



VAULT-TEC



Overseer's Guide

Table ⚡ of Contents

TABLE OF CONTENTS.....	1
FOREWORD	III
THANKS	III
FALLOUT PEN AND PAPER.....	III
A WORD ABOUT ROLE PLAYING AND THE FALLOUT UNIVERSE	III
PART 1 - INTRODUCTION	5
THE GAME WORLD	2
EQUIPMENT FOR GAMEPLAY	3
GLOSSARY OF TERMS IN THE FALLOUT UNIVERSE	4
PART 2 - CHARACTER CREATION	7
CHARACTER TERMINOLOGY	8
CHARACTER IDEAS	9
CHARACTER CREATION PART ONE: RACES	12
CHARACTER CREATION PART TWO: TRAITS	21
CHARACTER CREATION PART THREE: STATISTICS	29
CHARACTER CREATION PART FOUR: SKILLS	51
CHARACTER CREATION PART FIVE: KARMA	58
CHARACTER CREATION PART SIX: STARTING GEAR	60
CHARACTER LEVELLING & ADVANCEMENT	61
PART 3 – THE GAME.....	79
RULES FOR EQUIPMENT AND GEAR	80
ENERGY	83
ACTIVITIES.....	84
TRAINING.....	85
TRAVEL.....	86
THE ART OF THE THIEF.....	87
EXPLOSIVES AND TRAPS	89
DAMAGE AND DEATH	91
HEALING	94
PART 4 – COMBAT	95
BEFORE COMBAT.....	96
COMBAT	97
AFTER COMBAT.....	113
PART 5 – THE FALLOUT UNIVERSE.....	115
HISTORY – PREWAR TIMELINE.....	116
HISTORY – POSTWAR TIMELINE	117
SUMMARY OF THE FALLOUT GAMES SO FAR.....	117
FACTIONS & ORGANIZATIONS	119
PRE-WAR COMMONWEALTHS	124
POST WAR CITIES AND LARGE SETTLEMENTS.....	125

VAULTS.....	127
PART 6 – THE FALLOUT BESTIARY.....	133
DEFCON LEVELS?.....	134
HUMANS	135
ROBOTS	142
SUPER MUTANTS.....	143
GHOULS.....	144
INSECTS	145
ANIMALS.....	146
PART 7 – GEAR LIST.....	147
WEAPONS.....	148
ARMOUR	160
EQUIPMENT.....	169
CHEMS	172
APPENDICES.....	176
APPENDIX 1 – POST-APOCALYPTIC FICTION - LITERATURE.....	176
APPENDIX 2 – POST-APOCALYPTIC FICTION – FILM	177
APPENDIX 3 – NUCLEAR & POST-NUCLEAR DOCUMENTARIES	178
APPENDIX 4 - PRE WAR COMMONWEALTHS MAP	179
APPENDIX 5 - POST WAR WASTELANDS MAP	180
APPENDIX 6 - MAJOR BOMB SITES MAP	181
APPENDIX 7 - FALLOUT GAME LOCATIONS.....	182
INDEX	183
QUICK REFERENCE GUIDES.....	185
QUICK REFERENCE 1 – CHARACTER CREATION.....	185
QUICK REFERENCE 2 – CHARACTER ADVANCEMENT	188
QUICK REFERENCE 3 – GAME RULES	189
QUICK REFERENCE 4 - COMBAT.....	190

Foreword

Thanks

I need to thank some very supportive people, without whom this project never would have happened.

I would like to thank my friends who helped with playtesting and ideas on what to include; James, Timmy, Liam.

The creator of the original version of this Pen and Paper RPG, Jason Mical and of course the people who helped him to create his version.

Skyeris, the creator of the PnP 4.0 ruleset.

I would also like to thank Interplay Entertainment, Black Isle Studios, Bethesda Game Studios and Obsidian Entertainment for creating and maintaining the Fallout Universe.

Fallout Pen and Paper

This book contains the rules for playing a tabletop version of the video game series, Fallout. The original Game Fallout: A Post Nuclear Role Playing Game, was published in 1997 by Interplay Productions. The game takes place in the post-apocalyptic and retro futuristic United States after a nuclear war has destroyed it.

Interplay Productions then published a follow up Fallout 2 in 1998, developed by Black Isle Studios with an increased scope and larger playable world. They then began development of a follow-up, codenamed Van Buren but were forced to cancel it due to financial issues, going bankrupt in 2006. They then sold the IP to another company, Bethesda Softworks in 2007.

In 2008, Bethesda published Fallout 3, the first game to be first-person, using real-time combat as opposed to the turn based gameplay of the original two games. Bethesda has since followed this up with Fallout 4 (2015) and Fallout 76

(2018), maintain the first-person, real-time focus. Also published in this time period was Fallout New Vegas, developed by Obsidian Entertainment in 2010.

Both Interplay and Bethesda have also created non-canonical sequels and spin-offs. In addition to this, fans of the series have created stories, mods, and even full games based on it. In particular, Jason Mical's Fallout PnP, which the rules in this book are an adaption of. Many sections have been directly ported from his PnP 2.0, with some sections from Skyeris' Fallout PnP 4.0 (itself an adaption of Mical's PnP 2.0).

The aim of the rules as they are presented here is to streamline the layout of Mical's 2.0 as well as bring the rules up to date with Fallout canon (as per Fallout 76 at time of writing). One of the other aims of this book is to make some rules and sections more straight-forward.

As this is an unofficial and fan-made project, some sections may still be unclear or non-canonical. If you are reading this and feel you would like to omit or change sections, feel free. That is the main reason that this version exists.

A Word about Role Playing and the Fallout Universe

Creating a role-playing game is much like a high-wire act in the circus: one walks a very fine line attempting to please as many people as possible. Fallout: Pencil and Paper RPG was created for two groups of gamers – those who enjoyed the Fallout computer games and wanted to have a tabletop version for their Saturday night roleplaying sessions, and those people who had not played the computer game but were interested or curious in the post-Nuclear role-playing environment. It is my sincere hope that

this game provides the best experience for both kinds of RPG groups.

Fallout: Pencil and Paper RPG was designed to be flexible in its rule structure. The system of character creation and combat was drawn directly from Fallout's SPECIAL system, because it is one of the more intuitive RPG systems I've encountered. However, because a computer can do many calculations in a short amount of time, and keep track of millions of variables, the combat system can get a little complex at times. I've tried to provide a character sheet that places all the necessary numbers in one place for ease of use, but some players may find that tedious. Which brings me to my next (and last) point.

This book is designed as a guide. The reason we role-play is to allow our imaginations to take us to another world for a brief time. It is not to sit there and roll dice and punch numbers into a calculator all night. I've roleplayed with both kinds of groups, and when I've GMed, I've leaned towards the first kind – more story, less dice and numbers. I would skip looking up tables and such and make things up on the fly. For rules junkies, there are plenty of tables and things to keep you going. I even encourage you to make your own tables for things like critical hits, perhaps using mine as a guide. For those more prone to loose, formless role-playing, feel free to discard tables, rolls, or whatever else suits your fancy. The idea behind this game is to have fun, so if you find something doesn't work for your group, please feel free to get rid of it.

I've omitted some of the Tactics rules, or changed others slightly, because they are rules that belong

more in a tactical combat simulator than a roleplaying game and would probably unbalance a PnP RPG. For example, I kept the original Fallout 2 idea that ghouls could wear the same armour that humans could, and I changed the way that First Aid and Doctor skills were used in combat (healing people completely in 1 round would have seriously unbalanced the game). I'm sure diligent players will note other changes as well; please keep in mind that I've carefully considered those rules and the spirit of a tabletop RPG, and adapted them accordingly. I get a lot of emails imploring me to add things to the game; since this is as exact an adaptation of the SPECIAL system as I can make, I usually only add things that are "canon" or are obviously missing from the game. However, there are some things in the games that are fairly redundant. You may not see every weapon in Tactics in this manual, because one much like it already exists. It actually appears that some of the weapons in Tactics are factually incorrect as well; when I've noticed a factual error in a weapon description or a kind of ammo a gun uses, I've tried to fix it and maintain the spirit of the game.

One more thing: I realize this is very confusing, but the Fallout world uses the Metric system to measure everything except weight, which is measured in standard-system pounds. I prefer metric because of the easy conversions, but since the game was originally programmed and created by Americans, weight probably slipped through the cracks. Sorry about that. I'm not going to change it, either.

Part One

Introduction



The Game World

War, War never changes.

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

But War never changes.

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

In 2077, the storm of world war had come again. In two brief hours, most of the planet was reduced to cinders. And from the ashes of nuclear devastation, a new civilization would struggle to arise.

Ron Perlman, Intro to Fallout 1

Fallout is a post-nuclear RPG set sometime after a great nuclear conflict in the year 2077. 99% of humanity and a good deal of other life perished in the nuclear war between China and the US. Of course, millions still survived, although some were altered beyond imagination.

One can play Fallout either as a campaign-oriented RPG, with a series of smaller adventures in a larger story, or as a single-story game with a minimum of involvement in the larger workings of the world. It can be played on a single Saturday night with two or three friends or in a group of 7 or 8 two or three times a week for months on end. The only limits are scheduling and the bounds of imagination.

Equipment for Gameplay

Player Equipment

Players will need the following items for play, though some can be ignored depending on what kind of game you would like to play (e.g. Mathematical & combat focused vs. Roleplay and character focussed.)

- A set or RPG dice (d4, d6, d8, 2d10, d12, d20)
- A pool of extra d10 dice for the group to use
- Character sheets (one per person)
- A pencil for editing the character sheet
- A notebook or extra paper to take notes
- A good helping of imagination

Overseer Equipment

The Overseer will need more equipment than the players, though some of these may already be owned by the other players, so make sure to discuss with your players before buying all new models and sheets.

- This rulebook
- Your own set of dice
- A hex sheet for combat (for placing models/tokens and scenery on)
- Some miniatures or tokens to represent characters and critters
- Scenery for combat (not a must, but can help set the scene)

Glossary of Terms in the Fallout Universe

Combat	A sequence of events that takes place on a hex-grid in rounds of approximately 10 seconds each. Resolves with all parties that intend each other harm either fleeing or dead.
Critter	A critter generally refers to a non-human NPC, for example, a Radscorpion or similar.
Death	Death occurs when a character's hit-points drop below 0 and no medical treatment is readily available. Death is final in the Fallout universe.
Experience (XP)	A numerical measure of the character's collective experiences in the Fallout universe. When a character has enough Experience points, they go up a Level.
Fallout	A series of games from Interplay Productions & Bethesda Games Studios, sequels to Interplay's popular Wasteland RPG, set in a post-nuclear universe; the same universe in which this open-ended RPG is set. Also, the radioactive dust particles scattered after a nuclear device detonates
Overseer	The Overseer is sort of a storyteller and judge rolled into one. They relate the story to the players, telling them what their characters are experiencing, and they have a chance to control their character's responses. The Overseer does the majority of the dice rolls and controls all Non-Player Characters. The Overseer's word in any situation is final, and overrides even this rulebook. After all, it is the Overseer's world. Being Overseer requires a little imagination and a normal set of dice (1d4, 1d6, 1d8, 2d10, 1d12, and 1d20).
Karma	A measure of whether a character has done more good than evil, more evil than good, or a healthy balance of the two.
Level	A measure of the Character's "rank" in the Fallout universe. When a Character gains a Level, it represents that they have gained enough Experience from their actions that they have a better grasp of the world around them.
Non-Player Character (NPC)	A Character in the Fallout universe that is not controlled by a Player; these Characters are controlled by the Overseer.
Perk	A Perk is a special reward a character gains every few levels.
Player	The Player is one of the human participants in the game, more specifically a human in control of a character, called the Player Character.

Player Character [PC]	A Character in the game universe controlled by a Player. The Player's "Alter Ego" in the Fallout universe.
SPECIAL Statistics [Statistics, Stats]	SPECIAL statistics measure a Character's basic abilities. They are Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck.
Rank	Not a position, but rather a measure of the "level" of some Perks.
Rolls Against...	<p>When you see this, an action requires a dice roll against a specific Stat or Skill.</p> <p>Rolls against SPECIAL Statistics use 1d10 and must make equal to or less than that particular Stat to succeed.</p> <p>If a character's Stat is higher than 10, it doesn't affect the roll against that number. The action will still succeed regardless of the roll. Some rolls against Stats have penalties – this is where racial maximums will take effect.</p> <p>Rolls against Secondary Statistics and Skills use percentile dice (2d10) to do the same thing. A roll of 2 when rolling against Endurance, when your EN is 4, means your character managed to fight off the deadly plague. A roll of 75 when rolling against a 40% Outdoorsman skill means your character did not find the mutated cactus with the water that would have saved their life.</p> <p>Some rolls are made by the Overseer, without the characters – or players – knowing the result.</p>
Round	A round of combat is generally about 10 seconds long and lasts until all critters in combat have their turn.
Secondary Statistics [Derived Statistics]	These statistics are derived from mathematical formulae using numbers from various sources, such as SPECIAL Statistics, Equipment, and so forth.
Skills	A numerical measure of how good your Character is at different skills in the Fallout universe. If you have the right skill, you can do anything.
To Hit	After all the modifiers, To Hit is the number you need to roll against in combat to have your weapon connect with a critter and do harm to it.
Trait	Traits are bred-in abilities that make characters more unique. Most are often double-edged swords, and cannot change throughout the game.
Turn	A turn in combat consists of one critter or character performing their actions. A turn lasts for 10 seconds of 6 game time; however, all turns happen "simultaneously" within the 10-second combat round.

Part Two

Character Creation



Character Terminology

Traits	Traits are an optional part of a character. They are usually double-edged swords, giving a bonus as well as a penalty, making your character unique. See Character Creation Part Three - Traits below for a list of Traits and their effects.
SPECIAL Statistics	<p>There are 7 SPECIAL Statistics, or Stats that describe various attributes of a character: Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck. These are the character's strengths and weaknesses, and are the limits by which other aspects of a character are determined.</p> <p>In general, SPECIAL Statistics are not altered after the game begins. For more information on what specific Statistics mean to the game, see below, Character Creation Part Four - Statistics.</p>
Secondary Statistics	This is a catchall category for many of the other parts of a character that do not fall under any of the previous slots. Many of these do not change all that often, except for those related to armour. Secondary Stats include Armor Class, Radiation Resistance, Poison Resistance, Healing Rate, Unarmed Damage, Action Points, Carry Weight, Damage Resistance, Sequence, and Critical Chance. For more information on these statistics, see Character Creation Part Four - Statistics .
Skills	<p>There are 19 skills a character knows. These are the skills a character learns as they travel the highways of life. Not all of them are covered in the Boy Scout Handbook, either.</p> <p>They are: Small Guns, Big Guns, Energy Weapons, Unarmed, Melee Weapons, Throwing, First Aid, Doctor, Pilot, Sneak, Lockpick, Steal, Traps, Science, Repair, Speech, Barter, Gambling, and Outdoorsman.</p> <p>Skills can go up all the time, and can sometimes go down. For more information on what specific Skills mean, see Character Creation Part Five Skills below.</p>
Perks	Perks are special abilities a character gains every few levels, and sometimes just for doing something extra neat in the game. Perks sometimes effect skills, or will make gameplay more interesting. Perks never penalize the character, they just do good things. For a list of perks, see Character Creation Part Seven Advancement: Perks .
Karma	Just like in the real world, the post-nuclear world has a system of morals. Performing certain actions can raise and lower a person's karma. Rather than an abstract idea of morality, punishment, and reward, karma in Fallout is a numerical value of how many good or bad things a character has done. Karma also connotes a person's reputation among the other inhabitants of the wastes. If you do enough good things, word will get around. If you do enough bad things, people will know about it.

Character Ideas

Your Character

Unlike some other systems, Fallout doesn't have any kind of classes, or defined backgrounds, so it is completely up to you what kind of character you want to play. This may be daunting to some players so we have listed some questions and information below which may help with this process. They are a guideline for those who have more trouble with a less defined character system, and can be changed, edited, or ignored completely.

What archetype is your character?	<ul style="list-style-type: none">• A gun-happy sniper• A dune-buggy racer• A sneaky thief• A cowboy-styled lone wanderer• A simple farmer• A beautiful seductress• A fierce tribal warrior• Something more unusual
How did you become the character you are?	<ul style="list-style-type: none">• You lost your family in a raider incursion.• You recently left a Vault and are still learning what the wasteland holds for you.• You grew up in a small town and are seeking your fortune.• You were separated from your faction (Brotherhood of Steel, etc.)
How do you treat those around you?	<ul style="list-style-type: none">• You try to be kind and helpful to everyone you meet.• You know everyone is out to get you, so you don't trust anything.• You try to make the most of every social situation, try to wheel and deal at every opportunity.• You find it hard to understand others motivations and why they treat you the way they do.
What do you look like?	<ul style="list-style-type: none">• A tall strong person, wearing leathers and scrap armour, holding an axe. Clearly not someone to be messed with.• A small frail person, wearing travelling clothes and usually holding a book.• A robot with no visible emotions, unless you get agitated, at which time your limbs flail wildly.

These rules assume some knowledge of the world of Fallout, so the races, factions, and places are described in a shorthand manner. If you would like to do some more research on the specifics of the Fallout universe, please consult the Fallout Wiki (Nukapedia) online, or the Fallout Bibles (which can also be found online). These sources may include out of date or non-canon information, so please consult with your Overseer when using them. You may also wish to do some outside reading and viewing in order to come up with a character. Please see Appendix 1, 2, & 3 for a list of books and movies dealing with nuclear, post-nuclear and post-apocalyptic topics. They may help to inform or fill out some details of your character.

Your Goals

A good thing to have in mind when making a character is your character's goals. These can help flesh out your backstory further and also help you stay in character during play. These goals may be based on your backstory or may be just things you or your character want to experience. Having long term goals may not work in a short form game, but will definitely help in a campaign or multi-session game. Below we list some example goals and how they may help make choices during play. These are, of course, nowhere near all the motivations you can have and can be used just as a springboard for your imagination.

Character Goal	Possible Choices during Play
I will avenge my family's deaths at the hand of raiders.	<ul style="list-style-type: none"> You would be much less likely to trade or talk with raiders or similar groups. You might pick fights with enemies despite having bad odds of winning.
I want to be rich.	<ul style="list-style-type: none"> You might bet all your caps on a bet if you think you might win big. You might try to barter and get the best deal from every trade.
I want to travel and see the world.	<ul style="list-style-type: none"> You might be more likely to avoid combat and try to get out of situations. You would be likely to want to move on from an area, rather than spending too long in one place.
I want to help those who can't help themselves	<ul style="list-style-type: none"> You may be more likely to help people who ask for help, even if it might put you in danger. You would be more likely to try to defuse situations rather than jump into combat.

Finishing Touches

Putting the finishing touches on a character might include thinking of little quirks that would round out that character – for instance, a huge mutant might be deathly afraid of mice. The possibilities are endless, and make for interesting – and fun – roleplaying. Of course, it might be more interesting to develop those quirks as you roleplay.

Your Group

The last step is joining the other characters who you will be playing alongside. Depending on the setting and how your adventure starts, you may not know any other character in the group. If that is the case you can ignore this section. If, however, the group (or some of the characters in it) already know each other this section can help to lay out those relationships.

The below tables can help work out how each character knows each other, so be sure to work on this with the other players and the Overseer.

How did you meet?	<ul style="list-style-type: none">• You met in a bar during a drinking competition and have been friends ever since.• You saved the other character from a creature and you decided to travel together.• You had a friendly rivalry growing up and travel together out of a shared history.
How do you feel about the other character?	<ul style="list-style-type: none">• You feel very positive towards them.• You feel somewhat nervous around them.• You feel protective and worried about their wellbeing.
How much do you know about the other character?	<ul style="list-style-type: none">• You don't know them well, but you'd like to get to know them better.• You know them well (Ask the other player to tell you a few things about the character that you, the player, don't yet know).• You've met a few times, so you know generally what kind of person they are. (Ask the other player to tell you one or two things your character would know about their character).

Once you have worked out who you are and what kind of group you are in, it is time to choose the mechanics to make that character tick. The next six sections deal with mechanically creating your character and filling it out on your character sheet.

Character Creation Part One: Races

Before going any further, the player needs to choose a race. Most are human, or were once human, or really like or dislike humans. Each have different advantages and disadvantages detailed at the top of their pages. There are also some variants for certain races, though please discuss choosing these with our DM before you pick it. There may be more races out there. The post-nuclear world is a big place, after all.

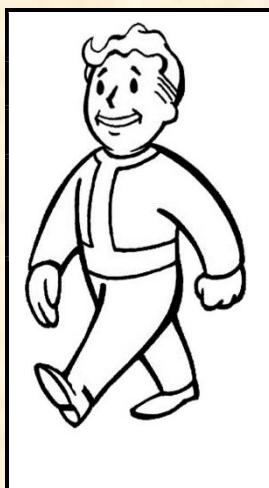
Non-human races are usually campaign and world specific; this means that it won't always work with the plot for everyone to play a robot, especially if the Overseer was counting on a low-tech story. In addition, Dogs, and Robots are recommended for experienced gamers ONLY, as they are very difficult to play.

Note that races have minimum and maximum statistic numbers; this means that the statistics for any given race cannot go below a minimum number or exceed a maximum number. The player will want to make a note of these numbers for later, when they assigns their character statistics.

In addition, each race gains perks at a different rate; this can combine with various traits that effect how fast a character gains perks ([see Traits, below](#)). The player will want to note the rate at which their character gains perks on the character sheet, in the appropriate section beside the Experience Point box.

Some races have innate Radiation and Poison Resistances bonuses. When calculating these secondary statistics ([see Secondary Statistics, below](#)), add these numbers to the character's base resistances.

Human



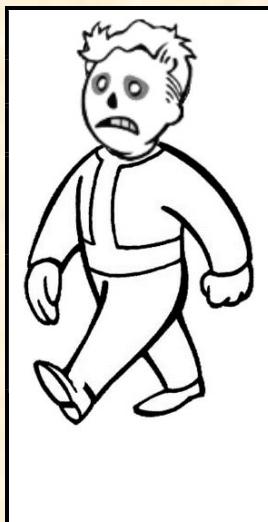
	STR	PE	EN	CH	IN	AG	LK
Minimum	1	1	1	1	1	1	1
Maximum	10	10	10	10	10	10	10
Resistances		Perks			Armour and Weapons		
30% Electricity Resistance		1 perk every 3 levels			All weapons and armour made for humans		

Humans have a long and varied history. After the bombs fell, some survived in bunkers, vaults, metro stations and other underground locations. Others managed to survive above ground and formed small civilizations. They are a little grimier and more world-weary, but are still relatively similar to those who lived before the world ended. As with pre-war humanity, they come in a range of skin tones, heights, weights, genders and ages.

Human civilizations range from nomadic tent villages, to the vaults where humanity hid away, to reclaimed towns and cities in the bombed out ruins of the old world. They grow and adapt almost anywhere they can survive and even in inhospitable places where humans struggle to exist, because they are nothing if not persistent.

Humans age normally, reaching maturity in their late teens, and living into their 80's unless succumbing to disease, radiation, or other unnatural causes. Humans weigh anywhere from 110 to 280 pounds, and stand around 1.5 to 2.5 meters tall. Humans can only reproduce with other humans, though they have been known to adopt, pack bond and live in partnership with all other races presented in this section.

Ghoul



	STR	PE	EN	CH	IN	AG	LK
Minimum	1	4	1	1	2	1	5
Maximum	8	13	10	10	10	6	12
Resistances		Perks			Armour and Weapons		
80% Radiation Resistance		1 perk every 4 levels			All weapons and armour made for humans		
30% Poison Resistance							

When the bombs hit, some people were irrevocably changed (and not just the ones who were atomized at ground zero, either). Ghouls are humans who were alive when the bomb went off, and the radiation altered them at a cellular level. Ghouls enjoy an extremely slow cellular mitosis rate, rendering them essentially immune to the effects of old age.

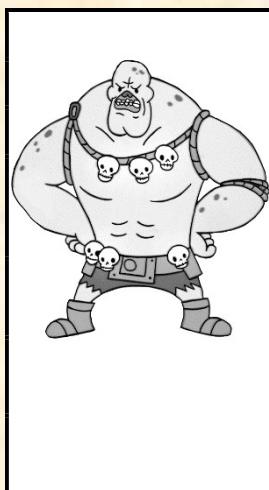
The radiation also changed their outward appearance, forever marking them as outsiders. Their skin hangs off their bones, sometimes in shreds, and sunken eyes peer out from skulls twisted and burned by radiation, giving these unfortunate people their name. Their skin can be anywhere from pale white to dirt brown in colour, with green and yellow the most common. When they do have hair remaining, it usually does not grow.

Some ghouls were inexplicably merged with plant species, and have shrubs and moss growing out of various parts of their bodies. It might have twisted their bodies, but the radiation did not affect their minds, and they are forced to live as misshapen outcasts, fully aware of the society they were once part of, but also aware they can never re-join it. For this reason, many ghouls have formed settlements of their own, or live in settlements with humans and mutants who do not mind their appearance.

Unlike their mythic namesakes, ghouls do not eat human flesh. They do, however, require a small amount of radiation to survive, and for this reason, one can often find a population of ghouls around a leaky nuclear reactor or an impact crater from the war. Ghouls age very slowly, and their lifespan is a whopping 300 years past when they were exposed to the radiation.

Their unnaturally long lifespan does not mean that they can't be killed by other means, however, and ghouls are just as vulnerable to disease, falls, and bullets as everyone else. Ghouls usually weight anywhere from 80 to 160 pounds, and stand anywhere from 1.5 to 2.5 meters tall. Whether or not ghouls can reproduce is a subject open to scientific debate.

Super Mutant



	STR	PE	EN	CH	IN	AG	LK						
Minimum	5	1	4	1	1	1	1						
Maximum	13	11	11	7	11	8	10						
Resistances		Perks			Armour and Weapons								
50% Radiation Resistance		1 perk every 4 levels			All weapons, only armour made for super mutants								
20% Poison Resistance													
25% Damage Resistance for all attacks													
Additional Rules		Super mutants gain an additional 2 hit points per level.											
		Mutants cannot easily use small arms; when using a weapon that requires a roll on the small guns skill, mutants make the roll as if their Perception were two points lower.											

Super mutants are mutated humans, products of infection by the Forced Evolutionary Virus (FEV). They are much taller, bulkier and more muscular than pure strain humans, have (mostly) green, grey, or yellowish skin, are immune to disease and radiation, and are gifted with superhuman strength and endurance.

Super mutants from the West coast of the former US were created by one person, the insane mutant known originally as Richard Grey, but later as "The Master". He was a normal human until exposed to a biological agent called the Forced Evolutionary Virus (FEV) he found in the Mariposa Military Base. He would later use the same virus to create the race. In his warped state, he decided that he would have to force humanity to evolve beyond its innately destructive tendencies. If everyone could be as perfect as his evolutionarily advanced super mutants, the Master reasoned, there would be no more conflict in the world.

Many humans were forcibly exposed to FEV, but many died before he achieved the desired results, though the people who didn't die after being "dipped", would emerge and undergo an intense physiological change. They grew much stronger and more intelligent, as well as growing in height and stature. Armies of Super-Mutants were once slaves to this "Master" and his dream to "dip" every human on the planet, but the Master was eventually killed and the mutants freed.

Mutants age very slowly, but not as slowly as their ghouls, up to 200 years beyond when they were "dipped". They are generally huge, easily reaching 2.8 to 3 meters in height, weigh up to 350 pounds, and come either male or female. Their skin is usually a greenish yellow colour, and various bunions and growths cover their bodies. Unfortunately, like ghouls, mutants are largely outcast from human society. Many of them prefer it this way, looking on human society as diseased or inferior because of the prejudice and corruption that still exist.

Dog

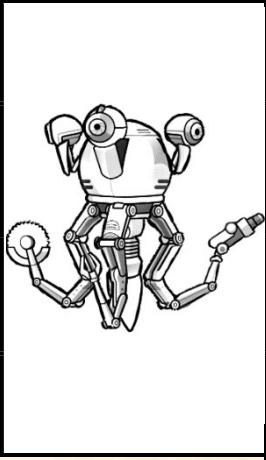
	STR	PE	EN	CH	IN	AG	LK			
Minimum	1	4	1	1	1	1	1			
Maximum	7	14	6	5	3	15	10			
Resistances		Perks			Armour and Weapons					
50% Electricity Resistance		1 perk every 2 levels			No weapons and armour, unless specially made					
Additional Rules		Dogs have natural attack that they can make in addition to using certain tools and weapons, the attacks are listed below.								
		Dogs are classed as an Animal Race for certain rules later in this book.								

Dogs are four-legged, furry, slobbering beasts. They can stand anywhere from 60cm to 1.5 m at the shoulders, can weight anywhere from 30 pounds to 150 pounds and live between 10 and 15 years. Most are covered with hair, ranging in colour from white to brownish-tan to black, and usually a combination of anything in between. They are one of the most varied species in the post-nuclear wasteland with numerous breeds surviving alongside humans in bunkers, or on their own in the wastes. There are even types since the apocalypse, as some have mutated or been experimented on.

They cannot communicate except by barking, wagging their tails, and pointing with their snouts. For these reasons, dogs are very difficult to role-play well, and the Overseer and players should take this into consideration before allowing a player to create a dog character.

Attack	Damage	AP - Single	AP - Targeted	AP - Burst	Special
Bite (Unarmed)	2d6	3	4	N/A	N/A
Gore (Unarmed)	1d6	4	N/A	N/A	50% chance to knockdown

Robot

	Resistances	Perks	Armour and Weapons
	40% Damage Resistance to all damage		
	Immune to Radiation, Poison, Gas, and Chems	1 perk every 5 levels	No weapons and armour, unless specially made
	Vulnerable to EMP (Pulse) weapons		
			Robots can only be healed by using a Science check (in place of First Aid) or a Repair check (in place of Doctor). See the Robot healing section in Part Four – Combat.
			A robot must have someone roll a successful Repair and Science skill while examining it for 12 hours at least once a month. If this maintenance is not preformed, the robot begins taking 1d10 points of damage every 24 hours beyond the deadline for the repairs.

Before the War, several companies and research facilities were manufacturing humanoid-robots. These machines weren't artificial intelligences per se, but had incredibly fast supercomputers that allowed them to "reason" on the same level as many humans (and, in some cases, to reason better than their creators).

They are made of metal and silicon. Robots cannot wear armour, but most can use weapons and tools. Robots require some regular maintenance, which they can perform themselves if not incapacitated, they also cannot be healed using chems or medicine, [see Additional Rules below for information](#).

Robots don't have a "lifespan" per se, but each unit has a battery that generally lasts anywhere from 75 to 150 years. Of course, that battery can be replaced, effectively allowing the robot to continue operating forever, so long as it continues to get a fresh power supply.

In order to represent the variation of robots in the post apocalypse, we can't list all of their stats, so we've included options to customise and create your own, the Build-a-Bot system. There are three main choices which will dictate the kind of robot you play. What you look like, other than the general choices here, are up to you.

Build-a-Bot Part One - Size

This choice represents your overall size, meaning that you will either be eye level with or towering over humans who you encounter depending on your choice.

		STR	PE	EN	CH	IN	AG	LK	
Small	You are small, usually around the size of a dog or basketball. e.g. Eyebot	Minimum	5	7	7	1	1	1	5
Medium	You are roughly the same height and width as a human, though your form may be very different. e.g. Protectron, Mr. Handy	Minimum	7	7	7	1	1	1	5
Large	You are much larger in height and width. e.g. Sentry Bot	Minimum	7	7	7	1	1	1	5
		Maximum	10	12	12	1	12	14	5
		Maximum	12	12	12	1	12	12	5
		Maximum	14	12	12	1	12	10	5

Build-a-Bot Part Two - Legs

This choice is how you move around and navigate the wasteland. Robots can't swim, as they tend to rust and sink.

Thruster	In place of legs, you have a single centrally-mounted jet thruster with a ground-effect skirt allowing you to hover above the ground, slower than if you had legs however. e.g. Mr. Handy	You ignore penalties for moving over difficult terrain. The first hex you move in a turn costs 2 AP instead of 1. Every hex after that cost 1 AP as normal.
Legs	You have robotic legs. They may be articulated differently than standard humanoids, but still function the same. e.g. Assaultron	Your movement is normal.
Wheels/Treads	You have either durable wheels, or a set of treads in place of legs. These allow you to move faster than a humanoid. e.g. Securitron	When going up stairs, you suffer a penalty of 1 AP per hex travelled upwards. The first hex you move in a turn does not cost you any AP. Every hex after that cost 1 AP as normal.

Build-a-Bot Part Three - Arms

This choice represents how you interact with objects. Whether you can pick up and manipulate things, or have to ask an ally to do it for you.

In this regard, you will have to choose 1 option for each of your arms. Some robots have more than the standard complement of 2, though if you are creating a character with more than two, or adding another arm later on, make sure to discuss it with your Overseer first.

Hand/Claw	You have either a human-like hand, a robotic claw, or something similar. e.g. Robobrain	You can hold and operate all devices as a human would.
Melee Weapon	In place of one of your hands, you have bludgeoning or bladed weapon, like a sword, saw or bat. e.g. Mr. Handy	You start with a melee weapon (Choose one/two from the melee table below). You cannot operate any
Ranged Weapon	In place of one of your hands, you have an in-built ranged weapon. e.g. Sentry Bot	You start with a ranged weapon. (Choose one/two from the ranged table below).

Melee Weapons			
Cattle Prod	Knife	Hammer	Saw
Club	Spear	Sword	Drill

Ranged Weapons		
Laser Pistol	10mm Pistol	Pipe Pistol

Character Creation Part Two: Traits

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

Fast Metabolism



Your metabolic rate is twice normal. This means that you are much less resistant to radiation and poison, but your body heals faster.

You get a 2 point bonus to Healing Rate, but your Radiation and Poison Resistance start at 0% (racial modifiers are added later).

Robots cannot choose this trait.

Bruiser



A little slower, but a little bigger. You may not hit as often, but they will feel it when you do! Your total action points are lowered, but your Strength is increased.

You get a 2 point bonus to Strength, but lose 2 Action Points.

Small Frame



You are not quite as big as everyone else, but that never slowed you down. You can't carry as much, but you are more agile.

You get a 1 point bonus to Agility, but your Carry Weight is only 15 lbs X Strength.

One Hander

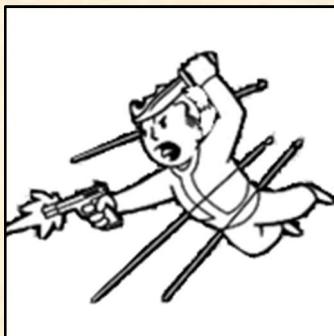
One of your hands is very dominant. You excel with single-handed weapons, but two-handed weapons cause a problem.

You have a 40% penalty to hit with two-handed weapons, but get a 20% bonus to hit with weapons that only require one hand. Animals cannot choose this trait.

Finesse

Your attacks show a lot of finesse. You don't do as much damage, but you cause more critical hits.

All of your attacks lose 30% of their damage (after reductions are made for Damage Resistance, etc.) but you gain a 10% bonus to Critical Chance.

Kamikaze

By not paying attention to any threats, you can act a lot faster in a turn. This lowers your Armor Class to just what you are wearing, but you sequence much faster in a combat turn.

You have no natural Armor Class (Armor Class is therefore 0 regardless of Agility). You must wear armour to get an Armor Class.
Your sequence gets a 5 point bonus.

Heavy Handed

You swing harder, not better. Your attacks are very brutal, but lack finesse. You rarely cause a good critical hit, but you always do more melee damage.

You get a 4 point bonus to Melee Damage, but your critical hits do 30% less damage, and are 30% less likely to cripple a limb or cause unconsciousness.

Fast Shot



You don't have time for a targeted attack, because you attack faster than normal people. It costs you one less action point to use a weapon.

You cannot perform targeted shots, but all weapons take one less action point to use.

Note that the Fast Shot trait has no effect on hand to hand or Melee attacks.

Animals cannot choose this trait.

Bloody Mess



By some strange twist of fate, people around you die violently. You always see the worst way a person can die. This does not mean you kill them any faster or slower, but when they do die, it will be dramatic. Just how dramatic is up to the Overseer.

Jinxed



The good thing is that everyone around you has more critical failures in combat. The bad thing is: so do you! If you, a member of your party, or a non-player character have a failure in combat, there is a greater likelihood the failure will be upgraded (downgraded?) to a critical failure. Critical failures are bad: weapons explode, you may hit the wrong target, you could lose part of your turn, or any number of bad things.

Failures are 50% more likely to become critical failures around the character or anyone else in combat.

Good Natured



You studied less-combative skills as you were growing up. Your combat skills start at a lower level, but some non-combat skills are substantially improved.

First Aid, Doctor, Speech, and Barter get a 20% bonus. You get a 10% penalty to starting combat skills (Small Guns, Big Guns, Energy Weapons, Unarmed, and Melee Weapons). This is a one-time bonus.

Animals and robots cannot choose this trait.

Chem Reliant

You are more easily addicted to chems. Your chance to be addicted is twice normal, but you recover in half the time from their ill effects.

Robots cannot choose this trait.

Chem Resistant

Chems only effect you half as long as normal, but your chance to be addicted is only 50% the normal amount.

Robots cannot choose this trait.

Night Person

As a night-time person, you are more awake when the sun goes down. Your Intelligence and Perception are improved at night but are dulled during the day.

You get a 1 point penalty to these Statistics from 06:01 to 18:00, and a 1 point bonus to these Stats from 18:01 to 06:00.

Robots cannot choose this trait.

Note that the bonus cannot take IN and PE above the character's racial maximum or below the character's racial minimum.

Skilled

Since you spend more time improving your skills than a normal person, you gain more skill points. The trade-off is that you do not gain as many extra abilities.

You will gain a perk at one level higher than normal. For example, if you normally gained a perk every 4 levels, you would now gain a perk every 5 levels. You will get an additional 5 skill points per new experience level, and a one-time bonus of +10% to your skills when you begin the game.

Animals and robots cannot choose this trait.

Gifted

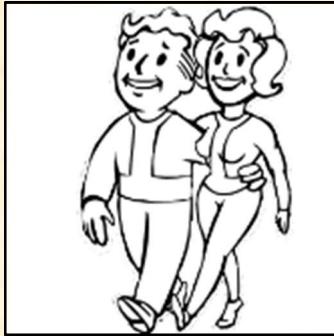


You have more innate abilities than most, so you have not spent as much time honing your skills. Your statistics are better than the average person, but your skills are lacking.

All Stats get a 1 point bonus, but all skills get a 10% penalty and you receive 5 less Skill Points per level.

Robots cannot choose this trait.

Sex Appeal



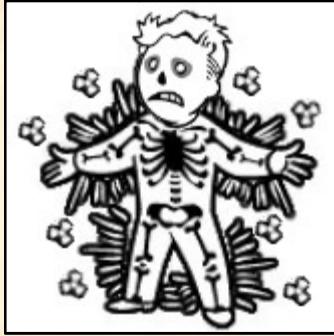
This trait increases your chances of having a good reaction with members of the opposite sex. Unfortunately, this trait tends to annoy members of your sex. Jealous twits.

When interacting with members of the opposite sex, you gain a 1 point bonus to Charisma for reactions only. When making Speech and Barter rolls, you gain a 40% bonus for each.

When interacting with members of the same sex, you have a 1 point penalty to Charisma for reactions only and have a 40% penalty to both Speech and Barter rolls.

Only humans can choose this trait.

Glowing One



Extreme radiation exposure has left you glowing in the dark. Your glow eliminates modifiers from light in combat for both you and your enemies.

In addition, you gain a +50% bonus to Radiation Resistance, but everyone around you takes 10 rads per hour ([see Radiation under Damage and Death, below](#)).

Only Ghouls can choose this trait.

Tech Wizard



You spent your formative years hunched over a bench learning all about the way things work. The trouble is that you've ruined your eyes!

You get a +15% bonus to Science, Repair, and Lockpick skills, but you lose 1 Perception.

Animal Races cannot choose this trait.

Fear the Reaper

You have cheated death! You gain perks as if you were a human, but you are now on death's short list.

This means that once a month, you must roll against Luck or else drop dead.

Only Ghouls can choose this trait.

Vat Skin

Other people find you hideous to behold and disgusting to smell after your “dip” in the FEV vats.

The good news is that you gain a +10 bonus to your Armor Class thanks to your extra-tough skin.

The bad news is that everyone within ten hexes of your location, friend and foe, suffers a 1-point penalty to Perception (you are unaffected).

Only Mutants can choose this trait.

Ham Fisted

Genetic engineering – or dumb luck – has endowed you with huge hands.

You get a “free” tag skill in Unarmed, but you suffer a -20% penalty to Small Guns, First Aid, Doctor, Repair, Science, and Lockpick Skills (these numbers cannot go below 0%).

Only Mutants can choose this trait.

Domesticated

You have undergone extensive house training and have developed an above average Intelligence.

Your IN is raised by 1, and can even go above your racial maximum, but you get a -2 penalty to Melee Damage.

Only Animal Races can choose this trait.

Rabid

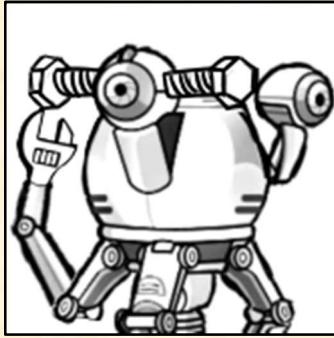


You are a half-crazed, feral killing machine.

You are not affected by crippled limbs (blindness still affects you normally), and every time you kill an opponent in combat, you get 5 more APs that round. Chems, including stimpaks, have no effect on you.

Only Animal Races can choose this trait.

Tight Nuts

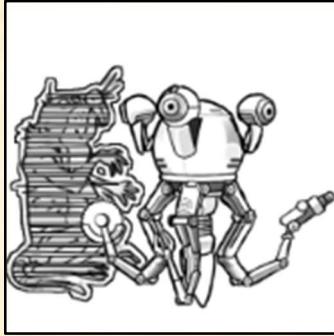


This robot was built to take the knocks.

You get *double* the base Damage Resistance to any attack, but you gain only half the Hit Points back from repairs.

Only Robots can choose this trait.

Targeting Computer

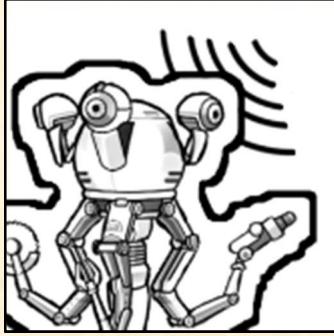


You have been programmed with an on-board targeting computer.

All attacks cost 1 extra AP to perform, but you can always add +15% to your chance to-hit.

Only Robots can choose this trait.

EMP Shielding

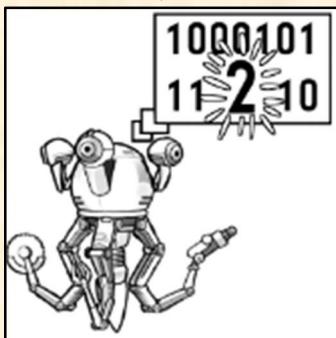


You have a dedicated EMP shielding system.

It takes you 2 AP to move 1 hex because of your heavy equipment, but you have a 30% Resistance to all forms of EMP attack.

Only Robots can choose this trait.

Beta Software



You have been equipped with an experimental operating system and peripherals.

You get 1 extra Tag Skill, but whenever using ANY tag skill, you must roll against Luck or suffer an automatic failure and, in combat, a loss of all APs for that round.

Only Robots can choose this trait.

When you have picked your traits, be sure and note their effects on your statistics and skills on a sheet of scratch paper, as well as their other effects on your character sheet.

Character Creation Part Three: Statistics

SPECIAL Statistics

After making a character concept, choosing a race, and picking a trait or two, the player must decide on a character's SPECIAL Statistics. SPECIAL Statistics influence the Secondary Statistics ([see below](#)), and are sometimes rolled against to determine different effects (Perception to notice a thief filching your wallet, etc.).

All characters start life "average" -- that is, they have 5 in every SPECIAL Statistic. The player then has 5 "character points" to distribute as they see fit among the Statistics. In addition, Statistics may be subtracted from if the player wants to add to another Statistic. This can be done so long as points are not "lost" (i.e., if a point is subtracted it must be added somewhere else).

Statistics can never go below racial minimums and can never go above racial maximums. Sometimes, this means that a Stat must be adjusted up or down, and the numbers must be re-distributed to other Stats. If you chose a trait that effects a Statistic, keep this in mind as you are distributing your points; traits cannot (usually) raise Stats above racial maximums or lower Stats below racial minimums, either, so there is no use in wasting points! Remember to adjust Statistics for Traits after assigning your points.

Strength

		
Description	A measure of your character's physical strength and muscle power.	
High Strength	Characters with a high Strength probably spent a lot of time in the gym in high school.	
Low Strength	A character with low Strength probably got beat up by the characters with high Strength.	
Secondary Stats	<p>This statistic is used in the secondary statistics;</p> <ul style="list-style-type: none"> • Carry Weight • Melee Damage • Hit Points <p>All weapons have a minimum Strength requirement as well.</p>	
Skills	Skills governed (in part) by Strength are; <ul style="list-style-type: none"> • Unarmed • Melee Weapons 	
Rolls against Strength	Rolls against Strength are used when characters try to break doors down, bend the bars on their prison cell or other feats that require sheer muscle power.	

Perception



Description	Your character's awareness and "street-smarts," sometimes called instinct or a "sixth sense."
High Perception	Perceptive characters notice details instantly, like smells, sounds, and sights that don't fit a "normal" picture. Perceptive characters tend to be able to read another person's reactions, and can even tell when another person is lying. Highly perceptive characters are private investigators.
Low Perception	Characters with low Perception walk about in their own little world.
Secondary Stats	This statistic is used in the secondary statistics; <ul style="list-style-type: none">• Sequence The SPECIAL use of this statistic is to determine the maximum distance your character can shoot a ranged weapon effectively. The better the score, the farther you can accurately shoot.
Skills	Skills governed (in part) by Perception are; <ul style="list-style-type: none">• First Aid• Doctor• Lockpick• Traps• Pilot
Rolls against Perception	Rolls against Perception are used when there is a little detail the character has a chance of noticing, such as the glisten off the scope of the sniper taking an aim at their head.

Endurance

		
Description	Endurance measures the body's constitution and overall health.	
High Endurance	Characters with a high Endurance have great immune systems, good cardiovascular fitness, and can outrun and outswim others. Characters with high Endurance can swim across the English Channel.	
Low Endurance	Characters with low Endurance can drown in the kiddie pool.	
Secondary Stats	<p>Secondary statistics which are based on Endurance;</p> <ul style="list-style-type: none"> • Hit Points • Poison Resistance • Radiation Resistance • Healing Rate <p>Endurance is used to determine if burst hits knock characters down, or even unconscious (see Knockdowns in Combat Part II: Damage, below).</p>	
Skills	Skills governed (in part) by Endurance are; <ul style="list-style-type: none"> • First Aid • Outdoorsman 	
Rolls against Endurance	Rolls against Endurance determine things like whether your character can hang on to that rope over a canyon, or can resist the deadly cloud of bacteria that renegade scientist just sprayed in their face.	

Charisma



Description	Charisma is how physically attractive your character is, and how adept they are at knowing exactly what to say and do in social situations. Beauty as well as grace and leadership ability contribute to Charisma.
High Charisma	A Charismatic character will be the leader of the pack, and everyone will follow their orders. An example is John F. Kennedy.
Low Charisma	An uncharismatic character might trip over words and find it difficult to make friends.
Secondary Stats	No secondary statistics are based on Charisma.
Skills	Skills governed (in part) by Charisma are; <ul style="list-style-type: none">• Speech• Barter
Rolls against Charisma	Rolls against Charisma are made when a character is attempting to schmooze past some guards or trying to pick someone up in a bar.

Intelligence



Description	Intelligence is a character's higher reasoning power.
High Intelligence	Characters with high Intelligence have better memories and are better at solving problems than people with low Intelligence. Albert Einstein, Napoleon, and Alexander the Great had high intelligence.
Low Intelligence	General Custer, Forrest Gump, and the guy in "Sling Blade" did not.
Secondary Stats	No secondary statistics are based on Intelligence. Intelligence does determine the number of skill points your character gains each level (see Character and Levelling below).
Skills	Skills governed (in part) by Intelligence are; <ul style="list-style-type: none"> • Doctor • Science • Repair • Outdoorsman
Rolls against Intelligence	Rolls against Intelligence are made when characters are attempting to guess a password or determine the sequence of electric charges running through the pattern on the floor.

Agility



Description	Agility measures the speed of a character's reactions. More or less, Agility describes how quickly an impulse is received by the brain, is encoded into the appropriate message, travels through the Central Nervous System, and reaches the character's arm, which appropriately jerks out of the way right before a bullet hits it.
High Agility	Characters with high Agility are jugglers and acrobats.
Low Agility	Characters with low Agility dance have two left feet.
Secondary Stats	No secondary statistics are based on Agility.
Skills	Skills governed (in part) by Agility are; <ul style="list-style-type: none">• Small Guns• Big Guns• Energy Weapons• Unarmed• Melee Weapons• Throwing• Sneak• Lockpick• Steal• Traps• Pilot
Rolls against Agility	Rolls against Agility are made when your character dodges a poison dart trap or attempts to jerk their arm out of the sewer before a mutated rat bites it off.

Luck

Description	Perhaps the most ambiguous statistic, Luck is everything and nothing.
High Luck	Characters with a high amount of Luck just tend to have things go their way.
Low Luck	Characters with a low amount of Luck always seem to be standing under the scaffolding just when someone drops that brick.
Secondary Stats	Secondary statistics which are based on Luck; <ul style="list-style-type: none"> • Critical Chance
Skills	Skills governed (in part) by Luck are; <ul style="list-style-type: none"> • Gambling
Rolls against Luck	Rolls against Luck are made at the Overseer's discretion; Luck rolls can determine if, when your character is out of ammo and lying half-unconscious on the ground, he happens to find that loaded shotgun lying concealed and forgotten in the dust.

Secondary Statistics

After the SPECIAL Statistics are determined, the player needs to determine the Secondary Statistics. Remember that racial and trait bonuses and penalties need to be applied to Secondary Statistics. Formulae for determining initial levels of Secondary Statistics are given with the description of each stat. Secondary Statistics are in different places on the character sheet, usually grouped together – protective stats are all in one place, and attacking stats are in another.

Hit Points [HP]



Description	Perhaps the most important statistic in the game, as hit points determine whether your character is alive and breathing or dead. Dead characters cannot be played or revived, ever. Hit points can be recovered with time, drugs, the correct skills, or an able doctor.
Calculation	Base number hit points = $15 + (\text{STR} + (2 \times \text{EN}))$. In addition, a character gains more maximum hit points for every level equal to $3 + \frac{1}{2} \text{EN}$, rounded down (see Character and Levelling below).
Information	It should go without saying that hit points can never be healed above the maximum. If hit points drop to zero, your character does not die instantly. A character whose hit points are between 0 and -5 is knocked unconscious; they slump to the ground and cannot move. That character begins to recover hit points as if they were resting (see Healing Rate, below). That means that an unconscious character will eventually wake up, although it may take several hours or even days. Until then, they must be carried or protected until recovery. For more information, see Damage and Death in Part III below.

Armour Class (AC)

		
Description	<p>Maybe the second most important statistic in the game, Armor Class reduces the amount of damage your character takes from things that seek to harm them.</p>	
Calculation	<p>Base Armor Class = Agility (AC = AG) (Any armor a character wears can make their Armor Class even higher)</p>	
Information	<p>Armor Class is measured as a percentage. For instance, if your character's Agility is 6 and they don a leather jacket with an armor class of 5, their AC is now 11(%). Armor class affects the chance to hit; in the above example, if the mutant sniper was trying to take a pot-shot at the girl in the spiffy leather coat, his chance to hit would be reduced by 11%.</p>	

Action Points (AP)



Description	This is perhaps the third most important statistic in the game, as it may mean the difference between reloading your gun and firing that final shot, or staring at your empty sidearm as a rocket explodes in your chest.														
Calculation	<table border="1"><thead><tr><th>Agility</th><th>APs</th></tr></thead><tbody><tr><td>1</td><td>5</td></tr><tr><td>2-3</td><td>6</td></tr><tr><td>4-5</td><td>7</td></tr><tr><td>6-7</td><td>8</td></tr><tr><td>8-9</td><td>9</td></tr><tr><td>10+</td><td>10</td></tr></tbody></table>	Agility	APs	1	5	2-3	6	4-5	7	6-7	8	8-9	9	10+	10
Agility	APs														
1	5														
2-3	6														
4-5	7														
6-7	8														
8-9	9														
10+	10														
Information	APs are the number of actions your character can take each turn in combat. Moving one hex (one meter) costs 1 AP. Reloading a weapon often takes 2 APs. Making a shot often takes 5 APs.														

Carry Weight

		
Description	How much equipment your character can carry on their back, in their pockets, or in their backpack and fanny pack.	
Calculation	$25 \text{ lbs} + (25 \times \text{STR})$	
Information	Every item in the game weighs something. A character with 6 STR can carry 175 lbs of equipment. Now, finding room for that much stuff may be a problem...	

Melee Damage (MD)



Description	This is how much damage your character does in unarmed combat and combat with melee weapons.																		
Calculation	<table border="1"><thead><tr><th>Strength</th><th>Melee Damage</th></tr></thead><tbody><tr><td>1-6</td><td>1</td></tr><tr><td>7</td><td>2</td></tr><tr><td>8</td><td>3</td></tr><tr><td>9</td><td>4</td></tr><tr><td>10</td><td>5</td></tr><tr><td>11</td><td>6</td></tr><tr><td>12</td><td>7</td></tr><tr><td colspan="2">And so on ...</td></tr></tbody></table>	Strength	Melee Damage	1-6	1	7	2	8	3	9	4	10	5	11	6	12	7	And so on ...	
Strength	Melee Damage																		
1-6	1																		
7	2																		
8	3																		
9	4																		
10	5																		
11	6																		
12	7																		
And so on ...																			
Information	The more melee damage your character does, the harder they hit. Strong characters can hit very hard.																		

Poison Resistance

		
Description	Even in the post-nuclear world, there are certain chemicals that just don't mix well with human anatomy.	
Calculation		$5 \times EN$
Information		A character with an endurance of 6 will have a 30% Poison Resistance. That means they have a 30% chance of antibodies eliminating the poison. See Poison Damage in Combat: Damage and Death in Part III .

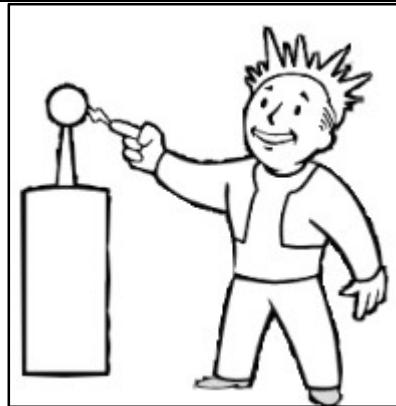
Radiation Resistance

Description	In the post-nuclear world, radiation is always a concern. Some places are naturally radioactive, like the blast centres where nukes went off. Some are more radioactive than others; near the centre of the blast, you are guaranteed to find more rads than 5 miles away.	
Calculation	$2 \times EN$	
Information	Radiation Resistance can be increased with chems (see Equipment: Chem s) and with certain kinds of armor (see Equipment: Arm or). A character with an 8 EN has 16% radiation resistance. This means that 16% of the rads that hit their skin do not go in. If they were standing at the rim of a blast crater and were taking 1000 rads every ten minutes (!), only 840 of those rads would enter their body. That still means they're going to glow like a lightbulb, but their skin won't fall off - right away.	

Gas Resistance

		
Description	This measures how resistant a character is to different types of gases.	
Calculation	Gas Resistance is based entirely on armor, race, and equipment. $\frac{X}{X}$ (Inhaled Gas Resistance / Contact Gas Resistance)	
Information	<p>There are two kinds of gas attacks: Inhaled and Contact gasses. Inhaled gasses must enter the lungs before causing ill effects; Contact gasses are more like clouds of acid vapour, damaging any biological substance they come into contact with.</p> <p>Unless the character is a robot, the beginning Gas Resistance is always 0/0.</p>	

Electricity Resistance



Description	This measures how resistant a character is to electricity.
Calculation	Percentage based on Race, Armour and Equipment
Information	Whenever the character takes damage from electricity, the amount of damage is reduced by their electricity resistance (a percentage). Unless a character's race has built-in electrical damage, this number always starts at 0.

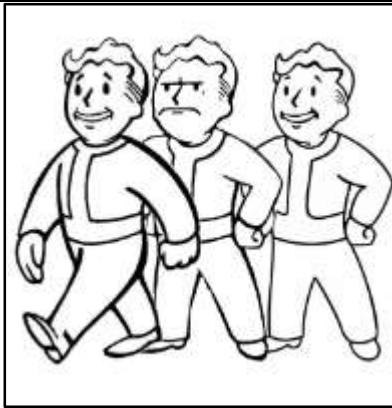
Damage Resistance

		
Description	This measures how resistant a character is to normal types of damage, including punches, stabbings and shootings.	
Calculation	Percentage based on Race, Armour and Equipment	
Information	There are five different areas under the "Armor" heading on the Character Sheet for four different kinds of Damage Resistance. Each piece of armor has its own Damage Resistance percentage that the character should add to their own in the four different areas under the Armor section. See Before Combat: Wearing Armor in Part III, below .	

Damage Threshold

Description	Damage Threshold represents the actual amount of damage that a piece of armor can stop.	
Calculation	Percentage based on Race, Armour and Equipment	
Information	On the character sheet, there is no Damage Threshold under Secondary Statistics; rather, it is under Armor. A character does not have any actual Damage Threshold until they are wearing armor of some kind. See Before Combat: Wearing Armor in Part III , below.	

Sequence



Description	Sequence determines who goes first in a combat round.
Calculation	$2 \times PE$
Information	Of course, if you are the one initiating the combat, you automatically get to go first (you sneak up on a guard and clobber him in the head), but all the combat turns after that get broken down by Sequence, with highest Sequence going first, and so on down the line (see Combat: Sequence in Part III).

Healing Rate



Description	Life possesses the remarkable ability to heal itself naturally. Your character's Healing Rate is the number of hit points they heal naturally in a day (24 hours) of activity, or in six hours of resting.										
Calculation	<table border="1"><thead><tr><th>Endurance</th><th>Healing Rate</th></tr></thead><tbody><tr><td>1-5</td><td>1</td></tr><tr><td>6-8</td><td>2</td></tr><tr><td>9-10</td><td>3</td></tr><tr><td>11+</td><td>4</td></tr></tbody></table>	Endurance	Healing Rate	1-5	1	6-8	2	9-10	3	11+	4
Endurance	Healing Rate										
1-5	1										
6-8	2										
9-10	3										
11+	4										
Information	A character with 7 EN would have a healing rate of 2 and heal 2 hit points in a 24-hour period where they were active (fighting, walking around, etc) and will heal 8 hit points in any 24 hour period where they are resting (sleeping, watching TV, etc.) See Healing under Combat: Damage and Death in Part III , below. Note that Robots do not naturally heal themselves, and therefore automatically have a Healing Rate of "0".										

Critical Chance

		
Description	This is the base chance to cause a critical hit in combat.	
Calculation	Critical Chance = LK	
Information	A character with 3 Luck has a 3% base chance to critical hit. High weapons skills and weapons of high quality can modify this number later. If a to-hit roll is successful and low enough that it fell within the character's Critical Chance, the hit becomes critical (see Combat: Chance for Criticals in Part III)	

Character Creation Part Four: Skills

Tag Skills

Every character gets three tag skills to start out with. These skills could best be described as the character's "gifted" areas. Every character must take three tag skills, and only three, no more, no less (unless the character gets an extra tag skill because of a trait). Each tag skill gets an immediate 20% bonus, and a tag skill grows twice as fast as a normal skill. When you spend skill points on a tag skill, it grows by 2% instead of 1%.

Skill List

This is a complete description of skills, and how one finds the base skill percentage. Base percentage is figured before ANY other skill adjustments are made - from tag skill adjustments, to traits, to addition of skill points. Skill points are added only after a character goes up a level ([see Advancement in Part III](#)). For the sake of our examples, an "average" character has a 5 for each Statistic.

Small Guns



This skill covers the use of bows, pistols, sub-machine guns, rifles, and shotguns. The higher your Small Guns skill, the easier it will be for you to hit your target, and the longer the effective range you will have in combat.

Initial level: $5\% + (4 \times AG)$
Average Characters: Have a 25% in this skill

Big Guns



This is the skill of flamethrowers, miniguns, rocket launchers, heavy machine guns, and other large support weapons. If it's a large weapon, you can count on Big Guns being the skill rolled against. Like Small Guns, the better your skill, the easier it will be to hit your target, and the longer the range of your shot.

Initial level: $0\% + (2 \times AG)$
Average Characters: Have a 10% in this skill

Energy Weapons



The use of energy weapons is not a very common skill in the post-nuclear world. Energy weapons were just coming into actual warfare when the world blew up. Lasers and plasma weapons are covered by the Energy Weapons skill. Basically, if it uses an energy cell or power pack, and not cartridge ammunition, it falls under this skill.

Initial level: 0% + (2 X AG)
Average Characters: Have a 10% in this skill

Unarmed



This is the skill of beating people up with your fists and feet. The better you are at this skill, the more likely you are going to hit them in combat. This skill also covers the use of weapons that enhance unarmed combat such as brass knuckles, spiked knuckles, and the legendary Power Fist. At higher skill levels, you will learn new techniques of fighting. Everyone starts with a good Unarmed skill, since the basic concept is pretty simple.

Initial level: 30% + (2 X (AG + STR))
Average Characters: Have a 50% in this skill

Melee Weapons



This covers the use of most melee weapons. Knives, spears, hammers, and crowbars are all melee weapons. Since using simple tools to beat things is something fairly innate to human nature, this is usually a pretty high skill.

Initial Level: 20% + (2 X (AG + STR))
Average Characters: Have a 40% in this skill

Throwing



Whenever a weapon is thrown, this skill gets used. Throwing knives, small rocks, and grenades are throwing weapons. If you miss, the object still has to end up somewhere. It is possible to throw a weapon and have it end up right at your feet. If it's a knife, no big deal. If it's a grenade, that's a really big deal. The maximum distance you can throw a weapon is based on your character's Strength, and the type of weapon thrown.

Initial Level: 0% + (4 X AG)
Average Characters: Have a 20% in this skill

First Aid



The skill of minor healing. You will be able to heal minor wounds, cuts, and bruises with this skill. You can only use it three times a day, and it takes a little while to work. You can use it on yourself, or anyone you are feeling particularly nice to at the time.

Each use of this skill takes 1d10 minutes and heals 1d10 Hit Points. You can only use this skill 3 times a day. For more information, see [Healing in Combat: Damage and Death, below](#).

Initial Level: 0% + (2 X (PE + EN))
Average Characters: Have a 20% in this skill

Doctor



A more advanced form of healing. You can heal serious damage and crippled limbs but not poison or radiation damage. Using this skill takes a while to perform. Every crippled limb will add to the time required to use the Doctor skill. You can play Doctor with yourself (except if you are Blind), or any other person / critter you choose to be kind to. In addition, a character can deal 2d10 hit points in 1 hour by successfully using the Doctor skill. You can only use the Doctor skill twice a day.

Initial Level: 5% + (PE + IN)
Average Characters: Have a 15% in this skill

Sneak

The skill of being able to move quietly or out of sight. When you are sneaking, other people will be less likely to notice you - at a distance. If you get too close to a dangerous creature, no matter how good you are at sneaking, they will notice you. Of course, whether someone notices you is based on what direction they are facing, the amount of light in the area, the amount of cover you have, and a hell of a lot of luck. Such is the life of a thief. Successfully sneaking up on a person means you get a bonus should you want to try to steal from them. Your sneak skill is rolled when you start sneaking, and once a minute while still sneaking.

Initial Level: 5% + (3 X AG)

Average Characters: Have a 20% in this skill
--

Lockpick

If you need to open locks without the proper key, this is the skill for you. Use it to get what you want, but other 21 people don't want you to have. Having an actual lockpick will improve your chances, but it is not necessary. There are two types of locks in the Fallout world: normal and electronic. Lockpicks work against normal locks, but to even attempt an electronic lock, you need an electronic lockpick. Certain locks can be harder to pick than others, and certain locks require that the picker has a lockpick.

Initial Level: 10% + (PE + AG)

Average Characters: Have a 20% in this skill
--

Steal

This is the art of removing things from a person or an object without being noticed. Even if you succeed, there is a chance that the critter might notice you. Larger objects are more difficult to steal than smaller objects. The more objects you try to steal, the more likely you are to get noticed. You cannot steal objects a person is using (guns they are holding in their hands, armor they are wearing on their body, etc). If you try to steal from a person, it might be a good idea to stand behind them so they can't see you as well.

Initial Level: 0% + (3 X AG)

Average Characters: Have a 15% in this skill
--

Traps



Not only does the Traps skill involve setting and disarming devices that cause harm to others, but it also covers setting, timing, and handling explosives. The higher your Traps skill, the less likely it is a bomb will blow up in your face, a huge rock will crush your party, and the more likely it is that the timer you just set will go off when you want it to.

Initial Level: 10% + (PE + AG)

Average Characters: Have a 20% in this skill

Science



Science is the skill of working with electronic devices such as computers. It also covers how intuitive a character is. Characters with a high Science skill will notice things that others might miss, and characters who actively apply their Science skill to tasks can intuit answers to problems. Science skills are used when rolling to use (or break into) computers, determine what part a vehicle might need to run properly again, or to notice a vein of silver in an otherwise unremarkable rock. Science skill can also be used like First Aid to repair robots.

Initial Level: 0% + (4 X IN)

Average Characters: Have a 20% in this skill

Repair



Repair is the practical application of the Science skill. As things are constantly breaking in the wastes, and there aren't customer service hotlines anymore, a person with a high Repair skill is always good to have around. Repair covers fixing all manner of mechanical things, from guns to vehicles, and can also be used to intentionally sabotage or disable mechanical things. The Repair skill can also be used like Doctor to repair robots.

Initial Level: 0% + (3 X IN)

Average Characters: Have a 15% in this skill

Pilot

The skill of operating various kinds of motor vehicles, from cars to tanks to jeeps to Vertibirds, airplanes, and helicopters. Characters with high Pilot skills can take vehicles places that other characters couldn't, and just might avoid rolling that Highwayman when they hit that pothole.

Initial Level: 0% + 2X (AG + PE)

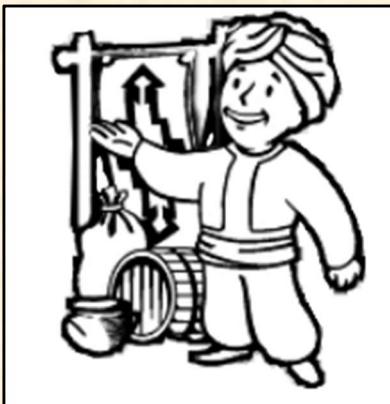
Average Characters: Have a 20% in this skill
--

Speech

This is the skill of dialogue. The better your Speech skill, the more likely you will be able to get your way when talking to people. When there is a chance that an NPC might take your word, believe your lie, or just follow your instructions, this is the skill that is used.

Initial Level: 0% + (5 X CH)

Average Characters: Have a 35% in this skill
--

Barter

The skill of trading. In the post-nuclear world, currency is not commonly used. Barter will allow you to get more for less when trading equipment, weapons, and other items. A high Barter skill will lower the prices you pay for items you purchase, and increase the money you get for selling excess equipment. A good Barter skill isn't important if you're killing everyone, but it certainly is a valuable skill for the non-berserkers out there.

Initial Level: 0% + (4 X CH)

Average Characters: Have a 20% in this skill
--

Gambling



The Gambling skill covers a knowledge of and adeptness at games of chance. Someone with a high Gambling skill tends to win these games more often, or might notice if the game is dirty or rigged.

Initial Level: 0% + (4 X CH)

Average Characters: Have a 20% in this skill

Outdoorsman



This is the skill of outdoor living and survival in hostile environments. Basically, what they teach in Boy Scouts and Girl Scouts, modified for the post-nuclear world. Outdoorsman has many uses, from finding food and water in the middle of a vast wasteland to avoiding hostile creatures to knowledge about what plants and animals will help you or kill you. It's always good to have someone in the party who's an avid outdoorsman.

Initial Level: 0% + (2 X (EN + IN))

Average Characters: Have a 20% in this skill

Character Creation Part Five: Karma

A starting character's karma is always 0 (zero). The Overseer will inform characters when their actions have resulted in a change of karma. Sample examples of Karma changing actions can be found in the Karma section of Life in the Wastes, below. As previously mentioned, Karma in Fallout is a numerical measure of how "good" or "evil" a person is. Usually, the Overseer determines what actions will earn or lose a character Karma points, although adventures may outline changes in Karma points for performing specific actions or quests. Some examples of actions that might earn or lose a character Karma points are:

Examples	
Help a person in trouble	+10
Attack an innocent person	-10
Kill an innocent person	-30
Steal from an honest merchant	-10
Steal from a crooked merchant	+5
Run over someone's dog	-5
Kill a notorious bandit	+50
Join a notorious bandit	-40
Disable a ticking nuclear bomb	+100
Detonate a nuclear bomb	-500

Karmic Perks

In the Fallout universe, certain actions will earn the character Karmic "Perks." These perks can be good or bad, depending on how you look at them. Below is a list of Karmic Perks, with the actions required to earn them (although most of them should be obvious).

Berserker



This dubious title is bestowed upon a character (or party) that manages to take out an entire town of people. If a village or small town disappears or ends up dead one day, someone is bound to notice and search for clues. For a mercenary looking for work in some warlord's army, this may be just the thing they want on their resume.

For a person looking for honest work in a small town, you can bet that the bullets will be flying as soon as they aren't looking. Of course, taking out a city of a million is damn near impossible (a Overseer that would allow that ought to have their head examined, in addition to the combat taking over a year), but people will still hear about the person who exterminated a village of 100 Tribals.

Child Killer



A character earns this perk after they slay their first child. Whether a person is the purest good or the darkest evil, they realize that children are the most important thing in the wastes, as they represent the final hope for human survival.

Characters who kill children are almost instantly recognized (word manages to get out fast) and hated. Storekeepers won't deal with Child Killers, and they can only find solace in the most evil or insane of places, because other people tend to spit on them, throw things at them, or attack them on sight.

Prizefighter



The character becomes known by reputation as a boxer, and a good boxer too. After a certain number of wins in the boxing ring, the character earns the Prizefighter perk.

People who respect boxers will treat the character better; people who disdain boxing will treat the character with a little contempt.

Prizefighters also gain a +20% bonus to their Unarmed skill and Normal Damage Resistance.

Slaver



A character earns this perk after voluntarily joining the Slaver's Guild. Since the bombs fell, slavery has become a profitable enterprise in lesser civilized (and sometimes the "most civilized") parts of the wastes. In the 100 years since the War, a kind of coalition grew among slavers. They identify themselves with a tattoo that covers most of the face.

Of course, that makes their profession obvious to anyone looking at them. Characters with the Slaver tattoo will be treated well by those who respect (and earn money from) slavery, and hated by those who refuse to partake.

Character Creation Part Six: Starting Gear

Some campaigns are different, but in most your character's starting equipment will be based on your concept. For example, a Super mutant who defected from the Master's army might start with some armour a rifle and provisions. A robot that escaped from a lab might not start with much other than a weapon and some tools.

There are some guidelines for what kind of equipment a Overseer might offer, though this can be adapted as you'd like.

Campaign	Armour	Weapons	Ammo	Chems	Caps/Currency
Low Tech Wasteland	Poor Armour	Poor – Medium Melee Weapons	Low amounts of ammo	Poor – Medium Chems	Low amounts
		Poor Ranged Weapons			
Caravan Travelers	Poor – Medium Armour	Medium – Good Melee Weapons	Low amounts of Ammo	Poor – Medium Chems	Medium amounts
		Poor – Medium Ranged Weapons			
City Adventure	Medium – Good Armour	Medium – Good Melee Weapons	Medium amounts of Ammo	Medium – Good Chems	Large Amounts
		Medium - Good Ranged Weapons			
Vault Expedition	Good – Best Armour	Good - Best Melee Weapons	Large amounts of Ammo	Good – Best Chems	Large Amounts
		Good - Best Ranged Weapons			

Character Levelling & Advancement

After killing enough critters and doing enough tasks, characters will advance in levels. The table for advancement is shown below.

Level	XP Required
1	0
2	1,000
3	3,000
4	6,000
5	10,000
6	15,000
7	21,000
8	28,000
9	36,000
10	45,000
11	55,000
12	66,000
13	78,000
14	91,000
15	105,000
16	120,000
17	136,000
18	153,000
19	171,000
20	190,000
21	210,000
22+	40,000 more XP per level

In addition, a character gets $3 + (1/2 \text{ EN, rounded down})$ to their maximum HP total and $5 + (2 \times \text{IN})$ skill points to distribute among their skills. Note that skills do not always increase at the same rate. The cost in points to raise a particular skill by one percentage point is listed on the table below. [See also Intelligence, above.](#)

Skill Progression	
Current %	Cost to increase [SP]
1-100	1
101-125	2
126-150	3
151-175	4
176-200	5
200+	6

Perks

Every few levels, characters gain a perk. Perks represent knowledge they've acquired traveling through the wasteland. Perks can affect stats, skills, secondary stats, and sometimes just do strange things. Some will

require a creative Overseer to implement. Perks do have level and statistic requirements at times. Some perks can be added more than once; they have "ranks." A perk with 2 ranks can only be chosen twice. A complete list of perks is below. Occasionally, there are perks one can earn that are not on this list. These are special perks, and should not be treated lightly! Remember that robots never get Perks, even special ones.

Action Boy (or Girl)



Your character knows how to make the most out of every moment. For each rank of this perk, the character gets an additional Action Point each combat turn.

Ranks: 2

Requirements: Agility 5, Level 12

Adrenaline Rush



You have a fear of death that allows you to fight harder when you are wounded. When your character's HP drop below 50% of their maximum, your character gains a +1 Strength bonus, but cannot go above the racial maximum.

Ranks: 1

Requirements: Strength 1-9, Level 6

Animal Friend



Your character spends a lot of time with animals. A LOT of time. Animals will not attack one of their friends, unless the animal is threatened or attacked first.

Ranks: 1

Requirements: 5 Intelligence, 25% Outdoorsman, Level 9

Awareness

You know exactly what is going on in combat. This perk gives you more information when you examine a critter. You can see their exact number of hit points and the weapon they are armed with, if any.

Bend the Rules



Ranks: 1

Requirements: Perception 5, Level 3

With this perk, the next time your character gets to choose a perk, they can ignore all restrictions except for race. You rule!

Ranks: 1

Requirements: Luck 6, Level 16

Better Criticals



Your shots somehow hurt more than usual. The critical hits you cause in combat are more devastating. When you do a critical hit that does not kill outright, your hit does 150% normal damage (in addition to any damage bonuses already gained). In addition, your chance to cause damage to a limb is increased by 50%. If you critically hit for 40 points of damage, for instance, you would instead deal a whopping 60 points. OUCH! Mutants cannot choose this perk.

Ranks: 1

Requirements: Perception 6, Luck 6, Agility 4, Level 9

Bluff Master



You are the king or queen of smooth talking. Whenever you are caught stealing, your character can automatically talk their way out of the situation.

Ranks: 1

Requirements: Charisma 3, Level 8

You have a very thick skull, just like your mother always told you. With the first rank of this perk, you get a 50% chance to avoid being knocked unconscious.

With the second rank, that chance increases to 75%.

Ranks: 2

Requirements: Strength 7, Level 7

Bone Head

**Bonsai****Bonus Hand to Hand Attacks****Bonus Hand to Hand Damage**

Through careful nurturing, you have a small fruit tree growing out of your head. Now you have a steady supply of fruit! Only Ghouls can choose this perk.

Ranks: 1

Requirements: Outdoorsman 50%, Science 40%, Level 12

Your character has watched Jackie Chan and Bruce Lee and managed to learn a thing or two. Your character can make more hand-to-hand or melee style attacks per combat turn with this perk. The AP cost to use a Hand to Hand or Melee attack is reduced by 1.

Ranks: 1

Requirements: Agility 6, Level 15

You have learned a special technique to deal more damage with your fists and melee weapons.

Your character gains a +2 bonus to Melee Damage for each level of this perk.

Ranks: 3

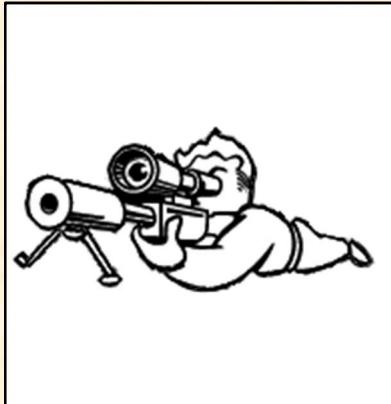
Requirements: Agility 6, Strength 6, Level 3



Bonus Move



Bonus Ranged Damage



Bonus Rate of Fire

You have learned to take longer strides in combat. For each level of this perk, your character can move 2 more hexes in combat. The first two hexes a character moves do no cost any APs.

Ranks: 2

Requirements: Agility 5, Level 6

You know just where to hit to make it hurt more. Every bullet that successfully hits the target does +2 damage for each rank of this perk.

Animal Races cannot choose this perk.

Ranks: 2

Requirements: Agility 6, Luck 6, Level 6

Your trigger finger is a little faster than normal. Each ranged weapon attack costs one less AP to perform. Animal Races cannot choose this perk.

Ranks: 1

Requirements: Agility 7, Intelligence 6, Perception 6, Level 15



Bracing



Break the Rules



You know how to brace large weapons while you are standing. When applicable, you get a bonus for using a tripod just by holding a weapon in your hands.

Animal Races cannot choose this perk.

Ranks: 1

Requirements: Strength 7, Big Guns 80%, Level 4.

When you choose this perk, you may choose any perk next time, regardless of requirements or race.

Ranks: 1

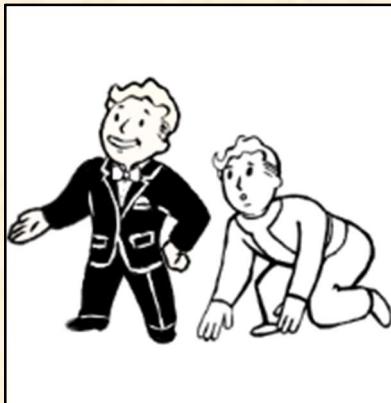
Requirements: Luck 6, Level 20

You've learned how to suck up to your superiors. You get +1 Charisma for reaction roles when dealing with authority figures for each rank of this perk.

Animal Races cannot brownnose.

Ranks: 2

Requirements: Charisma 5, Intelligence 6, Level 2



Cancerous Growth

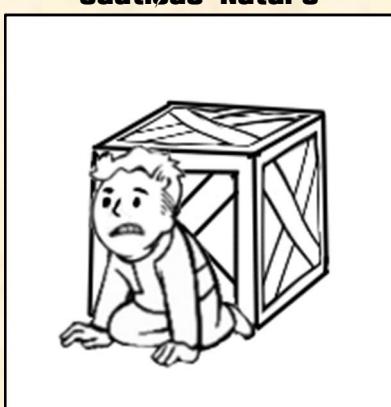


The radiation has mutated you so badly that you thrive in the wastes. You gain a +2 bonus to your healing rate, and can regenerate a crippled limb in 48 hours.

Only Ghouls can choose this perk.

Ranks: 1

Requirements: Strength < 7, Level 6



Comprehension

Your character has learned to be wary of the world around him. His Perception is increased by +3 when determining where he begins in random encounters.

Ranks: 1

Requirements: Perception 6, Level 3

Looks like all those study skills courses paid off. With this perk, your character gains 50% to the number of skill points earned when reading educational books. Books that normally give you 10 skill points now give you 15.

Dogs cannot choose this perk.

Ranks: 1

Requirements: Intelligence 6, Level 3



Crazy Bomber

Your luck with explosives is legendary. Characters with this perk who fail to set an explosive properly will know immediately, and that explosive will not go off or detonate – it will be reset, so the Bomber can try again.

Animal Races cannot choose this perk.

Ranks: 1

Requirements: Traps 60%, Intelligence 6, Level 9.

Everybody likes your character. EVERYBODY. Instead of getting a negative modifier for the "wrong" kind of karma, you get a positive modifier. Bad people like good characters, and good people like bad characters. Good still likes good and bad still likes bad. Go figure.

Ranks: 1

Requirements: Charisma 10, Level 12

Your character has learned how to handle explosives like a pro. For characters that like to blow things up, there is nothing better than this perk. Explosives set by this character do 50% more damage and will always detonate on time.

Animal Races cannot choose this perk.

Ranks: 1

Requirements: Agility 4, Traps 90%, Level 9

You won't go down without a fight! When your hit points drop below 20% of your maximum, you get an additional 10% Damage Resistance to all types of damage.

Ranks: 1

Requirements: First Aid 40%, Endurance 6, Level 2

A higher power has taken a liking to you. Anytime a roll fails, you have the option of re-rolling, but you must accept the results of the re-roll (you cannot re-roll a re-roll). You can only invoke your higher power once in a 24-hour period.

Ranks: 1

Requirements: Charisma 8, Level 14

Cult of Personality

Demolition Expert

Die Hard

Divine Favour

Dodger

Your character has developed into a slippery little rat. This perk will lower your character's chances to be hit in combat. Armor class increases by +5 for each rank.

Ranks: 2

Requirements: Agility 6, Level 9

As a "child of the bottle," you fight better when you are drunk. You receive a 20% bonus to your Unarmed skill when under the influence of alcohol.

Ranks: 1

Requirements: Unarmed 60%, Level 3

Your character will be more likely to move before other characters and critters in combat with this perk. Each rank of this perk increases a character's Sequence by +2.

Ranks: 3

Requirements: Perception 6, Level 3

Every rank of this perk will add +2 skill points when your character gains a level.

Educated

Ranks: 3

Requirements: Intelligence 6, Level 6

You get a better idea of what to say to an NPC with this perk. The Overseer must warn you when dialogue will be interpreted the wrong way.

Ranks: 1

Requirements: Perception 7, Intelligence 5, Level 6

This perk will make it more likely that your character will find those strange and interesting encounters and items. It is up to the Overseer to decide what those items and encounters are.

Ranks: 1

Requirements: Level 9

Characters with faster healing just plain heal faster. For each rank of this perk, your character gains a +2 to the Healing Rate statistic.

Ranks: 3

Requirements: Endurance 6, Level 3

Years of exercise have made you very supple. It only takes you 1 AP to change your stance in combat.

Ranks: 1

Requirements: Sneak 60%, Agility 6, Level 4

With this perk, you are much less likely to be addicted to chems (50% less likely, actually) and suffer ½ the withdrawal time as a normal person.

Ranks: 1

Drunken Master

Earlier Sequence

Empathy

Explorer

Faster Healing

Flexible

Flower Child

Fortune Finder

Requirements: 5 Endurance, Level 9

Random encounters yield more money. Of course, you have to take it off the cold, dead bodies of your opponents. How much money is up to the Overseer.

Ranks: 1

Requirements: Luck 8, Level 6

Increases your Agility by +1 permanently.

Gain Agility

Ranks: 1

Requirements: Agility below racial max, Level 12

Increases your Charisma by +1 permanently.

Gain Charisma

Ranks: 1

Requirements: Charisma below racial max, Level 12

Increases your Endurance by +1 permanently.

Gain Endurance

Ranks: 1

Requirements: Endurance below racial max, Level 12

Increases your Intelligence by +1 permanently.

Gain Intelligence

Ranks: 1

Requirements: Intelligence below racial max, Level 12

Increases your Luck by +1 permanently.

Gain Luck

Ranks: 1

Requirements: Luck below racial max, Level 12

Increases your Perception by +1 permanently.

Gain Perception

Ranks: 1

Requirements: Perception below racial max, Level 12

Increases your Strength by +1 permanently.

Gain Strength

Ranks: 1

Requirements: Strength below racial max, Level 12

This perk adds a one-time +20% to the Gambling skill. Ranks: 1

Requirements: Gambling 50, Level 6 Ghost In areas of darkness, or at night, characters with this perk gain +20% to their Sneak skill.

Gambler

Ranks: 1

Requirements: Sneak 60%, Level 6

Your character's innocent demeanor makes stealing from people a little easier. This perk grants a +20% bonus to Steal. Animal Races cannot choose this perk.

Harmless

Ranks: 1

	<p>Requirements: Steal 50%, Karma > 49, Level 6 Each rank of this perk will increase the number of Hit Points healed by the use of First Aid or Doctor skills by 4-10 points (1d6 +4). The second rank adds +8-20 (2 X (1d6 +4)).</p>
Healer	<p>Ranks: 2</p> <p>Requirements: Perception 7, Agility 6, Intelligence 5, First Aid 40%, Level 3 For purposes of determining the maximum range of thrown weapons only, this perk will increase Strength by +2 for each rank.</p>
Heave Ho!	<p>Ranks: 3</p> <p>Requirements: Level 6 With this perk, your character immediately gains enough experience points to go up to the next level. If a character chose this perk at level 9, they would gain enough experience points to go to level 10, placing them at a total of 45,001 experience points.</p>
Here and Now	<p>Ranks: 1</p> <p>Requirements: Level 9 You react very quickly to the sound of an explosive coming your way. You only take ½ damage from ranged explosive weapons by increasing your Explosive DR by 50%. This includes damage from concussion and shrapnel.</p>
Hit the Deck!	<p>Ranks: 1</p> <p>Requirements: Agility 6, Level 4 If your character is not carrying any weapons in either hand, at the end of a combat turn, the character gains 3 points of AC instead of the normal 1 for each unused Action Point.</p>
Hand to Hand Evade	<p>Ranks: 1</p> <p>Requirements: Unarmed 75%, Level 12 This perk confers great stamina and skill when doing the dirty.</p>
Kama Sutra Master	<p>Ranks: 1</p> <p>Requirements: Endurance 5, Agility 5, Level 3 Your Karma ran over someone's Dogma. Karma is doubled for the purposes of reaction.</p>
Karma Beacon	<p>Ranks: 1</p> <p>Requirements: Charisma 6, Level 9 You have some natural leadership abilities and have managed to cultivate them. Any party member within 10 hexes of you gains +1 to their Agility, up to their racial max, and +5 to their Armor Class. You do not get these benefits – that's the price of being a leader.</p>
Leader	<p>Ranks: 1</p>

	Requirements: Charisma 6, Level 4 Every time your character gains a level, they gain an additional 4 HP for each level of this perk. With two ranks, that's +8 HP per level!
Life Giver	Ranks: 2
Light Step	Requirements: Endurance 4, Level 12 Characters with this perk are much less likely to set off traps. For purposes of triggering a trap, they gain a +4 bonus to Agility.
Living Anatomy	Ranks: 1
Loner	Requirements: Doctor 60%, Level 12 You always were a little different, but now you've learned how to use those differences to your advantage. Characters with this perk gain +10% to all skill rolls when at least 10 hexes away from all of the other members of the party.
Master Thief	Ranks: 1
Master Trader	Requirements: Outdoorsman 50%, Charisma < 5, Level 4 This perk gives a one-time bonus of 15 points to both the Lockpick and Steal skills. Animal Races cannot choose this perk.
Medic	Ranks: 1
Mental Block	Requirements: Lockpick 50%, Steal 50%, Level 12 This perk confers a one-time 30% bonus to your Barter skill. Animal Races cannot choose this perk.
More Criticals	Ranks: 1
	Requirements: Charisma 7, Barter 60%, Level 9 This perk gives a one-time bonus of 10% to First Aid and Doctor.
	Requirements: First Aid OR Doctor 40%, Level 12 Mental Block is the ability to tune out any outside mental interference. You must have learned this talent from a passing guru, or from a really late night at the bar. For purposes of determining range in combat AND finding traps ONLY, your character's Perception is raised by 1, up to the racial maximum.
	Ranks: 1
	Requirements: Level 15 Characters with this perk cause more critical hits in combat. Each rank adds +5% to the Critical Chance statistic. Mutants cannot choose this perk.

Mr. [or Ms.] Fixit

Ranks: 3

Requirements: Luck 6, Level 6

This perk gives a one-time bonus of 10% to both the Repair and Science skills. Animal Races cannot choose this perk.

Ranks: 1

Requirements: Repair 40% OR Science 40%, Level 12

Picking this perk will also make you select one of your current Traits to remove. You then get a chance to pick another Trait. Weird, eh?

Mutate!

Ranks: 1

Requirements: Level 9

When you select this perk, there is a chance ($30\% + (2 \times LK)$) that your character will gain a temporary ally, but only in random encounters. The Overseer will choose that ally.

Ranks: 1

Requirements: Luck 4, Level 9

This perk gives a one-time bonus of 10% to Speech and Barter. Animal Races cannot choose this perk.

Negotiator

Ranks: 1

Requirements: Barter 50%, Speech 50%, Level 6

Your character can see better in darkness when you select this perk. Negative modifiers for dark conditions are reduced by 50%. Must be all the carrots you ate.

Night Vision

Ranks: 1

Requirements: Perception 6, Level 3

Each rank of this Perk adds +10 lbs. to your character's Carry Weight statistic.

Pack Rat

Ranks: 2

Requirements: Level 6

This perk reduces travel time by 25%. You just have a knack for finding those old trails and roads.

Pathfinder

Ranks: 1

Requirements: Endurance 6, Outdoorsman 60%, Level 6

Characters with this perk gain a 25% bonus to their Steal skill for the purposes of stealing from other characters or NPCs. Animal Races cannot choose this perk.

Pickpocket

Ranks: 1

Requirements: Agility 8, Steal 80%, Level 15

You gain a +1 bonus to your Charisma for reaction rolls for each rank of this perk.

Presence

Psychotic	Ranks: 3 Requirements: Charisma 6, Level 6 Your body has adapted to the use of the stimulant Psycho. Positive effects of Psycho are doubled, and the addiction rate for this drug is halved. Only mutants and half-mutants can choose this perk.
Pyromaniac	Ranks: 1 Requirements: Endurance 5, Level 6 This perk will make your character do horrible things with fire - to other people. They do +5 points of damage with fire-based weapons such as flamethrowers, Molotov cocktails, napalm, and so forth.
Quick Pockets	Ranks: 1 Requirements: Big Guns 75%, Level 9 It only takes two action points instead of four to swap equipment in combat.
Quick Recovery	Ranks: 1 Requirements: Agility 5, Level 3 It only costs you one AP to stand up after being knocked down.
Rad Child	Ranks: 1 Requirements: Agility 5, Level 6 You do not take damage from radiation – in fact, it heals you. You gain an extra +5 to your Healing Rate when in a source of radiation that gives out 10 or more rads an hour. Only Ghouls can choose this perk.
Rad Resistance	Ranks: 1 Requirements: Endurance 6, Level 3 Each rank of this perk increases the Radiation Resistance of your character by 15%.
Ranger	Ranks: 2 Requirements: Endurance 6, Intelligence 4, Level 6 This perk adds +15% to Outdoorsman. It also makes finding those special encounters and items a little easier.
Salesman	Ranks: 1 Requirements: Perception 6, Level 6 Your character becomes a better salesman with this perk. +20% to the Barter skill. Animal Races cannot be salesmen.

Scout

Your character can see further in the wilderness. Maps are easier to read. It is up to the Overseer to determine exactly how this works. Special encounters and items are a little easier to find with this skill as well.

Ranks: 1

Requirements: Perception 7, Level 3

You can find more ammo than the normal post-nuclear survivor. You always find double the normal ammunition in random encounters.

Scrounger

Ranks: 1

Requirements: Luck 8, Level 9

With each rank of this perk, Perception increases by +2 for the purposes of determining the modifiers for range in combat.

Sharpshooter

Ranks: 1

Requirements: Perception 7, Intelligence 6, Level 9

While sneaking successfully, characters with this perk do double damage using Hand to Hand or melee attacks if they can hit their opponent in the back (backstab!).

Silent Death

Ranks: 1

Requirements: Agility 10, Sneak 80%, Unarmed 80%, Level 18

This perk allows characters to run and sneak at the same time.

Silent Running

Ranks: 1

Requirements: Agility 6, Sneak 50%, Level 6

The slayer walks the earth! In Hand to Hand or melee combat, characters with this Perk do a critical hit with a successful roll against Luck!

Slayer

Ranks: 1

Requirements: Agility 8, Strength 8, Unarmed 80%, Level 24

Each rank of this perk will increase your Intelligence by +1 for rolls against that Stat when attempting to smooth-talk NPCs. Dogs cannot choose this perk, since dogs cannot talk.

Smooth Talker

Ranks: 3

Requirements: Intelligence 4, Level 3

This perk adds +25% to Poison Resistance.

Snake-Eater

Ranks: 1

Requirements: Endurance 3, Level 6

When using a ranged weapon, your character will do a critical hit with successful roll against Luck and this perk. Animal Races cannot choose this perk.

Sniper

Ranks: 1

Speaker	Requirements: Agility 8, Perception 8, Small Guns 80%, Level 24 This perk gives a one-time bonus of 20% to the Speech skill. Animal Races cannot choose this perk.
Stat!	Ranks: 1 Requirements: Speech 50%, Level 9 You can heal people much faster than the usual wasteland doctor in combat. When attempting to help a fallen comrade, it only takes 5 APs to use your skill.
Steady Arm	Ranks: 1 Requirements: First Aid 75%, Doctor 50%, Agility 6, Level 3 Due to your massive size, burst attacks cost 1 less AP. Only mutants can choose this perk.
Stonewall	Ranks: 1 Requirements: Strength 6, Level 4 If your character is about to be knocked down in combat, he can roll a percentile dice and has a 50% chance to avoid that fate.
Strong Back	Ranks: 1 Requirements: Strength 6, Level 3 Each Rank of this perk increases Carry Weight by 50 lbs.
Survivalist	Ranks: 2 Requirements: Strength 6, Endurance 6, Level 3 Gain a +25% bonus to the Outdoorsman skill with this perk.
Swift Learner	Ranks: 3 Requirements: Endurance 6, Intelligence 6, Outdoorsman 40%, Level 3 Each rank of this perk adds an additional 5% (round up) to your character's experience points when he earns them. For example, Jack's character Garfield kills a Rad Rat (50 XP). He would earn 53 XP instead of the normal 50 at the first rank of this perk.
Tag!	Ranks: 3 Requirements: Intelligence 4, Level 3 Pick an additional Tag Skill.
Team Player	Ranks: 1 Requirements: Level 12 You have learned the basic skills of teamwork and sharing. Good for you! Whenever all members of the party are within 10 hexes of your character, they gain +10% to all skills.

Thief

Requirements: Charisma 4, Level 12
This perk confers a one-time bonus of +10% to Sneak, Lockpick, Steal, and Traps.
Animal Races cannot choose this perk.

Ranks: 1

Requirements: Level 3
Exposure to radiation and the harsh wastes has hardened you against the elements. You gain +15 to your Armor Class and a +10% bonus to all resistances.
Only mutants can choose this perk.

Ranks: 2

Requirements: Endurance < 8, Level 12
This perk confers a +10% to Damage Resistance to all types of damage.

Ranks: 1

Requirements: Endurance 6, Luck 6, Level 3
You crawl like a baby. Well, you crawl like a very fast baby. You can move at your normal rate (1 AP per hex) while crouching or prone.

Ranks: 1

Requirements: Sneak 60%, Agility 6, Level 4
You have learned about the mystical healing effects of eating fruit. For 24 hours after eating a piece of fruit, your character gains +1 to Perception and Agility.
Animal Races cannot grasp the mysteries of the fruit.

Ranks: 1

Requirements: Charisma 6, Level 6
This perk adds +3 Strength for the purposes of strength requirements for handling and firing weapons.

Ranks: 1

Requirements: Agility 5, Level 12

Part Three

The Game



Once the characters are made, it is up to the Overseer to provide the adventure. There is a sample adventure at the end of this book, and there will probably be many more if people decide to write them. Adventures and campaigns (extended adventures that take many evenings to play) are limited only by the bounds of imagination. This section covers rules for interacting with the world and other characters.

Rules for Equipment and Gear

For a full list of all armour, weapons, chems and other things which characters may gather while adventuring, please see Part 7 – Gear List. The next few sections are rules for equipping, repairing and finding items.

Weapons

Holding Weapons or Objects

The character sheet has sections labelled "left hand" and "right hand." That is where a character can fill in the necessary information regarding their weapon(s). No more than two weapons can be equipped at the same time, one per hand. Some weapons require the use of both hands. Note that you can still hold two weapons and use a two-handed weapon in combat - that's what the straps are for.

Objects to be used must be held in the hands as well. This means that a character cannot inject a healing chem, shoot a two-handed gun, and dig a hole all at the same time. Remember that a character is not limited to carrying just the two weapons in their hands; they can carry whatever they want in belts, holsters, backpacks, and so forth. Of course, guns are only effective if they have the kind of ammunition required to use them. Note that two kinds of ammunition that would work for the same gun - Armor Piercing and Jacketed Hollow Point (AP and JHP) for example - cannot be used in the same clip. If you find that your JHP bullets are ineffective, you must reload with AP rounds (see [Reloading](#), below).

Weapon Condition

Below the weapon slots on the character sheet is a bar with boxes in it, labelled "Condition." This indicates the condition that the weapon is in. The more boxes filled, the worse shape the weapon is in. Weapons gain boxes when attacks are made with them and the attack fails (see [Attacks](#), below). Sometimes, doing something inordinately stupid, like using your rifle as a crowbar or accidentally dropping your gun down a sewer, will cause boxes to become filled as well. When boxes fill up, it represents normal wear and tear; however, when that last box is filled, the weapon is either jammed or broken, and must be repaired or thrown away.

Often when characters find or buy weapons, they are not in perfect shape and already have one or more boxes filled. If 8 or more boxes are filled, the user suffers a -10% penalty to their to-hit rolls with the weapon; the damage is beginning to interfere with its effectiveness. The Overseer may determine other situations where the weapon suffers damage, such as when the character accidentally drops their backpack in a vat of acid.

Repairing Weapons

When a gun jams or an axe breaks, it is a problem. If it happens in combat and you have no backup, it is a major problem. There is nothing to do but wait until combat is over and attempt to repair the item. Using Repair skill on a gun takes 1 hour. If the roll against Repair skill fails, the character is allowed to make a roll against the skill associated with that weapon - melee for the axe, small arms for the gun - to take one box off (the weapon is not fixed, but it is usable for the time being). Successful use of the repair skill empties two boxes on the condition bar. Repairing weapons is not necessarily limited to the time in which they break; a little preventative maintenance never hurts.

Armour

Wearing Armour

There is another section on the character sheet for armor. Note the Damage Threshold (DT) and Damage Resistance (DR) for each different type of damage, as well as the base AC (the character's Agility plus any other bonuses or penalties) and the AC (with the armor). Characters usually start with only the most basic kinds of armor. It should be noted that some kinds of armor will add penalties for using certain skills, like Sneak. Those penalties are listed in the armour's description. Helmets are often parts of other larger suits of armor, or can be worn alone (and taken off apart from a suit of armor). Helmets usually only confer a small bonus to armor class, but will reduce a chance of a targeted shot to the head resulting in a critical hit by 15%.

Armour Condition

Like weapons and vehicles, armor also loses its effectiveness over time if not repaired. For every five successful hits that cause damage against a character wearing a set of armor, the armor loses a condition box (the box is filled in). Armor eventually begins to lose its ability to protect and distribute damage as it wears thin and acquires more holes; these penalties are applied specifically to the Damage Threshold and Damage Resistance (DT and DR) values; a useless heap of power armor still affords the user some AC protection. To determine the modified values for DT and DR, first find the percentage of the modification (Mod) on the following chart:

Armour Condition Modifier Chart	
Number of Filled Boxes	Modifier
0	None
1	None
2	None
3	None
4	5%
5	10%
6	20%
7	30%
8	40%
9	50%
10	60%

After the Modifier is determined, plug the original values and the mod into the following equations:

Equations
$DR - (DR \times Mod) = \text{Adjusted DR}$
$DT - (DT \times Mod) = \text{Adjusted DT}$

Repairing Armour

Repairing condition boxes on armor works in much the same way repairing condition boxes on weapons and vehicles does. The task takes 4 hours, and if a successful Repair skill roll is made, two condition boxes are emptied.

Chems, Addiction, and Withdrawal

Drug and chem addiction still exists in the post-nuclear world. From the uranium miner looking for a way to escape from a dead-end life to the mercenary who buffs himself up before battle, drugs are as commonplace as radiation in the Fallout universe. Most drugs and chemical substances have an addiction rate of some kind. When the drug is taken, the character rolls the drug's addiction rate (plus or minus any modifiers). If the roll "succeeds," the character has developed a chemical dependency for the drug. Chemical dependencies are fine (in most cases) so long as the character keeps getting more of the drug. The problem is that many drugs are VERY expensive, and the distributors of drugs offer a few doses at a low price to get a person hooked, and then begin to jack that price up.

When (not if) a character can no longer get a supply of drugs, they begin to go into withdrawal. Generally, after 24 hours, a character loses one point of Perception and one point of Agility. They also lose their ability to heal ([see Healing, below](#)). After another 24 hours, they lose two points of Perception and Agility (for a total of three points) and lose one point of Strength and Endurance. After another 24 hours, the character lapses into unconsciousness. They then must make an Endurance check every hour (with their modified Endurance). If the character has five successful checks in a row, they wake up and have shaken the addiction, but suffer a permanent loss of one point of Endurance. If the character fails five checks in a row, they die. Withdrawal can be an agonizing time for the character and the party, especially in the middle of an adventure.

Energy

Nuclear Power

Energy weapons and most vehicles run off of Energy Cells in the Fallout universe. There are two kinds of cells: Small Energy Cells, which look a little like tiny batteries, and Micro Fusion Cells, which look like bigger batteries. Each cell holds a certain amount of charges, and each weapon or vehicle takes a certain amount of these charges to recharge completely. Thankfully, there are certain areas in the wastes where characters can recharge their Micro Fusion Cells (Small Energy Cells are like alkaline batteries, and cannot recharge). These recharging machines are extremely rare and are often only found in old military installations. The charger will only work if it has power running to it, and takes approximately 1 hour to recharge a Micro Fusion Cell completely. If the recharger happens to be in the hands of a person or organization, be prepared to pay a lot for this service.

Gas (Petrol)

There are still a few rare vehicles and pieces of equipment that run off of gasoline (or petrol, to my European readers). Gasoline is one of the rarest substances in the wastes, and can be very difficult to come by. There will be stores in large cities that sell it, but only in exchange for something very valuable – like everything you own. It all depends on how badly you need that go-juice.

Activities

Trading and Barter

Much of the Fallout universe uses a system of bartering due to the lack of money backed by a bank. Money is used only in large cities and casinos, and generally consists of Nuka Cola bottle caps (Caps), gold coins and faction specific currency. Otherwise, bartering for goods is done on a value-per-value system. Notice that the items at the end of this book have different values. If a character wanted to buy a gun worth 1000, and had a pistol worth 600 and some ammo worth 500, the merchant would be glad to make the deal – the merchant is getting the better part of the bargain. But the merchant might just throw in that knife worth 100 to even out the deal, or add 100 gold coins to make things right.

Sounds easy, right? Not really. A character's Barter skill influences what he or she can buy something for, or get for something. Barter skill works like this: the character compares their Barter skill to the merchant's. Whoever has the higher Barter skill has the advantage. Take the higher skill number and deduct the lower skill, and then add that percentage to the value of all that person's goods. If the character has a Barter skill of 50%, and is dealing with a tribal leader whose Barter skill is 25%, the character's goods gain a 25% value. A knife worth 100 would then be worth 125. Of course, the Overseer could roleplay this situation without all these numbers for a more realistic game experience.

Reading Books

Despite what some people think, learning in the wastes is not entirely dead. Occasionally, a character will come across a book. Assuming the character knows how to read, he or she can gain some knowledge from reading the book. Books always add a certain number of skill points towards a specific skill, both of which are given in the book's description. For more details on how many skill points it takes to raise a skill by 1 percentage point, [see Advancement, below](#).

Opening and Breaking Down Doors

Sometimes, a character will find him-or-herself in a situation where he or she needs to get through a door but it is either jammed or locked. If picking the lock doesn't work ([see below](#)), the character can attempt to break the door down. Doors (and other items, like bookshelves, walls, etc.) have a certain amount of hit points. After beating on it enough, or rigging it with enough explosives, the door's hit points will be reduced to 0 and the door breaks open.

Training

Train skills

Power Armour Training

Travel

Swimming and Wading

It doesn't happen very often, but every now and then the party may find itself neck-deep in the wet stuff – literally. Whether it's because their boat capsized or they are forced to cross a large river or lake without a floatation device, swimming is a fairly simple concept. Water presents some problems, however. The first is that most things in the post-nuclear universe aren't really designed to float, including weapons, armours, food, and robots. The second is that these things can weigh a character down or sink him in a matter of seconds. A character can safely hold approximately 10 lbs. X STR of weight and safely stay afloat. This includes shoes and clothes. In addition, the character must have at least one hand free. If the character is encumbered any more, they begin to sink along with their precious gear. Staying afloat requires Endurance checks every 10 minutes. Swimming requires an Endurance check every minute. Movement in the water is restricted to one hex for every 3 action points spent moving; this applies to any amount of water knee-deep or above.

Travel by Foot

Travel by Vehicle

The Art of the Thief

Sneaking

Sneaking around takes a certain amount of concentration, planning, and luck. When a character wants to sneak, he or she should announce their intentions. The Overseer should then roll the character's sneak skill, and re-roll every minute thereafter. The interesting thing about sneaking is that the character always thinks he or she is successful at it, whether or not they truly are successful (more accurately, the character hopes that they are successful). Only the Overseer knows for sure if the character is successfully keeping to the shadows. Sometimes a character will be tipped off to an unsuccessful sneak when an NPC gives them a funny look and asks them what they are doing.

Things like amount of cover, light, and Perception of people or critters around the sneaker effect the chances to sneak, at the Overseer's discretion. Characters who are sneaking successfully get a +40% bonus to their Steal skill while sneaking, and always get to attack first in combat (and sometimes can avoid combat by getting the drop on an enemy and killing him outright). Note that a character cannot normally sneak and run at the same time. Also note that some armours will greatly reduce a character's chances of sneaking around.

Detecting Sneaking Characters

Sometimes, the party will have to worry about enemies and critters sneaking up on them. Each character has a base chance equal to 8 times their Perception to detect a sneaking enemy. Characters with 5 Perception have a 40% chance of detecting someone trying to get the drop on them. If the sneaker is concealed in partial or semi-darkness, that chance drops to 5 times Perception. If the sneaker is in total darkness, the chance to detect a sneaking enemy drops to 2 times Perception. The Overseer should ask the characters to make this roll at once, and only tell those who succeed what is going on. If no one succeeds, then the characters may realize something fishy is going on, but won't know what that something is exactly.

Stealing

Humans have lived on the Earth for about three million years. For 290,000 of those years, we lived in relative harmony, without war and crime. About 10,000 years ago, someone got the bright idea to begin taking food and locking it up. As soon as one human began to deny other humans access to things, the art of stealing was born. In the Fallout universe, there are still many people keeping things under lock and key. Therefore, it sometimes becomes necessary to relieve them of their items. Characters can attempt to steal from anyone or anything with goods, from people to stores. Sneaking successfully can increase the chances that a character successfully steals an object.

If a character fails a roll to steal, it isn't necessarily obvious. The character still may get the item (Overseer's discretion) but the target will notice. Whether or not the target rips the character's throat out depends on what kind of person they are. If a character fails the Steal roll, and their target wants to initiate combat, their target automatically sequences first in the opening round. Note that when the "target" is looking away (kind of a "picking the pocket" sort of crime), the success rate may increase.

Planting Items

At times, it becomes necessary for the thief to plant an item on another person or critter, or in a bookshelf or cabinet. Perhaps the thief is carrying some incriminating evidence and needs to get rid of it fast. Perhaps the thief has just pulled the pin out of a grenade and wants to slip it in the pocket of an uncooperative guard. Either way, planting an item works in exactly the same way as stealing, except something goes from the thief's possession to the target's possession. When the thief fails their roll against Steal, it means that the thief is caught; like Stealing ([see above](#)), the target might not want the thief to know that he or she is aware of the plant. The thief always assumes she has succeeded, until the target gives the reason to assume otherwise.

Picking Locks

Generally, locks exist to keep people out of places (or in places, in the case of a cage). Characters can make rolls to break through these defences, from simple padlocks on lockers in high schools to top-notch safes in corporate offices. There are two types of locks: regular and electronic. Electronic locks require either a key or an item called an electronic lockpick. Electronic lockpicks are generally only available from a Thief's Guild or a very well connected source. Regular locks can be picked without a regular lockpick, although lockpicks can greatly enhance the chances of cracking the lock. The chances of cracking a safe can be increased with safe cracking tools. Lockpicking takes 1 minute to attempt. If the player rolls 95% or more, and that roll results in a failure, then the lock is broken and can only be opened with explosives, which might result in damaging whatever is on the other side of the lock. [See Opening and Breaking Down Doors, above.](#)

Explosives and Traps

Noticing, Setting, Disarming, and Setting Off Traps

Traps are a basic part of life in the wastes. Tribals use them to keep animals and raiders at bay, evil geniuses use them to keep intrepid adventurers out of their compounds, and clever people can use them to get the drop on an enemy. When walking into an area with traps, the Overseer should make a secret roll against each character's Perception statistic. Those who succeed, notice the traps. Those who don't are going to run into some problems. Remember that the characters can only see traps (or mines, see below) that are within their line of sight. If a character has no way of seeing a tripwire, the roll against Perception isn't going to matter. However, if another part of the trap's mechanism is visible, they character could detect the trap from that. For more information on detecting mines, see [Mines, below](#).

After a character has seen a trap, he or she can attempt to disarm it. This requires another roll against the Traps skill. If the roll fails, then the trap goes off in the character's face. It takes approximately 1 round of combat (10 seconds) to disarm a trap. Wily characters can also use their Trap skill to set a trap or a snare. If they are attempting to set up a complicated mechanism, such as a needle-gun that fires when someone walks across a pressure plate, they need a little bit of time. If it is a simple rope animal trap, it shouldn't take more than a few minutes. When setting a trap, the character must have the proper materials. The Overseer can determine the amount of time required to set a trap. At the end of that time, the Overseer makes a secret roll against Traps.

Success means that the character has set the trap correctly. Failure means that the character messed up somehow, and the trap will either misfire or not go off at all.

The character will always assume he or she set the trap correctly. If a character does not notice a trap and walks into the area, he or she is allowed to roll against Agility to avoid setting it off. The Overseer should not tell the players why they are rolling, but a clever player should catch on quickly that something is amiss. Unfortunately, if a character fails the roll against Agility, it means the trap was sprung that that character and anyone else in the trap's range is subject to the trap's nasty effects, be that damage, poison, or worse. There are examples of some kinds of traps in the Equipment section, below.

Setting and Disarming Explosives

Explosives are a lot like traps, except that the use a timer and are usually much more destructive. Setting explosives can be very useful: you can open doors, destroy or heavily damage vehicles, and even plant them on unsuspecting people.

Setting an explosive device takes 1 round (10 seconds). It requires a roll against the Traps skill, made in secret by the Overseer. Before the roll is made, the character should declare how he or she is going to set the timer – in other words, when they want the bomb to go off. Should the roll fail, the explosives are still set, but will not detonate when the character thinks they will detonate. It is up to the Overseer to determine if the explosives are going to go off early, late, or not at all. If the roll against Traps critically fails - a roll of 98, 99, or 100 that results in a failure – then the explosives go off in the character's face. Oops.

Disarming explosives works the same way that disarming a trap does. It takes 10 seconds, but if the character fails, the explosive doesn't necessarily go off right away. Like setting an explosive, only a critical failure – 98, 99, or 100 – will make the bomb explode. A disarmed explosive device can still be used, if the character finds another timer for it. Characters who are hit by an explosive device are going to take damage; there is no roll against Agility to try to move out of the way.

Detecting, Laying and Disarming Mines

Mines are a cowardly way to fight a battle, but have become quite common in the wastes both as a weapon of fear and a practical way to defend an area when manpower is low. Detecting mines works in exactly the same way as detecting a trap, except that the character can only see mines in a hex-radius equal to their Perception. Once the Overseer makes a secret roll against Perception, and the character succeeds, they can only detect mines within their range that are not obscured by anything. Perceptive characters had better tell their friends about mines as quickly as possible.

Laying mines counts as setting explosives, except that the mine has no timer, and therefore will not go off improperly – it just won't function correctly (or it will hurt the minelayer). The same goes for disarming mines – but the character needs to know if a mine is there in the first place. Unfortunately, unless a character is looking for mines, that usually means someone will have to walk over one first. A defused mine is useless and cannot be reused. When a mine detonates, it damages everything in a certain radius, depending on the device ([see the descriptions in the Equipment section, below, for details](#)).

In addition, any other mine within the blast radius has an 80% chance of detonating, and any mine within the concussion radius has a 40% chance of detonating. Intelligent raiders have been known to rig elaborate – and devastating – traps with mines. Should a mine go off, anyone in the blast radius is affected; there is no roll against Agility to avoid damage.

Damage and Death

Fire and Acid Damage

If a character is on fire (or covered in acid, or some other nasty problem) they suffer 1d6 points of damage per round. Remember that a round is 10 seconds of real time. Fire can be extinguished by spending one full combat round rolling on the ground, provided the ground isn't on fire, too. The person or critter's AC will be reduced to what they are wearing while on the ground, and the must spend the usual 4 AP to get up the next round. Note that the poor person still takes damage during the turn in which they are extinguishing themselves. Unfortunately, getting rid of acid is different. Acid usually has to be washed off with either water or chemicals, depending. Some acids are aggravated by water, so the character will want to consider the consequences carefully before he or she jumps in a swimming pool to wash off.

Poison Damage

Poison works a little bit like fire. If a character comes into contact with a poisonous object, such as a poison dart or a scorpion's tail, they make a roll against poison resistance. If that roll fails, they are poisoned. Each additional failure against a poison attack results in another level of poisoning.

Different poisons do different things. Most only cause 1-2 points of damage per hour, or per round, although some result in death in a certain amount of time and others will lower stats temporarily. For each level of poisoning, the poison stays in the character's bloodstream for a certain amount of time, indicated on the chart below. If a scorpion stings a character three times, the character will be poisoned for three days. There are, of course, poison antidotes. If a character fights a poison off naturally (without the use of an antidote or a doctor), the antibodies he or she builds up add a +2% to their Poison Resistance.

Note that if a poison lowers statistics, racial minimums are not taken into account; sickness can weaken even the strongest mutant.

Type A	The most common kind of poison, type A is a mild infection often carried in the bite of some kinds of animals. Causes 1 HP of damage per hour (roll Endurance for no damage), and stays in the system for 18 hours.
Type B	A distilled version of the Type A poison, this irritant is used by Tribals for hunting small game. In mass quantities, it could make a person very sick. Causes 2 HP of damage per hour (roll Endurance for no damage), and stays in the system for 18 hours.
Type C	Type C poison causes severe abdominal cramps and sickness, incapacitating the victim for 12 hours after contact, effectively lowering Strength, Perception, Agility and Endurance to 2 for 12 hours.
Type D	This is a far nastier kind of poison. Most often found in the sting of a Radscorpion, it can easily kill the unprepared adventurer. A refined version of this poison is used to make Antidote. Causes 4 HP of damage per hour (roll Endurance for half damage), and stays in the system for 24 hours.
Type E	Distilled Radscorpion venom, used for hunting bigger game. Causes 6 HP of damage per hour (roll Endurance for half), and stays in you for 24 hours.
Type F	Very rarely will an animal have a poison this bad, but it does happen. Certain spiders and snakes were known to have a venom like this before the War, and it is likely that someone out there has it now, either naturally or chemically. Type F poison causes the victim to go into shock about 1 hour after contact, and they slip into a coma for 1d10 days. For each day the character spends in a coma and goes untreated by a doctor or an antidote that character must successfully roll against Endurance or die.

Type G

The worst kind of poison. These are generally only made in laboratories, although there may be some species out there that carry them. Causes death 5 minutes after exposure, unless Antidote is administered.

Radiation Damage

Radiation is one of the most horrifying realities of the post-nuclear world. There will always be a certain degree of background radiation since the bombs went off, and a little bit of radiation encourages mutations in animals, some of which happen to be useful, at least evolutionarily speaking. Humans, however, weren't really designed to handle high amounts of radiation (ghouls and super-mutants are exceptions, of course). Not every source of radiation poisoning is immediately obvious; a character could just as easily accumulate rads camping in a highly radiated area for a few nights as they could walking through a blast crater.

Radiation levels are measured in "rads," a standard unit that measures how many radioactive particles enter the bloodstream. Around 1000 rads is considered lethal. The problem with radiation is that it doesn't leave the body for a long time - around 10 rads in 24 hours - and radiation sources put out hundreds of rads per day. A few rads won't hurt you - in fact, household smoke detectors contain Americium, a radioactive isotope. A person can take about 6 or 7 rads a day without feeling the side effects. Radiation is treatable only at qualified medical institutions and with certain kinds of drugs. Radiation resistance measures how much radiation doesn't enter the bloodstream (in a percentage of total rads).

Of course, a character doesn't necessarily know how many rads he or she has accumulated, unless they own a Geiger counter. That's up to the Overseer to keep track of. This table is unpleasant, but so are the results of nuclear war. 24 hours after each level of radiation poisoning, the following effects occur:

50 Rads	Character feels abnormally tired.
100 Rads	Character begins to feel weak and achy. Skin itches slightly. A sunburn-like rash appears.
400 Rads	Character feels weaker. Muscles and joints hurt. The skin itches and small, open sores begin to develop. Some hair begins to fall out. Normal humans generally cannot reproduce (or have very mutated children) at about this level of radiation poisoning.
600 Rads	Character begins to vomit and experience diarrhoea. Joints and muscles still hurt, but that's the least of their problems at this point. Open sores cover the skin, and hair falls out in large clumps. They develop a nice glow at night.
800 Rads	Character vomits blood, as well as experiences bloody diarrhoea. Hair is gone at this point. The skin begins to get soft, and hangs off in places. Death will occur in 72 hours after experiencing this amount of radiation poisoning, unless treated.
1000 Rads	Forget the 24 hour time limit; this level of radiation poisoning causes unconsciousness a few minutes after exposure. A few minutes after that, the character's body begins to shut down. One only experiences this level of radiation after long-untreated poisoning and continued adventuring, or if they decide to prowl around ground-zero without some protection.

Gas Damage

Ever since its invention at the beginning of the First World War, chemical warfare has become a standard – and horrific – aspect of battle. A gas mask or certain kinds of armor will lessen the effects of gas attacks, but if a character is caught unaware, she will be subject to the gas' terrible poisons. The effects vary from

chemical to chemical, and the radius of the gas cloud is given in the weapon's description. It is usually a good idea to run out of the effects of the cloud immediately; the lasting effects of the gas continue from the round in which the gas disperses, if the character is still standing in the cloud. Some armours will protect against gas attacks with built-in respirators and filters. As previously noted, there are two kinds of gas: the kind you inhale and the kind that hurts you just by skin contact. The stats for each kind of armor will explain what kind of resistance each suit gives against the two kinds of gas. Sometimes an item, such as a gas mask, will give the user a degree of resistance against one kind of gas or another.

Crippled Limbs and Blindness

Occasionally, a good critical hit or a really unlucky run-in with a trap will result in a crippled limb, or worse, blindness. A crippled (broken or maimed) leg reduces the character's movement by $\frac{1}{2}$ - this means that it takes two AP to move one hex in combat. In addition, that character's effective Agility goes down to half its normal level. Two broken or crippled legs reduces movement to almost nil – a character can only move one hex per round of combat, and their effective Agility drops to 1. Crippled arms means that the character can no longer use that arm to hold a weapon in combat; it can still be used outside of combat, but takes much longer to perform even the most basic functions.

For each crippled arm, the character loses 1 point of Agility. Characters with a crippled arm cannot use two-handed weapons; characters with two crippled arms cannot use any weapon at all. Blindness is a little worse. In addition to gaining all the penalties for being in total darkness (see [Light Adjustments, above](#)), the character's Perception drops to 1. Both blindness and crippled limbs can only be treated by a doctor (for a price) or by someone with the Doctor skill (for information on the Doctor skill, see [Healing below](#)).

Note that a blind character cannot play doctor with themselves; someone else must cure them (the blind can't cure the blind in the Fallout universe). Successfully treated limbs and eyes still take 48 hours to return to close to normal status, with rest. Robots with crippled limbs or blindness must be "treated" with a successful use of the Repair skill in the same way a living creature is treated with Doctor. Unlike their flesh-and-blood counterparts, however, the robot gains full use of a repaired limb or sensor plate immediately.

Death

Ah death, that unavoidable final chapter to existence on Earth. Death comes in many forms: old age, car wrecks, and that random passing asteroid. In the Fallout universe, however, characters face the possibility of death every day. That's what makes it an exciting place, right? Sometimes, no matter how well a character plans, he or she ends up dead. Death is generally a one-way street; dead characters cannot come back to life. When I included that "generally," I intentionally left room open for a myriad of possibilities. After all, the wastes are a big, strange place. When a character dies, it is considered customary to write "DEAD" in big, black letters across their character sheet. It may be prudent to have a couple of level one characters ready to go in case something like this happens. Meeting a new party member is only a random encounter away.

Healing

There are two ways to heal a character: naturally, through time, and quickly, through the use of skills, chems, and clinics. Characters naturally heal a certain amount of hit points per day ([see Healing Rate, above](#)). When resting, they heal hit points equal to their Healing Rate every 6 hours. When active, they heal hit points equal to their healing rate every 24 hours. Some chems heal a character quickly. A character should beware, however, because some healing chems carry the risk of addiction with them. In addition, doctors can patch up lost hit points, but be prepared to pay. The First Aid and Doctor skills offer alternatives to the slow rate of healing and high prices charged at clinics.

The First Aid skill can only be used three times in a 24 hour period, successfully or not. Each use of First Aid heals $1d10$ hit points, if successful. Each use also takes $1d10$ minutes to perform.

Doctor skill works in much the same way. Doctor skill can heal $2d10$ hit points if successful, but can only be used twice in the same day. In addition, a character can use the Doctor skill to heal crippled limbs ([See Crippled Limbs and Blindness, above](#)). Using the Doctor skill takes 1 hour.

If the First Aid or Doctor skills are used in combat to attempt to revive a fallen comrade ([see Combat, above](#)), that use counts towards the total daily uses of that skill.

Robot Healing

As noted above, robots do not heal in the same way that living creatures do. Healing chems have no effect on them, and they do not heal naturally. In addition, the use of First Aid and Doctor skills on a robot is useless. Robots can, however, recover lost hit points by applying the Science and Repair skills in the same way that flesh-and-blood creatures are healed by First Aid and Doctor.

Science will heal $1d10$ hit points in $1d10$ minutes, and can only be used on a robot 3 times in a 24 hour period.

The Repair skill can repair a broken limb or destroyed sensor array, or to recover $2d10$ hit points, but can only be used twice in a 24 hour period and takes 1 hour to use.

Unless the robot is blinded, it can perform these healing operations on itself.

Part Four

Combat



Before Combat

Pre-planned combat

Guide to setting up fights

Random Encounters

Much of the world has fallen into a state of complete disrepair in the years since the War, and safe travel is never guaranteed in the wastes. When traveling between locations, there is a chance for random encounters. Random encounters can break up the monotony of long travel, provide combat and experience points (and, of course, loot), and even serve as comic relief. The specific adventure modules will instruct the Overseer on how often to roll for an encounter, and what chance the party has to meet one.

In general, random encounters are usually terrain-specific; a party isn't going to meet a bunch of desert lizards in the middle of a jungle. If the party does meet a random encounter, then they have a chance to avoid the encounter. The "leader" of the party – the character who is first in marching order, or at the front of the party – must make a roll against Outdoorsman. If the roll succeeds, the character has spotted whatever the party will encounter and can decide whether or not to avoid it. Parties that meet random encounters will start at a position of 5 hexes multiplied by the "leader's" Perception from the middle of the group the party is encountering. This means that if the leader's perception is 6, the party starts 30 hexes from the centre of the encounter (the middle of a caravan, for example). If the group the party encounters is big enough, this can still plant them right in the middle of everything. Starting position in random encounters doesn't matter as much when encountering peaceful things, but it matters a lot if you wandered into a Radscorpion nest.

Some sample random encounters

- A merchant caravan selling basic items.
- A group of slavers on the way back from a successful run.
- A pack of wild wolves (or lizards, or whatever).
- A crashed vehicle, with the pilots dead behind the controls.
- Some farmers trying to eke out a meagre life.
- Another wandering party of adventurers.
- Cowboys on a Brahmin drive.
- A group of Tribals out hunting.

The Overseer and the adventure writers are encouraged to create any kind of encounter that will add the right flavour to the adventure.

Combat

Combat officially begins when one critter or Character decides that enough is enough and they attack someone or something else (sometimes, attacks can be made on inanimate objects such as doors, and in this case the entire combat procedure is not necessary, unless combat is going on around the character attempting to break the door down). The critter or character that initiated combat gets the opportunity to use all of their Action Points (AP) before Sequence is determined.

Determine Combat Sequence

Because the Sequence statistic does not change, this step needs to be performed only once in combat, at the beginning. Who (or what)ever has the highest sequence gets to move first, with the next highest sequence moving second, and so on until the round is over. Ties in sequence should be determined by the tie-ers rolling 1d10 against each other; the highest roll goes first. This roll only needs to be done at the beginning of each combat, not each round. Once sequence is determined, a character has several choices about what to do with their Turn.

Actions and Action Points

Any action in combat requires the use of Action Points. The higher a character's agility, the more action points they get (see [Character Creation: Secondary Statistics](#)). A character's Turn is over when all AP are used, or they declare that they are going to defend, and they forfeit the rest of their AP (although not entirely, see [Defending](#), below). The possibilities for action are:

Movement	<p>It costs 1 Action Point to move 1 hex. A hex is 1 meter across. Characters cannot occupy the same hex as another living character or critter, or large inanimate objects. Terrain can have an effect on movement.</p> <table border="1"> <thead> <tr> <th>Terrain Type</th><th>Modifier</th></tr> </thead> <tbody> <tr> <td>Open, flat ground</td><td>1x</td></tr> <tr> <td>Rough, wet ground</td><td>2x</td></tr> <tr> <td>Torn, muddy ground, Swimming</td><td>3x</td></tr> </tbody> </table>	Terrain Type	Modifier	Open, flat ground	1x	Rough, wet ground	2x	Torn, muddy ground, Swimming	3x	1 AP per Hex
Terrain Type	Modifier									
Open, flat ground	1x									
Rough, wet ground	2x									
Torn, muddy ground, Swimming	3x									
Using an Item	If your Character is holding an item in their hand, they can use it in combat, provided it is an item whose use takes under 10 seconds (Overseer' discretion).	3 AP per Item								
Equipping Items	Taking out a stimpak, switching weapons or pulling an item out of your bag counts as equipping an item.	4 AP per Item								
Taking Items	You can take an item on the ground, in a container, or off the bodies of your enemies. You must be in the same hex as, or adjacent to the item you are taking.	4 AP per Item								
Reloading	When your gun is empty, partially empty, or jammed, you can reload it. If you have enough ammo, this will completely fill the clip. If not, you can place as many bullets as you have in the clip.	2 AP								
Using Skills	Skills like Lockpick, Sneak, etc. can sometimes be used while in combat. The Overseer should determine if they would be able to do this while in combat. The Overseer should then decide how many APs, and how many rounds (if necessary) it should take.	GMs Discretion								
Healing a Fallen Comrade	<p>A character can use their First Aid or Doctor skill in combat to heal a fallen character who has fallen unconscious. The character performing the task must be in an adjacent hex. If the action cannot be performed in one round, they can give up all of their Armor Class benefits except for the armor they are wearing and complete it in the next round.</p> <p>The character then makes a First Aid or Doctor Skill check. The target then regains 1 HP. (This takes up a First Aid/Doctor daily use). If the target is a robot, a Science or Repair skill check is made.</p>	10 AP/1 round								
Getting Up	If a character has been knocked down, their AC is equal to 0 +their base armour. Clambering back to your feet takes 4 AP.	4 AP								

Laying Mines	In order to place and arm a mine, a character must make a Traps skill check. For more information, see Part 3 – The Game – Explosives and Traps.	6 AP
Setting up Tripods and Artillery	Some weapons gain bonuses if they are used with a tripod and others can only be used with a tripod. In order to set up a gun on a tripod, they must make a Big Guns Skill check.	1 Round
Changing Positions - Crouching & Prone	Standing to and from crouching, crouching to and from prone, standing to prone.	2 AP
	Moving from Prone to standing.	4 AP
Defending	If a character has some (or all) AP left and doesn't want to do anything else, they can defend. The leftover AP are then added to that character's Armor Class.	Variable AP

Attacking

The backbone of any combat is attack; doing to others before they do unto you. Attacks take varying amounts of AP depending on what kind of attack it is. Unarmed and melee attacks must be made on a target in an adjacent hex (in some rare cases, a melee attack with a 2-hex range may be made).

Ranged attacks, such as thrown weapons and guns, may be made so long as the target is in range and there is a clear or semi-clear line of sight. You cannot attack someone behind a wall or other complete cover. The Overseer (and common sense) ultimately determine what "complete cover" is. Attacks may only be announced if the character has enough AP to cover the action. Those AP are deducted immediately.

There are three kinds of attacks, besides the normal Hand to Hand and Ranged:

- a Normal (Single) Attack,
- a Targeted Attack,
- a Burst Attack.

Some weapons, like Assault Rifles, SMGs, and others can do all three. Single-shot and melee weapons can only make a normal Single attack or a Targeted Attack. Some weapons such as Rocket Launchers and Flamethrowers cannot make Targeted attacks (they are just too bulky and unpredictable to snipe with). Some weapons, such as miniguns, can only fire in Burst mode. The options for attack will be listed on the weapon's description.

Burst Mode

In the Fallout game, Burst Mode is interchangeable with the military or police definition of a three-round burst (3 shots) AND fully-automatic fire (holding the trigger down and spraying that deranged nuke pooch for all you're worth). Burst mode is assumed to be the number of shots a weapon can fire in fully automatic mode in one round of combat; the minimum number of shots in a burst is three (a quick squeeze of the trigger), and the maximum number of shots in a burst is given in the weapon descriptions. This number represents the maximum number of shots an automatic weapon can fire per round, depending on its ROF (rate of fire).

Some weapons, like miniguns, can burn through a lot more ammo than older assault rifles; thus, they can fire more shots. Note that characters with lots of Action Points might be able to squeeze off just a little bit more (in other words, a second "burst") than characters lacking that attribute. For information about rolling attacks in Burst Mode, see [Burst Mode and Cone of Fire](#) below.

Attack Step One: Determining and Rolling Against to Hit

To hit for attacks is determined based on a number of factors. A formula will be presented at the end to simplify the process. First of all, the target must be open and in range. The attacker must be able to see their target, or at least know fairly specifically where their target is. In addition, each weapon has an individual range, and a character's range is based on their Perception. If a target is beyond the character's range, the penalties begin to add up. [See below for range penalties based on perception.](#) Thrown weapons, such as throwing knives, spears, and grenades, are based on Strength as well as Perception: they can potentially suffer penalties from both stats!

Base Chance	<p>The base chance To Hit is the attacker's skill in the particular weapon they are using</p> <ul style="list-style-type: none"> • Unarmed - for fists, feet, and “unarmed weapons” like brass knuckles. • Melee Weapons - for things like knives and sledgehammers. • Small Guns - for pistols, rifles, and SMGs. • Big Guns - for rocket launchers, flamethrowers, and the like. • Energy Weapons - for lasers and other fun toys. 																								
Modifier 1 Range	<p>The first modifier to hit is Range. The table below lists effective range for perception (substitute Strength on this table for throwing weapons as well):</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>PE</th><th>Range (in Hexes)</th></tr> </thead> <tbody> <tr><td>1</td><td>1</td></tr> <tr><td>2</td><td>3</td></tr> <tr><td>3</td><td>5</td></tr> <tr><td>4</td><td>7</td></tr> <tr><td>5</td><td>9</td></tr> <tr><td>6</td><td>11</td></tr> <tr><td>7</td><td>13</td></tr> <tr><td>8</td><td>15</td></tr> <tr><td>9</td><td>17</td></tr> <tr><td>10</td><td>19</td></tr> <tr><td colspan="2" style="text-align: center;">And So on</td></tr> </tbody> </table> <p>The range based on Perception, on the table above, is added to the range of the weapon. For every hex beyond the combined range between the attacker and the target, deduct 3% from the to-hit roll. Also, when attempting a double-shot with a shotgun, the weapon's effective range drops by 3 hexes. For more information, see Double Shot Weapons, below.</p>	PE	Range (in Hexes)	1	1	2	3	3	5	4	7	5	9	6	11	7	13	8	15	9	17	10	19	And So on	
PE	Range (in Hexes)																								
1	1																								
2	3																								
3	5																								
4	7																								
5	9																								
6	11																								
7	13																								
8	15																								
9	17																								
10	19																								
And So on																									

Modifier 2 Light

The second modifier to to-hit is the light level. The table below lists various lighting conditions and their effects:

Modifier	Example
0%	A sunny day
-5%	Light clouds
-10%	Medium clouds
-15%	Heavy clouds
-20%	Medium lit building
-30%	Light rain or dust
-40%	Medium rain or dust
-50%	Poorly lit building
-60%	Heavy rain or dust
-80%	Dust storm
-150%	Blizzard
-200%	Total cave darkness

Night Modifiers	
-10%	Full moon
-20%	Crescent moon
-40%	New moon

Modifier 3 Armour Class

The third modifier is for the target's Armor Class. Since Armor Class is a percentage, deduct that as well.

Modifier 4 Cover

The fourth modifier is cover. Generally, this deduction is based on how much of the person's/critter's body is concealed by the cover.

Modifier 5 Weapon Status

The fifth modifier is open for any bonuses or penalties the character might receive for having a good weapon, or a modified weapon. If a character's spear is extra-sharp, or if they have a laser sight or scope, add those bonuses now. If the character's STR is below the minimum required to fire that weapon, deduct that now.

Remember to deduct 10% from the chance if the weapon has 8 or more condition boxes filled.

Modifier 6 Targeted Shots

The sixth modifier is only for targeted shots. Shots may be targeted in 8 different areas: The Head or a like area, the eyes or a like area, The Torso (main body), The Groin or like area, the arms, and the legs. A robot that doesn't have legs may be targeted in the hover apparatus, and a scorpion with no visible groin could be targeted in the tail. Targeted shots have an increased chance of dealing a critical hit to the area targeted, either crippling in the case of limbs, causing blindness in the case of an eye, or causing extra damage. **See Attack Step Three: Roll for Criticals below.**

Targeted shot	
Penalties - Melee	
0%	Torso
-10%	Legs
-15%	Arms, Groin
-20%	Head
-30%	Eyes

Targeted shot	
Penalties - Ranged	
0%	Torso
-20%	Legs
-30%	Arms, Groin
-40%	Head
-60%	Eyes

The Formula	
Base Chance %	
-	(Range)
-	(Light)
-	(Target's Armour Class)
-	(Target's Cover)
+/-	(Weapon Status)
-	(Targeted Shot, if used)
(Chance to Hit)	

Streamlined Formula	
(This can be used if you need to quickly work out a shot or prefer less maths)	
Base Chance %	
-	
(Range)	
-	
(Target's Armour Class)	
-	
(Targeted Shot, if used)	
(Chance to Hit)	

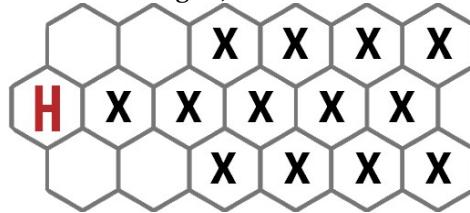
Cancelling the Shot and Rolling

At this time, if the chance to hit is less than 0%, the attacker has the option of cancelling the shot. The shot is just beyond the attacker's skill; there is no way to make it, ever. Period.

Should the player decide to cancel the shot, their character does not get the AP back they spent lining up the attack, but neither do they lose ammo from firing random shots in the dark.

Burst Mode and Cone of Fire

Guns fired in burst mode roll to hit for each individual bullet. Bullets that do not strike the initial target have a possibility of hitting any other targets in the cone of fire. The cone of fire extends one hex immediately in the direction the gun is being fired, and continues with the addition of one hex on either side. For example, if Harry is "H" and he fires a minigun, his cone of fire looks like this:



Note about aiming at targets in a cone of fire: the character can ONLY fire in Burst Mode at the nearest object in any specific cone of fire. That means that Harry cannot try to shoot a bandit 6 hexes away while Horath the Doctor is standing in the cone of fire 3 hexes from Harry; if Harry still felt the need to make the shot, he needs to roll ToHit against Horath, not the bandit, and then the bandit will get any stray shots (assuming there is no one ELSE in Harry's way).

Streamlined Burst Mode

Instead of rolling To-Hit for every single bullet fired, this is a revised Burst rule. Rolling To Hit in Burst Mode is a little different than normal To-Hit rolls. Instead of rolling To Hit for every bullet, the player rounds off the To-Hit number to the nearest 10 (73% would become 70, 45% would become 50) and then rolls as many 10-sided dice as are necessary for the burst.

If the player is shooting a 5-roundburst or less, they have better control over the gun and can round up on the dice. If they are firing more than 5 rounds in one burst, round the number down. The exception to this rule is guns that only fire a specific burst, like miniguns and bozars. These weapons are designed to spew as many bullets as possible per round, and the player should round up instead of down, as the weapon itself can compensate for automatic fire (in fact, it was designed for it).

For ease of play, it is always helpful to have a few spare 10-sided dice lying around. All those dice rolling at once actually sounds sort of like an automatic weapon, anyway. See [Examples of Determining and Rolling To-Hit](#), below. Any roll of “0” automatically means a failure of that shot, and player must roll To-Hit again to see if the shot hit the next-nearest object in the cone of fire. Other failed bullets must also roll to-hit against other critters, players, or NPCs in the cone of fire, until either there are no more targets or all bullets have hit something.

Double-Shot Weapons

Some shotguns are double-shot weapons. This means that they have two barrels, with two shells, and two triggers that can be fired either simultaneously or independently. If a shotgun is discharged in a double-shot, only one to-hit roll needs to be made; both shots are going the same place. However, two damage rolls should be made. See [Attack Step Two: Damage](#) below.

When attempting to unload both barrels of a shotgun, the sheer force exerted by the blast will cause the weapon to become much more unwieldy. Making a double-shot reduces the range of the shotgun by 3 hexes. See [Range Modifiers](#), above.

After the Roll	<p>Once the chance to hit is determined, the player makes a roll against that number. Rolling that dice is the same as pulling the trigger; if the character snuck up on an unsuspecting person, they had up until that point to stop and suffer no consequences. Once the roll is made, however, there is no turning back. If a character makes an attack with a weapon and misses, that weapon loses one box on its condition bar. If the box is the last box, then the weapon has either jammed, busted, or fallen apart. For more information, see Weapon Condition, above.</p> <p>It is possible to screw up an attack so badly that something bad happens to the attacker. This is called a critical failure and can be slightly comedic, if not downright hilarious, in a weird sort of way. The chance for a critical failure is always 3%. If an attack fails by a roll of 97-100%, it is a Critical Failure, and the Overseer rolls on the table below (1d10).</p>
Knockdown with Melee Weapons and Burst Attacks	<p>Getting hit with melee weapons and a barrage of bullets from a machine gun not only hurts, but it also has the chance to knock the target flat on their rear end. In the case of melee weapons, the chance for a knockdown is three times (3X) the weapon's weight. In the case of a burst attack, if more than half the bullets in the burst actually hit the target, then the target must roll against Endurance to remain on their feet.</p> <p>If a character or NPC is knocked down, they must spend the usual 4 AP to get up (see Getting Up, above). In addition, the character or NPC does not receive any Armor Class from Agility – their AC drops to what they are wearing.</p>

Critical Failure Table

1	Ammo Problems	The magazine was damaged or the ammo was bad. The gun does not fire, and the rest of the magazine must be discarded.
2	Weapon Jammed	Should have cleaned your gun out! The weapon will take 1 turn to unjam, and the ammo inside must be discarded.
3	Loss of AP	D'oh! The attacker loses all remaining AP for that round.
4	Dropped Weapon	Something slipped, and the weapon flew out of your hands and hit the ground.
5	Weapon Explodes	Something nasty that happens only with explosive or energy weapons. Deals $3d10+7$ Damage to anyone within 2 hexes of the weapon. OUCH!
6	Hit Something Else	You didn't hit what you were aiming for, but you nailed the next closest target. Hope it wasn't your buddy.
7	Damage Self	You cut yourself on your knife, or shot yourself in the foot. Half the weapon's normal damage is dealt to YOU instead.
8	Slip and Fall	All remaining AP are gone, and next round, you must get up (see Getting Up, above). While down, you lose all Armor Class from Agility.
9	Weapon Breaks	The weapon breaks beyond repair. Time for a new one. Oops.
10	Anvil	A miniature anvil falls out of the sky and strikes you on the head for $1d10$ points of damage. No chance to dodge, and DT and DR are disregarded for this strange, magical attack.

Attack Step Two: Damage

The best part about combat is when your opponent actually takes some damage. Each weapon has a certain amount of damage that it does, usually expressed like $2d12 + 8$. The exceptions are firearms, where the type of ammo does a certain amount of damage. The gun itself can add a bonus to that amount, but otherwise damage is calculated from the type of ammunition used. The damage done by energy weapons is not based on ammunition type, but the method in which the weapon concentrates the energy.

Remember that some shotguns, when both barrels are fired, require that two damage rolls be made for one successful hit. Damage is the one part of Fallout where dice other than 10-sided dice come into play. However, just because something got hit doesn't mean that it will take the maximum amount of damage. Armor has two numbers that reduce damage: Damage Threshold and Damage Resistance.

- Damage Threshold is how much damage the armor actually absorbs from the attack,
- Damage Resistance is the armour's (or the thick, scaly hide of some critters) ability to spread the damage out and reduce some of the nasty effects.

DT is a flat number; DR is a % of the total attack. So when determining damage, the formula looks like this:

Damage Formula	
$\frac{(Initial\ Damage) - (Damage\ Threshold)}{1^{st}\ Result}$	$\times \frac{(1^{st}\ Result) \times (Damage\ Resistance)}{2^{nd}\ Result}$
$\frac{1^{st}\ Result - 2^{nd}\ Result}{Damage\ to\ Target}$	

Damage in Burst Mode	To streamline play, the Overseer might consider multiplying the initial damage from the first bullet that hit by however many bullets actually hit the target. That way, only one damage roll actually needs to be made.
Damage from Non-Conventional Weapons	There are several types of weapons in the Fallout universe that are not the simple melee weapon or gun. These weapons have slightly different rules for damage, mostly based upon their effects.
Grenades	There are two different ways to lob a grenade at your enemy: throw it or shoot it. Either way, the grenade does a certain amount of damage, depending on what type of explosive it is. Most grenades have concussion damage, and others have fragmentation damage. These effects will be noted with the grenade type in the Ammunition section, below.
Mortars	Mortars are small, personal artillery pieces. They shoot a variety of different projectiles, and have a much longer range than grenade launchers. Like grenades, different mortars will have different damage effects, noted with the mortar type in the Ammunition section, below.
Rockets	Rockets are fired either from portable or semi-portable rocket launchers, or from tanks. Rockets act much like grenades and mortars, except that they are self-powered and have a longer effective range. There are a variety of rocket types, and their damage effects are noted in the Ammunition section.

Mines	Like grenades, mortars, and rockets, mines cause explosions that have concussion effects as well as blast damage. Sometimes, mines spew pieces of shrapnel as well. The amount of damage that each mine does is listed next to that mine in the Equipment section, below.
Gas	Gas weapons spread a damaging cloud of toxicity over a large area, subjecting every biological thing in the cloud to the potential for harm. Different gas weapons describe the size of the cloud and the effects of the gas, and whether or not the gas damages from inhalation or contact.
Electricity	Shocking! Any character hit with an electrical shock must make a roll against Endurance (sometimes with modifiers, if the source was strong enough). Failure means the character is knocked unconscious for 1d10 rounds.
Flamethrowers	Although flamethrowers aren't the most widely used weapons in the wastes, they can be one of the deadliest in the right hands. When someone uses a flamethrower, it acts much like a thrown knife or grenade – even if it doesn't hit, it has to end up somewhere. The Overseer should decide, based on how close the To Hit roll was, just how close to the target the flame burst hit. The Overseer should then draw a line between the user and the hex where the flames hit; everything in the connecting hexes suffers the full effects of the fire stream. Note that flamethrowers, like other non-conventional weapons, can be adapted to shoot things other than fire. These things are generally very, very unpleasant.

Attack Step Three: Chance for Criticals

Every successful attack means the attacker has a chance for a critical hit. If the roll to hit is equal to or less than the character's or critter's critical chance, then the attack becomes critical. Note that if a gun firing in burst mode hits a target more than once, only one of those bullets is allowed a critical hit (once per attack). Targeted shots get a bonus to critical chance based on the body part targeted as per this table, and have different effects for damage, discussed below.

Target	Critical Chance Bonus
Arms	+10%
Legs, Groin	+20%
Head	+25%
Eyes	+30%

If a hit becomes critical and is not a targeted shot, roll on this table for effects (1d10):

Sample Critical Hit Table	
1	Crippled Arm
2	Crippled Leg
3	300% damage
4	200% damage
5	150% damage
6	Unconsciousness for 1d4 turns
7	Bypasses Armour (ignore DT and DR)
8	Blindness (PE lowered to 1)
9	Knockdown (Target must stand up)
10	Instant Death

Targeted attacks that make a critical hit generally cripple the area hit. Shots to the eyes cause blindness, shots to the legs or arms cause those areas to become crippled (see [Damage: Special Damage](#) below for details on crippled limbs). Targeted Shots to the torso that become critical instantly deal two times the damage, and Targeted Shots to the head that become critical deal three times the damage. Ouch. A Targeted Shot to the groin that results in a critical hit deals twice the damage and renders the target unconscious.

Attack Step Four: Continuing and Ending Combat

As stated previously, combat ends when all opponents are either incapacitated or dead. The process is simply repeated until only one side remains standing. Afterwards, experience points are awarded and characters may take what they want from the bodies of their opponents.

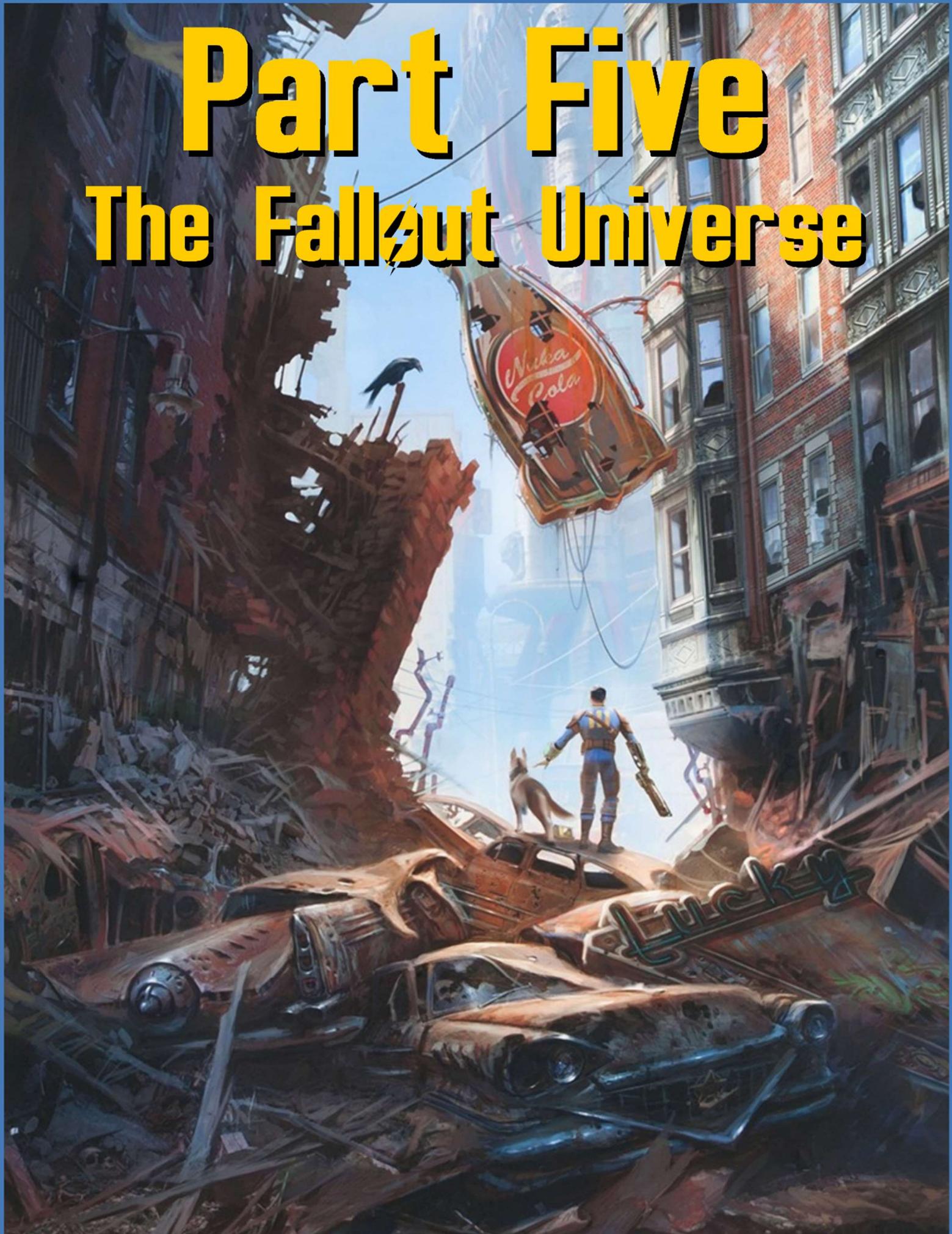
After Combat

Loot Tables

Quest Rewards

Part Five

The Fallout Universe



History - Prewar Timeline

These are some of the major points of historical importance before the Great War. These are by no mean all events. Full lists can be found in the Fallout Bibles and on Nukapedia.

1969	The US is split into 13 Commonwealths
2002	West Tek is founded
2037	Mister Handy robots are released
2042	Robert House founds RobCo Industries
2044	Nuka-Cola is released
2052	The Resource Wars begin
2053	The New Plague ravages the US
2054	Vault creation begins under Project Safehouse
2059	The US increases military in Alaska
2060	The European Commonwealth disbands
2066	China invades Alaska
2067	The T-45 Power Armour is deployed to Alaska
2075	The Forced Evolutionary Virus is created by West Tek
2076	The US annexes Canada
2077	October 23 - The Great War

History - Postwar Timeline

- | | |
|-------------|--|
| 2082 | - The Brotherhood of Steel is formed |
| 2090 | - The first Vaults begin opening since being sealed |
| 2102 | - Richard Grey become the Master |
| 2102 | - Fallout 76 begins |
| 2110 | - The Institute is founded |
| 2130 | - The Great Winter occurs |
| 2137 | - The Masters army Unity is fully formed |
| 2138 | - Robert House exits his cryogenic state |
| 2155 | - The Gun Runners are formed |
| 2161 | - Fallout 1 begins |
| 2162 | - Fallout 1 ends |
| 2186 | - The New California Republic is created |
| 2189 | - The Followers of the Apocalypse become a major influence |
| 2208 | - The Vault Dweller Dies |
| 2241 | - Fallout 2 begins |
| 2242 | - Fallout 2 ends |
| 2247 | - Caesar's Legion is formed |
| 2274 | - Mr. House renovates New Vegas |
| 2277 | - Fallout 3 begins |
| 2278 | - Fallout 3 ends |
| 2281 | - Fallout: New Vegas begins |
| 2282 | - Fallout: New Vegas ends |
| 2287 | - Fallout 4 begins |
| 2288 | - Fallout 4 ends |

Summary of the Fallout Games so Far

Fallout	In 2161, “The Vault Dweller” is sent from Vault 13 into the Wastes to get a water chip to save the vault. When the Vault Dweller returns with it, he is sent out to investigate the Super Mutants. He then encounters and destroys the Master and his army of Mutants, called Unity. The Vault Dweller is then exiled from the Vault for the safety of the other dwellers.
Fallout 2	In 2241, “The Chosen One” sets out from the town of Arroyo to find a GECK (Garden of Eden Creation Kit) to save Arroyo from an intense drought. They then encounter the Enclave, destroy their Oil Rig and kill their President. They then travelled back to Arroyo and turn it into a prosperous city.
Fallout 3	In 2277, “The Lone Wanderer” set out from Vault 101 to find their father who was trying to create clean water for the Capital Wasteland. Their father was killed by the Enclave. The Lone Wanderer then defeated the Enclave with the help of the Brotherhood of Steel and either purified the water or flooded it with modified FEV.
Fallout: New Vegas	In 2281, “The Courier” was delivering a “Platinum Chip” when he was almost killed by a man named Benny who took the chip. The Courier then travelled around the Mojave Wasteland, killed Benny and helped to decide who would take over New Vegas. Either the NCR, Caesar’s Legion, Mr. House, or an alliance of factions took over New Vegas after the Second Battle of Hoover Dam.
Fallout 4	In 2287, “The Sole Survivor” left Vault 111 after a 210 year cryo sleep in search of their son, who was kidnapped while they were asleep. They find their son, who is now an old man and is in charge of the Institute who were creating Synths (robotic humanoids). The Sole Survivor then either destroyed the Institute with help from the Brotherhood of Steel or the Railroad, or sided with the Institute and destroyed the other two.
Fallout 76	In 2102, the dwellers of Vault 76 entered Appalachia to colonize and repopulate the wasteland. They discovered other vault and destroyed factions and raider groups. They were killed by ghouls infected with a disease, the Scorch, accidentally created by the Enclave. They then destroy the Scorchbeast nest and Scorchbeast Queen. They then began to rebuild civilization with the other dwellers of Vault 76.

Factions & Organizations

This is a guide to some organizations and things travellers in the wastes may come across. Many of these are staples of the post-nuclear environment. They are also a good touchstone for the kinds of groups that make up the Fallout Universe and can be helpful when creating your own factions.

Faction Name	Description	Status	Major Locations
Caesar's Legion	Caesar's Legion is an imperialistic dictatorship founded in 2247 by Edward Sallow and Joshua Graham, inspired and partially based on the ancient Roman Empire. The Legion is an ultra-reactionary, utilitarian slave army supported by several tributary populations; although legionaries use trappings of Roman culture, these are not imposed on the Legion's civilian subjects.	Active as of 2281 (Determined by the actions of The Courier)	Mojave Wasteland New California Arizona Wasteland
Caravans (Various)	<p>Caravan merchants are businessmen that travel the Core Region wasteland, carrying various goods for sale in the settlements they visit. They are usually large and well protected, often using Brahmins and wagons made from wrecked automobiles to transport their stock. They are very influential and for many settlements, the only source of basic necessities.</p> <p>The caravans carry pretty much anything that can be sold, as something that's taken for granted in one place may be a highly sought after commodity in a settlement 10 miles away. They are not an organized group, but usually trade and travel under the banner of "the Caravans".</p>	Active as of 2287	Travel between most settlements in the postwar US
Children of Atom	<p>The Children of Atom is a peculiar religion built around the worship of radiation and nuclear annihilation as vehicles of creation and life. The founders of the religion were part of the refugees that took shelter in the crater in the town of Megaton in the 23rd century, worshipping the bomb that lay at its center.</p> <p>Since its founding, the church has grown in strength and influence, spreading from Megaton in the Capital Wasteland all the way to the Commonwealth. They Congregate in areas of high radiation and where pre-war artifacts of nuclear destruction exist like nuclear submarines, or missile silos.</p>	Active as of 2287	Capital Wasteland The Commonwealth

Gun Runners	<p>The Gun Runners are one of two oldest and most powerful merchant houses in New California, rising to prominence from humble beginnings as a minor gang in the Hub, New California. The gang settled into a factory in northeast Los Angeles. On top of usual gang activities, the Gun Runners started trading weapons taken from their marks or imported from their contacts back at the Hub to local communities and gangs.</p> <p>The profits made on this deal prompted them to abandon their gang ties and focus on trade. Rather than keep importing weapons, the Gun Runners decided to put the machines inside the factory to use. They have since moved to new areas, such as New Vegas to add to their profits, becoming the main suppliers to the NCR's army.</p>	Active as of 2281	New California Mojave Wasteland
Raiders (Various)	<p>Raiders is a term used to describe groups of humans living outside regular social hierarchy established by the survivors of the Great War, which lead a parasitic lifestyle, stealing what they need from other survivors and often injuring or killing those they prey on. The term is loosely defined and is applied regardless of the presence or absence of law.</p> <p>They usually go by a moniker such as the Fiends, the Greasers, the Cutthroats etc.</p>	Active, but not unified as of 2287	Almost everywhere in the post-war US
Settlers (Various)	<p>This is not a single organization, but a term used to designate any people who have tried to make a go of it in either small settlements, or in the new cities that have appeared since the apocalypse.</p> <p>They have no single creed, message or organizational goal, but are usually hardy, but less likely to attack outsiders than raiders or their ilk. They are the main people who caravans trade to.</p>	Active as of 2287	Anywhere in the post-war US where settlements have formed
Slavers (Various)	<p>After the Great War, slavery became a lucrative business once again. Although many of the larger pockets of civilization have outlawed slavery, the practice persists throughout the wasteland.</p> <p>The organization of Slavery is as widely varied as it is dispersed. For example the slave trade in New California is done under the auspices of the centralized Slavers Guild, while in the Capital Wasteland it is highly decentralized. They will try to capture anyone who can be easily cowed into submission, who are then fitted with a slave collar.</p>	Active as of 2281	Almost everywhere in the post-war US

The Brotherhood of Steel	<p>The Brotherhood of Steel is a quasi-religious technological military order operating across the ruins of post-War North America, with its roots stemming from the United States Armed Forces and the government-sponsored scientific community from before the Great War.</p> <p>The organization's tenets include the eradication of mutants and the veneration of technology. In recent years the Brotherhood has broken its trend of reluctance in sharing advanced technology with their fellow Wastelanders. They generally consider them too irresponsible and unpredictable to be trusted with such technology, however the Brotherhood has recently been more trustful of Wastelanders, and has established relationships with settlements and traders on the east coast akin to their early relationships with factions on the west coast, where they had been known to trade their technology with frontier communities and the NCR.</p>	Active as of 2287	Appalachia (Formerly) Capital Wasteland Mojave Wasteland New California
The Enclave	<p>The Enclave is an organization that claims to be the legally-sanctioned continuity of the pre-War federal government of the United States and styles itself the United States of America as such. Prior to the nuclear holocaust, the organization existed as a cabal of top-ranking political, scientific and military officials that secretly controlled the United States as a shadow government.</p> <p>The Enclave is primarily comprised of ancestral descendants of both the organization's original members (most notably, the last standing president of the United States before the Great War) and representatives of powerful corporations that worked closely with the U.S government, such as Vault-Tec and Poseidon Energy.</p>	Inactive as of 2277 (Destroyed or dispersed by the Brotherhood of Steel)	Capital Wasteland (Formerly) Appalachia (Formerly) New California (Formerly)

The Followers of the Apocalypse	<p>The Followers of the Apocalypse, or simply the Followers, are a faction based in New California and have established their presence in the Mojave Wasteland. Their goal is to tend to the inhabitants of the wasteland, as well as to ensure that the horrors of the Great War are never to be repeated. To that end, they serve as keepers of knowledge, a position which provides them with the skills they need to carry out their mission.</p> <p>Forgoing preaching in favour of humanitarianism, the Followers are generally welcomed by the inhabitants of the wasteland. Wherever they go, the Followers seek to provide services to those in need, namely medical care and agricultural instruction. Those in positions of power often regard them as seditious anarchists; though such accusations are not entirely without truth, the organization as a whole has no interest in seizing power.</p>	Active as of 2281 (Determined by the actions of The Courier)	New California Mojave Wasteland
The Institute	<p>The Institute formed out of the ashes of what was once known as the Commonwealth Institute of Technology (CIT). While the college itself was completely destroyed in the flames of the Great War in 2077, the science staff took refuge in the underground of the Institute and carved out a subterranean habitat for themselves. The Institute was formally founded in 2110, as the children of the original survivors dug into the earth and built increasingly sophisticated habitats and laboratories, starting an ongoing process of expanding the Institute's facilities and infrastructure.</p> <p>The Institute is the most technologically advanced extant faction in the wasteland. Their primary and most notable achievement is the ability to field an army of synthetic entities and eliminate the need for menial labor, with the latest third generation models being not only indistinguishable from humans.</p>	Active as of 2287 (Determined by the actions of The Lone Survivor)	The Commonwealth

The New California Republic (NCR)	<p>New California (officially the New California Republic, often abbreviated to NCR) is a large, democratic federation of states with a population of well over 700,000 based in California, with holdings in Nevada, Mexico (Baja California) and along the Colorado River.</p> <p>The NCR emphasizes and claims to support a myriad of old-world values, such as democracy, personal liberty, and the rule of law. It also strives to restore general order to the wasteland, the improvement and development of infrastructure and economic systems, and a basic common peace between the people.</p> <p>Though appearing to be a benevolent entity of governance, the ability to control the land it claims to protect, the fidelity of those who live under their rule, and the widespread corruption within their political system has been questioned by many, without a clear response by the NCR themselves.</p>	Active as of 2281 (Determined by the actions of The Courier)	New California Mojave Wasteland
Tribes (Various)	<p>A tribe is an ambiguous term, generally used to refer to stateless societies that emerged across wasteland, characterized by the absence of formal government, a distinct cultural identity, and self-sufficiency. The term tribal is typically used as a pejorative noun by inhabitants of various non-tribal communities, to describe someone as primitive, uncouth, and unsophisticated.</p> <p>These tribes are usually nomadic and have no fixed creeds or causes other than survival. Some Tribes have strayed into more raider-like tendencies or settled in areas to become fixed settlements.</p>	Active as of 2281	Anywhere in the post-war US
Vault Dwellers	<p>Vault Dwellers are those people who grew up or lived in the vaults created by Vault-Tec. Their dispositions vary wildly based on which vaults they came from. Some are welcoming of outsiders, others are mistrustful and aggressive. Some have set up settlements outside their vaults, such as Vault City, while others have kept the doors sealed.</p>	Active as of 2287	Anywhere in the post-war US especially areas near or in Vaults

Pre-War Commonwealths

Commonwealth	Former States	Postwar Locations - Biomes
Columbia	Maryland Virginia	Capital Wasteland – City, Desert Maryland Wasteland – Swamp, Forest
East Central	Ohio Kentucky Tennessee	Ohio Wasteland – Forest
Eastern	West Virginia Delaware Pennsylvania New Jersey New York	Appalachia – Forest, Grassland, Mountainous Pennsylvania Wasteland – Ruins, Desert
Four States	Utah Colorado Arizona New Mexico	Utah Wasteland – City, Desert Arizona Wasteland – Desert New Mexico Wasteland – Desert Colorado – Desert
Gulf	Louisiana Mississippi Alabama Florida	Florida Wasteland – Swamp, Coastal
Great Midwest	Wisconsin Minnesota Illinois Indiana Michigan	Illinois Wasteland – Grassland, Desert
New England	Maine New Hampshire Vermont Massachusetts Rhode Island Connecticut	The Commonwealth – Desert, Coastal, City
Northern	Montana Wyoming North Dakota South Dakota	Wyoming Wasteland – Mountainous, Grassland Montana Wasteland – Volcanic, Desert
Northwest	Northern California Washington Oregon Idaho Alaska	Alaska Wasteland – Mountainous, Tundra Washington Wasteland – Forest, Jungle Northwest Wasteland – Desert Idaho Wasteland – Mountainous Northern California Wasteland – Desert

Plains	Nebraska Kansas Iowa Missouri Oklahoma	Kansas Wasteland – Grassland, Desert Missouri Wasteland – Grassland, Desert Oklahoma Wasteland – Mountainous, Grassland
Southeast	Georgia South Carolina North Carolina	Carolina Wasteland – Grassland, Forest Georgia Wasteland – Grassland
Southwest	Southern California Nevada Hawaii	Mojave Wasteland – Desert, City New Californian Republic – Desert Unspoiled Hawaii – Volcanic, Forest
Texas	Texas Arkansas	Texas Wasteland – Desert

Post War Cities and Large Settlements

Name	Description	Location
Arroyo	Arroyo is a settlement located in southern Oregon and founded in 2167 by the Vault Dweller following his exile from Vault 13 by Overseer Jacoren. Originally a tribal village, after the Chosen One completed his quest and used the G.E.C.K. in 2242, it would essentially recreate itself, becoming a large city within the New California Republic by 2281	New California Republic
Boneyard	The Boneyard, also known as Angel's Boneyard after it was annexed by the New California Republic, is a city upon the remains of Los Angeles, named so both for its devastated skyscrapers, reduced to their metal "skeleton", and for skeletons of the dead that littered the city after the Great War.	New California Republic
Den	The Den is a safe haven for drug and slave trafficking, located in northern New California. Formerly a frontier town, after the death of the Master in 2162, the Den witnessed a wave of refugees consisting of super mutants and Children of the Cathedral cultists, who fled to the north.	New California Republic
Diamond City	Diamond City (the "Great Green Jewel" of the Commonwealth), is the largest and most secure settlement of the region in 2287, with its own military force, public school, robust agriculture and industry, and a great deal of economic influence across the Commonwealth. Diamond City Radio is a symbol of its prosperity and might.	The Commonwealth
Freeside	Freeside, built from the remains of Fremont Street, is the main slum of New Vegas in 2281. Controlled primarily by the Kings, the streets are dangerous and lack the luster of the New Vegas Strip. It is not uncommon to be targeted by thugs in this neighborhood.	Mojave Wasteland

Goodneighbor	Goodneighbor is a settlement built in and around the remains of Boston's old red light district, Scollay Square. Founded in 2240 by a group of criminals who were banished from Diamond City, Goodneighbor is the jewel's rougher, much less forgiving sibling.	The Commonwealth
Megaton	Megaton is a sprawling settlement in the Capital Wasteland, set in and around a crater with a Megaton class unexploded nuclear bomb at its center, giving the location its name. The town of Megaton is protected by large metal walls made from various scavenged materials, primarily the scraps of old pre-War airplanes, which were assembled and reforged together several decades ago by the founders of Megaton in an effort to make the town safer.	Capital Wasteland
Necropolis	Necropolis, also known as the City of the Dead, is a ghoul city upon the remains of Bakersfield, located in southern California.	New California Republic
New Reno	New Reno is a city built upon the remains of Reno, located in western Nevada. The capital of sin and prominently known for its casinos (the Shark Club and the Desperado), and total freedom with abundance of prostitutes, alcohol and drugs.	Mojave Wasteland
New Vegas	New Vegas, originally known as Las Vegas in the Wasteland before Robert House revived its reconstruction, is a city upon the remains of Las Vegas, located in southern Nevada. Unlike the other major cities of the United States, Vegas emerged from the atomic fire of the Great War relatively unscathed, with most of the major damage caused by the downfall of society.	Mojave Wasteland
Nuka World	Nuka-World was the largest amusement park maintained by the Nuka-Cola Corporation. Abandoned after the Great War, Nuka-World's size and defensibility of each location eventually attracted Wastelanders who made it their home. The town prospered as a trading hub for years, but unfortunately, it also attracted an unsavory crew. In 2286, three raider gangs (The Pack, Operators, and Disciples) invaded the city under the lead of Overboss Colter.	The Commonwealth
Paradise Falls	Paradise Falls Shopping Center was a strip style shopping mall, and is currently the main haven for all slaver activity in the Capital Wasteland, with ties to further slave markets in The Pitt. It is a constant source of fear for many of the wasteland denizens.	Capital Wasteland
Rivet City	Rivet City is a settlement established inside a derelict aircraft carrier in the Capital Wasteland. It's the largest, most developed and scientifically-advanced settlement in this region. Its inhabitants live in individual rooms and enjoy the safety and security provided by the massive hull.	Capital Wasteland

San Francisco	San Francisco is a city in New California. After the Great War, its population consists mostly of the Shi, who are the descendants of the crew of a Chinese submarine that crashed there, and of the members of a religious cult known as the Hubologists.	New California Republic
Shady Sands	Shady Sands is the capital of the New California Republic and one of the largest cities in the Republic. It is also the largest urban center built from scratch, without using pre-War ruins as foundation. Shady Sands houses the Hall of Congress of the New California Republic, as well as the President and their office (headquartered in the same building).	New California Republic
The Hub	The Hub is the primary trading center of New California, organizing caravans headed to Shady Sands, Junktown, Boneyard, Necropolis, and other communities in the region.	New California Republic
The Pitt	The Pitt is a city state and a leading industrial settlement in the Pennsylvania Wasteland in 2277. The Pitt was once the city of Pittsburgh, Pennsylvania. Following the Great War, survivors established a settlement on the remains of a city at the confluence of rivers. The rivers seem to provide a clear resource, and enough of the city was cleared by the bombs that a new settlement could be established.	Pennsylvania Wasteland
Underworld	Underworld was founded circa 2230 out of the necessity for ghouls to live their lives. Between the super mutants in the D.C. Ruins, other mutated creatures and bigoted humans, life out in the wastes was not particularly pleasant for ghouls, but as long as they stay in the Museum of History away from other settlements, the ghouls may live as people, not monsters.	Capital Wasteland
Vault City	Vault City is a high-tech settlement established by the inhabitants of Vault 8 after the Great War, which is best known for their medical technology, most advanced within New California. By 2281, it's part of the NCR.	New California Republic

Vaults

A vault is a hardened subterranean installation designed by Vault-Tec Corporation on commission from the U.S. government to protect a selected fragment of the United States population from nuclear holocaust in a secure underground bunker, so that America could be repopulated. Installations built as part of the Vault-Tec Societal Preservation Program commonly claimed to have a chance to fail equal to 1,763,497 to 1; however, reality was a far cry from this bold claim. Of the 122 (or more) built, only the 43 below have been explored either in one of the games, or in the Fallout Bibles or companion texts.

Vault Name	Description	Location
------------	-------------	----------

Los Angeles Vault	Constructed as a demonstration/proof of concept Vault for the United States government. Although fully functional, it was not part of any experiment and thus its inhabitants survived the Great War unscathed. In 2155, it was taken over as the Unity's headquarters by the Master. In 2162, it was destroyed in a nuclear explosion.	The Boneyard, New California
Unfinished Vault	A construction site in a cave north of Vault 13 and Vault 15.	Northern area of the Southwest Commonwealth
Vault 3	A control Vault that stayed closed due to the wishes of its inhabitants. Sometime in the 23rd century, an unexpected water leak forced the Vault dwellers to open in hopes of trading with the outside. A couple of weeks after opening the Vault, the residents were massacred by a group of raiders known as the Fiends.	New Vegas
Vault 8	A control Vault that was intended to open and recolonize the surface after 10 years. Upon opening early after receiving the all-clear signal in 2079, the residents established Vault City with the help of their GECK.	Northern area of the Southwest Commonwealth
Vault 11	Designed to test obedience to authority and the ethics of a large group of people subjected to extraordinary circumstances. The Vault dwellers were informed that a single person must sacrifice their life each year for the Vault, otherwise the master computer would shut down all life support. In reality, should the dwellers refuse, the Vault would open.	Mojave Wasteland
Vault 12	In order to study the effects of radiation on the selected population, the Vault door was designed not to close properly. This resulted in the city of Necropolis and its large population of ghouls.	New Californian Republic
Vault 13	Intended to stay closed for 200 years as a study of prolonged isolation, or until the Vault's residents were needed by the Enclave. The Vault Dweller emerged from here in 2161, in search of a replacement water chip for the Vault.	New Californian Republic
Vault 15	Intended to stay closed for 50 years and include people of radically diverse ideologies. Its residents emerged in 2097, eventually forming three raider groups: the Khans, Jackals, and Vipers, and Shady Sands, which would become the New California Republic.	New Californian Republic
Vault 17	Raided by the Unity in 2155, its inhabitants were taken prisoner, and subsequently turned into super mutants.	Unknown

Vault 19	Segregated into two groups, 'Red' and 'Blue'. The groups lived in separate sections of the Vault and were governed by two overseers. Subliminal messages were routinely sent over to each side, causing mistrust among the inhabitants, and eventually a civil war between the two groups ended up in the complete collapse of the Vault.	Mojave Wasteland
Vault 21	Designed to study the evolution of a society where all conflict was resolved through pure chance, i.e. gambling. The Vault was taken over by Robert House after winning a game of blackjack where the wager was the entire Vault. It was subsequently filled with concrete and converted into a novelty hotel run by Sarah Weintraub.	New Vegas
Vault 22	Equipped with the latest in biological and agricultural technologies, with the objective of developing plants that could be readily cultivated in the absence of natural light. However, an experiment with a parasitic fungus turned on the scientists, leading to the destruction of the Vault. Survivors of the outbreak abandoned the Vault and headed to Zion Valley, spreading the spores across the wastes.	Mojave Wasteland
Vault 27	Deliberately overcrowded with a total of 2000 people assigned to enter (double the total sustainable amount).	Unknown
Vault 29	No one was over the age of 15 when they entered. Parents were intentionally redirected to other vaults. Harold is believed to have come from this Vault.	Unknown – Likely Southwest or Northwest Commonwealths
Vault 34	The armory was deliberately provided with an overabundance of weapons and ammunition, in addition to not being provided with a proper locking mechanism. The presence of weapons as well as lack of population control measures led to failure in the 23rd century. Social unrest would do the Vault in with several groups demanding access to weapons. A group that became the Boomers left the Vault several decades before its failure. Eventually, a riot damaged the Vault's reactor, leading to flooding and radiation that caused ghoulification for many dwellers. By 2281, only a handful of the Vault's residents remained.	Mojave Wasteland
Vault 36	Food extruders were designed to produce only a thin, watery gruel.	Unknown
Vault 42	No light bulbs of more than 40 watts were provided.	Unknown
Vault 43	Populated by twenty men, ten women, and one panther.	Unknown
Vault 51	Test the limits of human tribalism, overseen by a prototype variant of an experimental ZAX unit.	Appalachia

Vault 53	Most of the equipment was designed to break down every few months. While repairable, the breakdowns were intended to stress the inhabitants unduly.	Unknown
Vault 55	All entertainment tapes were removed.	Unknown
Vault 56	All entertainment tapes were removed except those of one particularly bad comic actor. Sociologists predicted failure before Vault 55.	Unknown
Vault 63	Unknown.	Appalachia
Vault 68	Of the one thousand people who entered, there was only one woman.	Unknown
Vault 69	Of the one thousand people who entered, there was only one man.	Unknown
Vault 70	All jumpsuit extruders failed after six months.	Unknown
Vault 75	Human genome improvement through a combination of selective breeding, hormonal treatments, genetic modification, and an accelerated generational cycle. Researchers and science staff were isolated from test subjects, who were disposed of at 18 years of age unless recruited to replenish research staff due to a combination of excellent ratings.	The Commonwealth
Vault 76	A control Vault that was intended to open and recolonize Appalachia after 25 years. It was designated as the Official Vault of the Tricentennial by Vault-Tec, under the tagline "Vault-Tec Salutes America". The Vault opened exactly 25 years after the Great War, on October 23, 2102, in an event known as "Reclamation Day."	Appalachia
Vault 77	Populated by one man and a crate of puppets.	Unknown
Vault 81	Dedicated to researching diseases and antibodies, with an emphasis on potential mutations in heavy radiation. The Vault's residents were isolated from the sealed scientific section of the Vault and used as guinea pigs in Stage III clinical trials of the science staff. The Vault was not to be evacuated unless by a direct order from Vault-Tec. Residents were considered expendable and their incineration through pre-installed flame nozzles was at the discretion of the overseer.	The Commonwealth
Vault 87	A Forced Evolutionary Virus research facility that was also provided with a GECK. This Vault is the source of the super mutants in the Capital Wasteland.	Capital Wasteland

Vault 88	An unfinished Vault that was designed to test a variety of prototype devices with the aim of rolling them out through the rest of the Vaults. The prototype devices included a soda fountain that dispensed appetite-reducing drugs, electricity-generating exercise bicycles, subliminal messaging integrated in optometrist equipment, and others.	The Commonwealth
Vault 92	Populated largely by renowned musicians, the Vault was a test bed for a white noise-based system for implanting combat-oriented posthypnotic suggestions.	Capital Wasteland
Vault 94	Founded on the principles of faith, nonviolence, and communal life in harmony with nature. Residents were not required to belong to a collective faith; each person was free to walk their own path. Together with an abundance of resources, the goal was to confirm the thesis about the innate goodness of humanity. One year after the Great War, on October 23, 2078, the Vault reopened and Vault ambassadors were sent out into Appalachia. Unfortunately, it became targeted by raiders, who blew up the vault's G.E.C.K, creating what became known as The Mire.	Appalachia
Vault 95	Filled with drug abuse victims, it was used by Vault-Tec for monitoring the effects of drug abuse in an isolated setting. An employee of Vault-Tec was a resident of the vault and after the inhabitants seemed to be getting better, the employee was tasked with opening a hidden cache of chems. This ultimately led to all residents to either overdose or be killed by another resident who was on chems.	The Commonwealth
Vault 96	Constructed by Vault-Tec as a genetic ark for ecosystem restoration, using an almost inexhaustible number of frozen embryos ready to be artificially gestated to full maturity and automated keeper robots to protect them when they leave the Vault. Embryos constituted a carefully chosen, fully complete ecosystem referred to as "core fauna", with enough material for 112 releases.	Appalachia
Vault 101	Test the role of an omnipotent Overseer in a community remaining in indefinite isolation from the outside world, and study the reactions of the residents, should the isolation be broken. The Lone Wanderer emerged from here in 2277, in search of their father, James.	Capital Wasteland
Vault 106	Psychoactive drugs were released into the air filtration system 10 days after the door was sealed.	Capital Wasteland
Vault 108	All initial positions were left unfilled, allowing the terminally ill overseer, Brody Jones (estimated to expire within 40 months of the Vault's sealing), to fill them in according to Vault protocols, creating a unique experimental situation. The Vault failed as a result of cloning experiments designed to replicate whole humans, instead creating Garys.	Capital Wasteland

Vault 111	A portion of the occupants were cryogenically frozen (made up of citizens), while another portion remained unfrozen (made up of scientists, security and other staff to keep the cryo pods operational). The experiment was to observe the long-term effects of suspended animation on an unaware human subjects; however, a revolt led by the security personnel caused the failure of the Vault in 2078. The Sole Survivor emerged from here 210 years after the Vault sealed, in 2287.	The Commonwealth
Vault 112	Set up as the personal Vault of Dr. Stanislaus Braun, utilizing virtual reality stasis pods.	Capital Wasteland
Vault 114	The inhabitants were described as "high ranking local and state government, local luminaries, business people, and their families", however, the luxury living conditions were exaggerated to the inhabitants, and when they arrived at the Vault, random families were chosen to occupy one room apartments and share minimal dining and bathing facilities. In addition, the Overseer was selected from the local public outside the Vault, and the interview process favored those with no leadership or governmental experience and a strong anti-authority bias. Vault-Tec staff were asked not to undermine the authority of the new overseer "even (and especially) if it may cause physical discomfort, embarrassment or harm to the inhabitants".	The Commonwealth
Vault 118	Intended to test the interactions between two groups: a small ultra-wealthy group that would be placed socially and legally above a much larger population that was to be kept in uncomfortable quarters. Instead of a classic bourgeois-worker experiment, funding ran out when only the ultra-wealthy were in the Vault. They implanted their brains into Robobrains to outlast the Great War, leaving the overseer as the only human in the Vault.	The Commonwealth

Part Six

Fallout Bestiary



These are samples of some of the creatures you might find prowling around the wastes. GMs are encouraged to make up their own unusual creatures; after all, radiation allows creativity - and DNA - to run wild. All the vital statistics for combat are listed after the critter descriptions.

Abbreviations	
HP	Hit Points
SQ	Sequence
AC	Armour Class
DR	Damage Resistance
DT	Damage Threshold
AP	Action Points
XP	Experience Value
CC	Critical Chance
PR	Poison Resistance
RR	Radiation Resistance
GR	Gas Resistance
Attacks	Type (% to hit, AP Cost, Special Notes)

Defcon Levels?

Humans Raiders

Name	Raider				Equipment					
Defcon			DR	DT						
HP	Damage Type		DR	DT						
SQ	Normal		0	0%						
AP	Laser		0	0%						
CC	Fire		0	0%						
AC	Plasma		0	0%						
XP	Explosion		0	0%						
Poison Resistance		0		To Hit	AP Single	AP Targeted	AP Burst	Damage	Reload	Special
Radiation Resistance		0	First Attack							
Gas Resistance		o/o	Second Attack							

Name	Raider Scum				Equipment					
Defcon			DR	DT						
HP	Damage Type		DR	DT						
SQ	Normal		0	0%						
AP	Laser		0	0%						
CC	Fire		0	0%						
AC	Plasma		0	0%						
XP	Explosion		0	0%						
Poison Resistance		0		To Hit	AP Single	AP Targeted	AP Burst	Damage	Reload	Special
Radiation Resistance		0	First Attack							
Gas Resistance		o/o	Second Attack							

Name	Raider Waster				Equipment					
Defcon			DR	DT						
HP	Damage Type		DR	DT						
SQ	Normal		0	0%						
AP	Laser		0	0%						
CC	Fire		0	0%						
AC	Plasma		0	0%						
XP	Explosion		0	0%						
Poison Resistance		0		To Hit	AP Single	AP Targeted	AP Burst	Damage	Reload	Special
Radiation Resistance		0	First Attack							

Gas Resistance	o/o	Second Attack							
----------------	-----	---------------	--	--	--	--	--	--	--

Name	Raider Veteran	Equipment							
HP	Damage Type	DR	DT						
SQ	Normal	0	0%						
AP	Laser	0	0%						
CC	Fire	0	0%						
AC	Plasma	0	0%						
XP	Explosion	0	0%						
Poison Resistance	o		To Hit	AP Single	AP Targeted	AP Burst	Damage	Reload	Special
Radiation Resistance	o	First Attack							
Gas Resistance	o/o	Second Attack							

Name	Raider Heavy	Equipment							
HP	Damage Type	DR	DT						
SQ	Normal	0	0%						
AP	Laser	0	0%						
CC	Fire	0	0%						
AC	Plasma	0	0%						
XP	Explosion	0	0%						
Poison Resistance	o		To Hit	AP Single	AP Targeted	AP Burst	Damage	Reload	Special
Radiation Resistance	o	First Attack							
Gas Resistance	o/o	Second Attack							

Name	Raider Boss	Equipment							
HP	Damage Type	DR	DT						
SQ	Normal	0	0%						
AP	Laser	0	0%						
CC	Fire	0	0%						
AC	Plasma	0	0%						
XP	Explosion	0	0%						
Poison Resistance	o		To Hit	AP Single	AP Targeted	AP Burst	Damage	Reload	Special
Radiation Resistance	o	First Attack							
Gas Resistance	o/o	Second Attack							

Caesar's Legion

New California Republic

Brotherhood of Steel

Enclave

Others

Robots

Mr. Handys

Others

Super Mutants

Eastern Super Mutants

Western Super Mutants

Ghouls

Insects

Giant Ants

Cazadores

Others

Animals

Mirelurks

Part Seven

Gear List



Weapons

Unarmed

Fists and Feet		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Special		
Single	Targeted	Burst
AP	AP	AP

Boxing Gloves		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Special		
Single	Targeted	Burst
AP	AP	AP

Brass Knuckles		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Special		
Single	Targeted	Burst
AP	AP	AP

Spiked Knuckles		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Special		
Single	Targeted	Burst
AP	AP	AP

Gauntlet		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Special		
Single	Targeted	Burst
AP	AP	AP

Power Fist		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Special		
Single	Targeted	Burst
AP	AP	AP

Melee

Blunt

Club		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Special		
Single	Targeted	Burst
AP	AP	AP

Sledge Hammer		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Special		
Single	Targeted	Burst
AP	AP	AP

Bat		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Special		
Single	Targeted	Burst
AP	AP	AP

Bladed

Knife		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Special		
Single	Targeted	Burst
AP	AP	AP

Sword		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Special		
Single	Targeted	Burst
AP	AP	AP

Axe		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Special		
Single	Targeted	Burst
AP	AP	AP

Spear		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Special		
Single	Targeted	Burst
AP	AP	AP

Shishkebab		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Special		
Single	Targeted	Burst
AP	AP	AP

Ripper		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Special		
Single	Targeted	Burst
AP	AP	AP

Thrown

Frag Grenade		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Plasma Grenade		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Pulse Grenade		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Molotov Cocktail		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Cryogenic Grenade		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Throwing Axe		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Throwing Knife		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Sharpened Pole		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Rock		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Small Guns

Pistols

10mm Pistol		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

.44 Pistol		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

9mm Pistol		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Rifles

Assault Rifle		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Hunting Rifle		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Sniper Rifle		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Shotguns

Pump Shotgun		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Combat Shotgun		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Submachine Guns

Submachine Gun		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Big Guns

Special

Flamer		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Cryølator		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Grenade Machine Gun		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Explosives

Fat Man		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Rocket Launcher		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Grenade Launcher		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Machine Guns

Minigun		
Quality		
Minimum Strength		
Weight		lbs
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Light Machine Gun		
Quality		
Minimum Strength		
Weight		lbs
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Machine Gun		
Quality		
Minimum Strength		
Weight		lbs
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Energy Weapons

Lasers

Laser Pistol		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Laser Rifle		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Gatling Laser		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Plasma

Plasma Pistol		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Plasma Thrower		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Plasma Rifle		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Special

Gauss Rifle		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Gamma Gun		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Tesla Cannon		
Quality		
Minimum Strength		
Weight	lbs	
Damage		
Range		
Ammo		
Special		
Single	Targeted	Burst
AP	AP	AP

Weapon Enhancements

Melee Weapon Enhancements	
Sharpened Blade	
Poisoned	
Festering Tip	
Dynamite	
Serrated Edge	
Barbed Point	

Gun Enhancements	
Tripod	
Stock	
Silencer	
Rifled Barrel	
Night Sight	
Sniper Scope	
Laser Sight	
Speed Loader	
Expanded Magazine	

Ammunition

Gas

Name	Description	Damage

Acid

Name	Description	Damage

Traps

Name	Description	Damage

Mines

Name	Description	Damage

Armour

Basic

Clothes

Leather Armour

Raider Armour

Medium

Better Leather Armour

Metal Armour

Radiation Suit

Good

Better Metal Armour

Combat Armour

Better Combat Armour

Power Armour

Powered combat infantry armor, commonly referred to as power armor, is a unique combat technology developed before the Great War by the United States defence contractors. It represents the pinnacle of personal defensive technology, combining excellent protection from small arms with the ability to carry heavy weapons into combat with ease.

Due to its sturdy hardwearing components, with a little elbow grease, many full suits of power armour can be brought back to fully operational status.

Power Armour Chassis

All models of power armour sit on a central chassis, the West Tek power Armor Frame. This frame includes an internalized servomotor system, providing increased strength, resistance to trauma, and radiation protection. The operator controls the armor indirectly, using manipulators that steer the hands and feet, while being safely isolated from the environment.

The power necessary for the unit to operate autonomously comes from a fusion power plant integrated into the chassis of the suit, typically loaded on the factory floor with fuel to last a hundred years of moderate use.

Requirements	Weight	Features	Armour Class	Resistances		Damage Modifiers
Power Armour Training (See The Game - Training)	35 lbs	+3 STR -75% to Sneak -10% to First Aid, Doctor, Lockpick, Steal, Science and Repair	25	Normal	12/40	

T-45

Pieces	Requirements	Weight	Features	Armour Class	Resistances		Damage Modifiers
Helmet	100/100 Gas Resistance				Normal		
	+30% Radiation Resistance				Laser		
	+15% Poison Resistance				Fire		
					Plasma		
					Explosion		
Torso					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		
Arm					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		
Leg					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		
Full Set					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		

T-51

Pieces	Requirements	Weight	Features	Armour Class	Resistances		Damage Modifiers
Helmet					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		
Torso					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		
Arm					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		
Leg					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		
Full Set					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		

T-60

Pieces	Requirements	Weight	Features	Armour Class	Resistances		Damage Modifiers
Helmet					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		
Torso					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		
Arm					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		
Leg					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		
Full Set					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		

X-01

Pieces	Requirements	Weight	Features	Armour Class	Resistances		Damage Modifiers
Helmet					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		
Torso					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		
Arm					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		
Leg					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		
Full Set					Normal		
					Laser		
					Fire		
					Plasma		
					Explosion		

Armour Enhancements

Basic Armour Enhancements

Medium Armour Enhancements

Good Armour Enhancements

Power Armour Enhancements

Equipment

Name	Description	Value	Weight
Flare	A chemical-packed stick that, when ignited, will provide light for about an hour.	10	1 lb
Lighter	When you need to get that Molotov cocktail going, or burn that particular bridge.	10	1 lb
Flashlight	A small flashlight (torch) that runs off a special energy cell. Usually provides about 30 hours of light before going out.	15	1 lb
Rope	What role playing game would be complete without a rope? Perhaps one of the most useful items in the world. Consider this to be about 10 meters long.	25	10 lbs
Shovel	Can you dig this, daddy-o?	30	15 lbs
Claw Hammer	A useful implement, the claw hammer can pound nails into things, or remove nails from things. Use it to hang all those velvet Elvis' you find in the wastes.	40	4 lbs
Tool Set	A set of basic tools, such as small wrenches, pliers, some screwdrivers, and a hammer. For basic repairs	50	15 lbs
Boots	A set of reinforced rubber and Kevlar boots. They will protect the wearer from harsh chemicals for a short time, although they tend to wear out easily.	80	5 lbs
Gas Mask	This mask protects against harmful gas by conferring a 100% Gas Resistance bonus to the wearer. Useful when someone lobbs a mustard gas shell at the party. Note that it does not block radiation.	150	3 lbs
Geiger Counter	This useful little device not only detects how much radiation is in a person, it can detect harmful radiation in the surrounding area. Useful when you are wondering if that big glowing crater in the ground is dangerous.	300	5 Lbs
Lockpick Set	Gives the user a +50% bonus to Lockpick ability for the purposes of picking basic locks. Some locks require one of these (or a key) to open.	40	1 lb
Expanded Lockpick Set	This little kit contains everything the aspiring thief needs to break into just about anything protected by a traditional lock. Gives a +70% bonus to the Lockpicking skill when used.	150	1 lb
Safecracking Kit	The use of this kit is required to open most safes, and gives the user a +20% bonus to their Lockpicking skill when trying to open a safe.	200	5 lbs

Electronic Lockpick	This valuable device is required to open electronic locks. It is crafted to overload or override the computer security on electronic doors. They are usually only available from thieves' guilds.	250	3 lbs
Dynamite	An explosive device consisting of several sticks of dynamite, a detonator, and a timer to set it off. Setting dynamite takes a successful roll against the Traps skill; an unsuccessful roll means the timer was not set correctly, and will not go off on time (in other words, you might not be able to run fast enough). Dynamite does $1d20+30$ points of damage to anything in its hex and all adjacent hexes when it goes off, and $1d6$ points of concussion damage to anything within 4 hexes of the explosion.	275	4 lbs
Plastique C-14 Plastic Explosive	C-14 is an improved version of the classic C-4 plastic explosive. A gummy like substance that can be rigged to detonate, Plastique is useful because it can be moulded to any shape, to detonate in a concentrated area or spread along a wider surface. C-14 is a white or grey substance that looks and feels a lot like Silly Putty™. Setting it takes a successful roll against Traps; like dynamite, if the roll fails, the timer is not set correctly, and will blow at the wrong time, or not at all. Plastique does $2d20+30$ damage to anything within the hex in which it detonates, half damage to everything in adjacent hexes, and $1d6$ concussion damage to anything within 4 hexes of the explosion. C-14 can be compounded on itself to make bigger bombs, too.	400	2 lbs
Scalpel	The standard instrument for performing surgeries, this surgical-stainless steel knife is small but incredibly sharp. Not the best tool for a melee fight, but it will do in a pinch. If a character has a scalpel, it adds +10% to his Doctor skill. See also Melee Weapons.	140	1 lbs
Medical Kit	A first-aid kit that, when used, acts like one successful use of the First Aid skill, healing $1d10$ points of damage in $1d10$ minutes. Can only be used once.	300	4 lbs
Doctor's Bag	The Doctor's Bag contains various sawbones instruments for diagnosing and treating various maladies. If a character has a Doctor's Bag, it effectively raises the Doctor skill by 15% for the purposes of treating crippled limbs and blindness only.	450	10 lbs
Repair Kit	A toolbox containing some necessary equipment for repairing vehicles and other technology. Using this on a robot acts like one successful use of the Repair skill, healing $1d10$ points of damage in $1d10$ minutes. Can only be used once.	300	20 lbs

Robotics Kit	The Robotics kit contains various specialised tools for making and patching up robots. If a character has a Robotics Kit, it effectively raises the Science skill by 15% for the purposes of treating crippled limbs and blindness in robots only.	450	25 lbs
Pip-boy	The RobCo PIP-Boy (Personal Information Processor) is a wrist mounted electronic device manufactured by RobCo Industries. They are given to each vault dweller, and are used to manage notes, radio broadcasts, inventory, to view a wearer's health and can be used as a light.	5000	3 lbs
Holodisk	Tape Holography Technology tapes, commonly referred to as holodisks or holotapes, are a high density storage medium developed by Wattz Electronics. They are used to hold notes, audio logs and video games.	10	1 lb

Chems

There are plenty of ways to chemically alter one's body in the wastes, and not all of them are entirely beneficial. Chems always have some kind of effect on a person. Sometimes, a chem is not easily identifiable, so when you come across a big crate of syringes and want to know what they are, there is no choice but to shoot one and see what it does.

All chems can change a character's stats above and below racial limits.

When a drug's positive effects have worn off, stats return to normal and are then effected by the negative effects.

Note: The creator of this game does not recommend this course of action in the real world.

Addictive Chems

Jet	
Description	Jet is a highly addictive methamphetamine originally created before the Great War. It has since been recreated by post war chemists.
Method	Inhaled/Injected
Effect	+2 Action Points (Max 13) +1 STR +1 PE
Effect Duration	1d10 Hours
After Effect	-2 Action Points -3 STR -3 PE
After Effect Duration	1d10 Hours
Addiction Chance	80%
Value	25

Buffout	
Description	Buffout is a kind of temporary steroid, which increases mitochondrial activity in muscles for a brief period of time.
Method	Tablets, ingested orally
Effect	+2 STR +3 EN +2 AG
Duration	((1d10)/2) hours (round down)
After Effect	-3 STR -2 EN -3 AG
After Effect Duration	1d10 Hours
Addiction Chance	30%
Value	200

Mentats	
Description	Mentats increase the user's awareness for a short period of time, but are dangerous because of the intense aftereffects and high addiction rate.
Method	Tablets, ingested orally
Effect	+2 PE +1 CHA +2 INT
Duration	1 Hour
After Effect	-4 PE -3 CHA -4 INT
After Effect Duration	1d10 Hours
Addiction Chance	60%
Value	280

Psycho	
Description	A military-grade psychosis-inducing amphetamine, Psycho is provided in a unique delivery system that mixes strange chemicals of military origin immediately prior to injection.
Method	Injected
Effect	-3 INT +3 AG
Duration	1d10 Hours
After Effect	-1 STR -1 PE -1 EN -1 CHA -1 INT -1 AG
After Effect Duration	1d10
Addiction Chance	50%
Value	400

Med-X	
Description	Med-X is the brand name of morphine, a potent opiate analgesic that binds to opioid receptors in the brain and central nervous system, reducing the perception of pain as well as the emotional response to pain.
Method	Injected
Effect	+25 Damage Resistance +2 EN
Duration	1 Hour
After Effect	-2 AG
After Effect Duration	1 Hour
Addiction Chance	30%
Value	20

Calmex	
Description	A powerful eugeroic drug designed to promote alertness and attentiveness, Calmex grants the subject enhanced perception and coordination.
Method	Injected
Effect	+3 PE +3 AG
Duration	30 Minutes
After Effect	-3 PE -3 AG
After Effect Duration	1 Hour
Addiction Chance	20%
Value	100

Non-Addictive Chems

RadAway	
Description	One of the marvels of pre-War medical science, RadAway is a biomedical solution designed to bond with radioactive particles and remove them from the user's system.
Method	Intravenous drip
Effect	-25 Rads (after 2 hours) -25 additional Rads (after 4 hours)
Duration	4 Hours
Value	1000

Rad-X	
Description	A potent anti-radiation medicine that bolsters the user's natural radiation resistance. Taking it prior to exposure is recommended, as it can greatly reduce irradiation
Method	Tablets, ingested orally
Effect	+50% Radiation Resistance
Duration	1d10 Hours
Value	1000

Stimpak	
Description	Stimpak, or stimulation delivery package, is a type of hand-held medication used for boosting the body's own regenerative properties.
Method	Injected
Effect	+1d10 + 10 HP
Duration	Instant
Value	100

Healing Powder	
Description	Commonly found among the tribes of the New West, the healing powder is created out of broc flowers and xander roots and can be prepared with the most rudimentary facilities.
Method	Applied directly to wounds
Effect	+1d10 + 5 HP (instant) -1 PE (lasts the duration)
Duration	1 Hours
Value	50

Super Stimpak	
Description	This is an incredible melange of healing chems designed to aid wounded soldiers on the battlefield in crucial moments of combat.
Method	Injected
Effect	+5d10 + 50 HP (-1d10 HP after 1 hour)
Duration	Instant
Value	500

Ant Nectar	
Description	Ant nectar is a naturally occurring substance secreted by giant ants. The nectar raises the consumers Strength exceptionally, but lowers their Intelligence and Charisma a considerable amount.
Method	Topical ointment
Effect	+4 STR -2 CHA -2 INT
Duration	20 Minutes
Value	20

Antidote	
Description	A bottle containing a home-brewed antidote for poison. A milky solution with floating pieces of Radscorpion flesh.
Method	Liquid, ingested orally
Effect	-1 level of poisoning
Duration	Instant
Value	150

Addictol	
Description	A powerful anti-addiction drug, Addictol is an effective pre-War medicine that works both physically and psychologically to remove both the symptoms of drug abuse and the craving.
Method	Inhaled
Effect	-1 addiction (permanent) -2 END -2 CHA -2 INT
Duration	2 Hours
Value	500

Appendices

Appendix 1 – Post-Apocalyptic Fiction – Literature

Title	Author
Alas, Babylon	Pat Frank
Apocalypse Movies: End of the World Cinema	Kim Newman
Bangs and Whimpers: Stories About the End of the World	Edited by James Frenkel
Cat's Cradle	Kurt Vonnegut
Danse Macabre	Stephen King
Earth	David Brin
Earth Abides	George R. Stewart
Lucifer's Hammer	Larry Niven and Jerry Pournelle
The New Madrid Run	Michael Resig
On the Beach	Nevil Shute
The Postman	David Brin
The Stand: Complete and Uncut	Stephen King
The Third World War: August 1985	General Sir John Hackett, et al.

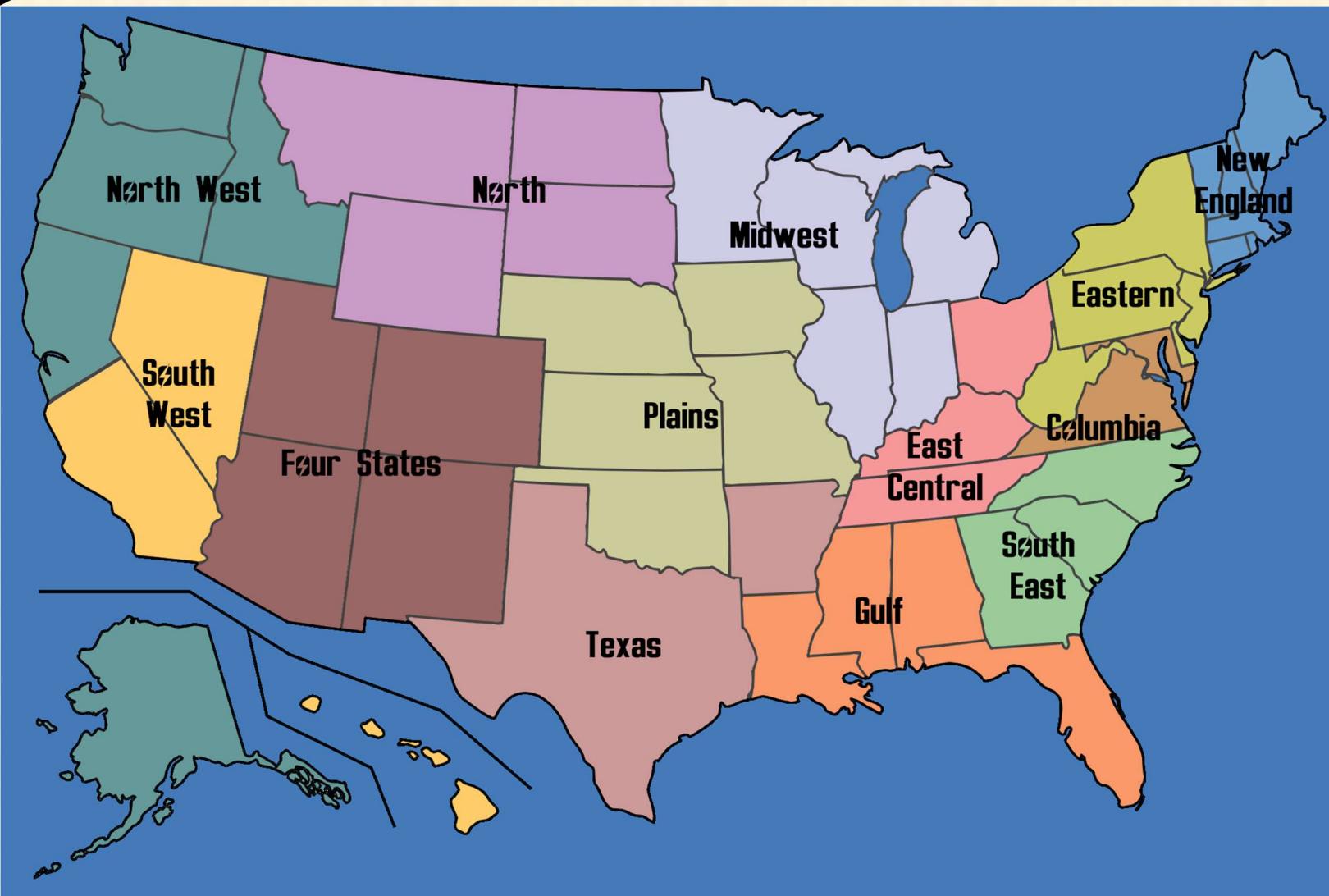
Appendix 2 - Post-Apocalyptic Fiction - Film

Title	Director
A Boy and His Dog	Q. Jones (Based on a novella by Harlan Ellison)
The Day After	Nicholas Meyer
Mad Max, The Road Warrior, Mad Max Beyond Thunderdome, Mad Max: Fury Road	George Miller
On the Beach (1959/2000)	Stanley Kramer/Russell Mulcahy
The Postman	Kevin Costner
Stephen King's The Stand	Mick Garris
Threads	Mick Jackson
Waterworld	Kevin Reynolds
The Road	John Hillcoat

Appendix 3 - Nuclear & Post-Nuclear Documentaries

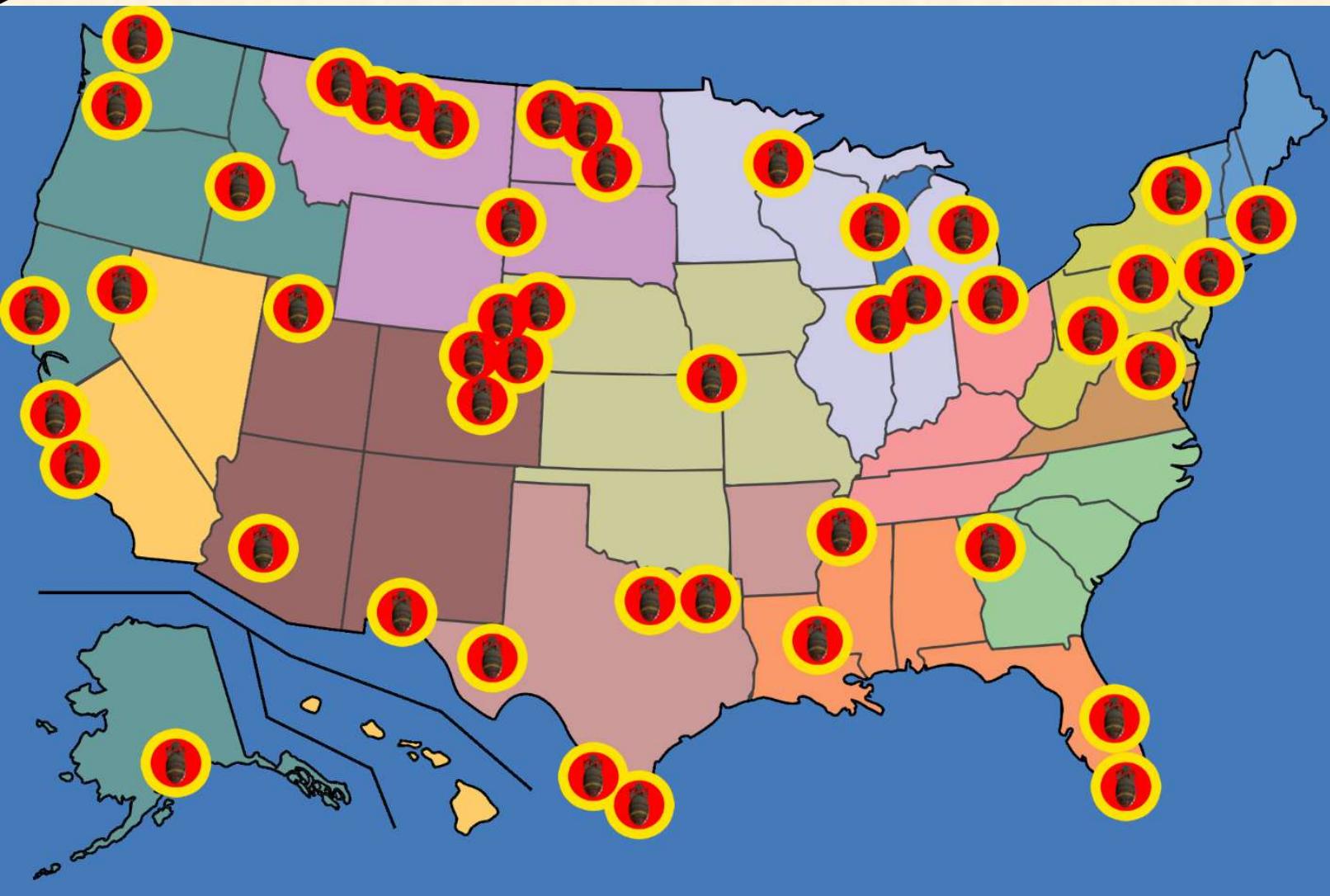
Title	Director
Atomic Journeys: Welcome to Ground Zero	Peter Kuran
The Atomic Café	Jayne Loader & Kevin Rafferty
Nukes in Space: The Rainbow Bombs	Peter Kuran
Trinity and Beyond: The Atomic Bomb Movie	Peter Kuran

Appendix 4 - Pre War Commonwealths Map



Appendix 5 - Post War Wastelands Map

Appendix 6 - Major Bomb Sites Map



Appendix 7 – Fallout Game Locations

Index

A

AC, 38
Acid, 91
Action Points, 39
Agility, 35
AP, 39
Armour, 81
Armour Class, 38
Armour Condition, 81

B

Barter, 33, 56, 84
Berserker, 58
Big Guns, 35, 51
Blindness, 93
Build-a-Bot, 18, 19, 20

C

Carry Weight, 30, 40
Charisma, 33
Chems, 82
Child Killer, 59
Combat, 4, 95
Crippled Limbs, 93
Critical Chance, 36, 50
Critter, 4

D

Damage, 91
Damage Resistance, 46
Damage Threshold, 47
Death, 4, 93
Doctor, 31, 34, 53
Dog, 16

E

Electricity Resistance, 45
Endurance, 32
Energy Weapons, 35, 52

F

Fallout, 4
Fire, 91
First Aid, 31, 32, 53

G

Gambling, 36, 57
Gas, 92
Gas Resistance, 44
Gear, 80
Ghoul, 14
GM, 4

H

Healing, 94
Healing Rate, 32, 49
Hit Points, 30, 32, 37
HP, 37
Human, 13

I

Intelligence, 34

K

Karma, 4, 8, 58
Karmic Perks, 58

L

Level, 4
Levelling, 61
Lockpick, 31, 35, 54
Lockpicking, 88
Luck, 36

M

MD, 41
Melee Damage, 30, 41
Melee Weapons, 30, 35, 52

N

NPC, 4

O

Outdoorsman, 32, 34, 57

P

PC, 5
Perception, 31
Perk, 4
Perks, 8, 61
Pilot, 31, 35, 56
Player, 4
Poison, 91
Poison Resistance, 32, 42
Prizefighter, 59

R

Radiation, 92
Radiation Resistance, 32, 43
Rank, 5
Repair, 34, 55
Repairing Armour, 82
Repairing Weapons, 81
Robot, 17
Robot Healing, 94
Rolls against Agility, 35
Rolls against Charisma, 33
Rolls against Endurance, 32
Rolls against Intelligence, 34
Rolls against Luck, 36
Rolls against Perception, 31
Rolls against Strength, 30
Rolls Against __, 5
Round, 5
RPG dice, 3

S

Science, 34, 55
Secondary Statistics, 5, 8
Sequence, 31, 48
Skill Progression, 61
Skills, 5, 8, 51
Slaver, 59
Small Guns, 35, 51
Sneak, 35, 54, 87
SPECIAL Statistics, 5, 8, 29
Speech, 33, 56
Starting Gear, 60
Steal, 35, 54
Stealing, 87
Strength, 30
Super Mutant, 15
Swimming, 86

T

Tag Skills, 51
Throwing, 35, 53
To Hit, 5
Trait, 5
Traits, 8, 21
Traps, 31, 35, 55, 89
Turn, 5

U

Unarmed, 30, 35, 52

W

Weapon Condition, 80
Weapons, 80
Wearing Armour, 81

X

XP, 4, 61

Quick Reference Guides

Quick Reference 1 - Character Creation

These are the steps for creating a character, the definitions can be found in the rest of this section.

Step 1: Race

Choose 1 of the below, fill in the racial SPECIAL maximums and minimums into your character sheet:

Human	Super Mutant	Dog
Ghoul	Robot (Build-a-Bot)	

Step 2: Traits

Choose 0, 1 or 2 of:

Fast Metabolism	Fast Shot	Skilled	Ham Fisted
Bruiser	Bloody Mess	Gifted	Domesticated
Small Frame	Jinxed	Sex Appeal	Rabid
One Hander	Good Natured	Glowing One	Tight Nuts
Finesse	Chem Reliant	Tech Wizard	Targeting Computer
Kamikaze	Chem Resistant	Fear the Reaper	EMP Shielding
Heavy Handed	Night Person	Vat Skin	Beta Software

Step 3: SPECIAL Stats

Allocate 40 points to stats below. They must be within your races max and min for that stat.

Strength (STR)	Perception (PE)	Endurance (EN)	Charisma (CH)	Intelligence (INT)	Agility (AG)	Luck (LK)
-------------------	--------------------	-------------------	------------------	-----------------------	-----------------	--------------

Step 4: Secondary Stats

Fill out the following on your character sheet

Hit Point (HP)	$15 + (\text{STR} + (2 \times \text{EN}))$	Gas Resistance	Based on Race, Armour & Equipment <table border="1"> <tr><td>Contact</td><td>Inhaled</td></tr> </table>	Contact	Inhaled												
Contact	Inhaled																
Armour Class (AC)	Base AC = (AG)% Armour AC = (Armour)%	Electricity Resistance	Based on Race														
Action Points (AP)	<table border="1"> <tr><td>AG</td><td>APs</td></tr> <tr><td>1</td><td>5</td></tr> <tr><td>2-3</td><td>6</td></tr> <tr><td>4-5</td><td>7</td></tr> <tr><td>6-7</td><td>8</td></tr> <tr><td>8-9</td><td>9</td></tr> <tr><td>10+</td><td>10</td></tr> </table>	AG	APs	1	5	2-3	6	4-5	7	6-7	8	8-9	9	10+	10	Damage Resistance	Based on Armour
AG	APs																
1	5																
2-3	6																
4-5	7																
6-7	8																
8-9	9																
10+	10																
Carry Weight	$25 + (25 \times \text{STR})\text{lbs}$	Damage Threshold	Based on Armour														
Melee Damage (MD)	<table border="1"> <tr><td>STR</td><td>MD</td></tr> <tr><td>1-6</td><td>5</td></tr> <tr><td>7</td><td>6</td></tr> <tr><td>8</td><td>7</td></tr> <tr><td>9</td><td>8</td></tr> <tr><td>10</td><td>9</td></tr> <tr><td>11+</td><td>10+</td></tr> </table>	STR	MD	1-6	5	7	6	8	7	9	8	10	9	11+	10+	Sequence	(2 x PE)
STR	MD																
1-6	5																
7	6																
8	7																
9	8																
10	9																
11+	10+																
Poison Resistance	$(5 \times \text{EN})\%$	Healing Rate (HR)	<table border="1"> <tr><td>END</td><td>HR</td></tr> <tr><td>1-5</td><td>1</td></tr> <tr><td>6-8</td><td>2</td></tr> <tr><td>9-10</td><td>3</td></tr> <tr><td>11+</td><td>4</td></tr> </table>	END	HR	1-5	1	6-8	2	9-10	3	11+	4				
END	HR																
1-5	1																
6-8	2																
9-10	3																
11+	4																
Radiation Resistance	$(2 \times \text{EN})\%$	Critical Chance	(LK)%														

Step 5: Skills

Tag 3 of the following to add 20% to, fill out the rest

Small Guns	5 + (4 X AG)
Big Guns	(2 x AG)
Energy Weapons	(2 x AG)
Unarmed	30 + (2 x (AG + STR))
Melee Weapons	20 + (2 X (AG + STR))
Throwing	(4 X AG)
First Aid	(2 X (PE + EN))
Doctor	5 + (PE + IN)
Sneak	5 + (3 X AG)
Lockpick	10 + (PE + AG)
Steal	(3 X AG)
Traps	10 + (PE + AG)
Science	(4 X IN)
Repair	(3 x IN)
Pilot	2 x (AG + PE)
Speech	(5 X CH)
Barter	(4 x CH)
Gambling	(5 x LK)
Outdoorsman	2 X (EN + IN)

Step 6: Starting Gear

Quick Reference 2 - Character Advancement

Quick Reference 3 - Game Rules

Quick Reference 4 - Combat