars left by the War have not yet healed, and the Earth has not forgotten. Across the Wasteland, blasted craters, charred ruins and stretches of poisoned soil still linger with radiation, and pose a constant threat to your character as much as any bullet, knife or grenade. All characters start with 0 Rads. Super Mutants and Ghouls are immune to Radiation.

Rads can only be monitored with equipment. Either a Pip-Boy or a Geiger Counter. Pip-Boys are passive and will constantly monitor rads, Geiger Counters must be specifically used to detect Rads.

Radiation Intensity	Immediate Dose	Rads Per 5 Minutes
Low	5	1d6
Medium	10	6+1d10
High	25	17+1d12
Critical	50	30+1d20
Lethal	100	60+1d100

Radiation Resistance

Radiation Resistance (**RR**) is reflective of the effectiveness of natural resistances and/or medical preventatives in slowing the absorption of harmful radiation. Roll against Radiation Resistance whenever radiation is present, a successful roll means all incoming Rads are halved, to a minimum of 1.

Radiation Threshold

Certain gear such as Environment Suits or Power Armor can halt incoming radiation altogether, up to a certain threshold. Radiation Threshold (**RT**) is a flat subtraction from environmentally gained Rads, with a minimum of 0.

Radiation Level	Rads	Sickness Effect
Weak	Less than 100	No noticeable symptoms. Temporary decrease in red blood cell count and increased risk of infection. Occasional headaches.
Light	100-399	Mild to moderate nausea with occasional vomiting beginning 1 day after irradiation that lasts a further day. The immune system is depressed, with greatly increased risk of infection. -10 HP Maximum, -10% to All Skills
Moderate	400-599	Nausea is common with vomiting after 12 hours from exposure and lasts for 2 days. If not treated after 2 days, the character suffers from loss of hair, fatigue and general illness. Regardless of Rad-Away, general life expectancy has decreased somewhat. -20 HP Maximum, -25% to All Skills, -2 to all physical SPECIAL checks
High	600-799	Moderate symptoms (as above) begin to show 4 hours after exposure with uncontrollable bleeding in the mouth, under the skin and in the kidneys. Life expectancy has been reduced by a number of years and sterility is a certainty. After that, further sickness ensues. -30 HP Maximum, -50% to All Skills, -4 to all physical SPECIAL checks
Advanced	800-999	High symptoms (as above) begin to show 1 hour after exposure. Survival depending on intense medical care (or lots of Rad-Away). Bone marrow is nearly destroyed; intestinal tissues are severely damaged causing internal bleeding. You are rendered immobile. If you receive medical treatment, begin rolling death saves. If you do not receive treatment, you will die within 72 hours.
Critical	1000-4999	Immediate disorientation and coma within 10 minutes. Death occurs after a few hours by total collapse of nervous system, roll an Instant Death Save with disadvantage. If you survive, you begin Ghoulification
Lethal	5000	Instant Death.

Section 2: Mutation



Mutation as a result of being born amongst background radiation is relatively common in the Wasteland, but for the vast majority this genetic damage is completely imperceptible. For those unlucky few, however, the effects of radioactivity perverting their DNA can have significant impact. These mutations can range anywhere from being benign, detrimental, double-edged, outright beneficial or anywhere in between.

Situations that result in sudden onset mutation typically involve **heavy exposure without protection** to Old World toxic waste or areas of particularly intense radioactivity (e.g Critical or Lethal). This is not universal, and largely up to Overseer discretion.

When in such a situation, a player must roll against their **Radiation Resistance**. If the roll fails, they gain a **Mutation**. Upon becoming mutated, they receive a **permanent -5 Maximum HP** to represent the long-term damage done to their body. This reoccurs on any new mutation. To determine the nature of the mutation, the player must roll on the **Mutation Table**.

Roll 1d20	Mutation	Description
1	Gain Toe	Gain 1d4 extra toes
2	Gain Finger	Gain 1d4 extra fingers
3	Gain Genital	Gain a duplicate genital adjacent to the original. Can only occur once.
4	Lose Eye	Bubbling flesh grows over one of your eyes, making it disappear entirely. Disadvantage on PER checks for the first month.
5	Gain SPECIAL	Gain a +1 to a random SPECIAL barring Luck. Roll 1d6 to determine which.
6	Lose SPECIAL	Lose -1 to a random SPECIAL barring Luck. Roll 1d6 to determine.
7	Lumps	You gain tumour-like lumps across your body. Roll against Luck to see if there's any on your face. If so, you lose -1 CHR

8	Bad Blood	<p>You become sickly and pale, receiving a further -3 Maximum HP.</p> <p>This -3 HP is temporarily restored with the usage of a Blood Bag for the period of one day.</p>
9	Alopecia	All of your bodily hair falls out, and will not regrow
10	Hyper-Photosensitivity	Your skin becomes albino white and extremely sensitive to sunlight. If not suitably covered by fabric, it causes a severe burning sensation. This pain causes a disadvantage on any checks
11	Genetic-Sheathing	<p>Your genetics were bombarded by radiation, and came out all the stronger. Somehow.</p> <p>You receive +25% natural Rad Resistance</p>
12	Lead-Belly	<p>Your stomach rumbles and growls with strange new bodily fluids. Your breath is extremely foul.</p> <p>You can eat rotten or irradiated food without any penalty or gaining any Rads.</p>
13	Premature Ageing	Your physical appearance degrades, as you become wrinkled and grey. You appear decades older than your actual age.
14	Dark Vision	<p>Your eyes take a pale grey colouration, and are extremely sensitive to light.</p> <p>You require suitable eyewear to see when exposed to natural light and you receive disadvantage on any PER check.</p> <p>However, you receive no penalties in darkness, and receive an advantage on any PER check.</p>
15	Contorted Muscles	<p>Your muscle fibres become tightened and contorted. You are able to deal out greater melee attacks like letting off a loaded spring, but fine motor control is more difficult</p> <p>+5 Melee Damage +1 AP cost on all attacks</p>
16	Adrenal-Metabolic Overreaction	<p>Your body pumps with fight-or-flight hormones, you have a very reddened and flush appearance, and your eyes are often bloodshot. Your movements are frantic.</p> <p>2 free hexes of movement and position changes cost half AP</p> <p>Require double rations per day</p>
17	Rubber Skin	<p>Your skin becomes thicker (literally).</p> <p>All AP costs involving needles are doubled.</p> <p>+4 DT against bladed weapons</p>

18	Toxic Shock	<p>Your body processes poisons and toxins differently to others. When poisoned, your body immediately rejects it via vomiting, which consumes 1 turn.</p> <p>However, you receive no damage from poison.</p>
19	Hunchback	<p>Your back contorts into an arch, your spine becomes rounded and visibly protrudes under your skin.</p> <p>Carry Capacity increased by 5</p>
20	Unstable Genetic Cascade	<p>Your mutating DNA has gone into free-fall. Roll against Luck</p> <p>If you succeed, you receive -2 Max HP and no further mutation.</p> <p>If you fail, Re-Roll on this table, then roll again for a second mutation.</p>



Section 3: Medicine and Healing



The Wasteland is a harsh and unrelenting place, and more likely than not you'll get hurt, seriously or otherwise. It pays to know how to deal with injury when it occurs.



First Aid

First Aid governs the ability to 'Field Heal' during combat encounters. Usage of First Aid requires either a **Bandage Kit** or a **First Aid Kit**. Bandage Kits provide no benefit other than allowing the usage of First Aid, whereas First Aid Kits provide additional healing.

Field Healing with First Aid can only be performed on a particular patient once per encounter.

The patient cannot be engaged in HtH combat whilst being healed.

When First Aid is used to perform a Field Heal, it costs **Full AP** and restores **4 HP** with **+2 HP per 20% under the healer's Skill**.



Doctor

Doctor governs professional medical knowledge, but also more advanced forms of healing. Usage of the Doctor Skill requires either a Doctor's Bag or access to a Medical Bay. Advanced healing with Doctor restores **20 HP** with **+10 HP per 20% under the Doctor's Skill over a 12-hour period**. Usage of the Doctor Skill removes poisoning and removes RADs equal to the Skill.

When a patient is on the verge of death (I.E at 0 HP), usage of the Doctor Skills costs a full round of AP and grants an automatic success on their next Death Save. Beyond that, additional usage of Doctor grants advantage on further Death Saves but not automatic successes.

A revived patient or one with repaired limbs must have a full week of rest in order to recover. A further successful Doctor roll results in recovery being **1d4** days sooner.

Section 4: Bartering



Trading

Bartering is a key part of life in the Wasteland. In the early decades after the Great War or today in extremely rural regions, bartering takes the place of currency. Even in parts of the Wasteland with semi-stable currencies, markets aren't cut and dry. In the post-nuclear bazaars, there's always a deal to be had. When trying to trade goods without currency, haggle for payment or organize a trade deal between two groups, roll Barter to determine your success at selling the deal.

When dealing with currency, things get a little more complicated. The character compares his or her Barter skill to the merchant's. Whoever has the higher Barter skill has the advantage. Take the higher skill number and deduct the lower skill, and then add that percentage to the value of all that person's goods. Contextual factors such as reputation can affect the trade as well.

Example: A Vault Dweller is trading with a Hub Merchant, attempting to buy a Dirty Ration typically worth 7 Caps, and 24 10mm rounds worth 75 Caps, bringing the trade to a total of 82 Caps. The Vault Dweller has a Barter of 40, and the Hub Merchant has a Barter of 70. The Hub Merchant, having the higher skill at 70, has the advantage by 30%.

Therefore, the trade value of 82 is multiplied by 130%, for a total of 106 Caps.

Pay

Rates aren't fixed in the Wasteland, but these values act as general reference for what you can expect for your time. Whether or not a meal is taken from or is in addition to your pay depends on your employer and your ability to barter.

Pay	Caps per 8hr workday	Example Job
Crappy	25	Farmhand
Standard	50	Caravaneer
Good	80	Armed Guard
Lucrative	150	Chem Cook

Section 5: Travelling, Carry Capacity and Survival



Settlements in the Wasteland are often dozens, if not hundreds, of miles apart. Your character and your party will have to traverse the Wasteland as part of their adventure, wandering between towns and exploring the depths of Old-World ruins.

Transport is sparse in the world of Fallout, only the most powerful nations of the Wasteland have any forms of mechanized vehicles and even then, they are rare and difficult to maintain. Walking (usually accompanied by Pack Brahmin) is the primary mode of transport in the Wastes. The **Average Rate of Travel** in the Wasteland is **20 Miles Per Day**. Mountainous or otherwise "difficult" terrain (e.g canyonlands) increases what would usually take one day of travel, up to three. In particularly confusing or excessively difficult terrain, the "leader" of the party must make successful Survival checks or risk getting the party lost and extending travel by a further day.

Random Encounters



Much of the world has fallen into a state of complete disrepair in the years since the War. Safe travel is never guaranteed in the wastes. When travelling between locations, there is a chance for random encounters. Random encounters can break up the monotony of long travel, provide loot, introduce factions, friends or merchants and even serve as comic relief. In general, random encounters are usually terrain-specific.

When travelling the Wasteland, a party typically has **two encounters per week of travel**. This is **halved** to just one when travelling on major **Interstates or Highways**.

Extreme Heat & Cold



When travelling, weather conditions can have a huge impact on your ability to keep moving effectively. In extreme temperatures, either with a heat above 104 Fahrenheit (40 Celsius) or a cold below 23 Fahrenheit (-5 Celsius), travellers must make Survival checks. If the Survival check fails, they are **Fatigued** and receive **-10 Maximum HP until** they receive one full day of rest. If this is ignored, they receive a further **-10 Max HP** each half day of travel until they rest, or die. After resting for a full day, the following morning they must make an Endurance roll. If this fails, they must spend another day resting. Those wearing Power Armor don't have to concern themselves with temperature, as their suits are a sealed environment.

Carry Capacity



Carry Capacity is an abstract representation of your ability to effectively manage your equipment whether through sheer weight or the space to fit it. How much an item encumbers you is measured through its **Capacity** score. If you exceed your Carry Capacity, you are **Fatigued**. You can still travel if you are up to 10 score over Carry Capacity, but travel time is doubled. Beyond that, you are immobile.

Weapons and Armor, when equipped, have their Capacity halved.

Some items, such as ammunition or rations, don't take up any capacity until they reach a particular volume. Many travelling Wastelanders purchase Brahmin in order to lighten their load and carry their supplies.

Brahmin Type	Carry Capacity	Brahmin Price
Pack Brahmin	250	3000
Cart Brahmin	500	5000

Swimming and Wading

It doesn't happen very often, but every now and then the party may find itself neck-deep in the wet-stuff. Whether it's because their boat capsized, or they are forced to cross a large river or lake without a floatation device, swimming is a fairly simple concept. A character can safely hold approximately half of their carry capacity whilst swimming. In addition, the character must have at least one hand free. If the character is weighed down any more, they begin to sink along with their precious gear. Staying afloat requires a Endurance check. Failing this check means dumping your inventory or making Death Saves to avoid drowning. Swimming requires a roll against Endurance every minute. Movement in the water restricted to one hex for every 3 Action Points spent moving. This applies to any amount of water knee-deep or above. You do not have to do Endurance checks to wade through waist-deep water, as long as you can stand on the bottom, unless it happens to be fast-moving water.

Lack of Food, Water & Rest

Human conflict and struggle have always centred around resources. In the Old World, it was petroleum and uranium. In the Wasteland, it's food and water. Your character will require food, water and adequate rest to be able to survive. You must find some food, any food, and eat. Find a drink, any drink, and drink. It sounds simple, but in the Wastes such simple necessities can be hard to come by. You may encounter entire settlements and armies built by the fact that they are the only ones with clean water or a stable source of food.



Hunger

Each character needs to consume food to survive, even Ghouls.

Each day you go without food, you incur a permanent 10 Fatigue that can only be removed by eating. If you go six days without food, you die of hunger.



Thirst

Water is much more precious in the Wasteland when compared to food. If it's not scarce, it's irradiated. If it's not irradiated, it's being guarded. And if it's not being guarded, then you'd best hope you can bottle up as much as you can before someone better armed comes to claim it.

The average Wastelander can only go for about 3 days without water before they die. On the first day without water your Maximum Hit Points drop by 5. On the second day your Maximum Hit Points drop by an additional 10, bringing the total to 15. On the third day without water, you die of thirst. Sometimes you might need more water to survive the day, such as if you're travelling through the desert.



Rest

Every single being in the Wasteland, except for Robots, require some sleep. At least 6 hours must be spent for rest, or otherwise you'll incur 10 Fatigue that can only be rid of by sleeping, and all Skills are penalized by 10%. On the third day you simply collapse from exhaustion and must sleep for at least 6 hours.

Food and Water Items:

Organic foods

The term Organic in the fallout world does not carry the same meaning as it does in real life. When a food item is Organic, it means that it has been raised free of radiation and thus carries no RADs when consumed. As decades, and then centuries, have passed the average person can rely on local farming to produce relatively clean meat and produce, but availability of water is always a problem. For travellers and explorers of the Wasteland however, purchasing clean and quality meals on the go can be somewhat pricey.

Hunting



Hunting wildlife is a part of survival in the Wasteland, and provides an income for many hunters and trappers. When travelling a **Survival** roll can be made to attempt to track nearby animals. When an animal is killed, a further **Survival** roll can be made to harvest meat from the creature.

Lbs of Meat Harvested	Animal Size	Harvest Duration
1d4	Small	5 Minutes
15+1d10	Medium	15 Minutes
30+1d10	Large	30 Minutes

Each 5 lbs of Meat takes up **1 Capacity**

Meat



There are many different critters that can be eaten in Fallout, but not all beasts are created equal. Some are better for eating than others.

NOTE: Eating meat raw means the character must make an END roll. If it fails, the character is Fatigued until the next day when they must roll END again, for up to the maximum of a week.

Good Eatin'

- Brahmin, Fish, Gecko, Bighorner, etc.
- Though the animal may vary from a fattened and domesticated livestock to hunted game, its one purpose stays the same: its quality meat that goes down, stays down, and won't have you sitting on the john for two hours when it bids farewell.
- Rads, 0
- 5 Caps a lb

Roadkill

- Dogs, Squirrels, Crows, Giant Insects etc.
- These are animals that are more for protein than for enjoying. Though not as desirable, it is palatable when your belly is rumbling.
- Rads 2
- 3 Caps a lb



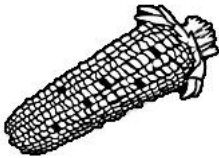
Mutant

- Deathclaws, Wanamingos, etc
- These animals are a bit tougher (both to eat and to kill) but much meatier. The trade-off for the protein rich meal is that due to the very nature of their existence (mutation through radiation) the meat of these animals is slightly more irradiated. Not tasty, but It will keep you going strong.
- Rads 8
- 2 Caps a lb

Cannibal

- People
- Hey, it's a tough world out there, sometimes you gotta' do what you gotta' do. If you eat this meat you drop one point of END for 12 hours due to the body having to digest Human flesh.
- 15 Caps a lb (why would you?)

Produce



This represents either one apple sized fruit, or one fist sized helping of berries or veggies. Any type of edible plant can apply.

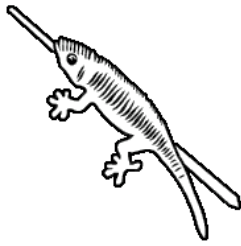
Produce

- Fruits and Veggies; a carrot or apple, a pear (prickly included), Mutfruit (crunchy included), agave fruit, a few chunks of melon, a fist-full of peas or berries, various peppers.
- RAD 0
- 5 Caps a lb

Dry Produce

- Honey Mesquite, Nuts, Beans, Maize, Dried Fruit, Mushrooms ETC.
- RAD 0
- 4 Caps a lb

Specific Meals



In the Wasteland, food standards aren't what they used to be in general, but some dinners on the road are a hell of a lot nicer than others.

Good Meal

- Brahmin Steak and Vegetables, Fruit Salad etc.
- RADS 0
- 9 Caps

Regular Meal

- Gecko Wrap, Iguana-On-A-Stick, Noodle Bowl, etc
- RADS 0
- 6 Caps

Roadkill Dinner

- Grilled Mantis, Rat Meat, Dog Meat
- RADS 2
- 3 Caps

Old World Dinner

- Pork n' Beans, Salisbury Steak, Instamash, Blam-Co. Mac & Cheese etc.
- RADS 1
- 4 Caps

Old World Junk Food

- Fancy Lad Snack Cakes, Sugar Bombs, Potato crisps, Dandy Boy Apples, Gumdrops, Etc.
- Though these don't fill you up very much, they are EXTREMELY delicious and highly sought after by many Old-World snack cravers.
- RADS 1
- 40 Caps

Rations



This covers rations used by travellers of the Wasteland to keep themselves fed and supplied on the long trails. They act as a combination of water and food supplies. Each is a day's worth of food and drink. A week of Rations incurs **1 Capacity**.

Clean Ration

Free of radioactivity. Used by caravans and mercenaries.

- Brahmin Jerky, Iguana-On-A-Stick, Maize, Pure Water, etc.
- RADS 0 (0 RADs per week on the trail consumed)
- 15 Caps (105 per Week on the trail)

Old World Ration

Canned goods sat on shelves for years untold. Used by scavengers and early survivors.

- MRE, Cram, Unfiltered Water, etc.
- RADS 2 (14 RADs per week on the trail consumed)
- 10 Caps (70 per Week on the trail)

Dirty Ration

Used by the impoverished and the desperate

- Gruel, Roadkill and Dirty Water etc.
- RADS 6 (42 RADs per week on the trail consumed)
- 7 Caps (49 per Week on the trail)



Drink



A water bottle, a beer bottle or a Nuka-Cola are all pints. All containers should be multiples of pints. Each pint of water restores 5 H₂O to hydration. Water prices vary wildly by region, these values assume prices in somewhere such as the New California Republic where water is a valued resource, but ultimately accessible. A gallon of water incurs **1 Capacity**.

Container	Pints
Pint , Nuka-Cola, Beer, Water Bottle, Drinking Glass	1
Quart , Fifth of Booze, Canteen	2
Gallon , Milk Jug, Average Bucket, Camel Pack	8
Drum , Industrial Barrel, Bathtub	336

Types of water

Since the bombs have fallen, all but the most remote water supplies have been contaminated by fallout. Drink at your own risk, for chances are your beverage is irradiated. The following is the typical price for water at most given merchants. However, local supply and demand can alter this.

Water Purity	RADS per Pint/Bottle	RADS per Gallon	Price per Gal. (8 Pints)	Price Per Pint
Pure	0	0	40 caps	5
Dirty	3	24	16	2
Irradiated	15	120	N/A	N/A

Section 6: Chems and Toxins



Chems :

The Wasteland is a rough place, why not lighten things up a little? Chems are an integral part of life in the Wastes Whether you're using, selling or facing a fellow user running at you, teeth chattering, spear in hand.

Stats cannot exceed past the racial max even with buffs. HP granted by Chems is temporary. Upon each use of an addictive chem, you roll 1d100. Each Chem has an addiction rate. If you roll at or below the Addiction Rate, you become Addicted.

If you're Addicted, you take the Addiction Effects whenever you aren't currently under the Chem's effects. Chem Effects aren't cumulative but Addiction Effects are, so don't overdo it.

Fatigue as a result of Addiction isn't removed until the Addiction itself is gone, and cannot be reduced by any other means barring other Chems.

In order to kick the habit, you need to roll against Endurance every day for 16 Days minus your Endurance score. Successful usage of the Doctor skill in conjunction with his can allow for an additional +3 to the Endurance roll.

E.G A Vault Dweller with 10 Endurance trying to buck their Jet addiction must pass 6 Endurance checks over a period of 6 days.

Using the same chem during this period puts you back at the start.

Usage of more Chems at once than half of your Endurance results in an Overdose, and you must begin rolling Death Saves.

Poison, Venom and Toxins:

Poison, when crafted, can be applied to bladed weapons. Outside of combat, for a poison to not be **immediately** detectable by its target it also must be crafted in the same fashion. When a target is poisoned, they make a roll against their **Poison Resistance**. If they succeed, the poison is ineffective and they take no damage. When poison is applied outside of combat (and the target has failed their Poison Resistance roll), if it is a poison (*Bleak Venom, Annoyance Itch, Silver Sting*) the target has hours equal to their END until they are rendered comatose, if they do not receive treatment using the Doctor skill or cure from Anti-Venom, they must make an Instant Death Save.

If it is applied out of combat and it is a toxin (Old World Kiss, Mother Darkness, Cazadore Venom) the target has END/2 hours until comatose state and then death, but can only be cured by the application of Anti-Toxin or Serum, both of which require usage of the Doctor skill.

Chem List: 5 Chems = 1 Capacity

Healing Chem	Cost	Duration	Details	Uses	Addiction
Med-X	50	4 Hours	+3 HP for 4 Rounds of combat	1	15% -20% to Skills
Bandage Kit	25	Instant	Allows usage of First Aid Skill	1	N/A
Anti-Venom	35	Instant	Cures Poison up to Silver Sting	1	N/A
Healing Powder	40	Instant	Restores 1d10 Hit Points	1	N/A
Rad-X	300	1d6 Hours	Radiation Resistance +25% per dose	1	N/A
Fixer	50	1 Day	Alleviates Addiction for Duration	1	N/A
Expired or Homemade Stimpak	100	Instant	Restores 1d6+6 Hit Points	1	N/A
Anti-Toxin	100	Instant	Cures Poisons up to Cazadore Venom Requires Doctor to use.	1	N/A
Stimpak	175	Instant	Restores 1d8+11 Hit Points	1	N/A
First-Aid Kit	150	Instant	Requires First Aid Restores 10	5	N/A

			Hit Points		
Super Stimpak	225	Instant	Restores 3d6+8 Hit Points	1	N/A
Doctor's Bag	300	Instant	Requires Doctor Restores 2d10+10 Hit Points, heals Crippled Limbs, cures Poison and removes Radiation equal to Doctor Skill.	10	N/A
Ultra-Stimpak	400	Instant	Restores 3d6+12 Hit Points	1	N/A Strength -1 Endurance -1 Intelligence -1 For 1 Hour after usage
Serum	400	Instant	Cures all Poison and Toxins Requires usage of Doctor skill	1	N/A
Rad-Away	425	1 Day	Reduces Radiation level by 150 Rads	1	10% -20% to Skills

Party Chems	Cost	Duration	Details	Uses	Addiction
Jet	10	1 Hour	+2 Action Points	1	50% 20 Fatigue Action Points -2 Skills -20% Cannot be cured without medical intervention
After Burner Gum	20	1 Hour	Removes 20 Fatigue +2 Recovery Rate	1	20% 10 Fatigue Attacks cost 1 more AP
Mentats	200	6 Hours	+25% on all Social and Technical Skills	5	10% Perception -2

					Intelligence -1 Charisma -1 -25% on all Social and Technical Skills
Psycho	20	4 Hours	+3 DT +3 MD Intelligence -3	1	25% 20 Fatigue -10 Max HP -10% Skills
Buffout	50	6 Hours	Strength +3 Endurance +2	5	25% 20 Fatigue -5 Max HP
Ant Nectar	75	4 Hours	+2 Melee Damage	1	10% 20 Fatigue -10% Skills
Hydra	125	4 Hours	Heals Crippled Limbs	1	25% 20 Fatigue -10 Max HP
Steady	50	4 Hours	+15% to Targeted Hits	1	25% 20 Fatigue -10% to Combat Skills
Blood Shield	50	1 Hour	+50% Poison Resistance	1	N/A
Hecate's Gift (Tribal)	400	30 Minutes	Luck +3 Strength +3 Critical Chance +20% +20 Max HP		N/A

Toxins	Cost	Duration	Details	Addiction
Bleak Venom	80	2+1d4 Rounds	+2 Damage Per Round	N/A
Annoyance Itch	165	2+1d8 Rounds	+1 Damage Per Round	N/A
Silver Sting	320	1+1d4 Rounds	+4 Damage Per Round	N/A
Old World Kiss	350	1+1d4 Rounds	+5 Damage Per Round	N/A
Mother Darkness	365	1+1d4 Rounds	+6 Damage Per Round	N/A
Cazadore Venom	420	1+1d6 Rounds	+8 Damage Per Round	N/A

Drinks (Bottle)	Cost	Duration	Details	Addiction
Pack of Beer	30	1 Hour	+1 CHR -1 INT	5% -1 Charisma -1 Agility
Whiskey	40	1 Day	+2 CHR -2 INT	20% -1 Charisma -1 Agility
Vodka	100	1 Day	+2 CHR -2 INT	20% -1 Charisma -1 Agility
Moonshine	80	1 Day	+2 CHR -2 INT	20% -1 Charisma -1 Agility
Rotgut	120	1 Day	+3 CHR -3 INT	20% -1 Charisma -1 Agility
Nuka-Cola	5	N/A	N/A	N/A
Pure Water	5	N/A	N/A	N/A
Dirty Water	2	N/A	+3 Rads	N/A
Sunset Sarsaparilla	5	N/A	N/A	N/A
Nuka-Cola Victory	200	1 Hour	+2 HP +8 Rads +2 AP	N/A

Chapter 6: Technology

Section 1: Crafting



Basics of Crafting

After the Great War, one of the greatest killers of the human race was ignorance. All of humanity's shared technological reliance broke down. In the Wasteland, many things produced before the War can no longer be replicated and those that can must be repaired or made from scavenged parts.

Characters who excel in skills such as Repair, Survival and Lab Science have the ability to modify or create things. However, they are not magicians. They need both components and a suitable workstation to get the job done. Building items involves four core stages: components, a workstation, skill requirement and time. Some items may require schematics in order to be crafted.

Though there are specific crafting recipes listed in this section, **these rules act as a foundation for any crafting agreed at player and Overseer discretion.**

Components



All items can be broken down into more-or-less basic components. Item recipes are made up of simplified, abstracted component types. Components are not the same as your everyday scavenged junk, they are either unique parts or items of both high quality and volume. These items can be found as treasure in the wasteland or stripped out of other objects.

Keen-sighted scavengers will know a potential source of components on sight, and with Overseer discretion the Prospecting Skill can be used to dismantle things of particular value. Disassembly provides half of the amount of ingredients (rounded down) required to create it, and typically takes up a lot of time.

Five components take up 1 Capacity.

Component	Description	Value
Brass	Used for making most ammunition	3
Ceramics	Used for some body armor	30
Chem Tech	Used in some chems and other items	70
Circuitry	Used in all sorts of electronics	80
Combustion Tech	Used in some vehicles	250
Fusion Tech	Used in Energy Weapons and Robotics	1000
Gears	Used in items with gear-driven parts	15
Hydraulics	Used in some vehicles and Power Armor	220
Medic Tech	Used for medical items such as Stimpaks and Doctor's Bags	40
Metal	Used in many items	10
Motor Tech	Small motors - used in things like Miniguns, Robots and Power Armor	125
Optics Tech	Used in laser items and Robotics	500
Plastic Tech	Used in a variety of items	30
Propellant	Used for making conventional ammunition and explosives	7
Pulley Tech	Used for bows, vehicles and Power Armor	15
Screen Tech	Used on anything with a monitor	150
Springs	Small springs, used in a lot of guns and some other items	10
Textiles	General cloth, used in lot of assorted items	15
Vacuum Tubes	Used in all sorts of electronics	50
Wood	Used mostly for gun stocks and melee weapons	20
Herbal Mix	Used for chem crafting	25
Radscorpion Tail	Tail from a Radscorpion, used for poison.	10
Silver Gecko Hide	Hide taken from a Silver Gecko, used for tanning and armor	25
Brahmin Hide	Hide taken from a Brahmin, used for tanning and armor	50
Golden Gecko Hide	Hide taken from a Golden Gecko, used for sale or tanning	125
Deathclaw Hide	Hide taken from a Deathclaw, used for sale	400
Abraxo Cleaner	Used for poison (and cleaning clothes)	15
Broc Flower	Wasteland herb used for Chems	10
Xander Root	Wasteland herb used for Chems	10
Cherry Bomb	Used for explosives	3
Bubble Gum	Used for Chems	2
Fertilizer	Used for farming and Jet	2

Complexity, Schematics and Workstations



One of the most important factors in crafting is your knowledge and expertise. Some items are common sense combinations crafted with simple steps, whereas others may be lost technology that can only be built by someone with the right schematics and a high level of skill. If your Skill does not match that of the complexity requirement, the item cannot be crafted. Whether or not a character needs schematic for some objects and not others due to their background can be a matter of player and Overseer discretion.

Complexity	Skill Requirement
Very Simple	0
Simple	25
Average	50
Difficult	75
Very Difficult	100

Workstations are equally important in the process of crafting. Some items can be crafted by hand without assistance, but others may require a fully equipped mechanics shop or advanced science lab. This is largely contextual and up to Overseer discretion.

Crafting Examples

Primitive Weapons

Name	Components	Skill	Complexity	Schematic
Knife	1 Metal, 1 Wood	Survival/ Repair	Very Simple	No
Spear	1 Metal 1 Wood	Survival/ Repair	Very Simple	No
Longbow	1 Pulley 1 Wood	Survival/ Repair	Very Simple	No
Arrow (15)	1 Wood 1 Metal	Survival/ Repair	Very Simple	No

Basic Armor

Name	Components	Skill	Complexity	Schematic
Tribal Armor	1 Silver Gecko Hide, 1 Textiles	Survival/ Repair	Simple	No
Lightweight Leather Armor	2 Silver Gecko Hide, 1 Textiles	Survival/ Repair	Simple	No
Leather Armor	2 Brahmin Hide, 1 Textiles	Survival/ Repair	Simple	No
Heavy Leather Armor	1 Golden Gecko Hide 2 Textiles	Survival/ Repair	Simple	No
Heavy Metal Armor	1 Metal Armor 8 Metal	Repair	Average	No

Chems

Name	Components	Skill	Complexity	Schematic
Bandage Kit	1 Textile	Survival/ First Aid	Very Simple	No
Anti-Venom	1 Radscorpion Tail, 1 Xander Root	Survival	Simple	No
Healing Powder	1 Xander Root + 1 Broc Flower	Survival	Simple	No
Blood Shield	1 Mixing Herbs, 1 Xander Root	Survival	Simple	No

Hecate's Gift	1 Herbal Mix 1 Xander Root, 1 Broc Flower,	Survival	Difficult	Yes
Bleak Venom	2 Radscorpion Tail	Lab Science	Simple	No
Annoyance Itch	1 Radscorpion Tail	Survival/ Lab Science	Very Simple	No
Silver Sting	2 Radscorpion Tail, 1 Herbal Mix	Lab Science	Simple	Yes
Homemade Stimpak	1 Xander Root, 1 Broc Flower, 1 Medic Tech,	Lab Science/ Doctor	Average	Yes
After Burner Gum (x6)	1 Bubble Gum, 1 Chem Tech	Lab Science	Average	Yes
Psycho (x8)	1 Chem Tech, 1 Plastic Tech	Lab Science	Average	Yes
Hydra (x2)	2 Chem Tech, 1 Plastic Tech	Lab Science	Average	Yes
Steady (x4)	1 Chem Tech, 1 Plastic Tech	Lab Science	Average	Yes
Moonshine	Produce, Dry Produce	Lab Science	Simple	No
Old World Kiss	2 Abraxo Cleaner, 1 Chem Tech	Lab Science	Difficult	Yes
Mother Darkness	3 Radscorpion Tails, 1 Herbal Mix	Survival	Difficult	Yes
Cazadore Venom	1 Cazadore Poison, 1 Mixing Herbs	Survival	Difficult	No
Jet (x15)	1 Chem Tech 1 Fertilizer 1 Plastic Tech	Lab Science	Difficult	Yes
Super-Stimpak	1 Stimpak, 1 Chem Tech 1 Medic Tech	Lab Science / Doctor	Difficult	Yes
First Aid Kit	3 Medic Tech	Doctor	Average	Yes
Doctor's Bag	5 Medic Tech	Doctor	Difficult	Yes

Reloading Ammunition



If you happen to come across a reloading bench in your travels, it is possible to recycle and use components to create ammunition or convert ammunition types utilizing your Small Guns Skill. As with everything else, ammunition produces half of its components when broken down (rounded down).

Ammo Reloading Table:

Ammunition	Rounds Per Reload	Complexity	Components
.223	10	Average	2 Propellant, 2 Brass, 1 Metal
.308	10	Average	2 Propellant, 2 Brass, 1 Metal
.357	10	Average	2 Propellant, 1 Brass, 1 Metal
.44	10	Average	2 Propellant, 1 Brass, 1 Metal
.45	10	Average	1 Propellant, 1 Brass, 1 Metal
.45-70 Gov' t	10	Difficult	3 Propellant, 2 Brass, 2 Metal
.50	10	Difficult	3 Propellant, 2 Brass, 2 Metal
5mm	12	Average	1 Propellant, 1 Brass, 1 Metal
5.56	10	Average	2 Propellant, 2 Brass, 1 Metal
9mm	10	Average	1 Propellant, 1 Brass, 1 Metal
10mm	10	Average	1 Propellant, 1 Brass, 1 Metal
12.7mm	10	Difficult	2 Propellant, 2 Brass, 1 Metal
12 Gauge	10	Simple	2 Propellant, 1 Metal, 1 Plastic, 1 Brass
20 Gauge	20	Simple	2 Propellant, 1 Metal, 1 Plastic, 1 Brass

Section 2: Modifications



Weapon Modification:

With access to a workbench, a character must have a weapon and a compatible mod.

Weapon Mods	Cost	Bonus	Weapon Type
Barbed Wire	75	+3 Damage	Blunt Melee
Foregrip	100	-1 Min STR Requirement	Assault Rifle
Bipod	180	-2 Min STR +20% to aim whilst Prone or Crouched	Rifles
Under-Barrel Flashlight	150	Reduces darkness penalty by 10%	All Firearms
Extended Magazine	250	+50% Magazine Capacity	All Firearms
Sawblades	175	+6 Damage	Blunt Melee Weapons
Tripod	280	-2 STR requirement when Prone +30% to aim when Prone	Rifle-Grip Big Guns
Long Barrel	190	+3 Damage, +5% Aim	Revolvers
Advanced Calibration	250	Magazine Capacity +50%	Energy Weapons
Silencer	220	Silences Weapon. -5 Damage	Handgun and lower calibre rifles
Spiked Tesla Knuckles	600	+4 Melee Damage	Power Fist
Tesla Coil Amplifiers	500	+5 Damage	Energy Weapons
Scope	450	+5% Aim, +5 Range	All Rifles
Advanced Sniper Scope	550	Overwatch Aim is x 1 rather than 0.7 and +10% to Targeted Shots Prone only.	Sniper Rifles
Duckbill	800	+5 Damage	Shotguns
Laser Sights	1000	+10% Aim	All Firearms

Power Armor Modification:



With access to advanced workstations, Powered Armor can be modified.

Power Armor Mods	Cost	Bonus	Power Armor Type
Rad Scrubbers	1250	+40% Radiation Resistance, +5 RT	All
Overdrive Leg Servos	2500	+ 4 Hexes of free movement	All
Motion Assist Servos	2200	+10 Carry Capacity, +1 AP	All
Targeting HUD	2500	+10% Aim Bonus	T-51b and APA
Sensor Array	2000	+2 Perception	T-51b and APA
Chemical Hardening	2200	+5 Normal DT	T-51b
Tesla Coils	5000	+5 Energy DT, when hit by Melee or Unarmed, Attacker receives +5 Energy Damage	T-51b and APA



Section 3: Robotics



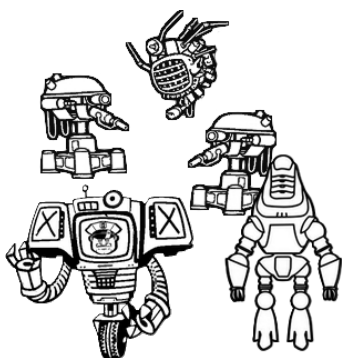
Robotics

The Old World before the Great War was flush with scientific wonders, alongside nuclear fusion and next-generation weaponry, robotics flourished. Robots had been constructed by Pre-War society to fill all niches and occupations. From general-purpose utility droids to full-fledged military battle machines, robots could be found in almost any environment and function. In the Wasteland, these robots can be found as either non-functional relics or purposeless remnants performing their old tasks. A scarce few in the Wasteland have learnt to utilize and salvage this mostly lost technology, reverse engineering and repairing it for their own purposes. Components such as Vacuum Tubes, Circuitry, Fusion Tech, Gears and Motors can be utilized to repair or modify robots.

All checks regarding robotics come under the **Computer Science Skill**. If the Computer Science roll fails, roll **1d4** for the consequences

- 1:** More components are required
- 2:** Unknown failure, you must start from scratch and double work time.
- 3:** The robot is limited in function, and will only be able to perform its tasks for a limited time.
- 4:** Total failure. Program wipe or component destruction means whatever is being attempted is no longer possible.

Reprogramming



Most robots rely on pre-created programming loaded through holotapes, but it's also possible for a skilled Computer Scientist to completely reprogram (or program from scratch) a robot to perform completely different purposes. Reprogramming allows the programmer to allot Skill Points in any Skills except for Persuasion, Deception, Barter, Survival, Sneak, Sleight and Unarmed.

Reprogramming requires a Holotape, either new or reused from the robot.

Computer Science Skill determines the complexity of the programming the robot can have.

- **Simple Programming (50% Computer Science, 30 Skill Points)**
- **Standard Programming (70% Penalty, 60 Skill Points)**
- **Advanced Programming (80% Penalty, 120 Extra Skill Points)**

Reprogramming a robot with a pre-existing Holotape requires 25% Computer Science. Different robots have different capacities for the amount of Holotapes they can adopt.

Robotics Holotape	Cost	Effect
Infantry Module	250	+40% Small Guns and Energy Weapons
Heavy Munitions Module	250	+40% Big Guns
Riot Control Module	250	+40% Melee Weapons
Maintenance Module	500	+40% Repair
Lab Assistant Module	400	+40% Lab Science
Driver Module	200	+40% Pilot
Law-Enforcement Protocols	300	Programs the Robot to act as a guard over a given area
Mr. Handy Module	300	Programs the Robot to act as a personal steward/assistant

Section 4: Tools



Tools	Cost	Capacity	Effect	Uses
Bobby Pin and Screwdriver	1	0	Security +5% when lockpicking	1
Flare	10	0	Reduces darkness penalty within a 2 hex radius	1 Hour
Rope	25	2	10 meters long.	3
Duct Tape Roll	28	1	Can be used to stick stuff together. Useful for repair.	10
Travel Pack	25	0	Carry Capacity + 5	∞
Caravan Pack	50	0	Carry Capacity + 20, -2 AP, Requires 6 STR	∞
Shopping Cart Backpack	100	0	Carry Capacity +40 Requires 11 STR	∞
Remote Detonator	55	0	Can be used to detonate explosives from up to 20 hexes away. Uses 1 Small Energy Cell	∞
Rubber Boots	65	3	Can walk in hazardous areas safely	30 Mins
Climbing Kit	95	3	AGL +2 when climbing, also used for boarding ships	∞
Gas Mask	150	2	Immunity to gas	∞
Electronic Timer	25	0	Can be used to set timed explosives	1
Wasteland Instrument	95	3	Can be used to play music!	∞
Surgical Kit	140	0	+10% Doctor when installing Implants	∞
Radio	350	5	Requires 2 Small Energy Cells Can be used to tune to the radio	72 Hours
Tragic the Gathering Card Set	50	0	A card game played in the Wasteland, though not often.	∞
Poker Set	50	0	Gambling game often played in the Wasteland	∞
Bedroll	25	5	Basic bedroll for sleeping in the Wasteland	∞
Camping Kit	300	10	Full tent and camping set used for camping in the Wasteland	∞
Big Book of Science	400	1	Increases Lab Science Skill (100 - Skill, divided by 10)	1

Programmer's Digest	400	1	Increases Computer Science Skill (100 - Skill, divided by 10)	
Guns and Bullets	425	1	Increases Small Guns Skill (100 - Skill, divided by 10)	1
First Aid Book	175	1	Increases First Aid Skill (100 - Skill, divided by 10)	1
Dean's Electronics	130	1	Increases Repair Skill (100 - Skill, divided by 10)	1
Scout Handbook	200	1	Increase Survival Skill (100 - Skill, divided by 10)	1
Preserved Pre-War Instrument	2000	4	Perfectly preserved pre-war instrument. Typically used by collectors and esoteric musicians.	∞
Pip-Boy Medical Enhancer	200	0	When installed on a functional Pip-Boy, provides +10% to Doctor	∞
Pip-Boy Diplomatic Translator	200	0	When installed on a functional Pip-Boy, provides assistance in translating foreign language and ciphers/code.	∞
Pip-Boy Mechanic's Assistant	200	0	When installed on a functional Pip-Boy, provides +10% to Repair	∞
Garrotte Wire	300	0	Negates Instant Death Save on a lethal Unarmed Sneak Attack	∞
Geiger Counter	650	5	Detects Radiation on activation. Requires 1 Small Energy Cell	1 Hour
Pip-Boy Motion Sensor	800	0	When installed on a functional Pip-Boy, allows detection of nearby moving lifeforms. +20% Sneak	∞
Stealth-Boy	1800	3	Each usage auto-succeeds Sneak checks. Powered by Small Energy Cells	10 Usage/Cell
Pip-Boy 2000	2250	1	Holotape player Computer Science +5%, Basic Map System (Reduces mountain and tribal territory travel time by 1 day per square.)	∞
Pip-Boy 3000	4000	1	Geiger Counter Radio Flashlight +10% Computer Science +10% for Targeted Shots Map System (Reduces Mountain and Tribal Territory time by 1 day per square)	∞

Multi-Tool	250	2	+20% to Repair when fixing mechanics	∞
Super Tool Kit	1000	5	Highly sought after by mechanics. +40% to Repair	∞
Lockpicking Kit	250	3	Security +20% during lockpicking	5
Safecracking Kit	300	5	+50% Security when opening safes	1
Electronic Lockpicks	375	3	+50% Security against Electronic Doors	5
Expanded Lockpicking Kit	450	4	+40% Security when lockpicking	5
Chemistry Set	600	5	Allows the portable crafting of Chems	∞
Disguise Kit	350	2	Allows user to construct disguises using collected items	∞
Bomb Disposal Kit	2000	5	Security +25% when disarming bombs	5
Robot Diagnostic Kit	3200	10	+20% Computer Science when performing robotics	5
Patriot's Cooking Kit	500	5	Allows portable crafting of explosives	5

Section 5: Traps and Explosives



Noticing, Setting, Disarming, and Setting Off Traps

Traps are a basic part of life in the wastes. Tribals use them to keep animals and raiders at bay, evil genius' use them to keep intrepid adventurers out of their compounds, and clever people can use them to get the drop on an enemy.

When walking into an area with traps, the Overseer should make a secret roll against each character's Perception statistic. Those who succeed, notice the traps. Those who don't are going to run into some problems.

Remember that the characters can only see traps (or mines, see below) that are within their line of sight. If a character has no way of seeing a tripwire, the roll against Perception isn't going to matter. However, if another part of the trap's mechanism is visible, they character could detect the trap from that. For more information on detecting mines, see Mines, below.

After a character has seen a trap, he or she can attempt to disarm it. This requires another roll against the Security skill. If the roll fails, then the trap goes off in the character's face. It takes approximately 1 turn of combat to disarm a trap.

Wily characters can also use their Security skill to set a trap or a snare. If they are attempting to set up a complicated mechanism, such as a shotgun that fires when someone walks across a tripwire they need a little bit of time. At the end of that time, the Overseer makes a secret roll against Security. Success means that the character has set the trap correctly. Failure means that the character messed up somehow, and the trap will either misfire or not go off at all. The character will always assume he or she set the trap correctly.

If a character does not notice a trap and walks into the area, he or she is allowed to roll against Agility to avoid setting it off. Unfortunately, if a character fails the roll against Agility, it means the trap was sprung and that that character and anyone else in the trap's range is subject to the trap's nasty effects, be that damage, poison, or worse.

Traps:

Traps can be crafted, set and disarmed using the Security skill. Traps are almost universally used outside of active combat scenarios. If a Security roll fails when setting the trap, it will remain non-functional without the setter's knowing.

Traps	Cost	Capacity	Details and Damage
Tripwire	40	1	N/A Spool of wire used for tripwire traps.
Snare	66	1	N/A Snare used for Snare traps
Pressure Plate	75	3	A pressure plate that can be used for Pressure-activated traps
Coyote Trap	200	2	10+1d8 Sharp trap that snaps shut on anyone who steps on it. Requires successful Strength or Security roll to pry off.
Bear Trap	350	5	20+1d10 Snaps shut anyone who steps on it, requires a successful Strength/Security roll to pry off. Cripples limb.
Deathclaw Trap	1500	8	30+1d20 Requires successful Strength/Security check to pry off. Cripples' limb affected, ignores 4 DT

Setting and Disarming Explosives



Explosives are a lot like traps, except that they use a timer and are usually much more destructive. If you set off an explosive and live, you are put into knockdown. Setting explosives can be very useful: you can open doors, destroy or heavily damage vehicles, and even plant them on unsuspecting people.

Setting an explosive device takes 1 turn. It requires a roll against the Security skill. If the roll fails, setting the explosive requires an additional turn.

Disarming explosives works the same way that disarming a trap does. It takes a turn, but if the character fails, the explosive cannot be disarmed safely. Only a critical failure will make the bomb explode. A disarmed explosive device will provide half the components that constituted it. Characters who are hit by an explosive device are going to take damage; there is no roll against Agility to try to move out of the way. However, any damage outside of the initial hex is halved.

Detecting, Laying, and Disarming Mines



Detecting mines works in exactly the same way as detecting a trap, except that the character can *only* see mines in a hex-radius equal to half of their Perception. Once the Security roll is made, if successful all mines within the radius are revealed/marked to the character. Perceptive characters had better tell their friends about mines as quickly as possible.

Disarming and laying mines follows the same principle as other explosives.

When a mine detonates, it damages everything in a certain radius, depending on the device. In addition, any other mine within the *blast* radius has a 80% chance of detonating. Intelligent raiders have been known to rig elaborate - and devastating - traps with mines.

Crafting Explosives



With the Demolitions Expert Perk, adequate Security Skill and the right components, explosive devices can be crafted. An explosive has two core parts: Explosive Material and Explosive Device. When crafting an explosive, a failure on the Security roll results in the Explosive being non-functional without the creator being aware of it. If the roll critically fails, the explosive goes off in the creator's face.

Explosive Materials

Material	Complexity	Components	Value	Damage	Radius
Frag	Average	12 Propellant 1 Cherry Bomb	150	20+1d10	5
Sleep Gas	Average	10 Chem Tech	800	10 Fatigue per round	5
Toxic Gas	Average	10 Chem Tech	800	10 Damage per round	5
Plastic Explosive	Difficult	4 Plastic Tech 4 Chem Tech, 3 Propellant	500	40+2d20	8
Plasma	Difficult	1 Fusion Tech, 2 Metal, 1 Vacuum Tube, 1 Circuitry	1300	70+1d20	10
Dirty	Very Difficult	4 Fusion Tech, 3 Metal, 1 Vacuum Tube, 1 Circuitry	8000	+700 RADs	20

Explosive Device

Device	Complexity	Components	Value	Description
Mine	Simple	1 Metal 1 Circuitry	90	Triggers on contact
Charge	Average	2 Circuitry 1 Textiles	200	Triggers when remotely detonated
Time Bomb	Average	1 Metal 1 Electronic Timer	50	Triggers after set time passes

Section 6: Cybernetic Implants



In the Old World, the augmentation of human bodies with technology was one of many advanced scientific wonders. The safest and most reliable method was through 'implants' which required installation through extremely complicated surgery, usually by the robotic Auto-Docs.

A character's biological tolerance for implants (i.e the maximum they can install) is determined by $\text{Endurance}/2$, rounded down.

Most Auto-Docs weren't programmed to perform cybernetic surgeries, and as such require a Holotape containing the routine or Doctor Skill to help guide the Auto-Doc perform the operation with your own medical expertise.

Implant	Effect
Reflex Booster	+2 Agility
Empathy Synthesizer	+2 Charisma
Nociception Regulator	+2 Endurance
Logic Co-Processor	+2 Intelligence
PHOENIX Monocyte Breeder	+10 Recovery Rate
Optics Enhancer	+2 Perception
Hypertrophy Accelerator	+2 Strength
NEMEAN Sub-Dermal Armor	+4 Damage Threshold
Skeletal Reinforcement	Limbs cannot be crippled
DIONYSUS Substance Filter	Immunity to Addiction

Recovering from an Implant surgery takes time, about 12 Days minus your Endurance of bedrest.

Chapter 7: Vehicles

Section 1: Basics and Car Chases



Basics of Vehicles:

In the Old World, vehicles were once very common. Though some difficult advances were made in powering them through fusion technology, the vast majority ran on petroleum. After all, fuel was cheap and plentiful, so why worry?

In the Wasteland, vehicles are mostly useless hulks of rusted metal gathering dust. Working vehicles are **very rare**. They're treasured relics, and to have one is to hold a symbol of power.

Basic operation of vehicles outside of combat is governed by the **Pilot** Skill. Vehicles require a particular threshold level of **Pilot** skill just to operate competently, else they face a **disadvantage** on any Pilot rolls made. For vehicles such as cars, trains and boats this is **25%**. For aircraft, this is **80%**.

Terrain Penalties:

- **Open Terrain: 0% Pilot Skill Penalty**
- **Rough Terrain: -20% Pilot Skill Penalty**
- **Extreme Terrain: -30% Pilot Skill Penalty**



Vehicle Anatomy:



There are in effect **two Primary Statistics** for vehicles relevant to their driving that are ranked on an escalating basis of 1-5:

- **Speed:** Max Speed (1:50MPH 2:70MPH 3:90 MPH 4:110MPH 5:130 MPH)
- **Bulk:** Size and raw power

Vehicles also have the **Secondary Statistics** of Hit Points, Armor Class, and Damage Threshold much like normal combatants. With the exception that Damage Threshold is the same between Normal and Energy, barring Explosives which ignore Vehicular Damage Threshold.

Car Chases:

The backbone of road warfare is the chase. In this scenario, the Target always acts before the Pursuer. If there are multiple in either group, initiative within the groups is decided by **1d10+Speed**. It is important for the distance during a chase to be continually monitored in some fashion, the easiest method is to use a hex-grid and minis, however paper will also work. If there are multiple pursuers or targets, there will be multiple distances.

There are five simplified **Ranges** that cars can be at during a pursuit in relation to the target vehicle (who remains stationary on a hex-grid):

- **Close (0 Distance)**
- **Short (-5 Distance)**
- **Long (-10 Distance)**
- **Extreme (-15 Distance, beyond -15 the Car Chase ends)**

The distance between each **Range** is marked by a number of negative increments of **5 Hexes** with relation to the target vehicle, which is at zero. As an example, a pursuing car at **long range** would be marked as **-10** in terms of its distance away from its target. It is the **objective of the pursuer** to bring the **Distance Score** to **zero**, and the **objective of the target** to bring the score **as far as possible away from zero**, which would result in **Road Warfare**.

At the beginning of each round, the target must roll against **Pilot** in order to escape their pursuer. Upon success, the target vehicle's **Speed** is subtracted from the **Pursuer's** distance. Upon critical success, this number doubles. Upon failure, the target vehicle fails to gain any ground. Upon critical failure, they **add** their own speed to the **Distance Hexes**

At the beginning of each round, after the target, the pursuer must also roll against **Pilot** in order to catch-up to their target. Upon success, the pursuer adds their vehicle's **Speed** to the **Distance Score**. Upon critical success, they **double** this number. Upon failure, they do not gain any ground. Upon critical failure, they **subtract** their own speed from the **Distance Score**.

Example: A Vault Dweller in a sluggish Big-Rig (Speed 1, Pilot 60%) is being pursued by a Motorcycle Raider (Speed 3, Pilot 60%) and a Dune-Buggy Raider (Speed 2, Pilot 60%) at Short Range (Distance: -5)

First, the Vault Dweller rolls Pilot and succeeds, subtracting their Speed (1) from the total Distance, turning it from -5 to -6 for both Raiders. As such, they have gained ground in the chase

Next, the Motorcycle Raider rolls Pilot and succeeds, adding their Speed (3) to their Distance, bringing their distance to -3 from -6

After that, the Dune-Buggy Raider rolls Pilot and succeeds, adding their Speed (2) to their Distance, bringing theirs to -4 from -6 and ending the round.

Generally speaking, in cases where there is a large disparity in vehicle speed on open terrain, the fastest vehicles will inevitably catch-up with the slower. As such it's left to Overseer (and player) discretion whether to roll for the entire pursuit prior to Road War in these cases.

Intense Chases:

In **certain scenarios** such as racing through narrow canyons or crumbling city streets with many obstacles, chases might have countless context-dependant variables that could change the outcome of a race. To represent this potential, when in particularly intense and chaotic car chases, **an additional Hex Distance should be added for every 20% a Pilot roll lands beneath its success margin.**

Section 2: Road Warfare



The Driver:

Road Warfare begins when two or more opposing vehicles exist in Close Range, and is waged by the drivers of the vehicles. In Road Warfare (and Highway Combat in general) there are no action points, only single actions for each individual per turn. The Driver must continue to make Chase rolls at the beginning of each round; however, they do not count towards their action. The Driver has a number of **manoeuvres** they can choose from to make once per turn.

To perform a manoeuvre, the Driver must make a **Pilot** roll. If the move is an attack, they must subtract the opponent vehicle's **AC** from their roll. Upon failure, there was some complication, such as opponent evasion.

Manoeuvre	Description	Damage
Side-Sweep	Attempting to sweep your vehicle against another in order to damage it. Target and Attacker receive same damage unless the Attacker has Ram Gear	Bulk+ difference in Speed x 5
Full Ramming	Same as above, with greater force.	Bulk + difference in Speed x 10
Head-On Collision	Deliberately colliding your vehicle head-on into another that is oncoming. Both vehicles receive the same damage and Crash.	Target Bulk + Attack Bulk + Target Speed + Attack Speed x 20
Bootleg Stop	Vehicle comes to an immediate stop facing the other direction. Requires Pilot Roll with -30% Penalty, failure results in losing control	N/A
Hit and Run	Ramming the vehicle into an individual	Target rolls AGL to avoid Target Bulk + Speed x 20 Ignores Armor except Power Armor

Losing Control:

If two vehicles collide in any fashion, the vehicle with smaller Bulk must roll **1d4** for how their car loses control. If they are equal, both roll. Each difference of Bulk adds to the roll. The penalty only effects the next action.

1. Minor Skid: **-5% on any rolls made by passenger or driver**
2. Minor Fishtail: **-10% on any rolls made by passenger or driver**
3. Major Skid: **-15% on any rolls made by passenger or driver**
4. Major Fishtail: **-20% on any rolls made by passenger or driver**
5. Spin-Out: **Roll Pilot. Target car stops, Pursuer moves to Extreme distance. Fail means Roll.**
6. Roll: **Full Crash**

Crashing:

Crashing is the most destructive way a vehicle can stop, either from a head-on collision, a roll or some other calamity. A crash results in **1d10 damage for each 10 MPH the car was travelling for both the passengers and the vehicle**. Similarly, for each 40 MPH the car was travelling the players receive 1 Crippled Limb. To determine which, they must Roll 1d4:

1. Head
2. Arms
3. Legs
4. Groin

If a vehicle is reduced to **0 HP** the vehicle ceases functionality and stops dead. If the car is destroyed by explosion, any passengers still inside must roll **Instant Death Saves**

Section 3: Passenger Combat



In the Wasteland, the term "Riding Shotgun" is literal. Passengers can be a vital part of vehicular combat. Much like the Driver, during vehicular combat there's no action points, only single actions taken per individual per turn. There are three types of passenger in the car: **Gunners, Grease Monkeys and Hijackers**

By default, all combatants have no AC granted by their armor during highway combat, only what is granted by the vehicles. Exposed refers to those clambering around on vehicles or those on vehicles with no protection such as bikes. Partial Cover refers to being sat inside the vehicles with some covering, but no active attempts to hide. Greater Cover refers to highly protected positions, or trying to lie on the car-seats.

Cover:

- **Exposed: 0 AC**
- **Partial: 20 AC**
- **Greater: 60 AC**

Gunners:

By default, due to the frantic nature of vehicular combat, all combat rolls receive a **-10% penalty** unless using a mounted weapon. The effective range of weapons is largely up to Overseer discretion - if the narrative context allows it you might have a melee duel across motorcycles. As a rule of thumb, the penalty doubles with each Range tier.

Ranged Gunners or Melee Hijackers can make **Targeted Shots** against vehicles:

Area	Effect	Aim Penalty
Wheels	Damage x2	-40%
Vitals	Damage x1.5	-30%

Grease Monkey:

The mechanic. Using a Multi-Tool or higher quality equipment, the Grease Monkey on Bulk 3 or higher vehicles can spend **1d4** turns making emergency repairs. If they pass a **Repair** check at the end of the rounds, the vehicle is restored **3d6 HP**. However, due to the fact that the Grease Monkey is likely clambering over the vehicle, Grease Monkeys have **0 AC** whilst they are doing their work.

The Hijacker:

The Hijacker is the daring passenger who jumps from vehicle to vehicle in order to bring the fight to the enemy. Hijackers can only leap to vehicles larger than Bulk 1. Hijackers must roll against **Agility** to make the leap. However, some vehicles are harder to leap onto than others.

Bulk 2: -3 AGL

Bulk 3: -2 AGL

Bulk 4: -1 AGL

Bulk 5: N/A Penalty

Hijackers must take a full turn to make any movements clambering on the vehicle, and experience no AC penalty when attacking opponents on the same vehicle. For Hijackers, the Aim Penalties on Targeted Shots against Vehicles are halved.

Hijackers can throw drivers out of their vehicle by making a successful **Grapple** roll.

If a Hijacker fails a leap, they must roll the same as if they were in a crash.

The Driver:

The Driver can also attack whilst driving, taking their action, however they can only utilize one-handed weapons and must take an additional Pilot roll. If this roll fails, they must roll on losing control.

Section 4: Planes, Trains and Boats



In the vast, wild wasteland there's more ways of getting around outside of cars or hoofing it. Whether it be sailboats fishing along murky irradiated seas, fledgling railways or sailing the air in wondrous flying machines.

Chases :

Chases across all vehicle types operate in fundamentally the same fashion as that of cars, however context and the nature of the vehicles will affect the mechanics of the chase.

Trains:

With the nature of trains, train-combat is rather simple. If the combat is entirely contained on the train, it should play out as normal, non-vehicular combat, however if the train is being pursued by other vehicles, it plays out like car-combat with the train as a very large fixed-speed vehicle. Speed and approach up to Overseer discretion.

Aircraft:

Due to the esoteric nature of aircraft in the Fallout world, it is more likely you'll be receiving fire from the ground than engaging in dogfights. When exactly during your flight you're capable of being shot down, or how, is up to the contextual discretion of the Overseer.

When an aircraft loses **half** of its health, a Pilot roll must be made. If this fails, the pilot begins to lose control of the aircraft and will crash. A further pilot roll with a **-50%** penalty will determine if this crash is controlled (Same rules as car crash) or completely out of control (All passengers make Instant Death Saves).

The same roll must be repeated when a further quarter of the aircraft's health is lost.

Boats:

Boats operate on the same fundamental chase rules as cars, however the scale of time in the chase is a lot slower.

When ships are in immediate range of each other, the attacking ship may need to make a Pilot roll to bring the ship within **boarding** range, failure results in the target ship getting the slip. Some ships will require **boarding equipment** to successfully board, namely grapple ropes. The party must then each make **Throwing** rolls, a majority success means the ship has been grappled and boarding begins. Combat on a boarded boat plays out much like normal non-vehicular combat.

When a boat reaches **0 HP**, it begins to **sink**. The number of rounds before sinkage is equivalent to that of its **Bulk** level.



Section 5: Vehicle Maintenance and List



In the Old World, vehicles were mass-produced to specification by factories and personal maintenance was an economic choice rather than an absolute necessity. In the Wasteland, if you're driving a machine, you best know how to keep its guts chugging. Functioning vehicles in the Wasteland are those scarce few fusion-powered created prior to the Great War, and as such rely on Microfusion Cells for fuel.

Making Repairs:

When attempting to repair a vehicle, a character must have a Repair tool and then make a Repair roll to determine if repair is viable. If so, and then roll 3d10 for how many HP is restored on the vehicle. For each 10 HP restored, x5 Metal is required. If the Repair roll fails, then the vehicle must be repaired by a garage or with the usage of a Super Tool Kit. The check is bypassed if the character is already in possession of one. A repair takes 8 hours. If the vehicle reached 0 HP then a vital component has failed and must be replaced entirely with the assistance of a Super Tool Kit. The vehicle will remain inoperable until then.

Customization and Equipment:

To modify your vehicle, you either need a Super Tool Kit or take the vehicle to an appropriate garage. The exact nature and the capacity for the vehicle to take these modifications is up to Overseer discretion. The capacity for modifications is equivalent to the Bulk of the vehicle. However, the exact nature of modification and capacity are also up to Overseer discretion.

Modification	Complexity	Components	Effect
Fuel Cell Regulator	Difficult	1 Fusion Tech 1 Circuitry	Reduces the charge rate from one full MFC to half in all cases
Super-Booster	Difficult	2 Combustion Tech	Increases Speed by 1
Ram Prow	Average	15 Metal	Halves the damage of ramming and head-on collisions for the attacker
Armored Tires	Average	10 Metal 1 Hydraulics Tech	Tires cannot be targeted
Light Armor	Average	15 Metal	+4 DT
Medium Armor	Average	30 Metal	+8 DT -1 Speed
Heavy Armor	Average	45 Metal	+12 DT -1 Speed Only on Bulk 4 or higher
Mounted Weapon	Average	1 Big Gun 5 Metal 1 Motor Tech 1 Gear Tech	+30% Aim on Mounted Big Gun and -1 AP cost

Land Vehicles :

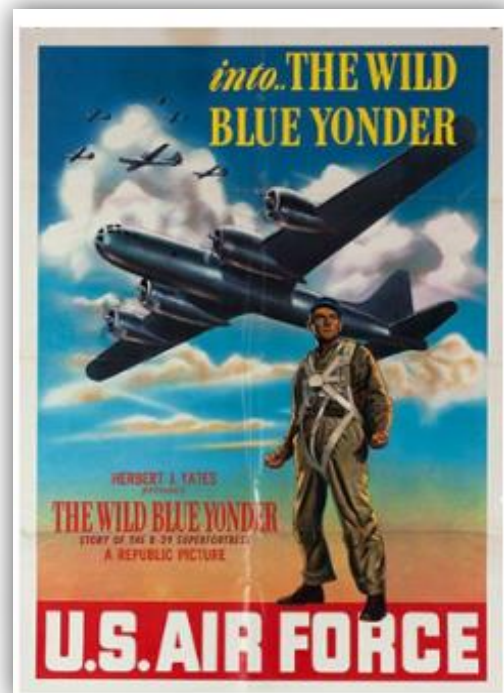
<i>Name</i>	<i>Bulk</i>	<i>Speed</i>	<i>Health</i>	<i>AC</i>	<i>DT</i>	<i>Charge per MFC</i>
<i>Motorcycle</i>	1	2	60	35	0	100%
<i>Chopper</i>	1	2	75	25	2	100%
<i>Dune-Buggy</i>	2	2	150	20	2	75%
<i>Sedan</i>	2	2	120	15	4	50%
<i>Highwayman</i>	3	3	220	15	8	50%
<i>Truck</i>	3	2	220	10	10	40%
<i>Bus</i>	4	1	280	5	15	25%
<i>Hauler</i>	4	1	320	0	15	25%
<i>Big-Rig</i>	5	1	350	0	20	25%

Sea Vessels :

<i>Name</i>	<i>Bulk</i>	<i>Speed</i>	<i>Health</i>	<i>AC</i>	<i>DT</i>	<i>Charge per MFC</i>
<i>Catboat</i>	1	2	30	10	0	N/A
<i>Catamaran</i>	2	2	80	20	0	N/A
<i>Cutter</i>	2	3	120	15	0	N/A
<i>Schooner</i>	2	3	150	15	0	N/A
<i>Trawler</i>	5	3	250	0	20	25%
<i>Patrol Boat</i>	3	3	200	5	15	25%

Aircraft :

<i>Name</i>	<i>Bulk</i>	<i>Speed</i>	<i>Health</i>	<i>AC</i>	<i>DT</i>	<i>Charge per MFC</i>
<i>Old World Bomber</i>	5	4	500	35	25	10%
<i>Vertibird</i>	4	5	400	45	25	10%



Chapter 8: Prospecting and Looting



The Great War destroyed human civilization, but it didn't wipe away all traces. The Wasteland exists upon the carcass of the Old World, and many in it live as vultures picking away at whatever is left. To some they are salvagers or scroungers. They, however, prefer to call themselves Prospectors.



When in an area that you believe may have items you can loot, ask your Overseer if you can take a look around. Provided your hunch was somewhat correct, you'll be able to roll your **Prospecting Skill**. In the case of a failure, turns out you were wrong and the area is derelict. In the case of **Prospecting Skill** success, you have found something to loot. Roll **half Luck +3d6** for the amount of **Junk Items** you have discovered. Junk items are trinkets, odds and ends that hold no particular utility, with a universal value of **3 Caps**.

5 Junk Items incurs 1 Capacity

Salvage Prospecting



In certain key areas of the Wasteland, namely in certain spots within the ruins of large Pre-War cities or locations of specific value, there exists "**Hotspots**" of valuable salvage (such as Robotic Parts or Medical Supplies) that can be Prospected in bulk. Often times in the Wasteland you will find entire crews and companies of Prospectors establishing claims and making a living picking apart these "**Hotspots**". This bulk salvage can either be sold as such to willing buyers, or picked apart for useful items.

To participate in **Salvage Prospecting**, you must first find a **Salvage Hotspot**, typically this information is learnt from other Wastelanders, identified from Prospector Claims or a usage of the **Prospecting Skill** with the intention of locating one whilst looking at something such as a city map. A further usage of the **Prospecting Skill** identifies the type of salvage and its potential value. You must then spend a large amount of time, typically a day or over, Prospecting the spot. A **Prospecting Skill** roll is made, and if it is successful, you will receive bulk salvage. Some salvage is harder to safely recover or more difficult to find and as such will incur difficulty penalties that are subtracted from your **Prospecting Skill**.

Transportation is necessary for bulk salvage, there are three types of Bulk Salvage weight:

Light - Takes up 50% of individual carry capacity

Medium - Takes up 75% of individual carry capacity

Heavy - Too heavy for an individual to carry, requires outside transportation

Heavy transportation can come in various contextual forms from reinforced shopping carts, mine carts, Pack Brahmin or even refitted trains.

Salvage	Bulk Value	Bulk Weight	Salvage Difficulty
Junk Refuse	500	Light	5%
Wood	1000	Light	10%
Quality Scrap	2000	Light	20%
Light Mechanical	2500	Medium	25%
Medium Mechanical	3500	Medium	35%
Heavy Mechanical	4000	Medium	40%
Medium Electronic Scrap	5500	Heavy	50%
Heavy Electronic Scrap	6500	Medium	60%
Robotic Parts	7500	Heavy	75%
Military Scrap	8500	Medium	85%
Medical Stockpile	9000	Medium	90%
Space-Age Technology	9500	Medium	95%

Chapter 9: Weapons and Armor

Section 1: Armor



Name	<i>Clothes</i>	<i>Robes</i>	<i>Vault Suit</i>
Value	10	90	100
Armor Class	0	0	0
Capacity	3	5	3
Normal DT	0	0	0
Energy DT	0	0	0



Name	<i>Recon Armor</i>	<i>Tribal Armor</i>	<i>Leather Jacket</i>
Value	250	90	90
Armor Class	10	10	10
Capacity	5	5	5
Normal DT	2	2	2
Energy DT	2	0	0



Name	<i>Light Leather Armor</i>	Leather Armor	Heavy Leather Armor
Value	160	220	270
Armor Class	15	20	25
Capacity	5	8	10
Normal DT	4 Can be worn over clothes, robes or a Vault Suit	4	5
Energy DT	0	0	0



Name	<i>Road Sign Armor</i>	<i>Metal Armor</i>	<i>Heavy Metal Armor</i>
Value	240	250	300
Armor Class	15	10	15
Capacity	10	15	20
Normal DT	6	8 Disadvantage on Sneak	10 Disadvantage on Sneak
Energy DT	3	4	5



Name	<i>Recruit Legionary Armor</i>	<i>Prime Legionary Armor</i>	<i>Decanus Legionary Armor</i>	<i>Centurion Legionary Armor</i>
Value	220	280	300	800
Armor Class	20	25	25	30
Capacity	8	10	10	20
Normal DT	4	4	5	10
Energy DT	0	0	0	8



Name	<i>NCR Trooper Armor</i>	<i>NCR Ranger Patrol Armor</i>	<i>NCR Salvaged Power Armor</i>
Value	220	600	2150
Armor Class	20	35	15
Capacity	8	20	50
Normal DT	4	8	12 Disadvantage on Sneak RR 20% Damage Resistance
Energy DT	0	8	12 Damage Resistance



Name	<i>Mutant Rag Armor</i>	<i>Mutant Road Armor</i>	<i>Unity Armor</i>
Value	100	550	3500
Armor Class	20	35	35
Capacity	5	15	20
Normal DT	4 Super Mutant Only	8 Super Mutant Only	15 Super Mutant Only
Energy DT	0 Super Mutant Only	8 Super Mutant Only	15 Super Mutant Only



Name	<i>Environment Suit</i>	<i>Environment Armor</i>	<i>Chinese Stealth Armor</i>
Value	300	500	500
Armor Class	10	15	30
Capacity	10	15	5
Normal DT	0 Disadvantage on Sneak Gas Immune	6 Gas Immune +40% Poison Resistance Disadvantage on Sneak	3 +70% Sneak Invisible to technology such as robots or turrets.
Energy DT	0 RR+50% RT:10	6 RR+50% RT:5	8



Name	<i>Security Armor</i>	<i>Combat Armor</i>	<i>Advanced Combat Armor</i>	<i>Desert Ranger Armor</i>
Value	250	670	750	1250
Armor Class	15	30	40	45
Capacity	10	20	10	15
Normal DT	5	10	12	12 Gas Immune Night Vision
Energy DT	5	10	12	12



Name	<i>T-45d Power Armor</i>	<i>T-51b Power Armor</i>	<i>Advanced Power Armor</i>
Value	3500	5200	6500
Armor Class	50	60	70
Capacity	50 (0 when equipped)	60 (0 when equipped)	50 (0 when equipped)
Normal DT	13 Night Vision Gas Immune STR+2 Disadvantage on Sneak Damage Resistance	15 Night Vision Gas Immune STR+3 Disadvantage on Sneak RR 50% Damage Resistance	18 Night Vision Gas Immune STR+4 CHR -1 Disadvantage on Sneak RR 60% Damage Resistance
Energy DT	13 Damage Resistance +RR 20% RT:5	15 Damage Resistance RR 30% RT:10	18 Damage Resistance +RR 60% RT:10



Section 2: Weapons and Ammunition



For every one point under Minimum Strength Requirement, a -25% penalty is incurred.

For every hex beyond a weapon's range, a -25% penalty is incurred.

Unarmed



Fist weapons add to existing Melee Damage for the sake of punches.

Name	C	Value	Min. ST	Dmg	Rng	S	Description
<i>Brass Knuckles</i>	2	40	2	1d4 (1-4)	1	3	Normal Damage.
<i>Boxing Gloves</i>	2	10	1	N/A	1	3	Incurs 5 Fatigue
<i>Power Fist</i>	4	1500	5	10+2d6 (12-22)	1	3	Fuel: SEC 30 Hits

Melee Weapons



Some Melee Weapons have "Knockback", with these weapons for every 5 points of damage dealt the target is pushed back 1 Hex. Some Melee Weapons require fuel.

For an additional 2 AP, Melee Weapons can perform Special Moves.

Name	C	Value	Min. ST	Dmg	Rng	S	T	Extras
Riot Stick (Knockback)	3	10	3	1d6+MD (1-6)	1	4	4	Non-Lethal Deals Energy Damage Red Score: Incurs 10 Fatigue on target
Knife	2	40	2	1d4+2+MD (3-6)	1	4	4	Dirt-Nap: Opponent receives 1d4 damage if attack misses within 30%
Baseball Bat (Knockback)	4	50	4	1d6+3+ MD (4-9)	1	3	4	Homerun: Add additional MD to damage when targeting the head
Machete	4	60	4	1d8+2+MD (3-10)	1	4	5	Chop: Limb Die damage doubled
Spear	4	70	4	1d10+3+MD (4-13)	2	4	5	Lunge: Opponent receives additional MD if they are 2 Hexes away
Fire Axe	4	200	4	1d12+8+MD (9-20)	1	4	5	Chop: Limb Die damage doubled
Chainsaw	5	230	4	2d6+8+MD (10-20)	1	4	4	Rip and Tear: Ignores 4 DT Fuel: SEC

								20 Hits
<i>Super Cattle Prod</i>	3	800	4	4d4+16+MD (20-32)	1	4	4	Live Current: 1d12 additional damage against metallic opponents Fuel: SEC 20 Hits Non-Lethal Deals Energy Damage
<i>Ripper</i>	4	700	4	2d10+12+ MD (14-32)	1	4	4	Rip and Tear: Ignores 6 DT Fuel: SEC 30 Hits
<i>Louisville Slugger (Knockback)</i>	4	650	4	2d10+10+ MD (12-30)	1	3	4	Batter Batter: +20% Critical Chance when aiming for target Head
<i>Bumper Sword (Knockback)</i>	15	750	12	3d10+10+ MD (13-40)	1	5	6	Blunt Force: Add STR to damage
<i>Thermic Lance</i>	10	650	8	4d6+10+MD (14-34)	2	4	6	Meltdown: Ignores DT on armor with metallic surfaces Fuel: SEC 50 Hits
<i>Super Sledge (Knockback)</i>	10	800	6	3d6+15+MD (18-36)	2	3	4	Hammer Down: Add 2 x STR to damage on targets in Knockdown
<i>Improvised Object</i>	N/A	N/A	N/A	1d4+MD (1-4)	1	4	5	Brawler: +20% Hit Chance

Small Guns Pistols



Name	C	Value	Min. ST	Dmg	Rng	S	T	Description
<i>9mm Pistol</i>	3	150	2	1d4+4 (5-8)	20	4	5	Magazine Size: 10 Ammo: 9mm
<i>10mm Pistol</i>	3	250	3	2d4+4 (6-12)	20	5	6	Magazine Size: 12 Ammo: 10mm
<i>.45 Auto Pistol</i>	3	400	3	1d8+6 (7-14)	17	4	5	Magazine Size: 7 Ammo: .45
<i>.357 Revolver</i>	3	300	3	1d12+4 (5-16)	19	4	5	Magazine Size: 6 Ammo: .357 "Cowboy Gun"
<i>.44 Magnum</i>	3	450	3	1d12+8 (9-20)	15	5	6	Magazine Size: 6 Ammo: .44 "Cowboy Gun"
<i>12.7mm Pistol</i>	4	1100	4	2d8+12 (14-28)	24	5	6	Magazine Size: 6 Ammo: 12.7mm
<i>Needler Pistol</i>	4	500	3	1d4+3 (4-7)	24	3	4	Magazine Size: 10 Ammo: HN Needler
<i>.223 LAPD Blaster</i>	3	700	3	1d10+20 (21-30)	30	5	6	Magazine Size: 5 Ammo: .223

Rifles



<i>Name</i>	<i>C</i>	<i>Value</i>	<i>Min. ST</i>	<i>Dmg</i>	<i>Rng</i>	<i>S</i>	<i>T</i>	<i>B</i>	<i>Description</i>
<i>Longbow</i>	5	50	1	1d12	STR +15	3	4	N/A	Magazine Size: 1 Ammo: Arrow
<i>Varmint Rifle</i>	6	75	4	1d4+6 (7-10)	20	5	5	N/A	Magazine Size: 5 Ammo: 5.56
<i>Hunting Rifle</i>	6	400	4	1d12+7 (8-19)	30	5	6	N/A	Magazine Size: 8 Ammo: .223
<i>Service Rifle</i>	6	350	4	1d8+7 (8-15)	25	5	6	N/A	Magazine Size: 20 Ammo: 5.56 "Infantry"
<i>M1 Battle Rifle</i>	6	600	5	1d8+15 (16-23)	35	5	6	N/A	Magazine Size: 8 Ammo: .308 "Infantry"
<i>Brush Gun</i>	8	800	5	1d12+20 (21-32)	35	5	6	N/A	Magazine Size: 10 Ammo: .45-70 Gov't "Cowboy"
<i>Sniper Rifle</i>	8	1000	5	2d12+10 (12-34)	50	6	7	N/A	Magazine Size: 6 Ammo: .223
<i>Gauss Rifle</i>	10	2600	5	1d10+33 (34-43)	50	5	6	N/A	Magazine Size: 10 Ammo: 2mm EC
<i>Assault Rifle (Auto)</i>	8	1500	6	1d12+6 (7-18)	30	5	6	6	Magazine Size: 30 Ammo: 5mm "Infantry"

Shotguns



Double-Barrelled Shotguns can "Double Blast" for a Disadvantage and an extra 2 AP, doubling the damage roll and expending both shells.

Name	C	Value	Min. ST	Dmg	Rng	S	T	Description
<i>Double-Barrelled Shotgun</i>	6	180	4	2d6+2 (4-14)	10	5	6	Magazine Size: 2 Ammo: 20 Gauge
<i>Sawn-off Shotgun</i>	4	315	4	2d6+6 (8-18)	5	4	5	Magazine Size: 2 Ammo: 20 Gauge Double Blast
<i>Hunting Shotgun</i>	8	500	5	2d6+10 (12-22)	20	5	6	Magazine Size: 5 Ammo: 12 Gauge
<i>Riot Shotgun</i>	6	2000	6	1d10+15 (16-25)	15	5	6	Magazine Size: 10 Ammo: 12 Gauge

Submachine Guns



Name	C	Value	Min. ST	Dmg	Rng	AP	Description
<i>9mm SMG (Auto)</i>	4	600	5	2d4 (5-8)	15	5	Magazine Size: 30 Ammo: 9mm
<i>10mm SMG (Auto)</i>	4	750	6	3d4 (3-12)	15	5	Magazine Size: 40 Ammo: 10mm Two-Handed
<i>12.7mm SMG (Auto)</i>	4	1200	5	4d4 (4-16)	20	5	Magazine Size: 50 Ammo: 12.7mm

Big Guns
Flamers



Name	C	Value	Min. ST	Dmg	Rng	S	Description
<i>Super-Blowtorch</i>	10	650	4	1d10+4 (5-14) 1d4 damage for an additional turn	5	5	Magazine Size: 20 Ammo: Naphate Two Handed.
<i>Flamer</i>	15	2000	6	3d10+10 (13-40) 1d6 for an additional turn	10	6	Magazine Size: 10 Ammo: Naphate Fires into a cone that at the tip is 3 hexes wide. Suppressing Fire
<i>Incinerator</i>	15	3000	7	1d20+30 (31-50) 1d8 for an additional turn	10	6	Magazine Size: 5 Ammo: Naphate Explosion Radius of 4

Grenade Launchers

For Explosive weapons, there is a Radius (R) that determine how many surrounding hexes receive **half damage**.



<i>Name</i>	<i>C</i>	<i>Value</i>	<i>Min. ST</i>	<i>Dmg</i>	<i>Rng</i>	<i>S</i>	<i>R</i>	<i>B</i>	<i>Description</i>
<i>Grenade Pistol</i>	4	450	4	1d12+4 (5-16)	12	5	1	N/A	Magazine Size: 1 Ammo: 40mm One Handed.
<i>Grenade Rifle</i>	8	650	5	1d12+9 (10-21)	20	5	1	N/A	Magazine Size: 1 Ammo: 40mm One Handed.
<i>Grenade Machinegun (Auto)</i>	15	2000	6	3d12+4 (7-40)	20	5	1	6	Magazine Size: 30 Ammo: 25mm Grenades No Suppressing Fire

Heavy Automatics



<i>Name</i>	<i>C</i>	<i>Value</i>	<i>Min. ST</i>	<i>Dmg</i>	<i>Rng</i>	<i>S</i>	<i>T</i>	<i>Description</i>
<i>Industrial Rivet Gun</i>	15	800	7	2d8 (2-16)	15	5	N/A	Magazine Size: 30 Ammo: Heavy Rivets
<i>Light Machine Gun</i>	12	3800	8	9+1d10 (10-19)	40	7	N/A	Magazine Size: 90 Ammo: 5.56
<i>Minigun</i>	15	5500	10	15+1d10 (16-25)	40	6	N/A	Magazine Size: 120 Ammo: .223
<i>Bozar</i>	12	5250	8	1d10+24 (25-34)	70	6	7	Magazine Size: 30 Ammo: .223

Heavy Rifles



Name	C	Value	Min. ST	Dmg	Rng	S	T	B	Description
<i>Anti-Materiel Rifle</i>	20	2500	8	4d8+16 (20-48)	120	6	7	N/A	Magazine Size: 5 Ammo: .50 MG IGNORES DT
<i>ARTEMIS Railgun</i>	30	5500	10	1d20+45 (46-65)	80	7	8	N/A	Magazine Size: 5 Ammo: 2mm EC Can only be fired while prone unless in PA IGNORES DT Costs 2AP to set up

Mortars



Mortars require a full turn of AP to set down or pick up, and can only be fired whilst stationary.

<i>Name</i>	<i>C</i>	<i>Value</i>	<i>Min. ST</i>	<i>Dmg</i>	<i>Rng</i>	<i>S</i>	<i>R</i>	<i>B</i>	<i>Description</i>
<i>Portable Mortar</i>	20	930	1	1d20+19 (20-39)	150	5	5	N/A	Magazine Size: 1 Ammo: 60mm
<i>Heavy Duty Mortar</i>	25	1000	1	1d20+22 (23-42)	175	5	10	N/A	Magazine Size: 1 Ammo: 81mm Can only be fired stationary
<i>Blastmaster Mortar</i>	30	1500	2	1d20+39 (40-59)	200	5	15	N/A	Magazine Size: 1 Ammo: 107mm

Rocket Launcher



Name	C	Value	Min. ST	Dmg	Rng	S	Radius	B	Description
<i>Rockwell Rocket Launcher</i>	15	2300	6	1d6+45 (46-51)	40	6	5	N/A	Magazine Size: 1 Ammo: Rocket
<i>Red Glare (Auto)</i>	15	5000	6	3d8+20 (23-44)	40	5	3	7	Magazine Size: 13 Ammo: Rocket No Suppressing Fire
<i>'Fatman' Mobile Nuclear Launcher</i>	25	9500	6	1d20+280 (281- 300) +800 RADs	50	6	20	N/A	Magazine Size: 1 Ammo: Mini Nuke

Throwing Weapons



Beyond the initial Hex of detonation, all Thrown Explosives deal half damage.

When a thrown weapon misses, it travels 1d10 Hexes in a random direction.

The target of a thrown explosive (or anyone within full damage range) can make an AGL-3 roll in order to evasively manoeuvre and only take half damage, however in doing so is forced to move one hex in a random direction away from the explosion. If the roll fails, they take the full damage but they also do not move.

The thrower can negate this by taking an extra moment to "cook" the explosive before throwing, costing an additional AP. However, if this action is taken and then Critically Fails, the explosive goes off in the throwers hand for full damage, crippling the user's arm.

Certain Melee Weapons can be used as Throwing Weapons, Overseer Discretion.

Name	C	Value	Min. ST	Dmg	Rng	S	T	Radius
Boomerang	1	20	3	1d4+2+MD (3-6) If the hit misses, the Boomerang automatically returns to the thrower.	STR+8	3	4	N/A
Throwing Knife	1	10	3	1d6+MD (1-6)	STR x 2	3	4	N/A
Throwing Spear	1	35	4	1d8+4+MD (5-12)	STR+8	3	4	N/A
Throwing Tomahawk	1	40	3	1d10+4+MD (5-14)	STR+8	3	4	N/A

<i>Tin Grenade</i>	1	25	3	1d10+10 (11-20)	ST+12	4	N/A	3
<i>Flash Grenade</i>	1	100	4	Anyone facing a flash grenade who doesn't know to look away will suffer blindness for 1d4 rounds after it explodes. Anything within two spaces is also subject to 1d6 of concussion damage.	ST+15	4	N/A	3
<i>Riot Gas Grenade</i>	1	100	4	Riot Gas results in the only actions any target can take is movement away from the smoke. Acts as Total Cover.	ST+15	4	N/A	5
<i>Dynamite</i>	1	150	4	1d20+15 (16-35)	STR	4	N/A	4
<i>Fragmentation Grenade</i>	3	150	1	1d10+20 (21-30)	ST+15	4	N/A	3
<i>Incendiary Grenade</i>	1	500	4	1d10+28 (29-38) 1d6 following turn.	ST+15	4	N/A	4
<i>Pulse Grenade</i>	1	700	4	1d10+50 (51-60) ONLY NON-BIOLOGICALS TAKE DAMAGE Shuts Power Armor down for one turn.	ST+15	4	N/A	5
<i>Plasma Grenade</i>	1	1000	4	3d10+27 (30-57)	ST+15	4	N/A	5

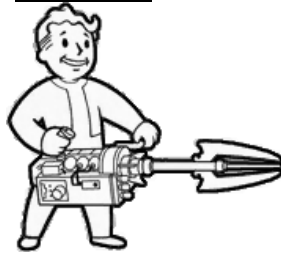
Energy Weapons

Laser



<i>Name</i>	<i>C</i>	<i>Value</i>	<i>Min. ST</i>	<i>Dmg</i>	<i>Rng</i>	<i>S</i>	<i>T</i>	<i>B</i>	<i>Description</i>
<i>Laser Blaster</i>	3	250	1	2d8 (2-16)	35	5	6	N/A	Magazine Size: 60 Ammo: SEC Overcharge: x2
<i>Laser Pistol</i>	3	950	2	1d12+9 (10-21)	45	5	6	N/A	Magazine Size: 100 Ammo: SEC Overcharge: x1
<i>Laser Carbine</i>	4	800	3	3d8 (3-24)	35	5	6	N/A	Magazine Size: 120 Ammo: MFC Two Handed. Overcharge: x2
<i>Laser Rifle</i>	5	2200	3	5d6+20 (25-50)	45	5	6	N/A	Magazine Size: 150 Ammo: MFC Two Handed. Overcharge: x1

Plasma



Name	C	Value	Min. ST	Dmg	Rng	S	T	Description
<i>Plasma Pistol</i>	4	350	4	3d6+2 (5-20)	15	5	6	Magazine Size: 30 Ammo: SEC Overcharge: x1
<i>Plasma Defender</i>	4	1200	4	1d20+10 (11-30)	20	5	6	Magazine Size: 50 Ammo: SEC
<i>Plasma Rifle</i>	5	900	5	4d8 (4-30)	20	5	6	Magazine Size: 60 Ammo: MFC Two Handed. Overcharge: x1
<i>Plasma Caster</i>	8	4000	8	4d10+26 (30-67)	25	5	5	Magazine Size: 75 Ammo: MFC Two Handed.

Multi-Beam



Name	C	Value	Min. ST	Dmg	Rng	AP	Description
<i>Gatling Laser (Auto - Big Gun)</i>	15	5000	8	5+3d8 (8-29)	40	6	Magazine Size: 60 Ammo: MFC Two Handed. Requires 25% Big Guns to use
<i>Tri-Beam Laser Rifle (Auto)</i>	5	4000	6	4d6 (4-24)	25	6	Magazine Size: 30 Ammo: MFC Two Handed.
<i>Laser RCW (Rapid Capacitor Weapon) (Auto)</i>	5	700	4	3d4 (3-12)	40	5	Magazine Size: 60 Ammo: EC Two Handed.

Electrical




<i>Name</i>	<i>C</i>	<i>Value</i>	<i>Min. ST</i>	<i>Dmg</i>	<i>Rng</i>	<i>S</i>	<i>Description</i>
<i>Pulse Rifle</i>	8	1000	5	20+1d20 (21-40)	50	5	Magazine Size: 60 Ammo: ECP NON-BIOLOGICALS TAKE DAMAGE Overload: For an additional 2 AP and expending the entire magazine, shutdown Power Armor for 2 turns.
<i>Arc Welder</i>	15	3700	7	10+1d20 (11-30)	10	5	Magazine Size: 40 Ammo: ECP Arc-Chain: Anything within two hexes of the target is struck with half damage, and the same for anything within two hexes of that target, continuing for up to six targets.
<i>Tesla Cannon</i>	8	8700	8	1d100 (1-100)	20	7	Magazine Size: 1 Ammo: ECP

Ammunition	Value	Carry Capacity
9mm	5	1 (100 Rounds)
.223	6	1 (100 Rounds)
Heavy Rivets	4	1 (100 Rounds)
.308	6	1 (100 Rounds)
.357	5	1 (100 Rounds)
.44	5	1 (100 Rounds)
.45	5	1 (100 Rounds)
.45-70 Gov' t	10	1 (100 Rounds)
.50	10	1 (100 Rounds)
5mm	4	1 (100 Rounds)
5.56	6	1 (100 Rounds)
10mm	5	1 (100 Rounds)
12.7mm	7	1 (100 Rounds)
HN Needler	12	1 (50 Rounds)
Naphate	250	3
Small Energy Cell	220	1
Electron Charge Pack	800	1
Microfusion Cell	550	1
2mm Electromagnetic Cartridge	400	1
40mm Grenade	12	3
Rocket	400	3
60mm Shell	400	3
81mm Shell	400	3
107mm Shell	500	3
Mini Nuke	50000	10
12 Gauge	13	1 (100 Shells)
20 Gauge	6	1 (100 Shells)
Arrow	1	1 (10 Arrows)





Name: _____ Sex: _____ Level: _____
 Race: _____ Age: _____ Skills/Level: _____ HP/Level: _____


STR	
PER	
END	
CHA	
INT	
AGL	
LCK	


 Hit Points: _____ / _____
 Action Points: _____
 Fatigue: _____
 Sequence: _____
 Critical Chance: _____
 Critical Failure Margin: _____
 Survival Chance: _____
 Melee Damage: _____
 Recovery Rate: _____
 Poison Resistance: _____
 Radiation Resistance: _____


Skill	Total	Modifier
Small Guns		
Big Guns		
Energy Weapons		
Throwing		
Unarmed		
Melee Weapons		
First Aid		
Doctor		
Sneak		
Sleight		
Security		
Computer Science		
Lab Science		
Repair		
Prospecting		
Pilot		
Survival		
Barter		
Persuasion		
Deception		


 Rads: _____
 Effect: _____

 Condition(s): _____

 Traits: _____

 Active Items:
 (Maximum 2)


 Equipped Armor: _____
 Armor Class: _____
 Normal DT _____
 Energy DT _____

 Perks: _____

 Equipped Weapon: _____
 Damage: _____
 AP Cost: _____
 Magazine: _____ / _____

 Equipped Weapon: _____
 Damage: _____
 AP Cost: _____
 Magazine: _____ / _____

Carry Capacity
 _____ / _____
Modifiers:




Bottlecaps:




Junk Items:


Junk Bulk Value:



Reputation:




Food, Water and Rations




Capacity Total: _____

Tools



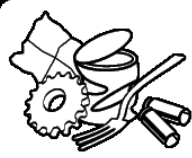
Capacity Total: _____

Chems




Capacity Total: _____

Components



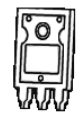
Capacity Total: _____

Armor and Weapons



Capacity Total: _____

Miscellaneous



Capacity Total: _____

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**VAULT DWELLER'S
SURVIVAL GUIDE**

**ISSUED BY VAULT-TEC DOCUMENTATION
DEPARTMENT, JANUARY, 2077**

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