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 – Electric 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 – Electricity 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)

**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

**Stats**

**HP (Health Points)** = 15 + Strength + (2 X Endurance)

**AC (Armour Class)** = Per Equipment / Agility (if unarmoured)

**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**

**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 |

**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

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