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 – Electricial Resistance, 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 + Strength + (2 X Endurance)

**AC (Armour Class)** = Agility + 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 + (Strength X 25) lbs

**Melee Damage** =

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

**Sequence** = Perception X 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 + (Agility X 4)

**Big Guns =** (Agility X 2)

**Energy Weapons** = (Agility X 2)

**Unarmed** = 30 + (2 X (Agility + Strength))

**Melee Weapons** = 20 + (2 X (Agility + Strength))

**Throwing** = (Agility X 4)

**First Aid** = 2 X (Perception + Endurance)

**Doctor** = 5 + (Perception + Intelligence)

**Sneak** = 5 + (Agility X 3)

**Lockpick** = 10 + (Perception + Agility)

**Steal** = (Agility X 3)

**Traps** = 10 + (Perception + 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 ½. Agillity = 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