*Fallout – Character Creation*

You are a survivor of the Great War – the war that destroyed the world in a torrent of nuclear fire. Now, you scour the Wasteland for anything that can help you survive. You will face cruel raiders, brutal mutants, and crazed robots in your quest to rebuild civilization from the ashes.

***Character Creation Checklist***

*Follow these steps to create your Fallout character:*

* *Generate your* ***SPECIAL Stats***
* *Choose Your* ***Template***
* *Calculate Your* ***Figured Stats***
* *Choose Your* ***4 Background Skills***
* *Choose Your* ***8 Tag Skills***
* *Choose Your* ***Starting Talent***

*You Are SPECIAL – Generating Your Stats*

Every survivor has seven primary stats that describe his basic physical and mental profile. Each stat is generated by rolling 2d6+4, for a range between 6 and 16.



*Strength*

Strength represents your character's physical prowess and the ability to effectively leverage it. Strength tests are used to open doors, wrestle a struggling enemy to the ground, and to withstand being knocked over by a charging foe.

*Perception*

Perception measures your character’s awareness and reaction time. A high perception allows you to act faster in combat, dodge attacks more easily, and hit your enemies with ranged attacks.

*Endurance*

Endurance is a measure of your character's toughness and their ability to withstand damage and other hardships. It determines your starting hit points and how resistant you are to poisons and diseases. Endurance does not play a part in many skills, but when you get stung by an angry radscorpion, you will be glad you put a high score here.

*Charisma*

Charisma is a measure of your character's looks and personality. It helps you fast talk town guardsman, intimidate savage raiders, and squeeze caps out of wily merchants. Charisma is a component in any skill that deals with influencing people.

*Intelligence*

Intelligence measures your ability to learn, remember, and understand new and mysterious situations. Even though the world is in ruins, the remnants of old technology are scattered everywhere. Intelligent characters will be able to repair and use this technology to its fullest extent. Intelligence is a key component in skills related to science and technology.

*Agility*

Agility is a measure of your character’s quickness and deftness. Characters with high agility can climb, swim, pick locks, and sneak around their enemies. Agility is also a key component in many combat skills, your initiative, and movement rate.

*Luck*

Luck represents your connection with the universe and to a lesser extent, your force of will. Characters with a high luck will scavenge better loot, be inspired in battle, and will find their gear degrading more slowly than others.

*Stat Bonuses*

Each stat has a BONUS, which adds to any check that utilizes that stat. Bonus is determined by subtracting 10 from your stat, and dividing by 2. Half-points don’t give you any bonus by themselves, but many calculations (skill levels most notably) use two stats, and in that case two half-points add up to a +1.

*BONUS = (Stat – 10) / 2*

*Effect Dice*

Each stat has an EFFECT DIE based on your character’s score for that stat. When the result of an action isn’t simply pass or fail, you may be asked to roll one or more effect dice based on the stats involved in the task. The most common example of this is combat – when you hit your opponent, one of your damage dice is your Strength effect die.

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| **Stat Value** | **Effect Die** |
| 0-3 | 1d3-1 |
| 4-5 | 1d3 |
| 6-8 | 1d4 |
| 9-12 | 1d6 |
| 13-15 | 1d8 |
| 16-18 | 1d10 |
| 19-20 | 1d12 |
| 21-22 | 1d12+1 |
| 23-24 | 1d12+2 |

***Character Creation Checklist***

* *Generate your* ***SPECIAL Stats***

*To create your SPECIAL stats, roll 2d6+4 seven times and record the results. Now assign each of the values to one of the stats in whatever order you choose based on the type of character you intend to play. A powerful melee fighter will focus on Strength and Endurance, while a cunning scientist will want Intelligence and Perception.*