

Fallout Abridged Rules - Playtest

Player characters themselves

Races

Human

1	1	1	1	1	1	1
10	10	10	10	10	10	10

Perks – 1 every 3 levels

Racial Traits – Electrical Resistance

Tags – Human

Synth

1	1	1	1	1	1	1
10	10	10	10	10	10	10

Perks – 1 every 3 levels

Racial Traits – Robotic

Tag – Human, Robot

Super Mutant East Coast

5	1	4	1	1	1	1
13	11	11	7	11	8	10

Perks – 1 every 4 levels

Racial Traits – Mutant

Tags – Super Mutant

Super Mutant West Coast

5	1	4	1	1	1	1
15	10	12	5	6	7	10

Perks – 1 every 4 levels

Racial Traits – Mutant

Tags – Super Mutant

Dog

1	4	1	1	1	1	1
7	14	6	5	3	15	10

Perks – 1 every 2 levels

Racial Traits – Animal

Tag - Animal

Cyberdog

2	4	1	1	1	1	1
8	14	6	4	6	15	10

Perks – 1 every 4 levels

Racial Traits – Robotic, Animal

Tags – Animal, Robot

Mutant Hound

2	3	2	1	1	1	1
8	13	7	4	4	15	10

Perks – 1 every 2 levels

Racial Traits – Mutant, Animal

Tags – Animal, Super Mutant

Ghoul Mutt

1	4	1	1	1	1	1
6	14	7	3	6	15	10

Perks – 1 every 2 levels

Racial Traits – Ghoulified, Animal

Tags – Animal, Ghoul

Ghoul

1	4	1	1	2	1	5
8	13	10	10	10	6	12

Perks – 1 every 4 levels

Racial Traits – Ghoulified

Tags - Ghoul

Small Robot

5	7	7	1	1	1	5
10	12	12	1	12	14	5

Perks – 1 every 4 levels

Racial Traits – Robotic, Build-A-Bot

Tags - Robot

Medium Robot

7	7	7	1	1	1	5
12	12	12	1	12	12	5

Perks – 1 every 4 levels

Racial Traits – Robotic, Build-A-Bot

Tags - Robot

Large Robot

7	7	7	1	1	1	5
14	12	12	1	12	10	5

Perks – 1 every 4 levels

Racial Traits – Robotic, Build-A-Bot

Tags - Robot

Zetan

1	2	1	1	5	1	1
8	12	5	5	15	8	8

Perks – 1 every 4 levels

Racial Traits – Alien

Tags - Alien

Intelligent Deathclaw

6	4	1	1	1	6	1
14	12	13	3	6	16	10

Perks – 1 every 4 levels

Racial Traits – Animal, Terrifying

Tags – Animal

SPECIAL Statistics

Strength = Physical Strength

Perception = Awareness of the world

Endurance = Health and resisting damage

Charisma = Communication and confidence

Intelligence = Reasoning and logic

Agility = Speed and balance

Luck = Chance and fortune

At Creation – Maximum & Minimum assigned by Race. 40 points to spend at creation

Rolling against SPECIAL = Roll 1D10. If you roll under the statistic, you succeed. If you roll over it you fail. The Overseer can decide on penalties to the roll (add a flat number to the roll)

Advantage = Halve your roll

Disadvantage = Double your roll

Traits

At Creation – Choose 0/1/2 traits. (Racial Traits which are part of a chosen race do not count to this maximum)

Universal Traits Bloody Mess, Bruiser, Chem Reliant, Chem Resistant, Fast Metabolism, Fast Shot, Finesse, Gifted, Good Natured, Heavy Handed, Jinxed, Kamikaze, Night Person, One Hander, Skilled, Small Frame, Tech Wizard

Racial Traits

Super Mutant - Mutant, Ham Fisted, Vat Skin

Robot - Robotic, Build-a-Bot, Beta Software, EMP Shielding, Targeting Computer, Tight Nuts

Animal - Animal, Domesticated, Natural Weapon, Rabid

Ghoul - Ghoulified, Fear the Reaper, Glowing One

Human - Electrical Resistance, Sex Appeal

Alien - Alien

Stats

HP (Health Points) = $15 + \text{Strength} + (2 \times \text{Endurance})$

AC (Armour Class) = $\text{Agility} + \text{AC from Armour}$

AP (Action Points) =

Agility	AP
1	5
2-3	6
4-5	7
6-7	8
8-9	9
10+	10

Carry Weight = $25 + (\text{Strength} \times 25)$ lbs

Melee Damage =

Strength	MD
1-6	1
7	2
8	3
9	4
10	5
11	6
12	7

Sequence = $\text{Perception} \times 2$

Healing Rate =

Endurance	HR
1-5	1
6-8	2
9-10	3
11+	4

Critical Chance = Luck

Skills

Tag Skills = Skill gets + 20 at the start, increases by 2 instead of 1 when you put in skill points (choose 3)

Small Guns = $5 + (\text{Agility} \times 4)$

Big Guns = $(\text{Agility} \times 2)$

Energy Weapons = $(\text{Agility} \times 2)$

Unarmed = $30 + (2 \times (\text{Agility} + \text{Strength}))$

Melee Weapons = $20 + (2 \times (\text{Agility} + \text{Strength}))$

Throwing = $(\text{Agility} \times 4)$

First Aid = $2 \times (\text{Perception} + \text{Endurance})$

Doctor = $5 + (\text{Perception} + \text{Intelligence})$

Sneak = $5 + (\text{Agility} \times 3)$

Lockpick = $10 + (\text{Perception} + \text{Agility})$

Steal = $(\text{Agility} \times 3)$

Traps = $10 + (\text{Perception} + \text{Agility})$

Science = (Intelligence X 4)

Repair = (Intelligence X 3)

Pilot = 2 X (Agility + Perception)

Speech = (Charisma X 5)

Barter = (Charisma X 4)

Gambling = (Luck X 5)

Outdoorsman = 2 X (Endurance + Intelligence)

Rolling against Skills = Roll 1D100. If you roll under a Skill, you succeed. If you roll over you fail. If you roll under Your CRITICAL CHANCE, you critically succeed. If you roll 99, you critically fail.

Advantage = Halve your roll

Disadvantage = Double your roll

Equipment

Weapons - Unarmed, Melee, Thrown, Small Guns, Big Guns, Energy Guns

Armour – Light, Medium, Heavy

Advancement

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

Every Level

HP Increase = 3 + (Endurance / 2)

Skill Increase = 5 + (Intelligence X 2) points to put in any skill - See Table for how many

Current %	Skill Points per increase
1-100	1

101-125	2
126-150	3
151-175	4
176-200	5
200+	6

Perks = Perks amounts based on Race

Perks Action Boy (or Girl), Adrenaline Rush, Animal Friend, Awareness, Bend the Rules, Better Criticals, Bluff Master, Bone Head, Bonsai, Bonus Hand to Hand Attacks, Bonus Hand to Hand Damage, Bonus Move, Bonus Ranged Damage, Bonus Rate of Fire, Bracing, Break the Rules, Brown Noser, Brutish Hulk, Cancerous Growth, Cautious Nature, Comprehension, Crazy Bomber, Cult of Personality, Death Sense, Demolition Expert, Die Hard, Divine Favour, Dodger, Drunken Master, Earlier Sequence, Educated, Empathy, Explorer, Faster Healing, Flexible, Flower Child, Fortune Finder, Gain Agility, Gain Charisma, Gain Endurance, Gain Intelligence, Gain Luck, Gain Perception, Gain Strength, Gambler, Hand to Hand Evade, Harmless, Healer, Heave H!, Here and Now, Hide of Scars, Hit the Deck!, Kama Sutra Master, Karma Beacon, Leader, Life Giver, Light Step, Living Anatomy, Loner, Master Thief, Master Trader, Medic, Mental Block, More Criticals, Mr. (or Ms.) Fixit, Mutate!, Mysterious Stranger, Negotiator, Night Vision, Pack Rat, Pathfinder, Pickpocket, Presence, Psychotic, Pyromaniac, Quick Pockets, Quick Recovery, Rad Child, Rad Resistance, Ranger, Salesman, Scout, Scrounger, Sharpshooter, Silent Death, Silent Running, Slayer, Smooth Talker, Snake-Eater, Sniper, Speaker, Stat!, Steady Arm, Stonewall, Strong Back, Survivalist, Swift Learner, Tag!, Team Player, Talon of Fear, Thief, Tough Hide, Toughness, Tunnel Rat, Way of the Fruit, Weapon Handling

Players interact with the world in combat

Push your luck – if you fail a Roll against a Skill (not a Roll against a SPECIAL Stat) you can Push Your Luck. Roll against your Luck Skill, if you succeed the roll, you succeed the failed Skill check. If you fail the Roll against Luck though, it counts as critical failure of the Roll against the Skill. This can only be done in combat though.

Combat Sequence – This is not rolled, Combat is ordered by Characters Sequence Stat. Ties settled by a 1d10 Roll-Off.

Actions –

Movement – 1AP per Hex, 2 on Rough Ground, 3 on very rough or swimming.

Stand Up – 4AP

Pick up Object – 2AP to pick up an object (Roll against Strength if object is heavy)

Hide – 4AP (Need Object to hide behind, roll against sneak (Contested by Perception))

Use Item – 3AP

Equip Item – 4AP per item

Use Skill – GM Discretion

Players interact with the world outside of combat

Rushed Skill Check – If the decision to attempt an interaction is rushed (made under duress/in a rush), each character rolls against the Skill/SPECIAL Stat individually. If the threat incurring the Rushed status is very serious, the Overseer could force this roll to be at disadvantage.

Example – During a chase

Planned Skill Check – If you have time to slowly make a roll against the Skill/SPECIAL Stat, you can make a group check. All participating characters roll against the stat/skill. See the table below.

Characters	Result
All Fail	Fail
Fewer than 50% Succeed	Success (minor penalty to the result)
50% Succeed	Success
Greater than 50% Succeed	Success (minor bonus to the result)
All Succeed	Critical Success

Example – Searching for a specific tool in a building

Travel

On foot, slow pace – 2 miles per hour

On foot, normal pace – 3 miles per hour

On foot, fast pace – 4 miles per hour

Vehicles – set per vehicle

Rough Terrain – Halves the speed per hour

Players interact with Characters in combat

Actions –

Attack (Unarmed, Melee, Thrown, Small Guns) – 4AP

Attack (Big Guns, Energy Weapons) – 5AP

Reload – 2AP

Targeted Attack – Add 2AP to the Attack

Heal - 10AP (can be partially completed over multiple rounds/take your whole turn (even if less than 10))

Defending – All remaining AP adds to AC

Attacks

Roll to hit – Roll against Skill applicable to the weapon used

Modifiers – Target AC + 20 (Targeted Shot) + 20 (Long Range)

Targeted Shot – If the character shoots/hits a specific area on the target

Long Range – If a ranged weapon is aimed at a range between normal range and max range

Critical Hit – If the roll is lower than Character's Luck SPECIAL Stat

Targeted Shots which hit, always count as critical hits

Critical Fail – If you roll an unmodified 99 (even if this would hit)

Damage

Unarmed – Melee Damage (Per Statistic)

Melee – Melee Damage + Weapon Damage

Ranged Weapons – Weapon Damage + Ammo Damage

Critical Damage – If a critical hit is scored, roll 1d10 and consult the below table.

1	Crippled Arm
2	Crippled Leg
3	Target is knocked prone
4	Target halves their AP for the next turn
5	Maximum roll on the damage dice
6	Unconsciousness for 1 turn
7	Ignores Damage Resistances
8	Blindness (Perception reduced to 1)
9	Damage also affects second target
10	200% Damage

Resistances – after above is calculated, some creatures/armours have resistances to damage types. Percentage based

Damage Types – Fire, Acid, Physical, Poison, Radiation, Explosion, EMP, Electricity.

Player Character Damage – fall to 0, damage doesn't roll over. Can fall to -5 if they are damaged again. At -5 die. Without healing, they will wake up in 1d4 hours per point below 0 they are.

Armour, Weapon, Equipment – see document.

Healing – 1d10 HP per First Aid Roll, 2d10 HP per Doctor Roll

Death – When a character hits -5, no reviving (DM's discretion)

Crippled Limbs/Blindness

1 Leg – reduce movement by $\frac{1}{2}$. Agility = Agility/2

2 Legs – One hex per round movement, Agility = 1

1 Arm – -1 Agility, no 2 armed weapon

2 Arms – -1 Agility (stacks), no weapons/tools

Blindness – Perception = 1

Players interact with Characters outside of combat

Contested Skill checks – These occur when a character is in non-combat competition with an NPC. E.g. tug of war competition, bartering, and hiding

The player and NPC roll against the Skill/SPECIAL Stat in question (can be different Skills/Stats – Barter vs Barter, Sneak vs Outdoorsman, Strength vs Endurance, Perception vs Sneak)

- Skill vs Skill –

Character 1	Character 2	Result
Fail	Fail	Both fail, tie
Succeed	Fail	Character 1 succeeds
Fail	Succeed	Character 2 succeeds
Succeed	Succeed	Degree of Success

Degree of success = Skill total – Number rolled

Whichever character has a higher degree of success wins the contest

- SPECIAL vs SPECIAL

Character 1	Character 2	Result
Fail	Fail	Both fail, tie
Succeed	Fail	Character 1 succeeds
Fail	Succeed	Character 2 succeeds
Succeed	Succeed	Degree of Success

Degree of success = SPECIAL stat total – Number rolled

Whichever character has a higher degree of success wins the contest

- SPECIAL vs Skill

Character SPECIAL	Character SKILL	Result
Fail	Fail	Both fail, tie
Succeed	Fail	Character 1 succeeds
Fail	Succeed	Character 2 succeeds
Succeed	Succeed	Degree of Success

Degree of success = SPECIAL stat total – Number rolled

(Skill total – Number rolled) / 10

Whichever character has a higher degree of success wins the contest

- Healing** - First Aid (1d10 healing), 3 times in 24 hours. (10 minutes)
- Doctor (2d10 healing), twice per day / heal a limb or blindness. (1 hour)
 - Don't roll for the skill while healing