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

Traits – Electrical Resistance

**Synth**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 10 | 10 | 10 | 10 | 10 | 10 | 10 |

Perks – 1 every 3 levels

Traits – Robotic

**Super Mutant East Coast**

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

Perks – 1 every 4 levels

Traits – Mutant

**Super Mutant West Coast**

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

Perks – 1 every 4 levels

Traits – Mutant

**Dog**

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

Perks – 1 every 2 levels

Traits – Electricial Resistance, Animal

**Cyberdog**

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

Perks – 1 every 4 levels

Traits – Robotic, Animal

**Mutant Hound**

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

Perks – 1 every 2 levels

Traits – Mutant, Animal

**Ghoul Mutt**

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

Perks – 1 every 2 levels

Traits – Ghoulified, Animal

**Ghoul**

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

Perks – 1 every 4 levels

Traits – Ghoulified

**Small Robot**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 5 | 7 | 7 | 1 | 1 | 1 | 5 |
| 10 | 12 | 12 | 1 | 12 | 14 | 5 |

Perks – 1 every 4 levels

Traits – Robotic, Build-A-Bot

**Medium Robot**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 7 | 7 | 7 | 1 | 1 | 1 | 5 |
| 12 | 12 | 12 | 1 | 12 | 12 | 5 |

Perks – 1 every 4 levels

Traits – Robotic, Build-A-Bot

**Large Robot**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 7 | 7 | 7 | 1 | 1 | 1 | 5 |
| 14 | 12 | 12 | 1 | 12 | 10 | 5 |

Perks – 1 every 4 levels

Traits – Robotic, Build-A-Bot

**Zetan**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 1 | 1 | 5 | 1 | 1 |
| 8 | 12 | 5 | 5 | 15 | 8 | 8 |

Perks – 1 every 4 levels

Traits – Ghoulified

**Intelligent Deathclaw**

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

Perks – 1 every 4 levels

Traits – Animal, Natural Weapon

**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

**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**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, Robotic, Mutant, Animal, Ghoulified, Natural Weapon, Build-a-Bot, Electrical Resistance

**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

**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, Cancerous Growth, Cautious Nature, Comprehension, Crazy Bomber, Cult of Personality, 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, Harmless, Healer, Heave Ho!, Here and Now, Hit the Deck!, Hand to Hand Evade, 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, Thief, Tough Hide, Toughness, Tunnel Rat, Way of the Fruit, Weapon Handling, Brutish Hulk, Death Sense, Hide of Scars, Talon of Fear

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), you roll against the Skill/SPECIAL Stat. If the threat incurring the Rushed status is too serious, the Overseer could force this to be at disadvantage.

**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 |

**Travel**

**Downtime**

Players interact with Characters in combat

**Actions** –

Attack Unarmed –

Attack Melee

Attack Thrown

Attack Small Guns

Attack Big Guns

Attack Energy Weapons

Reload – 2AP

Heal - 10AP(can be partially completed over multiple rounds)

Defending – All remaining AP adds to AC

**Damage**

**Armour**

**Weapons**

Players interact with Characters outside of combat

* Skill checks – contested
* Training