Fallout Abridged Rules - Playtest

Player characters themselves

**Races** Human, Synth, Super Mutant East Coast, Super Mutant West Coast, Dog, Cyberdog, Mutant Hound, Ghoul Hound, Ghoul, Robot, Zetan, Intelligent Deathclaw

**SPECIAL** Strength, Perception, Endurance, Charisma, Intelligence, Agility, Luck

**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

**Stats** HP, AC, AP, Carry Weight, Melee Damage, Sequence, Healing Rate, Critical Chance

**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

**Skills**

**Equipment**Unarmed, Melee, Thrown, Small Guns, Big Guns, Energy Guns

**Advancement**

Players interact with the world in combat

Skill checksd100 lower than skill,d10 lower than stat

Push your luck – if you fail a check you can push your luck – succeed a luck check, succeed your check, fail = critical failure

Advantage/Disadvantage – halve/double your roll

Turn order

Actions – movement, pick up, hide, use item, get up

**Players interact with the world outside of combat**

* Skill checks – rushed Vs planned
* Travel
* Downtime

**Players interact with Characters in combat**

* Actions – shoot, hit, reload, heal
* Damage
* Armour
* Weapons

**Players interact with Characters outside of combat**

* Skill checks – contested
* Training