

WASTELAND

SURVIVAL GUIDE



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THE DEFINITELY NOT FALLOUT ROLE-PLAYING SYSTEM

Chapter 1: Welcome to the Wasteland

The world did not end in a single moment.

It fractured. It burned. It starved. It failed in small, compounding ways that were easy to ignore until it was far too late. When the old world finally collapsed, it did not vanish. It left behind its machines, its weapons, its ruins, and its mistakes. Much of it still works, just well enough to be dangerous. This game takes place in that aftermath.

Inspired by the tone and structure of Fallout, this tabletop roleplaying game is about survival in a hostile, decaying world. It is about scavenging through the remains of a civilization that believed itself permanent, and discovering that even its greatest achievements are now liabilities.

What Survival Means

Survival is a series of compromises. You survive by deciding which risks are worth taking, which resources can be spent, and which ideals can be bent without breaking. You survive by knowing when to fight, when to run, and when to let something go. You survive by paying attention.

Violence exists, and it is often sudden and lethal, but it is rarely clean. Hunger, fatigue, radiation, and injury erode characters slowly, shaping their decisions long before they draw a weapon. The wasteland wears characters down over time.



The Shape of Play

Play is structured around exploration, problem-solving, and consequence. Characters travel through dangerous environments, interact with factions and settlements, and navigate situations where there are rarely perfect solutions. Combat is only one tool among many, and often the most expensive one.

The rules are designed to be transparent. When you attempt something risky, you roll percentile dice and compare the result to a skill. Success and failure are clear. What matters most is how prepared you were when you made the attempt.

Characters and Growth

Characters begin fragile. They have skills, knowledge, and equipment, but none of it is reliable enough to guarantee safety. Growth comes gradually through experience, not sudden power spikes. Skills improve, perks are earned, and characters become more capable, but never untouchable.

The Role of the Table

This game assumes cooperation between players and the Game Master. The GM presents a world that reacts honestly to character choices. The players decide how to engage with it. The rules exist to support that conversation, not to shield characters from consequence.

Because this game deals with scarcity, violence, and bodily harm, groups should establish boundaries before play begins. Survival stories are most effective when everyone at the table feels safe exploring dangerous ideas. The point is cooperation. The GM is not an adversary, even if they have to play adversaries in the story. Together you weave a story of survival in a hostile environment

Attrition and Consequence

Danger in this game is cumulative. Characters are rarely killed outright by a single mistake. Instead, they are worn down by poor preparation, repeated risks, and ignored warnings. Equipment degrades. Injuries linger. Radiation accumulates. The cost of survival is paid over time.

Death is possible. It is never the goal, but it is a real outcome. When characters die, the world does not reset. Their actions leave marks. Their equipment changes hands. Their choices shape what comes next. When a character dies, have them make a new one. It can be beneficial to have several characters thought out beforehand to make introducing new characters easier.

Using This Book

This book is meant to be read gradually. Players should understand the basics of character creation and combat before play. Game Masters should familiarize themselves with the survival and attrition systems, as these define the tone of the game more than any single rule. No one is expected to memorize everything. The game works best when rules are applied consistently and the fiction is allowed to breathe.

A Final Thought

The wasteland rewards ingenuity and wit. If you plan carefully, adapt quickly, and accept that some losses are unavoidable, you may survive long enough to matter. If you assume the world will bend to accommodate you, it will not. The old world is gone. What remains is yours to navigate, one decision at a time.

Chapter 2: Attributes, Skills, and Resolution

Characters in this game are defined by three interacting systems: Attributes, Skills, and the Resolution System. Attributes describe your innate capabilities. Skills represent learned expertise. The resolution system determines what happens when those abilities are tested under pressure.

This chapter explains how these systems function individually, and how they work together at the table.



The Core Resolution System

Whenever a character attempts an action with a meaningful chance of failure, the player rolls percentile dice (d100) and compares the result to a relevant Skill.

Basic Rule

To resolve an action:

1. Determine the relevant skill.
2. Apply any situational modifiers.
3. Roll d100.
4. If the result is equal to or lower than the modified skill, the action succeeds.

The lower the roll, the better the outcome.

This is referred to as a roll-under system.

Why Percentile?

Percentile resolution allows for clear probability at all times with fine grained progression and minimal mathematics during play. If your Small Guns skill is 63%, you succeed 63% of the time before modifiers. Nothing is hidden from the player.

Critical Success and Failure

Not all successes are equal, and not all failures are small.

Outcome Bands

Roll Re-sult	Outcome
1-4	Critical Suc-cess
96–00	Critical Fail-ure

Interpreting Results

Critical Success

Something goes exceptionally well. Extra damage, reduced resource cost, faster completion, or a narrative advantage.

Critical Failure

Something goes wrong. Equipment breaks, weapons jam, alarms trigger, or unintended consequences occur.

The Game Master should always describe outcomes fictionally, not numerically.



Attributes (SPECIAL)

Attributes represent a character's raw physical and mental potential. They change rarely and define long-term character identity.

This game uses the classic SPECIAL attributes.

Each attribute ranges from 1 to 10, with 5 representing an average adult survivor.

Attribute	Description
Strength (STR):	Physical power and carrying ability
Perception (PER):	Awareness, accuracy, and sensory acuity
Endurance (END):	Toughness, health, and resistance
Charisma (CHA):	Presence, persuasion, and leadership
Intelligence (INT):	Learning speed and technical aptitude
Agility (AGI):	Speed, reflexes, and coordination
Luck (LCK):	Chance, coincidence, and the universe giving you slight relief

What Attributes Do

Attributes describe a character's fundamental capabilities and limitations. Attributes determine how far a skill can be developed, which perks are available, and how a character responds to specific pressures such as damage, fatigue, or environmental danger. In a few narrow cases, attributes modify rolls directly, but skills remain the primary determinant of success.

In practice, attributes set the ceiling, while skills determine performance. A character with high attributes but low skills has potential without expertise. A character with strong skills but weak attributes is effective, but limited in how far they can grow.

Strength (STR)

Strength represents raw physical power and bodily force. It determines how much a character can carry without strain and directly influences damage dealt with melee and unarmed attacks. Strength also governs whether a character can effectively wield heavy weapons or wear demanding armor without penalty.

In addition, Strength sets the maximum potential of physically demanding skills, including Melee Weapons, Improvised Weapons, Athletics, and Unarmed combat. A strong character hits harder, carries more, and can push their body further before it fails.



Perception (PER)

Perception governs awareness, reaction speed, and attention to detail. It contributes to Initiative, affects how quickly a character notices danger, and determines how effectively they can take advantage of precision-enhancing weapon modifications such as scopes or targeting systems.

Perception also sets the skill caps for Lockpicking, Observation, Explosives, and Sneak. A perceptive character spots traps, reads subtle tells, and reacts faster to changing situations. Whether lining up a shot or feeling the tension in a lock, Perception defines how much information you can extract from the world.

Endurance (END)

Endurance measures a character's physical resilience and long-term survivability. It directly increases maximum Health and can influence resistance to radiation, poison, disease, and chem addiction. Endurance also affects how well they withstand extreme heat, cold, and other harsh environmental conditions.

Survival skill caps are tied to Endurance, reflecting the connection between toughness and persistence. Endurance defines how much abuse a body can take before breaking.

Charisma (CHA)

Charisma reflects force of personality, presence, and social gravity. It influences how others react to you, how effectively you lead, and how much weight your words carry in conversation. Charisma affects social interactions broadly, shaping persuasion, deception, intimidation, and trade.

Leadership-based effects and companion coordination also draw from Charisma, making it a core attribute for characters who rely on allies. Charisma is not just likability, but the ability to command attention, inspire trust, or instill fear when it matters.

Intelligence (INT)

Intelligence represents reasoning ability, technical understanding, and learned knowledge. It improves how effectively a character uses medicine and chems, unlocks access to advanced perks, and determines the upper limits of intellectually demanding skills such as Science, Medicine, Repair, Investigation, Knowledge, and Energy Weapons.

Intelligence shapes how quickly a character understands complex systems and adapts to unfamiliar problems. A high-Intelligence character is not necessarily wise or cautious, but they know how things work and how to exploit that knowledge.

Agility (AGI)

Agility defines speed, coordination, and responsiveness. It directly affects Action Points in combat and contributes to Initiative, determining how much a character can do before oppo-

nents can react. Many combat-focused perks rely on Agility, reflecting its importance to moment-to-moment performance.

Agility also sets skill caps for Sneak, Small Guns, and Acrobatics. An agile character moves efficiently, acts quickly, and maintains control under pressure. Agility is the difference between acting first and reacting too late.

Luck (LCK)

Luck represents chance, coincidence, and inexplicable fortune. It increases the frequency of critical successes, calculated as Luck multiplied by two, and subtly influences other chance-based outcomes throughout the game. Luck also unlocks a number of unusual or reality-bending perks unavailable to more grounded characters.

Luck does not guarantee success, but it increases the likelihood that things go unexpectedly right, or at least less catastrophically wrong. Sometimes the bullet jams. Sometimes it doesn't. Luck decides which.

Skills

Skills represent learned training, practice, and experience. They are the primary value tested during play.

Skills range from 0 to 100.

Common Skills

- Small Guns (AGI)
- Energy Weapons (INT)
- Melee Weapons (STR)
- Endurance (END)
- Unarmed (STR)
- Improvised Weapons (STR)
- Explosives (PER)
- Athletics (STR)



- Acrobatics (AGI)
- Investigation (INT)
- Observation (PER)
- Lockpick (PER)
- Science (INT)
- Medicine (INT)
- Repair (INT)
- Survival (END)
- Knowledge (INT)
- Sneak (AGI)
- Persuasion (CHA)
- Intimidation (CHA)
- Deception (CHA)
- Barter (CHA)

The Game Master may add setting-specific skills if needed.

Skill Caps

Skills are limited by attributes. Each skill has a maximum value determined by its governing attribute.

Example Formula

$$\text{Skill Cap} = 50 + (\text{Attribute} \times 5)$$

A character with Agility 6 would have a Small Guns cap of 80%.

Using Skills in Play

When a player attempts an action:

1. Identify the most relevant skill.
2. The GM may apply modifiers from Equipment, Environment, injuries, disease, etc.
3. Roll d100 and resolve the outcome.

Only one skill is rolled at a time. Attributes never replace skills. A GM can insert any percentile as a modifier, but recommended is + or - 10% as a small modifier, 20% for medium and 30% for large modifier

Skill Improvement

Skills improve through levelling up, training, books and manuals, implants and augmentation, and in general through long term play. These depend entirely on what the GM has in mind. One campaign might not use books or manuals, or maybe don't have access to implants and augmentation.

End of Chapter

In the next chapter, combat, Action Points, hit locations, and damage systems will be introduced. Survival in the wasteland is not about winning fights, it is about surviving them.



Chapter 3: Combat and Survival in the Wasteland

Combat in the wasteland is fast, violent, and unforgiving. There are no balanced encounters, no guaranteed victories, and no fair fights. Characters who survive do so through preparation, positioning, and knowing when to run.

This chapter explains how combat works, how actions are taken, how damage is applied, and how injuries change the course of a fight.

Combat Overview

Combat is played in rounds, each representing roughly 6 seconds of chaotic action. During a round, each character takes a turn, spending Action Points (AP) to move, attack, and interact with the environment.

Combat continues until one side disengages, is incapacitated, or outright destroyed.

Initiative

At the start of combat, determine initiative order.

Initiative Score

Each character has an Initiative score:

Initiative = Agility + Perception

At the beginning of combat. Roll 1d20. Add the result to Initiative. Act in descending order. Initiative order remains fixed unless disrupted by perks, injuries, or surprise.

Surprise

If one side is unaware of the other:

- The surprised side loses their first turn
- Attacks made during surprise gain +20% to hit

Action Points (AP)

Action Points represent how much a character can accomplish in a single round.

Action Point Pool

$$\text{AP per round} = 5 + \text{Agility}$$

Unused AP are lost at the end of the round.

Spending Action Points

Actions cost AP. Players may take actions in any order until they run out of AP.

Common Action Costs

Action	AP Cost
Move 1 zone	2
Stand up	2
Draw or stow weapon	2 (Impacted by weapon and perks)
Reload	3 (Impacted by weapon and perks)
Use item	2–4 (Depending on Item and perks)
Single attack	Depends on Weapon
Aimed attack	+2
Called shot	+2
Take cover	2
Interact with environment	1–4 (Ruled by GM depending on environment)
Grapple	2
Trip	2
Hide	3

The GM may adjust costs depending on circumstances.



Zones and Movement

Combat uses zones. A zone can be a room, a piece of street, an alleyway, a floor. Whatever makes sense for each combat encounter. The GM declares the zones at the beginning of combat.

A zone represents: A room, a section of street, a stretch of cover, a small battlefield feature. You can move freely within a zone two times. After that each additional move within the same zone costs 2 AP. Moving between zones costs AP.

Attacking

When making an attack:

1. Choose a target
2. Choose an attack type
3. Spend AP
4. Roll against the appropriate weapon skill
5. Roll body part

Attack Types

Standard Attack

- Cost: Depends on Weapon
- Roll against weapon skill

Aimed Attack

- Cost: Weapon cost + 2 AP
- +10% to hit

Called Shot

- Cost: Weapon cost + 2 AP
- Target a specific body part

Hit Locations

Unless a called shot is made, roll 1d10 to determine hit location.

Roll	Location
1	Head
2–3	Torso
4–5	Right Arm
6–7	Left Arm
8	Right Leg
9	Left Leg
10	Weapon

Called shots automatically hit the chosen location if the attack succeeds.

Damage Resolution

Weapons deal damage based on their type and condition.

Damage Steps

1. Roll weapon damage
2. Subtract target's Damage Threshold (DT)



3. Apply remaining damage to Health
4. Check for injuries or crippling

Damage is never reduced below 1, unless completely negated by armor or perks.

Damage Threshold (DT)

Damage Threshold is a flat reduction to incoming damage. DT applies per hit, not per round.

Health and Injuries

Health represents general survivability. Injuries represent lasting harm.

Health Pool

Maximum Health is determined by:

$$\text{Health} = 20 + (\text{Endurance} \times 5) + \text{level}$$

Injuries and Crippling

Each body part has 50% of your max HP. When a body part loses health, your main health goes down as well. Whenever a single body part reaches 0 HP, it is considered crippled.

Injury Effects by Location

Head

- -20% Perception-based skills, -10% to ranged weapon attacks

Torso

- Bleeding, 2 main HP damage per round.

Arms

- +1 AP cost for attacks
- An injured arm cannot use a weapon
- Two injured arms prevent weapon use of any kind

Legs

- Movement costs cross zone doubled
- Movement within zone costs 1 AP
- If both legs are crippled your movement becomes 0

Weapon

- All damage to weapon condition
- May break weapon

Injuries persist until treated. Stimpaks restore Health. You can declare using a Stimpak on a specific body part in which case the full number gets healed to the body part, but only half of the healing is applied to your main health.

Chems and Medicine

In the wasteland, recovery is rarely natural. Most healing comes from scavenged pharmaceuticals, improvised field medicine, or chems that keep you standing long past the point you should have collapsed.

Using most medicine is quick, but never free. In combat, administering an item usually costs Action Points, consumes inventory, and may carry a risk of addiction, side effects, or delayed consequences. Outside combat, medicine is safer and more effective, but still limited by supply.

Using Medicine in Combat

Unless stated otherwise, using an item on yourself costs 4 AP. Using an item on someone else within reach costs 5 AP. You need to be in melee range to use items on another person.

Medicine items that require careful application may also require a Medicine check.

Stimpaks

Stimpaks are the wasteland's most trusted miracle: a fast injection of clotting agents, pain suppressants, and regenerative compounds that can keep you alive through injuries that should have ended you.



Stimpak (Standard) restores 10 + Endurance Health immediately. If used while the user is below half Health, it restores +4 additional Health. A Stimpak can be used on yourself for 4 AP or on an adjacent ally for 5 AP.

Super Stimpak restores 20 + Endurance Health immediately, but the body pays for it. One hour after injection, the user gains 40 fatigue.

A character may only benefit from one Stimpak per round.

Radiation Treatment

Radiation is not an injury. It is contamination, and it behaves differently. Some drugs reduce the amount of radiation in your body. Others increase resistance to gaining more. Neither is a substitute for leaving the hot zone.

RadAway reduces current Radiation by 100 (Endurance x 2). RadAway costs 4 AP to use. If more than one RadAway has been used within 24 hours you gain 50 fatigue.

Rad-X: For the next 12 hours your radiation counts as one stage lower. It does not remove radiation. Only limits the effect.

Medical Treatment and Recovery

Some problems cannot be solved with quick injections. Disease, infection, and poison require correct treatment, and in many cases the character must first identify what they're dealing with.

Antibiotics are used to treat diseases that respond to them, especially bacterial infections. When antibiotics are used, make a Medicine check. On a success, the disease stops progressing for 24 hours. If the character continues antibiotics for 3 consecutive days, the disease is cured if it is antibiotic-treatable. Antibiotics cost 4 AP to use and require one dose per day during treatment.

Antivenom is specific. It only works against poisons and venoms it is compatible with. When administered, it immediately reduces the severity of poison effects and prevents further escalation. Antivenom costs 4 AP to use. If poison severity is tracked, reduce it by one step immediately.

Doctor's Bag is field surgery in a pouch. Using it takes 10 minutes outside combat or 8 AP in combat and requires a Medicine check. On a success, it heals one limb's health to full. It does not effect main health at all.

Chems

Chems are not medicine. They are performance enhancing drugs. They make you faster, stronger, colder, braver, or simply less aware of pain. They also make you dependent, reckless, and eventually hollow.

A chem's effects apply immediately and last for a fixed duration. When a chem ends, the character may experience a crash or withdrawal if they are building dependency.

Unless stated otherwise, using a chem costs 4 AP.

Addiction Risk

Each time you take a chem, you must roll Endurance. On a failure, you gain 1 Addiction Mark for that chem. When you reach 3 Addiction Marks for the same chem, you become Addicted to it.

If you have 3 Addiction Marks for the same chem, you need to take the drug daily or suffer major penalties like -20% to all skills. For each day you are addicted to a chem you gain 50 fatigue.

Common Chems

Med-X reduces incoming damage by hardening pain response and suppressing panic. For 1 hour, the user gains +2 DT. When it ends, the user gains +10 Fatigue. Med-X carries normal addiction risk.

Psycho is aggression in chemical form. For 5 rounds (30 seconds), the user deals +2 damage with all attacks. When it ends, the user takes -15% to social checks for the next hour due to agitation and emotional volatility. Psycho carries normal addiction risk.

Jet is speed and compulsion. For 5 rounds (30 seconds), the user gains +2 AP. When it ends, the user gains +20 Fatigue. Jet is highly addictive and needs to be taken at least once within 12 hours or you suffer withdrawal.

Buffout forces the body to perform beyond its safe limits. For 1 hour, the user gains +1 STR, +10% Athletics, Melee and Unarmed, and +10 lbs carry capacity. When it ends, the user gains +20 Fatigue. Buffout carries normal addiction risk.



Mentats sharpen cognition and pattern recognition. For 1 hour, the user gains +10% to Science and Medicine. When it ends, the user suffers -5% to those skills for the next hour as attention dulls. Mentats are not highly addictive and the withdrawals penalties are halved.

Steady suppresses tremor and fear response. For 10 minutes, aimed attacks gain +10% accuracy. When it ends, the user suffers -5% to Perception-based checks for the next hour. Steady carries normal addiction risk.

Fixer is a chem designed to break dependency. When taken, it removes 1 Addiction Mark from one chem of your choice. It costs 4 AP to use and has no addiction risk.

Overuse and Collapse

Chems are meant to be used, but not stacked endlessly. If a character uses three or more chems within one hour, they immediately gain +30 Fatigue and must make an Endurance check. On a failure, they suffer a crash: AP recovery is reduced to 0 for the next hour, and they cannot benefit from additional chems during that time.

Death and Incapacitation

At 0 Health, a character is incapacitated.

On the characters next round:

- Roll Endurance
- If you fail, you die.
- Success keeps the character alive but unconscious
- If the incapacitated target takes damage, they must roll another Endurance roll with the damage as a negative -x% to the roll.

Critical Hits

Critical successes (1-4) deal additional effects:

- Roll double amount of damage dice
- Bypasses armor, unless specified.
- Critical hits to legs will knockdown an opponent
- Critical hits to arms will disarm an opponent.

Luck influences crit chance.

Weapon Mishaps

On a critical failure (96–00) during an attack:

- All damage is doubled and dealt to the weapon
- Explosives explode in the hand of the wielder dealing its damage to everyone within range.
- Roll on weapon mishap table
- Melee weapons do not jam, but do deal damage to the wielder and suffer the same condition damage.

Weapon Mishap Table (d100)

When a weapon mishap occurs, roll d100 and apply the result immediately. Mishaps always consume the action and AP spent on the attack unless stated otherwise.

Lower results represent minor problems. Higher results represent cascading failures, injury, and permanent damage. Armor and perks may mitigate consequences, but mishaps are never harmless.

Minor Mishaps (01–30)

01–10: Click

The weapon fails to fire. No damage is dealt. The weapon loses 5% Durability. Clearing the weapon costs 2 AP.

11–20: Feed Jam

A round misfeeds or fails to chamber. The weapon loses 10% Durability. Clearing the jam costs 4 AP and a successful repair check.

21–30: Poor Seating

The shot goes wide due to improper alignment or loose components. The attack automatically



misses, but may still suppress targets. The weapon loses 5% Durability.

Moderate Mishaps (31–60)

31–40: Partial Jam

The weapon locks up mid-cycle. The weapon loses 15% Durability. Clearing the jam costs 4 AP and requires a Repair check.

41–50: Overpressure

The weapon fires, but stresses the frame. The attack resolves normally, but the weapon loses 20% Durability.

51–60: Loose Component

A critical part comes loose. The weapon cannot be fired again until repaired out of combat. The weapon loses 15% Durability.

Severe Mishaps (61–85)

61–70: Misfire Detonation

The round ignites improperly. The wielder takes 1d6 damage that ignores DT. The weapon loses 25% Durability.

71–80: Weapon Lock

The weapon catastrophically jams. It cannot be used again until repaired at a workbench. The weapon loses 30% Durability.

81–85: Recoil Injury

The weapon fires violently. The wielder takes 1d8 damage and must make an Endurance check or suffer 2d10 damage to the arm the weapon is wielded in. The weapon loses 20% Durability.

Catastrophic Mishaps (86–100)

86–90: Structural Failure

The weapon cracks or bends. Damage is halved until repaired at a workbench. The weapon loses 40% Durability immediately.

91–95: Weapon Rupture

The weapon partially explodes. The wielder takes 2d8 damage, ignoring half DT. The weapon loses 50% Durability.

96–99: Catastrophic Explosion

The weapon detonates violently. The wielder takes 3d10 damage, ignoring DT. All creatures adjacent take 1d10 damage. The weapon is destroyed.

100: Total Failure

The weapon catastrophically fails in the worst possible way. Treat as Catastrophic Explosion, and the wielder automatically suffers a permanent injury.

Cover

Cover provides reduced hit chance for opponents and DT

- Light cover: -10% to hit
- Heavy cover: -20% to hit
- Full cover: Cover must reach 0 HP before it can be shot through.

Cover can be destroyed or shot through in some cases. In this case material matters.

Wood – No DT – 15 HP

Stone – +2DT – 30HP

Steel – +5DT – 50HP

Titanium - +10DT – 100HP

Disengaging

Disengaging without taking an attack of opportunity costs 4 AP. If you leave someone's melee range without taking the disengage action, an opponent can grapple, trip or attack you. This opportunity attack costs as much AP as the attack would be normally and is taxed on the next turn. Certain perks can reduce the opportunity attack cost.



Grappling

A grappling attack is made using the unarmed skill. If the unarmed skill is successful, the target is grappled. A grappled subject can't move. A grappled subject can spend 4AP to make an athletics check to escape the grapple.

Trip

A trip attack is made using the Unarmed skill. If successful, the target is tripped.

Retreating

Leaving combat is an option and a valuable one at that. The wasteland is a hostile place and not all battles will go your way. When the party decide to retreat all characters must make their way to the edge of the playing area. Afterwards a skill challenge ensues where party members must succeed various skill checks. If half the party or above succeed their checks, they get away. If not they roll on the unsuccessful retreat table. The unsuccessful retreat table can only effect characters who failed the skill roll.

Unsuccessful Retreat Table (d100)

01–05

Scraped Escape

You barely make it out. One random character loses a small amount of ammo or supplies, but no injuries are suffered.

06–10

Dropped Gear

In the rush, something is left behind. A random character drops a weapon, tool, or bulky item. It cannot be recovered without returning.

11–15

Grazing Fire

Enemy fire clips the party. One random character takes minor damage ignoring armor DT.

16–20

Armor Damage

Armor absorbs a bad hit while fleeing. One worn armor loses 30 condition damage.

21–25

Weapon Stress

A weapon is damaged or badly handled during the escape. One random weapon takes 30 condition damage.

26–30

Dehydration panic.

The retreat is chaotic and takes a long time. The group is dehydrated and the party goes down 1 thirst stage.

31–35

Exhausting Flight

The escape is physically taxing. The party goes down one stage of fatigue.

36–40

Lingering Injury

A character twists, falls, or is struck. One party member cripples a limb.

41–45

Bleeding Wound

A character suffers a bleeding injury that must be treated soon or worsens. The group must use a stimpak or bandages to stop the injury. If untreated for 24 hours the member will bleed out.

46–50

Enemy Pressure

The party escapes, but enemies pursue briefly and manage to track them. Headquarters or place of stay may be compromised.

51–55

Hard Hit

A character takes a significant hit to the head and suffers the crippled head penalty for the next 24 hours.

56–60

Armor Compromised

Armor is badly damaged. One worn armor becomes broken.

61–65

Weapon Failure

A weapon jams, overheats, or cracks mid-escape. It is broken.

66–70



Crippling Blow

One character suffers a serious amount of damage and 3 limbs are crippled.

71–75

Severe Trauma

A character is knocked unconscious or stunned during the escape and must be carried or aided afterward. They are dropped to 0 HP, but do not need to roll endurance to survive.

76–80

Separated

One character is cut off from the group during the retreat. They escape, but alone, injured, or without key gear.

81–85

Ambushed Exit

The retreat runs straight into another hazard, enemy group, or environmental danger chosen by the GM.

86–90

Capture

An enemy has captured a random party member. The member in question only has a limited amount of time until they are killed.

91–95

Critical Injury

A character suffers a permanent or long-term injury like losing a limb.

96–00

Disastrous Retreat

The escape succeeds, but at terrible cost. One character does not make it out.

End of Chapter

The next chapter will introduce weapons, armor, ammunition, and equipment, including condition, repair, and modification systems.

Chapter 4: Weapons, Armor, and Equipment

The wasteland is defined by what you carry. Not all weapons are equal, not all armor will save you, and nothing lasts forever. Every gun is borrowed time. Every piece of armor is already breaking. Take care of your gear, and the world will be much easier. Every combat will wear and tear. Be careful.

This chapter explains how weapons and armor function, how they degrade, how ammunition works, and how characters maintain their gear in a world where nothing was built to last this long.

Weapon Categories

Weapons are divided into broad categories. Each category uses a corresponding skill.

Weapon Types

- Small Guns
Pistols, rifles, SMGs, shotguns
- Energy Weapons
Laser, plasma, experimental pre-war tech
- Melee Weapons
Blades, clubs, improvised weapons
- Unarmed
Fists, knuckles, martial techniques
- Explosives
Grenades, mines, launchers
- Big Guns
Minigun, Flamer, Fat Man

Each weapon has individual statistics that define how it behaves.



Weapon Statistics

Every weapon has the following traits:

Damage

The base damage dealt on a successful hit.

Range

The maximum effective distance. Attacks beyond this suffer penalties or are impossible.

AP Cost

The Action Point cost to attack with the weapon.

Damage Type

- Ballistic
- Energy
- Explosive
- Melee

Damage type interacts with armor and perks.

Condition

Weapons degrade through use and abuse.

Special Traits

Unique behaviors such as burst fire, armor penetration, knockback, or overheating.

Weapon Condition

All weapons have a health pool of 1-100%.

Pristine (75-100%)

No negatives

Worn (50-74%)

- -5% to attack rolls
- Cosmetic wear is obvious

Damaged (25-49%)

- -10% to attack rolls
- Reloading costs +1 AP

- +5 critical mishap range

Critical (<25%)

- -20% to attack rolls
- Attacks cost +1 AP
- On any failure weapon breaks

Broken (0)

- Weapon cannot be fired or used
- May be salvaged or repaired

Weapons degrade by way of usage or damage

- -1% when used normally
- -5% when critical hit
- -x% when hit in combat
- -10% weapon mishap

Weapon Mishaps and Reliability

When a weapon in Worn condition suffers a critical failure:

- The GM rolls on the Mishap Table
- Effects include jams, misfires, broken components, or catastrophic failure

Luck may reduce severity, never eliminate risk.



Ammunition

Common Ammo Types

- Standard
No modifier.
- Armor-Piercing
Ignores 2 DT.
- Hollow Point
+2 damage, deals no damage against heavy armor.
- Surplus
-2 damage. Increased mishap chance by 5%.
- Energy Cells
May overload or arc on critical failure.

Ammo choice matters more than raw damage.

Reloading

Reloading costs 3 AP unless otherwise stated.

Armor

Armor provides Damage Threshold (DT) and sometimes special effects.

Armor Statistics

- Damage Threshold (DT)
- Weight
- Condition
- Special Properties

Armor Degradation Effects

All armor has a health pool of 1-100% which degrades when it takes damage

Pristine (75–100%)

No negative effects

Worn (50–74%)

- -1 Damage Threshold

Damaged (25–49%)

- -2 Damage Threshold
- Armor condition visibly compromised

Critical (<25%)

- -3 Damage Threshold
- Critical hits bypass armor entirely
- Explosive damage ignores armor

Broken (0)

- Armor provides no protection
- May be repaired or scrapped

Armor degrades when it negates damage.

Repairing Equipment

Repair restores condition.

Repair Methods

- Field repair



Temporary fixes, restores from Broken to Damaged.

- Proper repair
Requires tools, parts, and time.

Repair uses the Repair skill.

Carrying Equipment

Carry capacity is determined by Strength.

Carry Capacity = Strength × 15

Exceeding capacity:

- Increases AP costs by +2 to all actions
- Moving within the same zone costs 2 AP
- All fatigue, hunger and thirst are doubled

Improvised Equipment

Anything can be a weapon if needed.

Improvised weapons:

- Deal reduced damage
- Take triple condition damage from all sources
- Has an increased critical mishap chance 1-14%.

Basic Weapons

Small Guns

Weapon	Dam-age	Range			Traits
9mm Pistol	1d8 + 2	Short	4	9mm	Reliable
.357 Revolver	1d10 + 2	Short	5	.357	High stopping power, Old-World
Hunting Rifle	2d8	Long	5	.308	Accurate

Weapon	Dam-age	Range			Traits
Pump Shot-gun	2d6 + 2	Short	6	12g	Spread
SMG	1d8 + 1	Medi-um	4	9mm	Burst
Service Rifle	2d6 + 1	Medi-um	5	5.56	Versatile
Varmint Rifle	1d10	Long	5	.22	Low recoil
10mm Pistol	1d6+4	Short	4		None

Energy Weapons

Weapon	Dam-age	Range		Ammo	Traits
Laser Pistol	1d8 + 2	Medi-um	4	Energy Cell	Accurate
Laser Rifle	2d6 + 1	Long	5	Energy Cell	Reliable
Plasma Pistol	2d6	Short	5	Microfu-sion	Armor melt
Plasma Rifle	2d8	Medi-um	6	Microfu-sion	Overheat
Recharger Rifle	1d10 + 1	Medi-um	5	None	Self-charging

Energy weapons ignore 1 DT by default unless armor is energy-resistant.



Melee Weapons

Weapon	Dam-age		Traits
Combat Knife	1d6 + 2	3	Concealable
Machete	1d10 + 1	4	Bleed
Lead Pipe	1d8 + 1	4	Improvised
Fire Axe	2d6 + 1	6	Slow
Sledgehammer	2d8	7	Knock-down
Spear	1d10 + 2	5	Reach

Melee weapons must be within melee range unless they have reach.

Unarmed Weapons

Weapon	Dam-age		Traits
Brass Knuckles	1d6 + 1	3	Concealable
Spiked Knuckles	1d8 + 1	3	Bleed, Concealable
Boxing Tape	1d6	2	Concealable
Power Fist	2d6 + 2	5	Armor punch

Unarmed weapons scale strongly with Strength.

Explosives

Weapon	Dam-age	Radius		Traits
Frag Grenade	3d6	Small	5	Scatter
Dynamite	3d6 + 1	Small	5	Unstable, Old-World
Molotov	2d6	Small	4	Fire

Weapon	Dam-age	Radius		Traits
Frag Mine	4d6	Small	6	Triggered
Pulse Grenade	3d6	Medium	6	Anti-tech

Explosives can bypass most cover and does double damage to Armor condition.

Big Guns (To use Big Guns, you need a high strength and the Big Guns Perk)

Weapon	Dam-age		Ammo	Traits
Minigun	4d6	7	5mm	Burst, Suppressive
Light Machine Gun	3d8	6	7.62	Burst
Flamer	3d6	6	Fuel	Fire, Area
Gatling Laser	3d8	7	Energy Cell	Overheat, Suppressive
Missile Launcher	5d10	8	Missile	Explosive, Slow

Exotic Weapons

Exotic Small Guns

Weapon	Dam-age	Range			Traits
Silenced 10mm Pistol	1d10 + 1	Short	4		Silent, Reliable
Sniper Rifle	2d12	Long	8	.308	Accurate
Police Revolver (Pre-War)	1d12 + 1	Short	5	.357	Accurate, Old-World
Needle Rifle	1d8 + 2	Medium	4	Needle	Armor bypass



Weapon	Dam-age	Range			Traits
Sawed-Off Shotgun	2d6 + 3	Short	6	12g	Spread, Loud
Marksman Carbine	2d6 + 2	Long	5	5.56	Accurate, Versatile

Exotic Energy Weapons

Weapon	Dam-age	Range		Ammo	Traits
Laser RCW	2d6	Medi-um	4	Energy Cell	Burst, Overheat
Tri-Beam Laser Rifle	3d6	Medi-um	6	Energy Cell	Spread, Energy
Pulse Rifle	2d8	Long	6	Microfu-sion	Anti-tech
Arc Thrower	2d6 + 2	Short	5	Energy Cell	Chain
Plasma Caster (Proto-type)	3d8	Long	7	Microfu-sion	Armor melt, Slow
Tesla Carbine	2d6 + 2	Medi-um	5	Energy Cell	Disruptive

Energy weapons ignore 1 DT by default unless armor is energy-resistant.

Exotic Melee Weapons

Weapon	Dam-age		Traits
Ripper	3d6	6	Armor shred
Thermic Lance	2d10	7	Armor melt, Slow
Shishkebab	2d8 + 1	6	Fire
Industrial Saw-blade	2d6 + 2	5	Bleed
Electro-Baton	1d10 + 2	4	Stun
Scrap Glaive	2d6 + 1	6	Reach, Improvised

Exotic Unarmed Weapons

Weapon	Dam-age		Traits
Industrial Power Fist	2d8 + 2	6	Armor punch
Shock Knuckles	1d10 + 1	3	Stun
Hydraulic Gauntlet	2d6 + 3	5	Knockback
Razor Gloves	1d8 + 2	3	Bleed
Pneumatic Fist	2d8	5	Knockdown

Unarmed weapons scale strongly with Strength.

Exotic Explosives

Weapon	Dam-age	Radius		Traits
Plasma Grenade	4d6	Small	6	Armor melt
Incendiary Grenade	3d6	Medi-um	5	Fire
Cryo Charge	2d6	Small	5	Freeze
EMP Mine	3d6	Medi-um	6	Anti-tech
Satchel Charge	5d6	Medi-um	7	Timed
Nuka Grenade	5d6	Large	7	Radiation

Explosives bypass most cover and rapidly degrade armor.



Exotic Big Guns

Weapon	Dam-age	Range		Ammo	Traits
Auto-Cannon	4d8	Long	8	20mm	Suppressive
Gauss Minigun	4d6 + 2	Long	8	EC Pack	Armor pierce
Heavy Incinerator	4d6	Medi-um	7	Fuel	Fire, Area
Tesla Cannon	5d6	Long	8	Energy Cell	Chain, An-ti-tech
Rocket Pod Launcher	5d10	Long	9	Rockets	Explosive, Slow

Weapon Traits

Accurate

This weapon is exceptionally stable or well-calibrated.

- Gain +10% to hit when making Aimed Attacks.
- No effect on standard attacks.

Armor Melt

Designed to compromise armor integrity.

- Deals double damage to armor condition
- No effect on unarmored targets.

Armor Punch

Delivers force capable of penetrating heavy protection.

- Ignores 2 points of DT.
- Does not stack with armor-piercing ammunition.

Bleed

Inflicts lingering wounds.

- Target takes 2 damage per round for 3 rounds.
- Bleeding ends early if treated with Medicine or Repair (for synthetic targets).
- Does not affect robots or creatures without blood.

Burst

Capable of rapid fire.

- Spend +2 AP to attack twice against the same target.
- Second attack suffers –15% to hit.
- Burst fire deals double damage to weapon condition.

Concealable

Easy to hide and draw quickly.

- Can be concealed during inspections or social encounters.
- Drawing the weapon costs 1 AP instead of 2.
- Gain +10% to surprise attacks.

Fire

Ignites targets or terrain.

- On a hit, target catches fire.
- Burning targets take 3 damage per round until extinguished. Extinguishing the fire costs 2 AP



Knockdown

Delivers overwhelming impact.

- On a successful hit dealing 8+ damage after DT, target must pass a Strength or Agility roll or be knocked prone.

Low Recoil

Designed for ease of control.

- No penalty when firing multiple times in the same round.

Overheat

Weapon builds dangerous levels of heat.

- Firing multiple times in one round increases mishap risk by 5%.
- On a critical failure, the weapon becomes unusable for 2 rounds.

Reach

Longer than standard melee weapons.

- Can attack someone from a distance for the purpose of not triggering attacks of opportunity.

Reliable

Built or maintained to a high standard.

- Weapon condition does not degrade on regular attacks.

Scatter

Area of effect is unpredictable.

- If a character is within melee range of a target and the original attack is a miss, roll again to see if it hits the second character

Slow

Unwieldy or heavy.

- Attack AP cost increased by +1.
- Can only make one attack in a single round.

Spread

Hits multiple targets at close range.

- At short range, may affect one additional adjacent target.
- No effect beyond short range.

Unstable

Poorly manufactured or volatile.

- Increases critical failure by 10%.
- More common in raider or surplus gear.

Basic Armor

Light Armor

Armor		Coverage		Traits
Clothing	0	Full	Light	No penalty
Leather Armor	2	Full	Light	Quiet
Raider Armor	3	Partial	Medium	Intimidating



Armor		Coverage		Traits
Reinforced Leather	3	Full	Medium	Durable

Medium Armor

Armor		Coverage		Traits
Metal Armor	4	Partial		Noisy
Combat Armor	5	Full		Modular
Reinforced Metal	5	Partial		Resistant

Heavy Armor

Armor		Coverage	Weight	Traits
Riot Gear	6	Full	Heavy	Gas-sealed
Salvaged Power Armor	8	Full	Very Heavy	Requires training
Power Armor		Full	Extreme	Powered

Power Armor negates most small-arms fire but requires maintenance, power, and training.

Exotic Armor

Exotic Armor

Armor		Durability	Traits
Stealth Suit Mk I	4	30	Silent, Powered
Riot Gear (Advanced)	6	45	Durable
Hazmat Combat Suit	3	35	Radiation shield
Tesla Armor	5	40	Energy resistant
Salvaged Power Armor	8	60	Powered, Bulky
Bone-Plated Raider Armor	5	30	Intimidating

Armor Notes

- Partial Coverage means arms and legs are unprotected unless stated. This means that a called shot against the exposed limbs does not receive the DT bonus.
- Heavy and above increases AP costs for movement by 2 AP unless Strength requirements are met.
- Armor condition degrades faster against explosives and armor-piercing ammo.

Armor Traits

Durable

Built to take punishment.

- Condition damage against this armor is halved except for critical hits.

Gas-Sealed

Provides environmental protection.

- Negates gas, smoke, and airborne toxins.

Intimidating

Visually threatening or notorious.

- Gain +10% to intimidation-based social checks.
- May provoke hostile reactions in lawful settlements.



Modular

Designed to accept upgrades.

- Can support one additional modification.
- Repairs are 10% easier

Noisy

Produces significant sound when moving.

- Sneak rolls suffer -20%.

Quiet

Designed for stealth.

- No penalty to Sneak while wearing.
- Often lighter and less protective.

Requires Training

Complex or powered systems.

- Without training, increase all AP costs by +4 and suffer -20% to all skills.
- Common for power armor and advanced gear.

General Equipment Traits

Improvised

Built from scavenged materials.

- Double Condition Damage.
- +15% to repair
- +10% critical mishap chance

Self-Charging

Generates its own power over time.

- Does not require ammunition.
- Cannot be overcharged.
- Cannot be reloaded

Weapon Mods

All ranged weapons have two modification slots. Modifying weapons require the Weapons Modifier Perk.

Weapon Mods Table

Barrel Mods

Mod	Effect
Long Barrel	Increase range category by one step
Shortened Barrel	Reduce attack AP cost by 1, range reduced by 1 category minimum short
Reinforced Barrel	Does not take condition damage from regular shots
Suppressor	+10% Bonus to surprise attacks

Receiver Mods

Mod	Effect
Hardened Receiver	+1 damage
Lightweight Receiver	-1 AP cost, Double condition damage from regular shots
Automatic Conversion	Enables burst fire
Precision Receiver	+10% accuracy on aimed shots



Magazine Mods

Mod	Effect
Extended Magazine	Increase ammo capacity by 2
Quick-Feed Magazine	Reloading costs 1 less AP
Drum Magazine	Greatly increased capacity, reload AP increased by 2
Low-Friction Feed	Reduce mishap chance by -1%

Optics and Sights

Mod	Effect
Reflex Sight	+5% accuracy at short and medium range
Scope	Gives a bonus to attack rolls equal to Perception
Night Optics	Ignore darkness penalties
Targeting Lens	+10% accuracy vs surprised targets

Grip and Stock Mods

Mod	Effect
Ergonomic Grip	Halves recoil penalties
Tactical Stock	Halves burst penalties
Folding Stock	Gives Concealable trait
Shock Absorber	+5% to attack rolls

Power and Energy Mods (Energy Weapons Only)

Mod	Effect
Overcharged Capacitor	+1 damage
Efficient Emitter	Only consumes ammo for every other shot
Pulse Converter	Attacks gain Anti-tech
Cooling Array	Negates Overheating effects

Auxiliary Mods

Mod	Effect
Bayonet	Enables melee attack using ranged weapon
Underbarrel Launcher	Adds explosive secondary fire (uses Explosives skill)
Stabilizer Fins	Adds +10% to attacks if you don't move that round
Jury-Rig Mount	Allows one extra mod slot, Doubles damage to weapon from all sources

End of Chapter

The next chapter will introduce radiation, environmental hazards, hunger, thirst, fatigue, and long-term survival, including hardcore play options.



Chapter 5: Crafting and Repair

Nothing in the wasteland is new. Everything has been used, broken, repaired badly, and used again. Crafting is both invention and reassembly. Repair is about keeping something functional for one more fight, one more day, one more mile. Without gear you will die. Repair makes this possible.

Crafting and repair allow characters to create equipment and maintain their gear using salvaged components. These systems are intentionally grounded and resource-driven. If you lack the parts, the work cannot be done.

Scrap and Components

Scrap is tracked in discrete units. Each unit represents a meaningful quantity of material.

Common Scrap Types

Scrap Metal

Used for structural repairs, armor plating, melee weapons, and frames.

Scrap Electronics

Used for energy weapons, robots, computers, targeting systems, and powered devices.

Adhesive

Required for almost all crafting and repair. Without adhesive, nothing holds.

Springs

Used for recoil systems, triggers, and mechanical tension.

Gears

Used for mechanical motion, rotating assemblies, and heavy tools.

Wire

Used for power transfer, traps, detonators, and electronics.

Cloth

Used for padding, armor linings, clothing, and bandages.

Leather

Used for armor, straps, and protective layers.

Glass

Used for optics, lenses, scopes, and sensors.

Crafting Requirements

To craft or repair an item, a character must have:

- Access to the required components
- Appropriate tools
- Sufficient time
- A successful skill check

If any requirement is missing, the attempt cannot proceed.

Tools and Workspaces

Some work can be done in the field. Better work requires better conditions.

Improvised Tools

Allow emergency repairs only. All checks suffer -20%. Anything repaired with improvised tools cannot be repaired beyond 50%

Basic Tool Kit

Required for most standard repairs. No penalty. Anything repaired with basic tool kit cannot be repaired beyond 75%

Advanced Tool Kit

Grants +10% to Repair checks. Anything repaired with advanced tool kit cannot be repaired beyond 90%

Workbench

Allows for complex crafting and repair. Allows for repair up to 100%.

Specialized Workstations

Required for high-end electronics, chems, or robotics.



Time to Craft or Repair

Time is a resource. Crafting always consumes it.

Task Type	Time Required
Emergency Repair	10 minutes
Standard Repair	1 hour
Craft Simple Item	1 hour
Craft Complex Item	4–8 hours
Weapon Mod Installation	2 hours
Armor Repair	2 hours

Skill Checks

Most crafting uses Repair. Electronics, energy weapons, and robots often require Science instead. Chems require Medicine or Survival, depending on source.

On a failure:

- Consumable components like adhesive are consumed.
- No progress is made
- On a critical failure, one extra nonconsumable component is lost

Repairing Weapons and Armor

Repairs restore Durability.

Each successful repair restores 20% of maximum Durability.

Repair Costs

Weapon Repair (per attempt)

Weapon Type	Components Required
Small Guns	1 Scrap Metal, 1 Springs, 1 Adhesive
Energy Weapons	1 Scrap Electronics, 1 Wire, 1 Adhesive
Big Guns	3 Scrap Metal, 2 Gears, 1 Adhesive
Melee	1 Scrap Metal, 1 Adhesive
Unarmed	1 Scrap Metal, 1 Cloth

Armor Repair (per attempt)

Armor Type	Components Required
Light Armor	1 Cloth, 1 Leather, 1 Adhesive
Medium Armor	1 Scrap Metal, 1 Leather, 1 Adhesive
Heavy Armor	2 Scrap Metal, 1 Gears, 1 Adhesive
Power Armor	2 Scrap Metal, 2 Scrap Electronics, 1 Gears, 2 Adhesive

Crafting Ammunition

Ammo can be crafted if you have the tools and components.

Standard Ammunition (10 rounds)

Ammo Type	Components
Pistol / Rifle	2 Scrap Metal, 1 Adhesive, 5 ml of gunpowder
Shotgun Shells	2 Scrap Metal, 1 Adhesive, 5 ml of gunpowder
Energy Cells	1 Scrap Electronics, 1 Wire, 1 Battery
Heavy Ammo	3 Scrap Metal, 1 Gears, 10 ml of gunpowder

Hand Loader perks unlock specialty ammo.

Crafting Equipment

Common Crafted Items



Item	Components Required
Lockpicks (x5)	1 Scrap Metal
Tripwire Trap	1 Wire, 1 Adhesive
Noise Maker	1 Scrap Electronics, 1 Wire
Molotov	1 Cloth, 1 Adhesive, One glass bottle, 0.5 Liter of flammable liquid
Bear Trap	2 Scrap Metal, 1 Springs
First Aid Kit	1 Cloth, 1 Adhesive, 1 Healing Herb (for example Aloe)
Water Filter	1 Scrap Electronics, 1 Adhesive

Mad Bomber Exclusive Recipes

Scrapshock Charge

A jury-rigged explosive packed with exposed wiring and scavenged capacitors. It doesn't just explode, it lashes everything nearby with uncontrolled electrical discharge.

Components Required

Scrap Electronics x2

Wire x2

Adhesive x1

Energy Cell x3

Crafting

Requires Mad Bomber perk and a successful Repair or Science check

Time Required: 1 hour

Effect

On detonation, the Scrapshock Charge deals 2d6 explosive damage in a small radius (one target and those within melee range). In addition, all targets in the blast must make an Endurance check or suffer Disrupted Systems for one round. Disrupted targets lose 2 AP and cannot make opportunity attacks. Robots automatically fail this check and instead take an additional 1d6 damage that ignores DT.

Risk

On a crafting failure, the device is unstable. Unstable devices make all failed explosives checks made to use the bomb an automatic mishap.

Pigstick Bomb

This grotesque device combines shrapnel, bone fragments, and pressure-triggered spikes. It's designed not to kill cleanly, but to ruin whoever survives the blast.

Components Required

Scrap Metal x2

Bone Scraps x1

Springs x1

Adhesive x1

Crafting

Requires Mad Bomber perk and a successful Repair check

Time Required: 1 hour

Effect

The Pigstick Bomb deals 2d8 damage in a small radius (one target and those within melee range). Any creature that takes damage from the blast must make an Endurance check or suffer a Bleeding effect for 3 rounds causing them to lose 3 health.

Risk

The Pigstick Bomb is unstable. Unstable devices make all failed explosives checks made to use the bomb an automatic mishap.

Whisperfire Canister

A low-yield incendiary bomb that burns quietly and spreads unnaturally.

Components Required

Cloth x2

Adhesive x2

Flammable Liquid x1

Glass x1

Crafting

Requires Mad Bomber perk and a successful Survival or Repair check

Time Required: 45 minutes



Effect

On detonation, Whisperfire creates a burning zone instead of a single blast. The target zone ignites for 3 rounds. Any creature entering or starting its turn in the zone takes 1d6 fire damage, ignoring cover.

Chapter 6: Radiation, Exposure, and Survival

The wasteland does not only kill you in combat. It kills you slowly. Radiation seeps into your bones. Hunger erodes judgment. Fatigue dulls reflexes. Exposure turns small mistakes into death sentences.

This chapter introduces the systems that model long-term survival. These mechanics apply pressure over time, shaping decisions, routes, and risk tolerance. They are not meant to be constant punishments, but persistent threats.

Radiation

Radiation represents cumulative environmental contamination. It is invisible, persistent, and dangerous.

Radiation is tracked as Radiation Points (RADs).

Gaining Radiation

Radiation is not encountered as a steady background number, but as a consequence of exposure to dangerous environments, substances, and technology. Characters gain radiation when they consume contaminated food or water, spend extended time in irradiated zones, suffer attacks from radiation-emitting weapons or creatures, or interact with malfunctioning pre-war machinery that leaks energy it was never meant to contain.

Radiation Thresholds

Radiation effects are applied when thresholds are crossed.

RADs	Condition	Effects
0–99	Clean	No effect
100–199	Irradiated	–10% Endurance-based rolls
200–299	Sickened	–1 END, –10% to all skills

RADs	Condition	Effects
300–399	Wasted	–2 END, healing reduced by half
400+	Critical	Risk of organ failure or death

Radiation penalties stack and persist until RADs are reduced.

Radiation Treatment

RadAway

- Removes $100 + (\text{Endurance} \times 2)$ RADs
- If more than one RadAway has been used within 24 hours you gain 50 fatigue.

Rad-X

- For the next 12 hours your radiation counts as one stage lower.
- Does not remove RADs

Rest and Time

- For every 24 hours spent in a clean area Radiation goes down by 50 points.

Environmental Hazards

Not all danger in the wasteland is tied to enemies or combat. Some environments are inherently hostile, capable of injuring, exhausting, or killing those who pass through them. Toxic gases, extreme temperatures, corrosive atmospheric conditions, biological contaminants, and unstable structures such as collapsing ruins all pose serious threats to unprepared travelers. Exposure to these hazards can result in ongoing damage, penalties to skill use, and accelerated degradation of weapons and armor. Survival in such environments depends on foresight and planning. Proper protective gear, careful route selection, and a willingness to slow down or



turn back are often the difference between a difficult journey and a fatal one.

Hunger

Hunger is tracked on a numerical scale from 0 to 500, representing caloric deprivation and nutritional stress over time. Hunger does not apply constant penalties as it increases. Instead, penalties are applied only when specific thresholds are crossed, reflecting the body's declining ability to function.

At low values, hunger is little more than discomfort. As the track rises, physical performance and recovery begin to suffer. At extreme levels, hunger accelerates exhaustion and threatens collapse.

Hunger Thresholds

0–99

Well Fed

The character is properly nourished. No penalties apply.

100–199

Peckish

The character feels persistent hunger. all skills suffer a –5% penalty.

200–299

Hungry

Hunger actively interferes with performance. All skills suffer a –10% penalty and healing from rest is halved.

300–399

Starving

The character is severely undernourished. All skills suffer a –20% penalty and natural healing stops.

400–500

Collapse

The character risks collapse, injury, or unconsciousness if hunger is not reduced. Sustained exertion may cause immediate consequences at the GM's discretion.

Eating a proper, filling meal reduces hunger by a significant amount, potentially lowering the track by one or more thresholds. Highly processed, scavenged, or irradiated food may reduce hunger less effectively and can introduce radiation or illness.

Thirst

Thirst is tracked separately from hunger on its own 0 to 500 scale. Thirst progresses faster than hunger and becomes dangerous much more quickly, especially during travel, combat, or exposure to heat.

Unlike hunger, thirst can escalate from manageable to critical within hours if ignored.

Thirst Thresholds

0–99

Hydrated

The character is properly hydrated. No penalties apply.

100–199

Dry

Early dehydration sets in. Action points reduced by 2

200–299

Dehydrated

Coordination and endurance degrade. Action points reduced by 4

300–399

Critical

Severe dehydration. The character risks collapse, disorientation, or blackouts, especially during exertion. Action Points reduced by 6

400–500

Collapse

The character is at risk of unconsciousness or lasting harm. Without immediate hydration, continued action may be impossible.

Drinking clean water reduces thirst significantly. Contaminated water reduces thirst as well, but may introduce radiation or disease depending on quality.



Fatigue

Fatigue is tracked on a 0 to 500 scale representing cumulative exhaustion, sleep deprivation, and physical overload. Unlike hunger and thirst, fatigue is not reduced by eating or drinking, only by rest.

Fatigue accumulates through extended activity, stress, injury, and deprivation, and it is often the final pressure point that forces characters to stop pushing forward.

Fatigue Thresholds

0–99

Rested

The character is alert and functional. No penalties apply.

100–199

Tired

Weariness sets in. All skills suffer a -5% penalty.

200–299

Exhausted

The character is struggling to maintain focus. All skills suffer a -10% penalty and all actions cost +1 AP.

300–399

Spent

The body is near failure. Whenever a character attempts to do a skill check, they need to succeed on an endurance to be able to attempt the skill.

400–500

Collapse

The character is physically spent. Involuntary sleep, unconsciousness, or shutdown is imminent without rest.

Fatigue increases when characters skip sleep, carry excessive weight, rely on stimulants, suffer radiation or disease, or endure repeated combat and environmental stress.

Sleep and Recovery

Sleep is the primary method of reducing fatigue and is also required for proper injury recovery. The quality of sleep determines how much fatigue is removed.

Sleeping in a proper bed or safe shelter allows for -200 fatigue points. Rough sleep in unsafe or uncomfortable conditions provides only -100 fatigue points. Failing to sleep at all increases fatigue by 100.

- Proper sleep recovers full main HP. Crippled limbs recover half. Non crippled limbs re-

cover full.

- Rough Sleep recovers half HP. Crippled limbs remain crippled. Non crippled limbs recover half.
- No sleep recover no HP. Crippled Limbs remain crippled. Non crippled limbs recover none.

Sleeping in dangerous or unsecured areas may expose characters to ambushes, environmental hazards, or other interruptions at the GM's discretion.

How this kills you

If two of these three categories are at the collapse point, you need to make an endurance check every 24 hours or fall over dead. If all three categories reach collapse you die.

Disease and Infection

Illness in the wasteland is not uniform. It does not announce itself with a label, and it cannot always be solved with the same solution. What people call "being sick" may be infection, radiation damage, fungal growth, mutation, or something that does not fit cleanly into pre-war medical categories.

Diseases in this game are distinct conditions, each with its own symptoms, progression logic, and treatment requirements. A character cannot simply "treat disease" in the abstract. They must first understand what is wrong, then act correctly. Acting too late, or acting on the wrong assumption, can be as dangerous as doing nothing.

Identifying Disease

When a character contracts a disease, the GM does not immediately name it. Instead, the character experiences symptoms. Some are obvious, others misleading. A fever may be bacterial



infection, radiation sickness, or something stranger. A cough may be harmless irritation, or the beginning of something that will not respond to antibiotics at all.

A character may attempt to identify a disease using the Medicine skill, provided they have time, attention, and at least minimal equipment. Early-stage diseases are difficult to diagnose reliably. As symptoms worsen, identification becomes easier, but the cost of delay increases. A failed diagnosis reveals nothing. A critical failure produces a confident but incorrect conclusion, leading the character to pursue the wrong treatment.

Correct identification unlocks effective treatment. Until then, every choice is a gamble. Players are rewarded for using medicine to figure out what disease it is, going out into the wasteland to find the correct cure, and taking time to treat the problem.

Wasteland Infection

Wasteland Infection is the most common illness encountered by survivors, and the one most people believe they understand. It begins with dirty wounds, untreated injuries, and prolonged contact with decay. Early on, it feels like nothing more than soreness and fatigue. Left untreated, it becomes systemic.

The disease progresses steadily over time. If untreated, it worsens every couple of days, regardless of what the character is doing. At first, physical actions become less reliable. Healing slows. Fatigue builds faster than expected. As the infection advances, the body begins to fail under stress. At its most severe stage, the disease becomes lethal, and survival depends on resisting organ failure long enough to receive care.

Wasteland Infection responds well to antibiotics and proper wound treatment. Early intervention can halt it entirely. Late intervention may stabilize the disease, but full recovery takes time and rest. Radiation treatments and stimulants do nothing to help, and in some cases worsen fatigue.

This disease teaches players a simple lesson: ignoring wounds is a mistake.

Mirelung

Mirelung is a fungal disease common in damp, decaying regions of the wasteland. It is contracted through inhalation of spores or prolonged exposure to swamp environments, mold-filled ruins, or rotting vegetation. It begins subtly, with coughing fits and shortness of breath that come and go.

Unlike most diseases, Mirelung does not progress purely with time. It worsens when the character is exhausted. High fatigue accelerates fungal growth, while proper rest slows it. Characters who keep pushing themselves while sick often find the disease spiraling out of control.

As Mirelung advances, endurance drops, stamina recovery slows, and sleep becomes less

effective. At severe stages, exertion can trigger coughing fits that interrupt actions or force collapse. In its final stage, the disease can suffocate the character during stress.

Mirelung does not respond to antibiotics. It requires antifungal treatment and extended rest in dry, clean conditions. Stimulants actively worsen it by suppressing the body's natural resistance.

This disease punishes the instinct to "just keep moving."

Ghoul Rot

Ghoul Rot is rare, feared, and poorly understood. It is associated with ghoul bites, prolonged exposure to ferals, and certain contaminated zones. Early symptoms are mostly cosmetic: discoloration, strange skin texture, changes in smell. Many dismiss it as harmless.

The disease does not target the body first. It targets identity.

As Ghoul Rot progresses, social presence deteriorates. Speech becomes unreliable. Empathy fades. People react with discomfort or fear even before the character understands why. At advanced stages, the disease begins to alter neural pathways, introducing compulsions, aggression, or emotional flattening.

Treatment is difficult and often unavailable. Standard medicine does nothing. In some cases, rare pre-war serums or invasive procedures can halt progression. In others, the disease forces a choice between permanent mutation and death.

Ghoul Rot is not just a health problem. It is a story problem.

Ash Lung

Ash Lung is common in regions near old industrial centers, refineries, or places where fires burned for months without oxygen. The disease is contracted through prolonged inhalation of fine particulate ash, often without the character realizing it at first.

Early symptoms are easy to dismiss: a tight chest, a dry cough, breath that never quite feels deep enough. As the disease progresses, exertion becomes increasingly dangerous. Sprinting,



sustained combat, or climbing can trigger coughing fits that interrupt actions or spike fatigue suddenly. Characters with Ash Lung find that their stamina does not return as expected, even after rest.

Ash Lung does not advance simply with time. It worsens when the character exerts themselves while already fatigued. Characters who slow down, avoid combat, and rest frequently can hold it at bay for long periods. Those who push through it rapidly degrade.

Treatment requires clean air and prolonged rest. In advanced cases, specialized filters or improvised respirators can slow progression but not cure it. Stimulants provide temporary relief but sharply accelerate long-term damage.

Ash Lung teaches that the environment leaves marks you carry with you.

Carrion Sleep

Carrion Sleep is contracted through prolonged exposure to mass death: battlefields, corpse pits, collapsed vaults. Whether it is psychological, biological, or something else is unclear.

The disease manifests through sleep. Characters suffer vivid dreams, fragmented rest, and waking exhaustion. Fatigue becomes difficult to reduce, even with proper sleep. At advanced stages, characters may fall asleep involuntarily during moments of stress or silence.

Carrion Sleep progresses when characters sleep near death-tainted areas or corpses. Sleeping in safe, living spaces slows or halts progression.

Treatment focuses on environment rather than medicine. Clean beds, distance from trauma zones, and time away from violence are required. Chems may suppress symptoms briefly but worsen long-term outcomes.

Carrion Sleep reminds players that survival leaves psychological residue.

List of Food and Water Items

Food Items

All food reduces Hunger. Some foods may add Radiation or risk Disease.

Food Item	Hunger Reduction	Radiation	Other Effects
Pre-War Snack (Chips, Candy)	-40	+10	Safe
Canned Meat	-80	+5	Safe
Canned Beans	-70	+5	Safe

Food Item	Hunger Reduction	Radiation	Other Effects
Instant Noodles	-60	+5	Requires water to prepare
Dried Meat	-90	0	Increases Thirst by +20
Cooked Meat	-120	0	Safe if freshly prepared
Raw Meat	-60	0	Needs to be cooked or disease check required
Mutant Meat (Cooked)	-140	+15	10% chance of Disease
Mutant Meat (Raw)	-90	+25	40% chance of Disease
Fancy Lad Snack Cakes	-50	+15	Safe
Vault Ration	-150	0	Rare, no side effects
Iguana-on-a-Stick	-100	+10	Safe
Mystery Meat Stew	-160	+20	10% chance of Disease
Emergency Protein Paste	-180	0	Safe
Radroach Meat (Cooked)	-110	+10	Safe
Brahmin Steak	-200	0	Requires cooking

Water and Liquids

All liquids reduce Thirst. Some add Radiation or other effects.

Water Item	Thirst Reduction	Radiation	Other Effects
Clean Water	-100	0	Safe
Boiled Water	-90	0	Safe
Dirty Water	-100	+15	
Irradiated Water	-100	+30	
Purified Vault Water	-150	0	Rare



Water Item	Thirst Reduction	Radiation	Other Effects
Nuka-Cola	-60	+5	+10 Fatigue
Nuka-Cola Quantum	-80	+25	+20 Fatigue
Alcohol	-40	0	+20 Fatigue
Mutfruit Juice	-80	+10	
Stagnant Water	-100	+25	Disease check required
Energy Drink	-50	0	Temporary -20 Fatigue (12 hours)
Pre-War Sports Drink	-70	+5	

Meals (Combined Food and Water)

Meals represent prepared food eaten with sufficient liquid.

Meal	Hunger Reduction	Thirst Reduction	Radiation	Other Effects
Basic Meal	-150	-50	0	Safe
Hot Cooked Meal	-220	-60	0	Safe
Mutant Stew	-250	-50	+20	
Pre-War MRE	-200	-100	0	Rare
Communal Camp Meal	-180	-80	0	Requires settlement

End of Chapter

The next chapter will introduce Perks and Traits, including character-defining abilities, rule-breaking effects, and long-term progression.

Chapter 7: Traits and Perks

Surviving the wasteland is not just about what you can do, but how you do it. Two people can carry the same rifle, wear the same armor, and face the same danger, yet survive in radically different ways.

Traits define who you were before the world tested you.

Perks define what the wasteland has turned you into.

Traits

Traits are permanent character modifiers chosen during character creation. They represent elements of a character that existed long before the campaign began, such as upbringing, physical quirks, psychological tendencies, pre-war conditioning, or deeply ingrained habits. Unlike skills or perks, traits do not reflect training or experience. They reflect who the character is at their core.

Each character may choose up to two traits, though taking fewer or none is always an option. Once chosen, traits are always active. They do not switch on or off, and they cannot be removed, retrained, or replaced later in play. A trait is not something a character grows out of. It is something they live with.

Every trait provides both a benefit and a drawback. These effects are inseparable. A trait that only grants advantages is not a trait, and a trait that only imposes penalties should not be taken. The intent is not balance through symmetry, but tension through identity.

Traits are meant to meaningfully change how a character is played. They should shape decision-making, influence risk assessment, and create situations where a character's strengths naturally invite their weaknesses. A character with a trait should feel different at the table, not just on the sheet.



Trait List

Fast Shot

You favor speed over precision.

- Reduce AP cost of ranged attacks by 1
- You cannot make Aimed Attacks or Called Shots

Built to Destroy

You push equipment past safe limits.

- +5% critical success chance
- Critical Mishaps deal double damage to weapon condition.

Small Frame

You are light and quick.

- +1 Agility
- Carry capacity reduced by 20%

Heavy Handed

You hit hard but lack finesse.

- +2 melee, improvised and unarmed damage
- Cannot inflict critical hits with melee, improvised and unarmed attacks

Skilled

You learn broadly, but slowly.

- Gain +5% to three skills at character creation
- Gain 1 fewer skill points on level-up

Kamikaze

You fight without regard for safety.

- +2 Initiative

- -2 Damage Threshold from all armor

Good NATURED

You are inclined toward cooperation.

- +10% to Persuasion and Barter
- -10% Intimidation and Deception

Hoarder

Letting go is hard.

- +20 lbs carry capacity
- -10% to all skills when over encumbered

Perks

Perks are earned abilities gained as characters grow, adapt, and survive long enough to learn from their mistakes. Unlike traits, perks are not inherent qualities. They are the result of experience, specialization, and hard-won familiarity with the wasteland.

Perks are the primary way characters become exceptional. They allow characters to bend or break existing rules, reinforce a specific identity or role, and enable highly specialized playstyles. A character without perks can survive. A character with perks survives their way.

Characters normally gain a perk every two levels, reflecting steady growth over time. The Game Master may also award perks at major narrative milestones, such as completing a long-term objective, surviving a transformative event, or earning recognition from a powerful faction. These awards should be rare and meaningful.

Most perks have requirements that must be met before they can be taken. These may include minimum attribute values, skill thresholds, or the possession of other perks. If a character does



not meet the listed requirements, the perk cannot be chosen. These prerequisites exist to ensure perks feel earned and to preserve distinct progression paths.

Once taken, a perk is permanent. It represents a lasting change in how the character approaches the world, solves problems, or endures danger. Over time, a character's collection of perks should tell a clear story about who they have become.

Core Perk List

Bloody Mess

reflects a character for whom violence is not just a means, but an inevitability. When things go wrong, they go wrong spectacularly. All critical hits dealt by the character inflict an additional +2 damage, and enemies killed by the character die in excessively graphic and horrifying ways that leave a lasting impression on anyone who witnesses them. In the immediate aftermath of combat, the character gains a +10% bonus to Intimidation checks against anyone who witnessed the battle as the brutality of the scene settles in.

Toughness

represents sheer physical resilience and an unwillingness to go down easily. The character's Damage Threshold is permanently increased by 1, reducing incoming harm across the board. This perk may be taken twice, with each instance stacking its benefit, reflecting a body hardened through repeated trauma or conditioning.

Weapons Modifier

Allows the character to install weapon mods onto weapons. Requires a Repair of 60 and Intelligence of 7.

Grim Reaper's Sprint

turns death into momentum. When the character kills an enemy, the rush of adrenaline and opportunity restores 2 Action Points, allowing them to press the attack or reposition immediately. This effect may trigger once per round.

Educated

reflects disciplined learning and efficient mental organization. Each time the character levels up, they gain 2 additional skill points beyond the normal amount. This perk requires an Intelligence of 6 or higher and represents long-term cognitive advantage rather than sudden insight.

Jury Rigging

is the art of making do with what is available, no matter how ill-suited it seems. The character can repair equipment using mismatched parts, allowing items to be repaired with compo-

nents from related but different gear, such as using parts from a laser rifle to repair a laser pistol. These repairs are less optimal, however, and all Jury Rigging repair attempts suffer a -10% penalty to the Repair check. This perk requires Intelligence 8.

Action Boy / Action Girl

reflects superior physical conditioning and efficient movement under pressure. The character gains a permanent increase of +2 Action Points, allowing them to act more decisively in combat.

Commando

represents mastery of sustained automatic fire. The character ignores the usual accuracy penalties associated with burst attacks, and burst fire costs 1 fewer Action Point to perform. This perk requires an Agility of 8 and rewards aggressive, momentum-driven gunplay.

Sniper

is patience weaponized. The character gains a +15% bonus to aimed attacks, reflecting careful timing and precision. In addition, all critical hits scored with ranged weapons cannot do below half of the maximum damage. This perk requires a Perception of 8.

Adamantium Skeleton

indicates reinforced bones, whether through natural adaptation, surgical augmentation, or prolonged exposure to extreme stress. Once per combat, when a limb would be reduced to 0 it can instead be reduced to 1. This perk requires Endurance 5.

Demolition Expert (Explosives 50%)

You understand how explosions propagate through space. All explosives you use gain +1 damage per die. Additionally, you gain +10% to Explosives checks made to arm, disarm, or modify explosive devices.

Rad Resistant

reflects a body that has learned, unwillingly or otherwise, to coexist with contamination. Radiation gained from all sources is reduced by 25%. In addition, the character always counts as suffering one tier lower of radiation sickness than their actual radiation level would indicate,



except for the maximum level of radiation. This perk requires Endurance 7.

Lone Wanderer

rewards self-sufficiency and isolation. When no companions are present within the same zone, the character gains +1 Damage Threshold and a +5% bonus to weapon skills. These benefits are lost immediately if a companion enters the zone, reflecting a reliance on solitude rather than teamwork.

Strong Back

reflects a body trained, conditioned, or simply stubborn enough to carry more than most would attempt. The character's carry capacity is permanently increased by 25 lbs, allowing them to haul more gear, salvage, or supplies without immediately suffering penalties.

Pack Rat

represents careful organization and muscle memory developed from living out of a pack. Retrieving or using an item from the character's backpack costs 1 less Action Point, to a minimum cost of 1, reflecting efficiency rather than speed.

Travel Light

rewards restraint and mobility. When the character is wearing Light armor or no armor at all, they gain +2 Action Points and a +5% bonus to movement-related checks, reflecting increased agility and reduced encumbrance.

Hit the Dirt!

You know when to throw yourself clear. When you would take damage from an explosion you triggered, you may spend 2 AP to halve the damage taken before DT is applied. This action also makes you prone. This can be used once per round.

Rapid Reload

reflects practiced repetition and mechanical familiarity. Reloading any weapon costs 1 fewer Action Point than normal. This perk requires an Agility of 5 and favors characters who stay in the fight through sustained fire.

Quick Draw

ensures that weapons are always exactly where the character expects them to be. Drawing or stowing weapons costs 1 fewer Action Point, and the character gains a +10% bonus to surprise attacks. This perk requires an Agility of 6.

Hand Loader

represents deep familiarity with ammunition construction and ballistics. The character may

create specialty ammunition with improved effects by spending time and making Repair checks. When in possession of normal ammunition, the character may attempt to create Hollow Point or Armor Piercing rounds. Normal ammunition can also be downgraded into surplus ammunition, converting one normal round into two surplus rounds. This perk requires Intelligence 7.

Shotgun Surgeon

reflects an intimate understanding of spread, recoil, and anatomy. When using a shotgun at short range, attacks ignore 2 points of Damage Threshold. At melee range, shotgun attacks ignore 4 points of Damage Threshold. This perk requires both Perception 6 and Agility 6.

Mad Bomber (Explosives 60%)

You know how to get by with limited resources. You learn how to create special bombs.

Cowboy

reflects a natural affinity for old-world weaponry and fighting styles. When using revolvers, lever-action rifles, or melee weapons with the Improvised or Old-World tag, the character gains a +10% bonus to hit and deals +2 additional damage. This perk requires an Agility of 5.

Gunslinger

turns pistols into extensions of the character's body. Pistol attacks cost 1 fewer Action Point to perform and gain a +10% bonus to accuracy. This perk requires an Agility of 6.

Ferocious Loyalty

binds companions through shared danger. When the character is reduced below half of their maximum Health, all companions within the same zone gain a +10% bonus to all weapon rolls, fighting harder in response to the threat.

Confirmed Bachelor / Black Widow

reflects both attraction and lethal focus. The character gains a +10% bonus to social checks against male-presenting characters and deals +2 additional damage to them in combat.



Cherchez La Femme / Lady Killer

reflects the same combination of charm and intent, but directed elsewhere. The character gains a +10% bonus to social checks against female-presenting characters and deals +2 additional damage against them in combat.

Chem Resistant

reflects a body unusually tolerant of chemical abuse. The character suffers no short-term negative effects from chems. Addiction is still possible, but any addiction effects count as one severity level lower than normal. This perk requires Endurance 4.

Chemist

represents an understanding of dosage, purity, and timing. All chem effects used by the character last twice as long as normal, extending both benefits and strategic value.

Stonewall

reflects sheer physical refusal to yield ground. The character cannot be knocked prone or forced to retreat unless they suffer a critical hit. This perk requires both Strength 5 and Endurance 5.

Piercing Strike

allows the character to exploit weaknesses in armor and anatomy. Melee, improvised, and unarmed attacks ignore 2 points of Damage Threshold. This perk requires Strength 6.

Nerves of Steel

reflects unshakable composure when surrounded. While outnumbered, the character gains +1 Action Point at the start of each combat round. This perk requires Endurance 4.

Safecracker (Explosives 40)

Explosives are tools, not just weapons. You gain +15% to Explosives checks made to breach doors, safes, or structures, and explosive breaching causes half structural damage to surrounding areas.

Living Anatomy

represents practical anatomical knowledge learned through study or experience. The character gains a +10% bonus to Medicine checks and deals +2 additional damage against human targets. This perk requires Intelligence 5.

Robotics Expert

treats machines as systems rather than mysteries. If the character successfully sneaks up behind a robot, they may attempt to shut it down, reprogram it, or confuse it using the Science skill. This perk requires Intelligence 7 and Science 60%.

Computer Whiz

reflects deep familiarity with pre-war systems and the quiet logic that governs them. When hacking a computer, failure does not trigger alarms or activate defensive countermeasures. In addition, successfully hacking a defense system allows the character to make a second hack attempt to seize control of that system rather than merely disabling it. This perk requires Intelligence 6.

Trusted Orders (Charisma 7)

When you give instructions, people listen. Companions who begin their turn in your zone reduce the AP cost of their first action by 1, to a minimum of 1. This effect does not stack with other AP-reducing effects.

Infiltrator

represents instinctive efficiency when bypassing security. Lockpicking or hacking always costs the minimum possible Action Points, to a minimum of 2, regardless of system complexity. This perk requires Perception 5.

Silent Running

allows the character to move with uncanny quiet. Armor penalties to Sneak checks are reduced by half, and movement while sneaking does not incur additional Action Point costs, allowing repositioning without breaking stealth.

Hold the Line (Charisma 6)

When companions are right by your side, they know they can't fail. When you are taking cover behind an object, allies taking cover gain bonuses. Taking cover behind the same object costs -1 AP. All allies taking cover with you gain +10 to endurance checks, +1 DT, -1 AP to using stim-paks.

Light Touch

reflects careful hands and patient attention to detail. When disarming traps or explosive devices, the character gains a +10% bonus to Lockpicking, Explosives, or Science checks, depending on the method used. This perk requires Agility 4.



Terrifying Presence

suggests a reputation that precedes the character. The character may attempt to intimidate non-player characters who would normally be immune to fear. Failure does not simply fail, however, and may cause situations to escalate dramatically at the Game Master's discretion. This perk requires Charisma 6.

Ghoul Ecology

represents hard-earned understanding of ghoul behavior and biology. The character gains a +10% bonus to checks involving ghouls and deals +2 additional damage against feral ghouls. This perk requires Intelligence 5.

Calming Influence (Charisma 5)

Your presence steadies shaking hands. Companions in your zone reduce penalties from Fatigue by one stage. This does not prevent collapse.

Rad Child

reflects a body that draws strength from contamination rather than weakness. Each stage of radiation sickness the character is suffering grants a +5% bonus to all weapon skills. This perk requires Endurance 6.

Them's Good Eatin'

reflects practical knowledge of harvesting meat from things most people would rather not touch. When making a Survival check to skin or butcher animals or abominations, the character gains a +15% bonus to the roll. This perk requires Survival 40.

Mysterious Stranger

suggests that someone, or something, is watching over the character. When a critical success roll results in a natural 100, a mysterious figure intervenes, altering the outcome in the character's favor. The exact nature of this intervention is determined by the Game Master. This perk requires Luck 7.

Miss Fortune

reflects luck that twists failure into opportunity. When the character suffers a critical failure, the negative outcome may instead transform into an unexpected advantage at the Game Master's discretion. This perk requires Luck 7.

Voice of Reason (Charisma 6)

You can de-escalate even when violence feels inevitable. Once per day, when a companion fails their persuasion check which would lead to hostility, you can interject making a persuasion check yourself to de-escalate.

Finesse (Perception 7)

You sacrifice raw power for precision. Your attacks deal -1 damage, but your critical hit chance increases by +5%. This applies to all weapon types and stacks with other critical modifiers.

Better Criticals (Perception 6, Luck 6)

When you land a critical hit, it hurts in all the right places. Critical hits deal +4 additional damage. If a critical hit cripples a limb, the chosen limb cannot be healed for 24 hours.

Fast Metabolism

Your body processes substances quickly, for better and worse. All -food from food items is increased by +25%, but radiation gained from food items is also increased by +25%.

Life Giver (Endurance 6, Level 10)

You are simply harder to kill. Your maximum Health increases by +10 immediately and increases by an additional +2 every time you level up after taking this perk.

Silent Death (Sneak 60%)

You strike before anyone realizes what's happening. When attacking from stealth with a melee or unarmed weapon, your first successful hit deals double damage.

Bloody Mess II (Bloody Mess I)

You don't just kill, you make examples. Enemies killed by you force an Endurance check on nearby hostile NPCs (Within same zone). Failure causes puking or and nausea which makes all attacks made by those effected -10% for the next round.

Unbreakable Bond (Charisma 7)

You and your companions trust each other completely. When a companion in your zone is reduced to 0 Health but not killed outright, they remain conscious until the end of the round and may take one final action costing no more than 5 AP before collapsing.

Quick Recovery (Agility 5)

You bounce back faster than most. When knocked prone, stunned, or otherwise disabled, standing up costs 1 less AP.

Hit the Deck (Agility 6)

You instinctively know when to get low. When hit by an explosive attack, you may spend 2 AP



to reduce the damage taken by half. This decision must be made before damage is rolled.

Spray and Pray (Luck 6)

Volume replaces accuracy. When making a burst attack, you may reroll one damage die and keep the higher result. Burst attacks have an additional -5% to their attack rolls.

Ghastly Scavenger (Survival 50%)

You'll eat things others won't even touch. You may safely consume raw mutant or ghoul flesh without risking disease, though radiation still applies normally.

Stone Cold Killer

You know when to finish things. When attacking a target below 25% Health, you gain +10% accuracy and deal +2 damage.

Force of Personality (charisma 5)

You refuse to be ignored. Once per encounter, when an enemy would target a companion in your zone, you may redirect the attack to yourself. Resolve the attack normally. This does not cost AP.

Lead Belly (Endurance 5)

Your gut is iron. Radiation gained from food and water is reduced by 50%, rounded down.

Here and Now (Level 15)

This perk lets you spend an additional amount of skill points equal to the amount of skill points you would naturally get at a level up.

Terrifying Accuracy (Perception 7)

You don't miss often, and when you do, it's noticeable. When you miss a ranged attack by 10% or less, enemy characters must make an endurance check or become frightened. A frightened enemy cannot move into a zone closer to you for the next three rounds.

Chem Junkie

You function best under the influence. While affected by at least one chem, gain +1 AP and +10% to all weapon skills. While sober, you suffer -5% to those same skills.

Rad Absorption (Endurance 8)

Your body doesn't just endure radiation, it feeds on it. For every 100 radiation you have, your DT count as 1 point higher.

Weapon Handling (Strength 7)

You control recoil better than most. All weapons with the Heavy, Slow, or Big Guns tag cost 1 less AP to fire.

Stand Together (Charisma 4, Only one party member can have this)

Whenever your party retreats, you roll your skill check first. If you succeed, all allies gain a +15% to their skill checks.



Big Guns Expert (Level 6)

You can now use weapons that fall under the Big Guns category.

Ninja Assassin Supreme (Agility 7)

Hiding costs 1 less AP. Whenever you hide in the middle of combat, you gain +10% to the sneak roll. Acrobatics rolls made while hiding are made with +10%.

And Stay Back! (Strength 6)

Your shotgun blasts hit like a wall. When you successfully hit a target at short range with a shotgun, you may force them to make an Endurance check. On a failure, the target is knocked prone. If made within melee range, the target is not knocked prone but forced into short range.

Home on the Range (Survival 50%)

You are at ease in the open wasteland. The -x fatigue you gain from sleeping in rough conditions is increased by 50% as long as it is outside.

Scrounger (Luck 6)

You always seem to find something extra. Whenever you roll for ammunition loot, you gain +1d6 additional rounds of the same type. This applies once per loot roll, not per container.

Retention

Your mind holds onto chemical insights longer than it should. All chem effects last 50% longer than they should.

In Shining Armor

You know how to wear protection properly. While wearing any medium or heavy armor, reduce incoming damage from energy weapons by 1 before DT is applied.

Loveology (Charisma 7)

Your attacks inspire your companions. Any companion within the same zone as you gain a bonus to their attacks as long as they attack the last enemy you attacked. The bonus is +10% to hit and +2 damage.

Meltdown (Energy Weapons 70%, Intelligence 8))

Your energy weapons overload targets catastrophically. When you kill an enemy with an ener-



gy weapon, their body detonates after a moment, dealing 2d8 damage to all adjacent creatures within melee range.

Weapon Jamsmith (Repair 60%)

You understand the sounds weapons make before they fail. Once per combat, when your weapon would jam or mishap, you may ignore the effect entirely. The weapon still loses durability as normal, but you don't need to roll on the mishap table.

Stay Frosty (Endurance 6)

You keep your head when things go wrong. While affected by Fatigue penalties, reduce all skill penalties from Fatigue by one stage. This does not prevent collapse at maximum Fatigue.

Fight the Power!

You are especially effective against authority and machines. You deal +2 damage to robots, turrets, and enemies clearly aligned with major factions or organized power structures.

Pack Leader (charisma 8)

You inspire confidence and loyalty in those who follow you. Even when you are not at their side, your presence carries weight, and your companions fight as if guided by your example. Companions outside your current zone gain +10% accuracy when making attacks into your zone. Any companion moving from an adjacent zone into your zone spends 1 less Action Point to do so, as they instinctively close ranks around you. When a Stimpak is administered to you, the action costs 1 less Action Point, reflecting how quickly others respond when you are hurt.

Eye for an Eye

Pain sharpens your focus. When an enemy cripples your limb, you gain a massive bonus to attacks and damage against them for one attack. The bonus is +20% to hit and +5 damage.

Grunt

You are most comfortable with military-grade tools of violence. When using service rifles, 10mm Pistols or Combat Knives, gain +2 damage and –1 AP cost for attacks.

Junk Rounds (Repair 40%)

You can make ammo out of almost anything. You can make 10 surplus ammo, for any basic weapon by spending 1 Scrap Metal, 1 Adhesive, 2 ml of gunpowder.

Solar Powered (Endurance 7)

You love being outside in the sun. As long as you are in direct sunlight, you gain +5% to all skills.

Implant GRX (Requires GRX Implant, Endurance 7)

You have experimental systems wired into your nervous system. Once per day, you may enter a heightened state for one round, gaining +4 AP and +20% to all attacks. When it ends, gain +30 Fatigue.

Tunnel Runner

You thrive in tight, ruined spaces. While underground or inside ruins, gain +10% to Sneak and Perception checks and moving into other zones cost -1 AP.

No Weaknesses

You have learned to compensate for your flaws. Choose one attribute with a score of 4 or lower. For the purpose of perk requirements only, treat it as 6. This does not increase derived stats.

Unstoppable Force

Once per combat, when you reduce an enemy to 0 Health with a melee attack, you may immediately make another melee attack against a different adjacent target at -10%.

Dear Leader (Charisma 6)

You are a beacon of hope for those around you. Once every combat you can make a rallying cry to those within the same zone as you. All companions next attack costs -2 AP.

End of Chapter

The next chapter will cover Character Creation, including step-by-step creation, starting equipment, backgrounds, and early-game balance.



Chapter 8: Character Creation

Every survivor begins with a story. Some crawled out of a Vault. Some grew up under scrap-metal skies. Some learned early that mercy gets you killed.

This chapter walks through character creation step by step. Follow the process in order. When complete, you will have a fully playable wasteland survivor ready to enter the world inspired by Fallout.

Character creation emphasizes identity, competence, and early survivability. Characters are capable, but not safe.

Step 1: Concept

Before assigning numbers or selecting abilities, take a moment to decide who your character is. This game assumes that characters are shaped by the world long before they are defined by mechanics. Where a character grew up, what they did to survive before the campaign began, and the routines and compromises that fill their days all matter. Just as important are their fears, habits, and limits. These details help define how the character approaches danger and why they make the choices they do.

A clear concept naturally suggests strengths, weaknesses, and priorities. A former vault technician turned scavenger will approach problems differently than a caravan guard with a gambling habit, just as a raider trying to leave that life behind carries different baggage than an NCR conscript who chose to desert. These ideas are not rules, but lenses through which every mechanical choice should be viewed.

Your concept has no direct mechanical effect. Instead, it serves as the foundation for everything that follows, guiding attribute allocation, skill selection, and trait choices so that the character feels coherent, grounded, and believable within the wasteland.

Step 2: Attributes (SPECIAL)

Assign values to the seven SPECIAL attributes.

Characters begin with 33 points to distribute among all SPECIAL attributes (All attributes start at 1):

Strength

Perception

Endurance

Charisma

Intelligence

Agility

Luck

No attribute may start higher than 7. The cap for attributes are 10 which is only reachable through perks and play.

Attributes define:

- Skill caps
- Derived statistics
- Perk eligibility

Average humans sit around 5. Anything above 7 is exceptional.

Step 3: Derived Statistics

Calculate the following values.

Health

$20 + (\text{Endurance} \times 5) + \text{Level}$

Action Points

$5 + \text{Agility}$

Initiative

$\text{Agility} + \text{Perception}$



Carry Capacity
Strength × 15

Step 4: Traits

Choose up to two Traits from the Traits list.

Traits represent ingrained qualities that define how your character approaches the world.

Rules for Traits:

- Traits are permanent
- Traits always include a drawback
- You may choose fewer than two

If a trait does not meaningfully affect how you play, choose a different one, or none at all.
Traits should say something about your character.

Step 5: Skills

Skills represent learned expertise. They are the primary values rolled during play.

Starting Skill Values

All skills begin at a base value determined by their governing attribute.

Baseline:

Attribute × 5

Example:

A character with Perception 6 starts with 30% in Perception-based skills before investment.

Tag Skills

Choose three Tag Skills.

Tag Skills gain:

- +15% at character creation

Tag Skills represent your character's core competencies.

Skill Points

After applying base values and tag bonuses, distribute 20 additional skill points across any skills.

No skill may exceed its attribute-based cap.

Step 6: Starting Equipment

d100	Starting Gear
01–05	Rusted Knife (1d6, Improvised), Backpack, 1 Water (Clean), 2 Food (Low Quality)
06–10	Lead Pipe (1d8, Improvised), Backpack, 1 Water (Dirty), 1 Food (Low Quality)
11–15	9mm Pistol (Damaged), 6 rounds 9mm (Surplus), Backpack, 1 Water (Clean)
16–20	Varmint Rifle (Worn), 10 rounds .22, Backpack, 2 Food (Low Quality)
21–25	Machete (Worn), Light Leather Armor (DT 1, Worn), 1 Water (Dirty)
26–30	Double-Barrel Shotgun (Damaged), 2 shells 12g, Backpack
31–35	Brass Knuckles, Basic Tool Kit, Backpack, 1 Food (Low Quality), 1 Water (Clean)
36–40	.357 Revolver (Worn), 6 rounds .357, Backpack
41–45	Raider Scrap Armor (DT 2, Damaged), Rusted Knife, Backpack
46–50	Hunting Rifle (Worn), 0 ammo, Weapon Cleaning Kit, Backpack
51–55	Laser Pistol (Critical durability), Energy Cell (2 charges), Backpack
56–60	Spear (Worn), Goggles, Backpack, 1 Water (Dirty)
61–65	Pump Shotgun (Worn), 2 shells 12g, Backpack
66–70	Combat Knife, 2 Chems (Random), Backpack, 1 Water (Clean)
71–75	Service Rifle (Broken), Backpack, Weapon Parts (Repair +10% when fixing this weapon only)
76–80	Armor Vest (DT 2, Damaged), Combat Knife, Backpack
81–85	SMG (Damaged), 10 rounds 9mm (Surplus), Backpack
86–90	Tool Belt, Scrap Parts x5, Duct Tape x2, Backpack
91–95	Fake Pre-War Rifle (Cannot fire), Rusted Knife, Backpack, 15 Caps
96–99	No weapon. Gain 3 Food (Low Quality), 3 Water (Clean), Backpack, 25 Caps
100	Prototype Item (Worn, flawed), Backpack, 1 Water (Clean), 10 Caps



Step 7: Background and History

After defining your character's concept, choose or create a background that describes how they lived before the game began. Backgrounds are narrative tools, not rigid classes or mechanical packages. They exist to ground a character in the world and to give the Game Master material to work with.

A background should answer a few essential questions. How did the character survive before play began? Who did they rely on, work for, or cross paths with? What debts, grudges, or regrets follow them into the present? These details help situate the character socially and emotionally, shaping how the world reacts to them and what opportunities or dangers find them.

Backgrounds do not grant flat numerical bonuses. Instead, the Game Master may use them to introduce narrative elements such as a contact, a rumor, a small and specific piece of starting gear, or a social advantage or complication that emerges through play. These elements are not guaranteed rewards, but story hooks that can be pulled on, exploited, or turned against the character.

A good background creates momentum. It gives the character history, gives the world reasons to care, and gives the story somewhere to push.

Step 8: Final Details

Choose the following:

- Name
- Appearance
- Notable habits or tells
- One personal goal
- One fear or flaw

These details help the GM challenge your character in meaningful ways.

Character Creation Summary

1. Choose a concept
2. Assign SPECIAL attributes
3. Calculate derived statistics
4. Choose up to two Traits
5. Select skills and Tag Skills
6. Acquire starting equipment
7. Define background and history
8. Finalize details

Once complete, your character is ready to enter the wasteland.

Levelling Up

Survival teaches hard lessons. Over time, those lessons become skill, resilience, and hard-earned advantages. Characters grow not because the world becomes kinder, but because they learn how to endure it. Levelling up represents accumulated experience, adaptation, and reputation in the wasteland.

Experience is usually awarded at the end of a session or when a major narrative milestone is reached. The Game Master should reward experience for overcoming meaningful threats, solving problems through planning or ingenuity, achieving personal or group goals, exploration and discovery, and moments of roleplay that carry real risk or consequence. Combat alone should never be the sole source of advancement.

When a character gains enough experience to advance, levelling up should normally occur during downtime rather than in the middle of combat or travel. Growth is a process of reflection and adjustment, not an instant transformation under fire.

Level Advancement

When a character levels up, their level increases by one. A character's level primarily determines perk availability, their long-term power curve, and how they are perceived within the world. There is no default level cap. High-level characters survive longer and operate more effectively, but they are never invulnerable.

Skills and Improvement

Each time a character levels up, they gain skill points equal to five plus their Intelligence modifier. A simple way to calculate this modifier is Intelligence minus five, with a minimum of zero. For example, a character with Intelligence 7 gains seven skill points per level.

Skill points are spent to improve skills, with each point increasing a skill by one percent. No



skill may be raised by more than ten percent from a single level-up, and skills may never exceed their attribute-based caps. Skill advancement should reflect how the character has actually been played. If a sudden increase feels disconnected from the character's actions or experiences, the Game Master is encouraged to question it.

Perks

Every two levels, a character gains a perk. Perks represent specialization and exceptional capability, and over time they define how a character bends or breaks the rules of the game. In some campaigns, the Game Master may also award perks at major story milestones, for exceptional achievements, or as rewards for faction loyalty.

Perks often have requirements, such as minimum attributes, skill thresholds, or other perks that must be taken first. If a character does not meet these requirements, the perk cannot be chosen. Once taken, perks are permanent and form part of the character's long-term identity.

Attributes

Attributes normally remain static. As an optional rule, the Game Master may allow a character to increase one attribute every five levels. Such increases should reflect significant developments, such as extensive training, cybernetic augmentation, mutation, or major life changes. Attribute growth should be rare and narratively justified.

Recalculating Statistics

If an attribute changes during levelling up, all affected derived statistics should be recalculated. This includes Health, Action Points, Initiative, and Carry Capacity. Any increase to Health gained from Endurance is applied retroactively, representing long-term physical resilience rather than sudden recovery.

Narrative Consequences

Levelling up is not purely mechanical. As characters grow in capability, the world responds. Higher-level characters may gain reputations, attract enemies, earn recognition from factions, or become targets of interest. The Game Master should reflect this growth through the setting, ensuring that advancement feels embedded in the world rather than abstracted from it.

End of Chapter

The next chapter will cover Enemies, Creatures, and NPC Design, including raiders, mutants, robots, and environmental threats.



Chapter 9: Enemies, Creatures, and NPC Design

The wasteland is not balanced, fair, or orderly. Enemies exist because something survived, adapted, or refused to die, not because they are an appropriate challenge for the player characters. This chapter provides tools for creating and running hostile forces in a way that emphasizes danger, scarcity, and consequence rather than symmetry.

Enemies are not defined by level alone. A starving raider with a broken rifle can be deadly in the right terrain. A pre-war security robot can be unstoppable if approached carelessly or suicidal if hacked. The goal of enemy design in this system is not to create “encounters,” but to populate the world with threats that behave believably and force meaningful decisions.

Enemy Design Philosophy

Enemies are built using the same core assumptions as player characters, but they do not need the same level of detail. Most enemies should be simple to run, quick to resolve, and dangerous for reasons beyond raw damage.

Every enemy should answer three questions:

- How does it survive in the wasteland?
- What does it want right now?
- Why is it here?

Not every enemy fights to the death. Many will retreat, surrender, ambush, or bargain if the situation turns against them. Morale, desperation, and self-preservation matter as much as weapons. The first thing to create when making a stat block for an NPC is Intelligence. It will inform how it plays both in combat and in social situation. Something smart might ambush or lurk. Figure out who the healer is. Kill the most dangerous party member first. A dumb enemy might just attack off of instinct.

Humans

Raider Scavenger

Type: Human

Health: 35

AP: 7

DT: 1 (leather or scrap)

Skills:

Small Guns 40%

Melee 45%

Sneak 35%

Traits:

Desperate: Gains +10% to attack rolls while below half Health

Poor Discipline: -10% to Morale checks

Weapons:

Pipe Rifle (1d10, Medium, AP 5, Surplus Ammo)

or

Machete (1d10, AP 4)

Behavior:

Ambushes if possible. Retreats if reduced below 8 Health unless cornered.

Raider Enforcer

Type: Human

Health: 42

AP: 8

DT: 2 (raider armor)

Skills:

Melee 55%

Small Guns 45%

Intimidation 50%

Traits:

Pain Tolerant: First injury suffered is ignored

Violent Reputation: +10% to Intimidation

Weapons:

Sledgehammer (2d8, AP 6)

or

Shotgun (2d6+3, Short, AP 6)

Behavior:

Charges aggressively. Will not retreat unless alone.



Mercenary Rifleman

Type: Human

Health: 45

AP: 9

DT: 3 (combat armor vest)

Skills:

Small Guns 60%

Sneak 45%

Traits:

Disciplined: Ignores first Morale failure

Trained Fire: +10% accuracy when using cover

Weapons:

Service Rifle (2d6+2, Medium, AP 5)

Behavior:

Uses cover, retreats when outnumbered.

Powder Ganger

Type: Human

Health: 30

AP: 7

DT: 1 (patched clothing or light armor)

Skills:

Small Guns 45%

Explosives 50%

Traits:

Volatile: When reduced below half Health, gains +10% to attack rolls but -10% to defense

Reckless: Explosive mishaps occur on critical failures

Weapons:

Dynamite (2d8, Small radius, AP 5)

or

Revolver (1d12, AP 5)

Behavior:

Throws explosives early. Likely to flee if explosives are exhausted.

Powder Ganger Loot (d100)

01–25: Dynamite x1
26–45: Caps 1d10
46–65: Surplus Ammo x1d6
66–85: Scrap Parts x1
86–100: Explosives Components

NCR Trooper

Type: Human

Health: 36

AP: 8

DT: 3 (service armor)

Skills:

Small Guns 55%

Endurance 45%

Traits:

Disciplined: +10% to Morale checks

Chain of Command: –10% accuracy if leader is down

Weapons:

Service Rifle (2d6+2, Medium, AP 5)

Behavior:

Uses cover, suppressive fire. Will retreat if orders are broken.

NCR Loot (d100)

01–20: Service Ammo x1d10
21–40: Clean Water x1
41–60: Rations x1
61–80: NCR Insignia (trade)
81–100: Weapon Cleaning Kit



Legion Recruit

Type: Human

Health: 34

AP: 8

DT: 2 (football armor)

Skills:

Melee 55%

Throwing Weapons 45%

Traits:

Fanatic: Immune to morale while leader is alive

Primitive Doctrine: -10% vs energy weapons

Weapons:

Machete (1d10, AP 4)

or

Throwing Spear (1d10, Medium)

Behavior:

Charges aggressively. Will not retreat unless leader dies.

Legion Loot (d100)

01–30: Melee Weapon (Worn)

31–55: Healing Poultice

56–75: Throwing Weapons x1d4

76–100: Legion Token (trade)

Mutants and Creatures

Feral Ghoul

Type: Mutant

Health: 45

AP: 8

DT: 1 (rotting hide)

Skills:

Unarmed 55%

Traits:

Fearless: Immune to morale effects

Radiation Soaked: Heals 5 Health when exposed to radiation

Attacks:

Claws (1d10+2, AP 4)

Behavior:

Rushes nearest living target. Never retreats.

Radroach Swarm

Type: Creature

Health: 30

AP: 6

DT: 0

Skills:

Unarmed 40%

Traits:

Swarm: Takes half damage from non-area attacks

Skittering: +10% to evade melee attacks

Attacks:

Bite (1d6, AP 3)

Behavior:

Overwhelms isolated targets. Flees fire.

Super Mutant Brute

Type: Mutant

Health: 90

AP: 7

DT: 4 (thick hide)

Skills:

Big Guns 55%

Melee 60%



Traits:

Brutal Strength: +2 damage to all attacks

Thick Skull: Immune to stun

Weapons:

Makeshift Club (2d10, AP 6)

or

Heavy Rifle (3d6, AP 6)

Behavior:

Advances slowly. Never retreats.

Cazador

Type: Creature

Health: 42

AP: 10

DT: 1

Skills:

Unarmed 65%

Traits:

Venomous: Successful hits apply poison (1 stage)

Aerial: Ignores ground obstacles

Terrifying Speed: +2 Initiative

Attacks:

Sting (1d8+2, AP 4, Poison)

Behavior:

Aggressive ambush predator. Will pursue fleeing targets briefly.

Cazador Loot (d100)

01–50: Poison Gland

51–75: Wing Membrane

76–95: Venom Sac (crafting)

96–100: Rare Antivenom Component

Nightstalker

Type: Creature

Health: 38

AP: 9

DT: 1

Skills:
Sneak 60%
Unarmed 50%

Traits:
Chameleon Skin: +20% to Sneak in darkness
Pack Hunter: +10% to attack rolls when adjacent to ally

Attacks:
Bite (1d10, AP 4)

Behavior:
Ambushes from stealth. Retreats if isolated.

Deathclaw (Young)

Type: Creature

Health: 110

AP: 8

DT: 6

Skills:

Melee 70%

Traits:
Armor-Piercing Claws: Ignores 3 DT
Terrifying Presence: Morale checks required on sight
Relentless: Cannot be slowed or knocked prone

Attacks:
Claws (3d10, AP 7)

Behavior:
Charges strongest target. Does not retreat.

Deathclaw Loot (d100)



01–40: Deathclaw Hand
41–70: Hide Scraps
71–90: Claw (crafting)
91–100: Intact Deathclaw Hide

Robots and Turrets

Protectron (Security Model)

Type: Robot

Health: 60

AP: 6

DT: 5

Skills:

Energy Weapons 50%

Traits:

Machine: Immune to poison, disease, bleed

Vulnerable Systems: Takes +50% damage from EMP

Weapons:

Laser Arm (2d6, Medium, AP 5)

Behavior:

Follows patrol routes. Attacks intruders relentlessly.

Turret (Automated)

Type: Environmental / Robot

Health: 40

AP: 5

DT: 6

Traits:

Fixed Position: Cannot move

Auto-Targeting: +10% accuracy

Weapons:

Auto Cannon (2d8, Medium, AP 5)

Behavior:

Fires until destroyed or powered down.

Securitron (Mk I)

Type: Robot

Health: 80

AP: 7

DT: 6

Skills:

Energy Weapons 60%

Traits:

Multi-Weapon Platform: May attack twice at -10% each

EMP Vulnerability: +50% damage from EMP

Weapons:

SMG Burst (2d6, AP 5)

or

Missile (4d6, Medium radius, AP 7)

Behavior:

Prioritizes threats by proximity and hostility.

Securitron Loot (d100)

01–30: Scrap Electronics x2

31–55: Energy Cell x1d4

56–75: Missile (Dud or Live)

76–95: Control Chip

96–100: Advanced Circuit Core



Mr. Handy (Utility Model)

Type: Robot

Health: 50

AP: 8

DT: 4

Skills:

Energy Weapons 45%

Traits:

Hovering: Ignores ground hazards

Multi-Tool: Counts as tool kit for repairs

Weapons:

Flamer (2d6, Short, AP 5)

Buzz Saw (1d10+1, AP 4)

Behavior:

Follows programmed tasks unless attacked.

Loot Tables

All loot rolls are deterministic. Roll once per defeated enemy unless noted.

Raider Loot Table (d100)

Roll	Loot
01– 20	1d6 caps
21– 35	Food (Low Quality) x1
36– 50	Dirty Water x1
51– 65	Surplus Ammo x1d6
66– 75	Chems (Random) x1
76– 85	Scrap Parts x1
86– 95	Weapon Parts x1
96– 100	Raider Trinket (trade good)

Mercenary Loot Table (d100)

Roll	Loot
01–15	2d10 caps
16–30	Clean Water x1
31–45	Ammo x1d10
46–60	Armor Repair Kit
61–75	Weapon Mod (Basic)
76–90	Chems x2
91–100	High-Value Trade Item

Mutant Loot Table (d100)

Roll	Loot
01–30	Nothing usable
31–50	Mutant Meat (Raw)
51–65	Bone Scraps x2
66–80	Salvaged Armor Piece
81–95	Strange Organ (crafting)
96–100	Unique Mutant Trophy



100

Robot Loot Table (d100)

Roll	Loot
01–20	Scrap Metal x2
21–40	Scrap Electronics x1
41–60	Energy Cell x1d4
61–75	Circuit Board
76–90	Weapon Component
91–100	Advanced Tech Component



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Chapter 10 Miscellaneous Gear and Survival Equipment

Tools and Utility Gear

Item	Weight (lbs)	Use
Backpack	2	Increases carry capacity by 20 lbs
Tool Kit (Basic)	5	Required for most Repair checks
Tool Kit (Advanced)	8	Grants +10% to Repair checks
Lockpicks	0.1	Required for Lockpicking
Crowbar	4	+10% to forced entry, melee (1d6)
Duct Tape (1 roll)	0.5	Temporary repairs, crafting
Wrench	2	Required for mechanical repairs
Screwdriver Set	1	Required for electronics access
Multimeter	2	+10% to Science when diagnosing tech
Welding Torch	10	Enables heavy repairs, requires fuel
Welding Fuel (Tank)	6	5 uses for welding torch

Survival and Exploration Gear

Item		Use
Bedroll	4	Enables sleep outdoors
Tent (1-2 person)	12	Safe rest, reduces fatigue gain
Rope (30 ft)	6	Climbing, restraint, hauling
Grappling Hook	5	Allows vertical access
Flashlight	1	Removes darkness penalties
Lantern	3	Area light, burns fuel
Lantern Fuel	2	6 hours of light
Binoculars	2	+10% Perception at long range
Compass	0.5	Prevents navigation penalties
Map Case	1	Protects maps from damage

Item		Use
Geiger Counter	3	Detects radiation levels
Respirator Mask	2	Reduces inhalation hazards
Spare Filter	1	1 hour of toxic protection

Medical and Hygiene Items

Item		Use
First Aid Kit	3	+10% to Medicine checks
Doctor's Bag	6	Treat injuries, stabilize limbs
Antibiotics (Dose)	0.2	Treat bacterial disease
Antiseptic Spray	0.5	Prevents wound infection
Splint	2	Stabilize crippled limbs
Bandages	0.3	Stop bleeding
Soap	0.5	Reduces disease risk
Clean Towels	1	Hygiene, wound care
Water Purification Tabs	0.1	Make dirty water safe
Surgical Gloves	0.2	Reduce infection risk

Power, Electronics, and Pre-War Tech

Item		Use
Batteries (Small)	0.5	Power small devices
Batteries (Large)	2	Power heavy equipment
Energy Cell	1	Ammo or power source
Generator (Portable)	35	Power tools, camp equipment



Item		Use
Generator Fuel	8	6 hours runtime
Data Holotape	0.1	Stores information
Holotape Player	1	Access data
Radio (Handheld)	2	Communication
Signal Beacon	5	Attract allies or attention
Broken Circuit Board	1	Crafting, repairs

Crafting and Salvage

Item		Use
Scrap Metal (1 unit)	5	Repairs, crafting
Scrap Electronics	3	Science-based crafting
Springs	0.5	Weapon mods
Gears	1	Mechanical crafting
Adhesive	1	Required for most mods
Cloth Scraps	1	Armor repair
Leather Strips	1	Armor repair
Glass Shards	2	Traps, crafting
Wire Spool	2	Traps, electronics
Empty Canisters	1	Fuel or chemical storage

Traps and Improvised Defense

Item		Use
Bear Trap	10	Immobilize targets
Tripwire Kit	3	Triggers traps
Noise Maker	2	Lures enemies
Nail Bomb (Crude)	4	Small explosive
Caltrops	3	Area denial
Spike Strip	15	Vehicle deterrent
Flare	0.5	Signal or distraction

Item		Use
Smoke Canister	1	Break line of sight

Clothing and Personal Gear

Item		Use
Gloves (Work)	1	Prevents hand injury
Goggles	1	Eye protection
Scarf / Mask	0.3	Minor inhalation protection
Boots (Reinforced)	4	Reduce terrain penalties
Rain Poncho	2	Protection from exposure
Hat / Hood	0.5	Sun and weather protection
Wrist Watch	0.2	Track time
Notebook	1	Record information
Writing Kit	0.5	Communication

Trade Goods and Valuables

Item		Use
Pre-War Cigarettes	0.2	Trade good
Liquor Bottle	2	Trade or chem
Gold Jewelry	0.1	High-value trade
Silverware Set	3	Trade
Pre-War Money	0.1	Collector value

