

YOU'RE

SPECIAL



WASTELAND SURVIVAL GUIDE

A FALLOUT TABLE-TOP ROLEPLAYING GAME

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Introduction	3
Chapter 1: Characters	4
Overview	4
S.P.E.C.I.A.L Stats	4
Other Stats	6
Backgrounds	6
Bounty Hunter	7
Caravan Merchant	8
Chem Head	10
Con Artist	11
Doctor	12
Entertainer	14
Hired Muscle	15
Homesteader	16
Local Leader	18
Ranger	19
Savant	20
Spy	22
Thief	23
Tinkerer	25
Tribal	26
Vault Dweller	28
Chapter 2: Skill Tests and Dice	30
Performing Skill Tests	30
Skill Tests By Attribute	33
Aiding Skill Tests	37
Failing Skill Tests	38
Chapter 3: Advancement	39
XP, Perks and Hit Points	39
Perks	40
Strength Perks	41
Perception Perks	44
Endurance Perks	47
Charisma Perks	50
Intelligence Perks	54
Agility Perks	57
Luck Perks	60

Chapter 4: Gear	63
Encumbrance (ENB)	63
Condition Clocks	64
Price	65
Armor	65
Weapons	66
Chems and Booze	76
Aid Items	77
Other Gear	78
Ammunition	85
Chapter 5: Crafting	87
Workbenches	87
Ingredients	87
Recipes	88
Chapter 6: Combat and Movement	91
Combat Encounters	91
Your Turn	92
Resolving Attacks	95
V.A.T.S	97
Movement	99
Special Combat Rules	102
Healing and Dying	104
Chapter 7: Adventuring in the Wasteland	106
Exhaustion	106
Rest and Sustenance	107
Radiation	109
Environmental Hazards	111
Afterword	113
Appendix	113
Companion Statistics	113
Recipes	114

Introduction

What is “You’re SPECIAL”?

“You’re SPECIAL” is a tabletop roleplaying game set in the post-apocalyptic world of the Fallout video game series. The rules and references presented here are meant to evoke the feeling of that universe as well as provide items, settings, characters and experiences that are steeped in Fallout lore.

Who is it for?

This game has been lovingly written for anyone who is a fan of the Fallout series, post-apocalyptic and roleplaying games. If you wish to create characters and experience new stories set in the Wasteland, then this game is for you. The goal is that this will feel like Fallout to the fans of the franchise.

Terminology and Voice

The game consists of a group of 3 to 5 players and one person to run the game. This is pretty standard for a tabletop roleplaying game, but these roles are given specific names in “You’re SPECIAL.” Players, or players’ characters, are referred to as Survivors and the one running the show is called the Overseer throughout this book.

In addition, most of the rules are voiced in the second-person, constantly using the word “you”. “You” describes the reader’s character and assumes for most of these rules that the reader is a player, not the Overseer.

Now Let’s Get To It

Because War.... War Never Changes.

Chapter 1: Characters

Overview

Survivors are a combination of their stats, backgrounds and traits. This chapter details how to select each one of these components for yourself. What this chapter doesn't cover is the rich and vibrant backstory that your character is likely to possess. That's up to you. Remember that you don't just suddenly pop into existence at the beginning of the game: You've likely been living in the Wasteland for years, and have had experiences that will influence your decisions moving forward and define who you are.

S.P.E.C.I.A.L Stats

Your stats are quite literally what make you special! You might consider yourself a tanky bruiser with high Strength and high Endurance, or a sneak thief specializing in Agility and Perception. SPECIAL stats govern everything you do in the game, and determine your strengths and weaknesses as a Survivor.

The starting values for your SPECIAL stats are determined by the background you pick in the next section. You will have the opportunity to advance these values as you progress through the game.

S is for Strength

Strength represents your raw physical power. It governs how hard you hit in melee combat and how much you can carry. Most attacks with melee weapons are resolved by Strength.

Damage

You deal damage with your fists equal to your Strength score. Many melee weapons augment this, having a damage value modifier. For example, a combat knife might have a damage value of 3+S, this means that it always deals an amount of damage equal to 3 plus your Strength score.

P is for Perception

Perception represents the five senses. Anytime you want to search for a hidden foe, check for traps, or track an elusive radstag, you use Perception. Perception is also the governing attribute for most long range weaponry from hunting rifles to missile launchers.

E is for Endurance

Endurance is your physical well-being and constitution. It affects how much health you have, as well as how much radiation you can take. Being able to grit your teeth through a grueling situation depends on your endurance.

C is for Charisma

A charismatic character always prefers to talk their way out of danger. Whenever you attempt to manipulate, deceive, seduce, or befriend someone, you do so with your Charisma.

I is for Intelligence

Intelligence represents what your character knows. Hacking computers, performing first aid, and recalling lore about the wasteland all depend upon your Intelligence. A modicum of Intelligence is also necessary for maintaining your gear and crafting items.

A is for Agility

An agile character is adept at avoiding danger. A high agility means you can sneak past foes, pick their pockets, or dodge incoming attacks more effectively. Agility is also the attribute required to use more elegant melee weapons as well as most automatic weapons.

Dodging

Agility dictates how hard you are to hit with an attack in combat. When you are attacked, you resist the attack by dodging with your agility, hoping to roll more successes than your opponent achieved on his attack.

L is for Luck

Luck affects everything and governs nothing. The only skill that depends on Luck is gambling, but Luck can turn the tides of any skill attempt or combat. Luck also grants access to powerful perks to further augment your abilities.

Lucky Dice

At the beginning of each session, players receive a number of Luck points equal to their Luck score. Luck points may be spent to reroll any number of dice during a test. However, once a luck point is spent it is gone for the remainder of the session. Luck points do not replenish until the next game.

Other Stats

Beyond being SPECIAL, you have a few other statistics that make up who you are. These are your Hit Points, Encumbrance Limit and Action Points. Some are calculated based on your SPECIAL stats while others are fixed values that might be modified by backgrounds or perks.

Hit Points

You calculate your starting hit points by taking a base value provided by your background and adding your Endurance score. You can raise your max hit points by spending Experience Points. Hit points are covered in more detail in the [Combat](#) and [Advancement](#) chapters.

Encumbrance Limit

Your base encumbrance limit is $10 + \text{your Strength score}$. This represents how much you can carry without other containers like backpacks or bandoliers. The number is an abstraction of both weight and size, and is explained in detail at the beginning of the [Gear](#) chapter.

Action Points

Action points control how much you can do in a single turn of combat. By default, everyone has 3 action points. These are most commonly used in combat to move and attack, but there are a myriad of actions that points can be spent on and are detailed in the [Combat and Movement](#) chapter. Perks or Traits might increase the number of Action Points you have.

Backgrounds

Everyone, even wandering wastelanders, came from somewhere. Your background represents who you were before you started adventuring throughout the wasteland. It provides your baseline SPECIAL attributes as well as a collection of perks unique to each background. However, these only form your jumping off point. Once you step out into the Wasteland, you are no longer just a Vault Dweller or a Caravan Merchant. You may still be partly those things, but once you set foot on your first quest you step beyond your background.

Starting SPECIAL

Your background gives you the starting values for each of your SPECIAL attributes. Your experiences before becoming an adventuring wastelander shaped your skill set, providing a baseline from which you can begin to be SPECIAL. As you progress through the game, you can spend [XP](#) to increase your SPECIAL stats. Your background gives you a place to start but it doesn't define you as you move forward.

Background Perks

At the time you choose your background, you are also given a list of background perks. These are one-time bonuses that can only be taken when you choose your background. Each background has a unique set of Perks. Some you will get just for picking that background, while others you may have to choose between.

Bounty Hunter

Bounty Hunters carry out the closest thing to “justice” in the wastes. As long as those with money are cheated, robbed from, and hurt, they will be placing prices on the heads of others. Bounty hunters don’t concern themselves with the morality of a job, only how well it pays. As a bounty hunter, you’re most concerned with cashing in your next handbill, and using your superior tracking skills to track down your prey as efficiently as possible. Bounty hunters are valued by those they work for and despised by those they hunt. But you don’t care. It’s just a job.

Starting SPECIAL

Strength: 3

Perception: 4

Endurance: 2

Charisma: 1

Intelligence: 2

Agility: 2

Luck: 2

Hit Points

10 + Endurance

Starting Gear

- 3 Bandoliers
- 2 double-action revolvers with 18 rounds of .357.
- 2 combat knives and a machete or baseball bat
- Bedroll
- 2 frag grenades
- Binoculars
- Raider armor
- 2 days food and water
- 75 caps

Bounty Hunter Perks

All bounty hunters start with the Professional Predator perk. You may choose 1 additional perk from the list.

Professional Predator

When in a settlement, you always know who to talk to about getting paid. The Overseer will direct you to a contact or bounty board where you may view the jobs available to you. If there are no bounties in this particular settlement, there should always be someone who can point you in the direction of work.

I Recognize Him

Once per combat encounter, you may spend a Luck point to determine that one of your adversaries currently locked in combat with you has a price on their head. The Overseer will tell you the terms of the bounty and how much it is worth. You may spend this Luck point during combat, or immediately after to determine if anyone you have slain has prices on their heads.

Swift Hunter

Increases your Agility by 1.

Weak Spot

You've done this enough to know exactly how to hit where it hurts most. When you deal damage with a melee weapon, you add your Perception instead of your Strength to the damage.

Unlucky Marks

Increase your Luck by 1.

One Step Ahead

You may block with Perception instead of Strength.

Caravan Merchant

You've seen every settlement, hovel, and city from here to The Hub, and walked every road in between. Caravan Merchants provide a much needed service to the people of the Wasteland, toting their packs from town to town; bringing goods and services from afar. As a member of their illustrious ranks, you specialize in bartering and negotiating with others, as well as surviving on the treacherous trails between civilization.

Starting Special

Strength 1

Perception 3

Endurance 2

Charisma 4

Intelligence 2
Agility 2
Luck 2

Hit Points

8 + Endurance

Starting Gear

As a Caravan Merchant, you start with all of the following:

- Leather Armor
- A varmint rifle and 10 .22 rounds or a double-barrel shotgun and 4 shotgun shells
- First aid kit with 10 stock and 5 healing salves
- Repair Kit
- 4 pieces of junk
- 250 caps

Caravan Merchant Perks

All Caravan Merchants gain the Pack Animal perk. You may choose 1 additional perk from the list.

Pack Animal

You gain a Brahmin animal companion to haul around your wares. Your Brahmin has an Encumbrance Limit of 30. It does not fight and cannot take any actions in combat besides moving.

Hardened By The Road

Increase your Endurance by 1.

Card Carrying Member

You belong to a Caravan Company that provides housing and resources throughout your travels. Whenever you are in a populated and civilized settlement you can contact the local caravan company representatives for information and assistance. In addition, they provide you and your crew a free place to stay with food and water as well as jobs you can take to earn some extra caps.

Well Protected Caravan

In addition to the ordinary Caravan Merchant starting gear, you get a full set of metal armor and your choice between a hunting rifle with 5 .308 rounds, assault rifle with 24 5.56mm rounds, or three fragmentation grenades.

Slippery Salesman

Increase your Agility by 1.

Well-Stocked Inventory

You may spend 1 Luck point to have some handy gear on your pack animal. You may choose from the following list:

- Up to 10 caps worth of 1 type of ammunition
- 1 of any Chem, Aid, or Alcohol item
- 1 of any item from the Gear list worth 30 caps or less

Chem Head

The wasteland is full of psychotic weirdos and blood-thirsty maniacs. It's a good thing you are too drugged out of your mind to let them bother you. As a Chem Head, your steady diet of Buffout and Psycho means that you hit like a truck and practically feel no pain! Getting your fix not only makes you feel like you can take on the world: it also keeps the demons at bay. Your adventuring supplies are full of pills and needles designed to make all those bad feelings and post-apocalyptic horrors turn into sunshine and rainbows. Just make sure you don't run dry of happy, happy times.

Hit Points

8 + Endurance

Starting SPECIAL

Strength: 4

Perception: 3Hired

Endurance: 2

Charisma: 1

Intelligence: 2

Agility: 2

Luck: 2

Starting Gear

- Messenger bag
- 2 Jet, 2 Buffout, 2 Psycho, 2 Med-X and 2 Daytripper
- 4 molotov cocktails
- Chemistry kit
- Recipes for Psycho and Jet

Chem Head Perks

All Chem Heads start with the Cold Turkey perk. You may choose 1 additional perk from the list.

Cold Turkey

All addiction tests become trivial (1) Endurance tests.

Can't Feel A Thing

Whenever you take a chem, you gain Damage Reduction equal to your Endurance in addition to the chem's other effects. This effect does not stack, so if you take 3 different chems you still only gain E Damage Reduction. If the chem already provides a DR bonus, you take whichever bonus is higher.

Dealer's Choice

Increase your Luck by 1.

Psycho Killer

If you make an area attack and are within the area, you suffer 0 damage.

Amateur Chemist

Increase your Intelligence by 1.

Open A Vein

When you hit with an attack, you may spend 1 Luck point to inflict the Bleed(3) effect in addition to the normal damage and effects applied by the weapon.

Con Artist

Masters of deception and misdirection, Con Artists make their living duping the perceptions of others. The con that a particular Con Artist specializes in may vary widely, but they all prey on the naivete of others in the Wasteland. As a Con Artist, you may have a particular scam that you are most comfortable with, but your attributes and perks are geared towards success under false pretenses in any scenario.

Starting SPECIAL

Strength: 2

Perception: 2

Endurance: 1

Charisma: 3

Intelligence: 2

Agility: 2

Luck: 4

Hit Points

8 hit points + Endurance

Starting Gear

- Straight Razor
- A hidden .22 pistol with 6 .22 rounds or a sawed-off shotgun with 4 shotgun shells
- A gaming set

- A reinforced leather vest granting 1 Damage Reduction
- Brass knuckles
- Credentials and costume for your false identity
- A flask of whiskey
- 75 caps

Con Artist Perks

All Con Artists start with the False Identity perk. You may choose 1 additional perk from the list.

False Identity

You have a false identity that you can assume around those that don't already know you. You have sufficient credentials and a costume to support your identity. Your identity passes basic scrutiny unless an opponent has evidence that proves your deception. Anyone wishing to see through your identity must make an Intelligence or Perception roll contested by your Charisma.

Snake Eyes

Twice per session, if you roll a 1, you may reroll that die without spending a Luck point.

Heavy Handed

Increase your Strength by 1.

Leverage

When you succeed on a Charisma test against a target, you may choose to gain a Leverage die. This die may be spent to roll 1 extra die on a future test or attack against that target. You may only have 1 Leverage die at a time, and can choose to change the target of your Leverage die after succeeding on a new Charisma test against that target.

Eyes on the Exit

Increase your Perception by 1.

Too Good To Be True

When you deceive someone, you may roll Luck instead of Charisma. This also means that when your False Identity falls under scrutiny, you contest it with your Luck instead.

Doctor

A "doctor" in the wasteland represents anyone who treats injuries, dispenses chems, or provides any other form of healing. They are not necessarily the white-coat and stethoscope wearing medical professionals of old, but they all know their stuff. As a doctor, you have a varied skill-set for treating others, from removing bullets to curing radiation. Your skills are valuable to everyone because the bombs wiped out most medical know-how.

Starting Special

Strength: 1

Perception: 2

Endurance: 2

Charisma: 3

Intelligence: 4

Agility: 2

Luck: 2

Hit Points

6 hit points + your Endurance

Starting Gear

- A Doctor's Bag
- First Aid Kit
- 4 stimpacks
- 6 healing salves
- A double-action revolver and 6 .357 rounds
- 75 caps

Doctor Perks

All doctors gain the Don't You Die On Me perk. Choose 1 additional perk from the list.

Don't You Die On Me

You've received emergency response training and know how to revive someone when they fall unconscious. When you attempt to stabilize a dying character, you make a Trivial(1) Intelligence and don't spend any uses of a first aid kit. See [stabilizing a dying character](#).

Steady Hands

Increase your Agility by 1.

Quack Surgeon

You may consume 1 alcoholic beverage in place of using a First-Aid Kit to perform First Aid. In addition to gaining the usual benefits of the beverage, you also gain 1 Intelligence while under the effects of alcohol. This replaces any penalty to Intelligence normally caused by booze.

Combat Medic

In addition to the starting gear listed above, you gain leather armor, a sawed-off shotgun, 8 shotgun shells and a bandolier.

The Right Touch

Increase your Perception by 1.

Surgical Precision

When you make a melee attack, you may roll Intelligence instead of the weapon's Attack stat.

Entertainer

Everyone in the wasteland wants to forget about the world they live in. A little beauty and art can sometimes take the edge off of post-apocalyptic America. Entertainers provide this much needed service, and as a member of their ranks you specialize in making people happy. Or at least a little less miserable. You have a strong presence, good physicality, but most importantly you have a way with people.

Starting SPECIAL

Strength: 2

Perception: 2

Endurance: 2

Charisma: 4

Intelligence: 2

Agility: 3

Luck: 1

Hit Points

8 hit points + Endurance

Starting Gear

- 2 batons
- 2 combat knives
- 2x Jet
- Vodka
- 60 caps

Entertainer Perks

All Entertainers start with the Crowd Pleaser perk. You may choose 1 additional perk from the list.

Crowd Pleaser

While in a well-trafficked public space or similar venue, you may perform your chosen art. Make a Charisma test. The Overseer will award you caps for a successful performance based on the number of successes you achieve and the wealth available in your audience.

Striking Performance

On your turn, you may spend 1 Action Point to grant an ally the benefit of Striking Performance. On the next successful attack made by that ally before the end of the encounter, they may deal an additional amount of damage equal to your Charisma modifier.

Break a Leg

Increase your Endurance by 1.

Bedtime Stories

You may perform your art for your allies before taking an extended rest. If you do so, your allies gain Well Rested if they otherwise would not have. In addition, your allies heal a number of hit points equal to your Charisma in addition to any other healing.

Feats of Strength

Increase your Strength by 1.

Inspiring Performance

On your turn you may spend 1 Action Point to give an ally 1 bonus die to add to a test of their choice before the end of the encounter.

Hired Muscle

Like thieves, Hired Muscle comes in a wide variety of forms. Bouncers, thugs, mercenaries and even soldiers fall into this background. The key component that ties them all together is a career spent training in combat, and a familiarity with a variety of weapons.

Starting Special

Strength: 4

Perception: 2

Endurance: 2

Charisma: 1

Intelligence: 2

Agility: 3

Luck: 2

Hit Points

10 + Endurance.

Starting Gear

- Brass knuckles and a combat knife, or a sword

- 10mm submachine gun with 30 10mm rounds or a double-barrel shotgun with 10 shotgun shells
- 2 bandoliers
- 3 fragmentation grenades
- Leather Armor, Raider Armor, or Metal Armor
- 25 caps

Hired Muscle Perks

All Hired Muscle start with the Shake It Off perk. You may choose 1 additional perk from the list.

Shake It Off

You are no stranger to being knocked out or left bleeding. When you make an Endurance test to stabilize while dying, roll 2 additional dice.

Battlefield Tactician

Increase your Intelligence by 1.

High-Tech Soldier

In addition to the hired muscle starting gear, you gain a laser rifle, 20 fusion cells, 3 pulse grenades and 3 emp grenades.

Strong Arm

You feel the most direct approach to getting information is to beat it out of someone. You may use Strength instead of Charisma to intimidate or persuade someone.

Battle Hardened

Increase your Endurance by 1.

Riposte

After blocking, you may spend a Luck point to deal damage equal to your Strength modifier to your attacker.

Homesteader

There are many ways to make a living in the Wasteland. Some rob for it, others kill for it, and a few sell their hard earned wares to get by. You are a Homesteader, however, and you survive by living off the land and keeping what's yours. Armed with keen ingenuity, unstoppable grit, and a little stubbornness, you staked your claim and raised a small piece of home out of the ashes of nuclear devastation.

Starting SPECIAL

Strength: 2

Perception: 1
Endurance: 4
Charisma: 2
Intelligence: 3
Agility: 2
Luck: 2

Hit Points

8 hit points + Endurance

Starting Gear

- Combat knife and sickle
- Double-action revolver with 10 rounds of .357
- Repair kit
- 2x healing salve
- 3 days of food and water
- 30 caps
- Duct tape and a whetstone

Homesteader Perks

All Homesteaders gain the Baker's Dozen perk. You may choose 1 additional Perk from the list.

Baker's Dozen

Food and water each have an Encumbrance of 1(3) instead of 1(2) when carried by you.

Friendly Neighbor

Increase your Charisma by 1.

Reap What You Sow

When wielding a melee weapon, when you successfully block an attack you may immediately make a melee attack for 0 Action Points.

Bountiful Harvest

When you consume food and water for the day, you may spend a Luck point to also provide food and water for a number of allies equal to your Luck score.

Farm Hands

Increase your Strength by 1.

Power Through The Pain

You may dodge with Endurance instead of Agility.

Local Leader

Anyone who has held sway over a settlement, faction, or tribe is considered a local leader. Local leaders specialize in addressing the public and inspiring others: bending the will of their populace to their specific agendas. They might achieve their goals honestly or hold their power through corruption and deceit, but by whatever means they are leaders. When you begin your journey as an adventurer, you may still have ties to your community or you might have left your station behind to pursue your new life. Either way you take the charismatic skills of leadership with you.

Starting Special

Strength: 1

Perception: 2

Endurance: 2

Charisma: 4

Intelligence: 3

Agility: 2

Luck: 2

Hit Points

6 hit points + Endurance

Starting Gear

- A finely kept suit, or clothing befitting your station
- A switchblade
- A hidden .22 pistol and 2 .22 rounds
- A flask of whiskey
- A trinket, symbol, or other credentials that identify your leadership

Local Leader Perks

All Local Leaders get the Diplomatic Immunity perk. You may choose 1 additional perk from the list.

Diplomatic Immunity

When engaged in combat, you may spend 2 Action Points to declare your title and status as a non-combatant. Anyone who makes an attack against you must roll 1 less die until the end of the encounter.

One Tough Boss

Increase your Endurance by 1.

Stand-Up Guy

When you use Charisma to persuade others fairly and honestly, roll an additional die.

Grease The Right Palms

When you use Charisma to deceive or persuade someone, you may spend 25 caps for an additional success. You may only gain an additional success this way once per test.

Favor of the People

Increase your Luck by 1.

Campaign Funds

Due to your status in the community, you do not need to pay for food or shelter in the settlement or group that you represent. Additionally, once per session if you are able to address a crowd of your constituents, you may attempt to fundraise by making a Charisma test. You gain a number of caps equal to 10x the number of successes rolled.

Ranger

Rangers are experts at going it alone in the Wasteland. They move from settlement to settlement, never staying in one place for too long and always keeping tabs on what is out in the wastes. Some belong to formal organizations, like the New California Republic, while others are simply lone wanderers taking it upon themselves to uncover the secrets of the wasteland while satisfying their wanderlust.

Starting Special

Strength: 2

Perception: 4

Endurance: 2

Charisma: 1

Intelligence: 2

Agility: 3

Luck: 2

Hit Points

10 hit points + Endurance.

Starting Gear

- Cowboy repeater with 10 .357 rounds or 2 double-action revolvers with 18 rounds of .357
- Leather Armor
- First Aid Kit
- Repair Kit
- Tin mess kit

- Bedroll
- Backpack
- 3 Bandoliers
- Messenger Bag
- Flint and Steel
- 2x RadAway and 2x Rad-X
- 50 feet of rope
- 25 caps

Ranger Perks

All rangers start with the Under The Stars perk. You may choose 1 additional Perk from the list.

Under the Stars

You are just as comfortable sleeping on the road as you are in a bed. You gain the benefits of being Well Rested regardless of where you sleep, and you can comfortably sleep in your armor. You do not suffer [Exhaustion](#) from less-than-ideal sleeping conditions.

Wasteland Cross-Fitness

Increase your Strength by 1.

Silent But Deadly

You've become adept at sneaking up on your prey, or remaining undetected by your foes. When you successfully attack a target that you have Combat Advantage against, you add your Perception to the damage.

Long Distance Engagement

You gain a scope for your cowboy repeater that adds Extreme to it's list of effective range bands. You also add your Perception to the damage of any V.A.T.S. attacks at far or extreme range.

Savvy Survivalist

Increase your Intelligence by 1.

Careful Aim

On your turn you may spend an Action Point to gain Combat Advantage on a single target until the end of your turn. Your target must be at close range or farther from you.

Savant

Savants are not the brightest or the wittiest, but good things just seem to happen to them. No matter how dire the situation, a Savant seems to come out of it without a scratch. As a Savant,

those that know you swear you're blessed with good luck. Others maintain you are cursed and every lucky streak has to end sometime.

Starting SPECIAL

Strength: 2

Perception: 2

Endurance: 2

Charisma: 2

Intelligence: 1

Agility: 3

Luck: 4

Hit Points

8 hit points + Endurance at first level

Starting Gear

- Switch blade and brass knuckles, or a baseball bat
- 10mm pistol and 18 10mm rounds
- Duct tape
- Daytripper, Mentats, and 1 Nuka-Cola
- 55 caps

Savant Perks

All Savants gain the Random Trivia perk for free. You may choose 1 additional perk from the list.

Random Trivia

You aren't sure how, but you just seem to know things. When you make a test to recall lore or information about something, roll Luck instead of Intelligence.

Lovable Oaf

Increase your Charisma by 1.

Not A Scratch

When you are caught in an area attack, you may spend 1 Luck point to take no damage from the attack. You may choose to use this Luck point before or after performing the test to avoid area damage.

Let Me Try That Again

Once per session, you may attempt a failed skill test again by rerolling all your dice. You may spend Luck points on this attempt as normal.

Gifted

Increase a SPECIAL stat of your choice by 1 and decrease another SPECIAL stat that is above 0 by 1.

Tripping Into Success

You may roll Luck instead of Strength when performing athletic feats, such as swimming, climbing or jumping.

Spy

The wasteland is full of degenerates who handle their problems in the most direct and forceful way possible. There is no subtlety or finesse to their actions: only brute force. However, a select few understand the power of information and exploitation over muscle and guns. They might call themselves Spies if they weren't keen on avoiding such a poignant moniker. As a Spy, your primary advantage in any situation is knowing things. Stick to the shadows, learn what you can, and always have an escape route. You may not always be able to out gun your enemy, but you can usually out maneuver him.

Starting SPECIAL

Strength: 2

Perception: 2

Endurance: 2

Charisma: 3

Intelligence: 2

Agility: 4

Luck: 1

Hit Points

6 + Endurance

Starting Gear

- Switchblade
- Hidden .22 pistol with 4 rounds of .22
- Binoculars
- 2x stimpaks
- 6x bobby pins
- Chemistry kit
- Recipe for nerve poison
- Stealth boy
- 40 caps

Spy Perks

All Spies gain the Reconnaissance perk. You may choose 1 additional perk from the list.

Reconnaissance

With sufficient time and opportunity, you may gather information on a particular location, person, or thing. When you do so, you gain 1 recon die. At any time, while performing a test or attack related to the subject of your reconnaissance, you may spend your recon die to add an additional die to the test. You may only have 1 recon die at a time, and you may choose to use a recon die after seeing the initial result of your roll.

Gut Feeling

All pistols and shotguns include Melee in their range bands. You roll 1 extra die when firing pistols and shotguns in Melee.

Live and Let Die

Increase your Endurance by 1.

Blackmail

Sometimes reconnaissance just doesn't pan out. You may choose to sell the information gained from recon to an interested party. Spend and roll your recon die. You gain a number of caps equal to 10 times the value shown on the die. Like all dice rolls, the recon die can explode. Add any subsequent rolls together and multiply the total by 10 to calculate the total number of caps earned.

Intelligence Agent

Increase your Intelligence by 1.

Damaging Information

If the subject of your reconnaissance is a creature, you may spend your recon die to deal extra damage. When you successfully attack the subject of your reconnaissance, you may roll your recon die and add the result rolled to the damage dealt.

Thief

Thieves take a variety of forms in the Wasteland, from professional operatives to street urchins just trying to get by. Anyone who has spent their lives honing the art of stealing without getting caught could belong to the thief background. As a thief, you possess a wide variety of physical skills. The job often requires you to scale buildings, move silently between shadows, and bypass various forms of security.

Starting Special

Strength: 2

Perception: 3

Endurance: 1

Charisma: 2
Intelligence: 2
Agility: 4
Luck: 2

Hit Points

8 hit points + Endurance

Starting Gear

- 10 bobby pins
- A combat knife or switchblade
- A messenger bag
- A security baton or baseball bat
- Homemade caltrops
- 175 caps

Thief Perks

All thieves start with the Sneak Attack perk. You may choose 1 additional perk from the list.

Sneak Attack

You specialize in dealing the maximum amount of damage with a single, precise strike. When you deal damage to a target that you have [Combat Advantage](#) against you may add your Agility to the damage dealt.

Work Smarter, Not Harder

Increase your Intelligence by 1.

Guild Membership

You belong to an organization of thieves. Whenever you are in a settlement, you know how to contact local like-minded professionals who will sell you stolen goods, give you intel on the locals, or offer you work. The Overseer may determine that certain settlements wouldn't reasonably have guild members for you to contact, but in general it should be possible in most towns.

Stolen Opportunity

When you successfully dodge a melee attack, you may immediately make a melee attack of your own against your attacker for 0 Action Points.

Assassin

Increase your Strength to 3.

Seize the Initiative

You have Combat Advantage against any opponent that has 0 remaining Action Points. This includes opponents that you act before in the first round of an encounter.

Tinkerer

Tinkerers specialize in tech. Like a Doctor, a Tinkerer's best stat is her Intelligence, but she simply applies that Intelligence to things rather than people. As a tinkerer, you excel at maintaining or modifying existing tech, as well as creating your own homemade contraptions.

Starting SPECIAL

Strength: 2

Perception: 2

Endurance: 1

Charisma: 2

Intelligence: 4

Agility: 3:

Luck: 2

Hit Points

6 hit points + Endurance at first level.

Starting Gear

- Repair Kit
- Tinkerer's Kit
- Duffel Bag
- 6 pieces of junk
- A varmint rifle and 10 .22 rounds.
- Nuka grenade, .22 round and baseball grenade recipes

Tinkerer Perks

All Tinkerers gain the Well-Maintained perk for free. You may select 1 additional perk from the list.

Well-Maintained

As a tinkerer, you know how to keep your gear in the best condition possible. You add 2 segments to the condition clock of any gear owned by you (see the [Gear](#) chapter). This trait is inherent to you, not your gear. If the gear changes hands, it reverts to its normal condition clock with the same number of segments filled in as before. If the item would break when it is received by its new owner, he gets 1 use of the item before breaking.

Complete Breakdown

You may attempt to learn how to craft any item in your possession that has an associated recipe by making an Intelligence test. The number of successes needed is equal to the difficulty of crafting the item. If you succeed, then you learn the recipe. Either way, the item is destroyed in the process and no crafting materials are returned to you. You may only attempt to deconstruct 1 item in this way before completing an extended rest.

Soft Skills

Increase your Charisma by 1.

Skilled

When you take this perk, you may immediately gain 2 perks of your choice that you are eligible for. These could be perks from the Tinkerer background, one of the SPECIAL Perk trees found in Chapter 3, or a mix of both.

Four Eyes

Increase your Perception by 1.

I Have Just The Thing

You seem to always have a spare part or two lying around. Whenever you lack the parts for a particular recipe, you may spend a Luck point to have 1 of the components on you. You may only gain 1 component per recipe this way, and you must re-attempt the test every time you craft the recipe.

In addition, this ability gives you only 1 component, not 1 type of component. For example, let's say a recipe requires 2 bloatfly glands. A tinkerer could use this perk to have 1 of the glands, but not both.

Tribal

Tribals form the backbone of rural society in the Wasteland. Isolated groups that have been away from civilization for decades, tribals stick closely together and are distrustful of outsiders. As a tribal, you are familiar with how to live off the land and survive in the harshest of conditions. Others in more "civilized" areas of the wasteland may see you as primitive or simple, but your people have a strong tradition that has kept you alive where others have fallen.

Starting Special

Strength: 3

Perception: 2

Endurance: 4

Charisma: 1

Intelligence: 2

Agility: 2

Luck: 2

Hit Points

12 Hit Points + Endurance

Starting Gear

- Machete
- 4 doses of healing salve
- 6 days of food and water
- 1 Throwing Spear or a Sling with 5 pellets
- A necklace or other trinket indicating your tribe
- A whetstone

Tribal Perks

All tribals start with the Unarmored Defense perk. You may choose 1 other perk from the list.

Unarmored Defense

You are accustomed to fighting without the burden of armor. While wearing no armor, you may add 1 die to any Agility test made to dodge an attack or trap or any Strength test made to block an attack. In addition, you roll 1 extra die when resisting a grapple.

Tribe Shaman

Increase your Intelligence to 3.

Kamikaze

You roll 2 additional dice when determining initiative.

Wild Vigor

Your experience with the harshest conditions the wasteland has to offer has tuned your metabolism and fortitude to nearly superhuman levels. When you [spend XP](#) to increase your Hit Points, you gain 2 Hit Points per XP spent.

Like The Wind

Increase your Agility by 1.

Powerful Warrior

When you hit with an attack, you may add an amount of damage equal to the number of bonus successes rolled. This damage can still be applied even if the bonus successes are also spent on a V.A.T.S. attack.

Vault Dweller

Throughout the Wasteland, there are mysterious sealed pockets of safety. These underground shelters are called vaults, and you come from one. Vault Dwellers may not yet be hardened by the wasteland, but they benefit from a traditional education, a clean bill of health, and experience with tech not often found in the outside world.

Starting Special

Strength: 2

Perception: 2

Endurance: 2

Charisma: 2

Intelligence: 3

Agility: 2

Luck: 3

Hit Points

8 hit points + Endurance.

Starting Gear

- A Vault Suit
- 4 Stimpaks
- 1 Med-X, 1 Buffout, 1 Addictol
- 3 Nuka Colas
- A 10mm pistol with 12 10mm rounds
- A Vault-Tec Lunchbox

Vault Dweller Perks

All vault dwellers gain the Pip-Boy perk. You may choose 1 additional Perk from the list.

Pip-Boy

As a vault resident, you were issued a wrist-mounted computer called a pip-boy. It helps you interface with advanced tech and provides other helpful diagnostic information. As long as you have access to your pip-boy, you can add 1 die to any Intelligence check made to access a computer. In addition, choose 1 of the following diagnostic tools for your pip-boy:

- Gear Diagnostics - Roll 1 additional die when repairing gear.
- Medical Diagnostics - Roll 1 additional die when administering medical care.
- World Map - Roll 1 additional die when navigating or tracking.

Vault Athlete

Increase your Strength or Agility by 1.

Debate Team

Increase your Charisma by 1.

Pioneer Scout

Increase your Endurance or Perception by 1.

Like A Glove

When you are wearing your Vault suit, you may roll 1 additional die on any dodge attempt. You also gain 2 Damage Reduction.

Dodgeball Champion

You may roll Intelligence to dodge or to break out of a grapple.

Chapter 2: Skill Tests and Dice

Performing Skill Tests

The Dice

You're SPECIAL! uses a dice mechanic requiring only ordinary, six-sided dice but you may want a lot of them. A player will typically want a number of dice handy equal to their highest SPECIAL attribute score, plus 1 or 2 for good measure. When you perform a skill test or engage in combat, you roll a number of dice equal to the score of your relevant SPECIAL attribute, plus any modifications applied by perks.

Successes and Failures

When a skill test is made, you are looking to achieve a certain number of successes. A **success** is marked by a die that shows a value of 4 or higher. Any dice that come up less than 4 are **failures** and don't help you achieve your goal. Sometimes, too many failures may result in a side-effect representing your skill attempt going horribly wrong.

The number of successes required to pass a skill test is called the **difficulty** of the skill test and is determined by the Overseer. Except in special circumstances, the Overseer should always tell you the difficulty of the test and the number of successes required to pass.

If you succeed on a skill test, you achieve what you set out to do whether it be to pick a pocket or break down a door. If you fail, the Overseer determines the consequences of your failure. Failing to pick a pocket might mean you are discovered by your target, while failing to break down a door might simply mean you are still denied the access you seek.

Table 3-1: Examples of Difficulty

Difficulty	Required Number of Successes
Trivial	1
Easy	2
Moderate	3
Hard	4
Very Hard	5
Master Level	6

Heroic	7
Nearly Impossible	8
Miraculous	9
Defies Reason	10

A Skill Test Example

You want to use a fallen telephone pole to safely cross a chasm ripping through a city street. Acrobatic feats are governed by Agility, and the pole is sturdy but relatively thin, so the Overseer determines this to be a moderately difficult Agility test requiring 3 successes.

You have an Agility score of 5, so you roll 5 six-sided dice. The roll comes up 4,4,5,1,3. You count up the number of dice showing a value of 4 or more and discover you have 3 successes: just enough to cross the gap. You make it safely to the other side of the chasm.

A Contested Skill Test

Some skill tests will be opposed by another Survivor or Overseer's Character. In a contested skill test, the two characters engaged in the skill test roll against each other, attempting to get the higher number of successes. The roller with the highest number of successes wins the contest.

You are trying to pick the pocket of wealthy property owner Alistair Tenpenny. You use Agility to pick a pocket and Tenpenny attempts to detect you with Perception.

Your Agility is a 5. You roll a 1, 2, 3, 3, and 5 resulting in 1 success. Tenpenny's Perception is 3. The Overseer rolls Tenpenny's test and rolls a 2, 4 and a 5. Tenpenny wins with two successes and catches you in the act.

Ties in Contests

An equal number of successes during a contested skill test means that the situation doesn't change. This usually favors whoever is defending against the skill test, but is at the discretion of the Overseer.

For example, if a guard is trying to find you when you are hiding, he would roll a Perception test contested by your Agility test. If you tie, you remain hidden as you were hidden before the test started.

In your pickpocketing example, the Overseer might offer you the opportunity to remove your hands from Tenpenny's pockets without getting caught, but also without getting what you were after.

Exploding Dice

Sometimes it may appear that a skill test is impossible. A difficult Endurance test requiring 4 successes seems unachievable by a character with an Endurance of 2. However, exploding dice make it possible to reach past the limits of your attribute scores.

When a 6 is rolled on any of your dice during a test, it "explodes." It counts as a success, but in addition may be re-rolled for an additional success. If a subsequent 6 is rolled, the explosion continues.

You are tracking a yao guai. The yao guai isn't very elusive, and the test is an easy Perception test requiring 2 successes. You are new to tracking however and only have a Perception score of 1. You go for it anyway, and your 1 die rolls a 6. Counting your 1 success so far, you roll again and get a 4. This is enough to track down your prey.

Luck Points

A lucky character has a chance of improving upon any skill check. Survivors start each session with a pool of Luck points equal to their Luck score, meaning that everyone gets at least 1. On any roll, you may spend a Luck point to reroll any number of dice, but you must use the new result. For this reason, you usually will want to only reroll dice that come up failures.

Luck points can be spent on any roll, including dice that have exploded and subsequently fail. So if you roll a 6 attempting to cross a chasm and then roll a 2, you are allowed to spend a luck point on that second roll.

Similarly, dice that were rerolled with Luck points can explode. These rerolls are treated like any other roll of the dice.

Overseer's Luck

The Overseer starts a session with 0 Luck points, but is able to gain them throughout play. Whenever a Survivor uses a Luck point, that Luck point is added to the Overseer's pool of Luck points. The Overseer is then able to spend his Luck in a similar fashion: using it to re-roll dice on any rolls by his characters. At this point, the Luck point returns to its Survivor.

This creates an ebb and flow to Luck, as the points travel back and forth between Survivors and the Overseer. Because of this, it is useful to use different colored tokens, like poker chips or something similar, to track each Survivor's Luck points. This way, when they are eventually returned from the Overseer they can be returned to the appropriate Survivor.

Luck in Contests

Luck points that are given to the Overseer, or returned to a Survivor, are not allowed to be used until the current roll is over. In a contest, this means that if a Survivor spends a Luck point to tip the contest in his favor, the Overseer may not immediately spend that same Luck point to attempt to tip it back. Otherwise, contested rolls could go on forever as Overseer and Survivor are simply handing Luck points back and forth!

When spending Luck points on a roll, it is a good idea to put the tokens representing any Luck points that were spent in a neutral area on the table. Then when the roll is finished, the Overseer and Survivors can collect any Luck points that were awarded to them for future use.

Skill Tests By Attribute

Anything you attempt to do in the Wasteland is governed by one of your 7 SPECIAL attributes. The Overseer has the ultimate say in which attribute you should use for a particular skill test, but the following outlines the most common uses of each attribute.

Not everything requires a skill test. The Overseer shouldn't make you roll for climbing stairs but should make you roll for scaling the side of a ruined building. Typically a roll is required when there are significant consequences or risk of failure.

Strength Skill Tests

Athletics

Athletic feats include climbing, jumping, and swimming. As usual, ordinary feats of Strength may not require a roll, and this should only come into play when the attempt has consequences associated with failure. For example, doggie paddling across a swimming pool is not risky for anyone who can swim, but fighting a current in a rushing stream is and should require a skill test.

Breaking Things

Doors and other barriers may often block your way in the Wasteland. While an innovative operative might have a more elegant way past such obstacles, a Survivor with a high Strength can simply break her way through. Anytime you need to bust your way through something, it's a Strength test.

Melee Attacks and Grappling

Most attacks in melee and with melee weapons use Strength as their primary attribute. You also make a contested Strength test to grapple an opponent. These are covered in more detail in the [Combat chapter](#).

Blocking

Strength may be used to block incoming melee attacks. [See Blocking](#).

Perception Skill Tests

Perception is one of the most varied attributes that makes you SPECIAL. The most common uses of Perception are detailed below, but any use of the five senses to uncover information should probably fall under Perception.

Detecting Presences

A Perception test should be attempted whenever you wish to scan the horizon for enemies, find a hidden foe, or track prey. There are many hidden dangers in the Wasteland, some that overtly don't wish to be found, and your Perception will help you suss them out.

Searching For Traps and Hidden Things

The tell-tale signs of traps, secret doors, and obscured caches are invisible to those not looking for them. Perception governs your ability to pick out a trip-wire or notice the scuff-marks left behind by a secret sliding door.

Looking Through Lies

When someone wishes to deceive you, nerves will often get the best of them. You use your Perception to detect the tells and ticks that might give away someone's lies. Depending on how believable the lie is and how competent of a liar your opponent is, the Overseer will set an appropriate difficulty.

In some scenarios, you may use Intelligence to detect lies instead of Perception. The difference is detailed further in the Intelligence section below.

Endurance Skill Tests

Endurance is a far more passive than active attribute. Typically you do not choose to attempt Endurance tests, they are demanded of you in strenuous situations.

Fighting Disease and Radiation

Anytime your body encounters a toxin, it fights off the negative effects with its Endurance. You may have to perform Endurance skill tests when you are first exposed to disease, radiation, or other harmful environmental effects to stave off harm and immediate detriment. This does not necessarily mean you avoid becoming poisoned or irradiated, but it means you are able to grit your teeth and fight through the effects.

Cheating Death

The Wasteland is a deadly place. You may find your life stripped from you by a particular threat. When you drop to 0 hit points, you must succeed on a Hard (4) Endurance test to avoid succumbing to the Grim Reaper's sweet embrace. See [healing and dying](#).

Charisma Skill Tests

The Charisma attribute encompasses all interpersonal communication between man, robot and beast in the Wasteland. There is often overlap between the following skill examples, so as always the Overseer has the final say on how Charisma is being used and any benefits or penalties incurred in the attempt.

Negotiating and Persuading

Leading negotiations or convincing someone to do something for you in an honest manner is a particularly noble use of the Charisma attribute, and rarely employed in the cutthroat wasteland of post-apocalyptic America. As negotiations are a two-way street, this is typically contested by the opponent's Charisma.

Lying and Coercing

Honest and fair dealings will only get you so far in the Wastes, and sometimes a more underhanded approach is necessary. Just like with persuasion, you use your Charisma to deceive and intimidate others. The difference is that the Overseer will consider different factors when assigning difficulty, like the plausibility of your lie or the intensity of your threats.

Bartering

You will often come across merchants peddling wares of all kinds in your travels. These merchants are often prepared to haggle over caps and a savvy, charismatic wastelander might be able to squeeze some extra value out of a sale. At the Overseer's discretion, you may make Charisma skill tests to try to reduce the cost of an item you wish to buy, or sell an item for more. The Overseer always determines the amount of the discount and if it's reasonable or possible to barter with a particular merchant at all.

Intelligence Skill Tests

Intelligence may be the most varied SPECIAL attribute of them all. It represents all of your accumulated knowledge and the application of specialized training. The examples below are by no means exhaustive, and anytime you are exercising your know-how it may be appropriate for the Overseer to call for an Intelligence test.

Recalling Lore and Facts

You've probably learned many things during your lifetime in the Wasteland! Intelligence tests can be applied to recall a specific fact or to determine how much you know about a topic. You should work with the Overseer to determine if it is reasonable that you would know something about the topic in question. As there is no limit to the variety of topics in the Wastes, you shouldn't take it to heart if the Overseer determines you couldn't possibly know anything about one of them.

Applying First Aid

If you have the right materials and inclination, you may make an Intelligence test to attempt to heal another player. [See Performing First-Aid.](#)

Hacking Computers

Many old-world secrets lie behind the protected screens of computer terminals. As a tech savvy individual, you can use your Intelligence to bypass the security measures of these machines and unlock the plethora of information within. Security varies widely between computer terminals, and the Overseer will set a difficulty on the attempt based on this. However because terminals are advanced tech for the average wastelander, a hacking attempt should always require at least 3 successes.

Failing a hacking attempt has special outcomes associated with it. If you fail your attempt by 2 or more, then you are locked out of the computer terminal and cannot attempt to hack it again. In addition, if the terminal is owned or frequently used by someone else, they are aware of the attempt to compromise its security.

Disproving Lies

A lie is easily broken if you know the truth. In certain circumstances, at the discretion of the Overseer, you may be able to prove a lie as such by recalling contradicting facts. In this scenario, you would make an Intelligence test instead of a Perception test to determine if you are being deceived. The Overseer may alter the difficulty of uncovering lies depending on how believable the lie is and how commonly known the knowledge would be that disproves it.

Crafting and Repairing

Things break in the Wasteland. The rigorous agenda of everyday life takes its toll on you and your gear. When the condition of the gear worsens, you may make an Intelligence check to repair it. The difficulty of the Intelligence check is based on the amount of the condition clock that has been filled in (see [Condition Clocks](#)). A successful Intelligence test will repair 1 segment on the condition clock. The worse an item's condition, the harder it is to restore to good working order.

Items and modifications may also be crafted if you have the recipe. [Crafting](#) is covered in detail later, but in general an Intelligence test will allow you to craft a particular item given enough time and the right tools and parts. The difficulty of the test is determined by the item or mod that you wish to craft.

Agility Skill Tests

Balance and Flexibility

Agility tests are used to determine the outcome of acrobatic feats. This might include walking a tightrope, performing complex parkour, or slipping free of restraints. Difficulty is determined as usual by the Overseer, but the nature of these tests means that they are highly affected by the

environment and the situation. Feel free to state your best case if you believe the difficulty of a particular test doesn't take this into account.

Sleight of Hand

An agile wastelander has equally agile fingers. Agility tests are made whenever you want to pick a pocket, conceal a small item, or swap out a trinket without being noticed. Using Agility in this way means a contest against the target's Perception.

Disabling Locks and Traps

While requiring some degree of know-how, disabling locks and traps require a great amount of dexterity which is why they fall under Agility tests. Depending on the complexity of the trap, the Overseer may determine that an Intelligence test is more appropriate because the hardest part about disabling a trap may be figuring out how it works. Once a trap has been puzzled out, the physical act of rendering the trap inert might be as simple as loosening a spring, meaning that the Intelligence portion of disabling the trap was the part worth rolling dice for.

Stealth

Soft footfalls and quick reflexes are imperative when you wish to remain undetected. Agility tests are employed whenever you are attempting to be sneaky and are contested by the Perception test of those who might notice you. In the case of multiple listeners, only the person with the highest Perception should make the contested roll.

Dodging

Agility is also used to dodge incoming ranged and melee attacks. See [Dodging](#).

Luck Skill Tests

Luck provides a basis for earning Luck points and can affect all skill tests, but Luck tests are specifically rolled for only 1 skill. Several Luck perks will allow you to substitute Luck for other attribute tests in certain scenarios. These are detailed in the [Perks chapter](#).

Gambling

Luck may have a hand in all things, but it holds complete sway over games of chance. When you gamble, you make a Luck test contested by your opponent's Luck. On a success, you win the pot. Ties must be rerolled. In a scenario where you are betting against several NPCs, the Overseer should use the highest Luck amongst them.

Aiding Skill Tests

Your friends may, on occasion, require some assistance to succeed on a check. When a fellow Survivor attempts a test, you may lend a hand by first performing the same test. The Survivor performing the test then rolls an additional number of dice equal to the number of successes you rolled. It is always possible for an inexperienced good samaritan to be more of a hindrance

than a help. If you attempt to help another Survivor and you roll 0 successes, then your failure becomes a nuisance. In this case, the Survivor you are helping must attempt his test with 1 fewer die due to your distracting “assistance.”

The task being performed needs to be something that you could reasonably assist with as well. You can't help your Thief friend pick a lock: that's a one man job. But it's entirely reasonable to help a tinkerer fix a Mr. Handy. The Overseer has the final say on whether a particular test would allow for help from another, and may ask you to explain how you are helping your fellow Survivor complete the task at hand.

Aid will often accompany tests that occur outside of combat, so there is no need to track how long it takes or how many Action Points you would consume. However, if you find yourself aiding a fellow Survivor in the midst of a firefight, you need to have the Action Points to spare. Aiding another requires the same amount of Action Points as the task you are aiding with. In addition, the aid roll needs to come first, meaning that you would roll to aid on your turn and then your ally would perform the test on his turn. This requires a bit of coordination because the decision to aid needs to come before both of you act.

Failing Skill Tests

The most common outcome of failing a skill test is simply not getting what you want. Failed a Charisma test to lie to a guard? The guard doesn't believe you. What follows is up to the Overseer. Depending on the scenario, the stakes of your failure may be higher. Failing a Perception test to track an injured Radstag might simply mean you need to find something else to hunt. Failing a Strength test to scale a sheer cliff might have steeper consequences.

Keep in mind that while the Overseer is not your enemy, it is his job to create plausible effects that are caused by your failure and has guidelines for determining how severe they are. The wasteland is a harsh place. The bigger the risk, the bigger the reward, but the harder it'll hurt when you fail.

Tests With 0 Dice

There are some scenarios where you may find yourself with a SPECIAL stat that is completely in the gutter. Injuries and other penalties may cause a reduction in one of your attributes, and if that attribute is low enough it might be reduced to 0. Any test requiring you to use an attribute that is at 0 means that you automatically fail the test.

Having a score of 0 in a SPECIAL attribute doesn't necessarily mean that you have some horrible injury or extreme handicap. Someone with 0 Perception may not be physically incapable of perceiving the world around them; they may simply pay so little attention that they fail to notice important details.

Chapter 3: Advancement

So far, we've defined everything it takes to start creating your Survivor and playing You're SPECIAL, but you don't remain stagnant after character creation. As you progress through new challenges in the wasteland, you will gain XP to spend on your SPECIAL stats and Perks!

XP, Perks and Hit Points

Each time you fail a test, you earn an Experience Point (XP). XP can be spent to purchase a new Perk, increase a SPECIAL stat or purchase extra Hit Points.

When you spend XP in this way, you reduce your total XP by the amount spent. You need a little downtime to progress however, so XP can only be spent outside of [encounters](#). Even outside of an encounter, the Overseer may decide the current situation is too stressful or your Survivor is too busy to spend XP and you will need to wait until you have a few moments to catch your breath.

Advancing SPECIAL

One of the most dramatic improvements you can achieve is to spend XP to increase a SPECIAL stat. The cost to increase a single SPECIAL stat is equivalent to that stat's current value plus 1, or in other words the value that you want to raise the stat to. So to bring your Perception from 4 to 5, you need to spend 5 XP. The higher a SPECIAL stat is, the harder it is to raise.

When a SPECIAL stat advances, any [derived statistics](#) that depend upon that attribute are also affected. If your Strength increases, you immediately increase your Encumbrance Limit. Increasing your Luck immediately grants you a shiny new Luck Point.

Endurance Advancement

When your Endurance increases, you increase your max Hit Points by 1. This does not increase your current Hit Points, so an Endurance increase is not a way to heal. If you are dying, or unconscious at 0 HP, you remain that way even if your Endurance goes up.

Hit Points

There's a lot of hurt to go around in the Wasteland, and you're likely to run into some seriously dangerous threats on your adventures. If you're looking to be able to take more damage before the Grim Reaper comes knocking at your door, you can choose to spend XP on Hit Points in addition to increasing your Endurance. At any time, you may spend any number of XP to immediately increase your total Hit Points by the amount spent.

This only affects your maximum Hit Points: it does not heal you or increase your current HP. Similar to increasing your Endurance, if you spend XP to gain Hit Points while dying or unconscious, you are still at 0 HP and your predicament doesn't change.

Perks

Perks allow you to grow beyond your SPECIAL stats, providing abilities and bonuses that make you unique. As you progress, you can spend your XP to immediately gain a Perk, provided that you satisfy the prerequisites. Each perk costs 3 XP.

You can never have a number of perks for a given SPECIAL stat that is greater than your score in that stat. For example, if you have a Strength of 4, you can select up to 4 Strength perks. If you have your eye on a 5th Strength perk, you first need to increase your Strength to 5.

In addition, perks form a tree of prerequisites. More powerful perks will often require that you take other perks first. In the following perk trees, Perks at the top are ones you can pick without any prerequisites, and are considered "tier 1" perks. Perks that are further down require at least one perk in the tier above to be purchased before they are available.



Melee

SLUGGER

Roll 1 more die on two-handed melee attacks

GLADIATOR

Roll 1 more die on one-handed melee attacks

SMACKDOWN

Spend a Luck Point after blocking knock an opponent prone

HOME RUN

Spend 1 extra AP to add Strength to damage of next attack

BLOCKER

Gain 1/2 S DR when wielding a two-handed melee weapon

PAIN TRAIN

Make a melee attack for 0 AP after attacking

Utility

ATHLETE

Roll 1 more die while climbing, swimming, or jumping

BLACKSMITH

Roll 1 more while repairing armor or weapons

BEAR ARMS

Weapons weigh 2 less ENB

STURDY FRAME

Armor weighs 2 less ENB

PACK RAT

Booze, cheese, and aid weigh 0 ENB

STRONG BACK

Increase your ENB limit by +6

Heavy Weapons

LOCK AND LOAD

One less AP to reload heavy weapons

HEAVY GUNNER

Roll 1 additional die on heavy weapon attacks

BASHER

Melee attacks with heavy weapons deal 6+5 DMG

FIXED POSITION

+5 DMG from heavy weapons if you didn't move this turn

BULLET SHIELD

+ 1/2 S DR while wielding a heavy weapon

COVERING FIRE

Any target you miss with a heavy weapon grants you CA until the end of your next turn

Strength Perks

Athlete

Prerequisites: None

Your body is a well-conditioned machine. Whenever you attempt a test to jump, swim, climb or perform another athletic feat, you may roll 1 additional die.

Basher

Prerequisites: Lock and Load or Heavy Gunner

Those spikes on the end of your missile launcher aren't just a fashion statement. When you make a melee attack while wielding a heavy weapon, you deal damage equal to 6 + your Strength.

Bear Arms

Prerequisites: Blacksmith or Athlete

Keep curling those assault rifles so you can carry more sledgehammers. All weapons have their Encumbrance value reduced by 2 to a minimum of 1.

Blacksmith

Prerequisites: None

It's all about how you hammer the anvil. With this perk, roll 1 additional die on any test to repair armor or melee weapons. This perk is also a prerequisite for some armor and melee weapon recipes.

Blocker

Prerequisites: Smackdown or Home Run

No one wants to pick a fight with the guy with the biggest stick. When wielding a 2-handed melee weapon, your damage reduction is increased by an amount equal to half your Strength rounded up.

Bullet Shield

Prerequisites: Basher or Fixed Position

How do you stop enemies from shooting you? By shooting more bullets back! If you are wielding a heavy weapon then you increase your Damage Reduction by an amount equal to half your Strength rounded up.

Covering Fire

Prerequisites: Basher or Fixed Position

Laying down a tactical blanket of bullets or a fearful barrage of explosions can open up many opportunities. When you miss a target with a heavy weapon attack, or targets successfully avoid an Area attack from your heavy weapon, those targets grant Combat Advantage to your allies until the end of your next turn.

Fixed Position

Prerequisites: Lock and Load or Heavy Gunner

You are a bastion of hellfire on the battlefield: mowing down your enemies from on high. If you did not move this turn, you may add your Strength to any damage dealt with a heavy weapon.

Gladiator

Prerequisites: None

Face down your opponents with your instruments of death. When you are wielding a 1-handed melee weapon, or wielding a versatile melee weapon with 1 hand, roll 1 additional die.

Heavy Gunner

Prerequisites: None

Miniguns bring you comfort. A Flamer is your best friend. There's nothing like the thrill of a Fat Man in your arms. Whenever you make an attack with a Heavy Weapon, you roll 1 additional die.

Home Run

Prerequisites: Gladiator or Slugger

Swing for the moon, even if you miss someone will be seeing stars. You may spend 1 Action Point to add your Strength to the damage of your next successful Melee attack. This effect cannot be applied multiple times to the same attack.

Lock and Load

Prerequisites: None

Your big guns practically reload themselves! Reloading any heavy weapon costs 1 fewer Action Points.

Pack Rat

Prerequisites: Bear Arms or Sturdy Frame

You're pretty sure all the extra stuff you carry around will come in handy someday! Any booze, chems or aid items you are carrying have an Encumbrance value of 0.

Pain Train

Prerequisites: Smackdown or Home Run

Your freight is pure hurt and you always deliver on time. If you successfully make a melee attack against an opponent, you may make another melee attack against a different target for 0 AP before the end of your turn. This means you may move as normal between attacks if you need to, and this perk can only be used once per turn.

Slugger

Prerequisites: None

Others may prefer finesse, but nothing can top one solid swing of a Super Sledge. When attacking with a 2-handed melee weapon, or when wielding a versatile melee weapon with 2 hands, roll 1 additional die.

Smackdown

Prerequisites: Slugger or Gladiator

The bigger you are, the harder they fall. After successfully blocking an attack, you may immediately spend a Luck point to knock your attacker prone.

Strong Back

Prerequisites: Bear Arms or Sturdy Frame

Built like a brahmin. Your Encumbrance Limit is permanently increased by 6.

Sturdy Frame

Prerequisites: Blacksmith or Athlete

Don't just wear your armor: flaunt it! Armor you are carrying or wearing has its encumbrance value decreased by 2. Encumbrance can never be less than 1.

is for perception

Senses

SURVIVALIST

Roll 1 more die when detecting poisons and you cannot be poisoned

EYES & EARS

Roll 1 more die to detect traps or hidden foes

SELF AWARENESS

Roll P for stealth

LOCKSMITH

Roll P to pick locks

DANGER SENSE

Roll P to dodge

CAT EYES

See in the dark

Marksman

RIFLEMAN

Roll 1 more die on rifle attacks

CONCENTRATED FIRE

Roll 1 more die when using VATS

SNIPER

Roll 1 more die at Far and Extreme ranges

NOWHERE TO HIDE

Your targets get no benefit for concealment or cover

BULLSEYE

Ignore 4 DR

DEADEYE

You can target weapons in VATS

Precise Chaos

CONTROLLED BURST

Roll P for autofire

PITCHER

Roll P for thrown attacks

HIGH GROUND

Auto crit while you have CA

GRENADIER

Roll 1 more die when using thrown weapons

CONSISTENTLY ACCURATE

Choose P targets to exclude from AOE

MAXIMUM EFFECT

Add P to crit table rolls

Perception Perks

Bulls-eye

Prerequisites: Sniper or Nowhere to Hide

If there is a weakness in your target's armor, you'll find it. After succeeding on a Perception test to make a ranged weapon attack, you ignore an amount of your opponent's Damage Reduction equal to your Perception.

Cat-Eyes

Prerequisites: Self-Awareness or Locksmith

You can see in the dark. Is it creepy? Maybe. But the people who think so won't see you coming.

Concentrated Fire

Prerequisites: None

You have an eagle-eye for shooting someone where it hurts. When performing a targeted attack using VATS, you may roll 1 additional die.

Consistently Accurate

Prerequisites: High Ground or Grenadier

It's eerie and unbelievable how friends that are caught in your blast radius come out without a scratch, but they certainly aren't complaining. When you make an area attack, you may choose a number of targets to exclude equal to your Perception.

Controlled Bursts

Prerequisites: None

You believe that using full autofire doesn't mean you have to sacrifice accuracy. When making an autofire attack, you may roll Perception instead of the weapon's attack ability.

Danger Sense

Prerequisites: Self-Awareness or Locksmith

You can't explain that special tingle you get when you're in trouble, but you know enough to get the hell out of the way when you feel it. When dodging an opponent's attack, you may roll Perception instead of Agility.

Dead-Eye

Prerequisites: Sniper or Nowhere to Hide

Sometimes it's better to leave your opponent alive and disarmed. When making a targeted [V.A.T.S.](#) attack, you can now target one of your opponent's weapons as if you were targeting their arms. If you succeed, instead of dealing damage, your opponent immediately drops that weapon and the weapon is broken.

Eyes and Ears

Prerequisites: None

Being caught unaware is a quick way to a nasty end, and you don't intend to die like that. When performing a Perception test to detect hidden creatures, traps, or hazards, you may roll 1 additional die.

Grenadier

Prerequisites: Controlled Burst or Pitcher

It's all in the wrist, and your technique is unparalleled. When attacking with a thrown weapon, you may roll 1 additional die.

High Ground

Prerequisites: Controlled Burst or Pitcher

You are a masterful tactician and know how to use your advantage in combat. When you attack an opponent that you have Combat Advantage against, V.A.T.S. attacks cost 1 fewer action points.

Locksmith

Prerequisites: Survivalist or Eyes and Ears

Listen for those tumblers and feel those pins click into place. When you make a test to pick a lock, you may roll Perception instead of Agility.

Maximum Effect

Prerequisites: Grenadier or High Ground

It's easy to kick someone when he's down. It takes talent, however, to know exactly where to kick, and exactly how hard. When you make a V.A.T.S. attack, the number of bonuses successes required to cause an injury are reduced by 1. This means that you can choose to apply the base V.A.T.S. effect, or the effect costing 1 bonus success for free.

Nowhere to Hide

Prerequisites: Rifleman or Concentrated Fire

Being able to pick the flies off of a Brahmin at 200 yards means that there aren't many folks that can stay out of your crosshairs. Targets of your ranged attacks do not gain any benefit from cover or concealment.

Pitcher

Prerequisites: None

Striking someone out is more fun when the ball explodes. When performing an attack with a thrown weapon, you may roll Perception instead of the weapon's attack ability.

Rifleman

Prerequisites: None

Accurate and dependable: rifles are your weapon of choice. When making an attack with a Rifle, roll 1 additional die.

Self-Awareness

Prerequisites: Survivalist or Eyes and Ears

Sometimes a deep breath and a good sense of your surroundings are all you need to stay hidden. Rather than relying on light feet, you may roll Perception when attempting to be stealthy.

Sniper

Prerequisites: Rifleman or Concentrated Fire

Patience, focus, and keeping your distance. Those are the traits of a good sniper, and you possess all three. When making a ranged attack at far or extreme range, you may roll 1 additional die.

Survivalist

Prerequisites: None

Those who don't know their way around the wastes are consumed by them, but you can always pick out the distinct smell of something that might kill you. You roll 1 additional die when attempting to detect poisons and you cannot be affected by the poisoned condition.

is for endurance

Survival

SLOW METABOLISM

Roll E to avoid starvation

HANDLE YOUR HIGH

Roll 1 more die on addiction tests

LEAD BELLY

You take no RADs or disease from eating or drinking

CANNIBAL

You may consume flesh for food and water

AQUABOY

You take no RADs from swimming and can breathe underwater

SLEEP IT OFF

Regain all health after a long rest

Defense

STEP OFF

Roll E to block

RAD RESISTANT

Gain E RAD resistance

JUST LIKE GROGNAK

Gain E DR when not wearing armor

ADAMANTIUM SKELETON

Critical injuries that impact limbs have no effect + recover crippled limbs after a long rest

ABSOLUTE UNIT

Spend 1 L to reduce damage by E

THICK SKULL

Critical injuries targeting the head have no effect

Wellness

CALISTHENICS

Roll E instead of S when climbing, jumping, or swimming

RESILIENT

Roll 1 more die to cheat death

GLOWING ONE

Gain HP equal to twice the number of RADs suffered

TOUGHNESS

Gain 9 HP

TRUE GRIT

Gain an additional E HP when receiving first aid

HEARTY SPECIMEN

Gain an additional E HP when using a stimpak on yourself

Endurance Perks

Absolute Unit

Prerequisites: Just Like GrognaK or Adamantium Skeleton

You're practically invincible when you stand your ground. When you are hit with an attack, you may spend 1 Luck point to reduce the damage suffered from the attack by an amount equal to your Endurance score.

Adamantium Skeleton

Prerequisites: Step Off or Rad Resistant

Someone's been drinking their brahmin milk. V.A.T.S. attacks that target your limbs have no effect. In addition, any crippled limbs heal themselves after an extended rest.

Aquaboy/Aquagirl

Prerequisites: Slow Metabolism or Cannibal

You feel as at home in the water as you do on land. You are capable of breathing while underwater and so you cannot drown ([see Drowning and Suffocation](#)). In addition, you do not suffer Radiation damage from coming in contact with irradiated water, but you can still take Radiation damage from drinking it.

Cannibal

Prerequisites: Slow Metabolism or Handle Your High

Who cares where your meal comes from? Meat is meat, and it keeps you fed. Flesh and blood from humanoids can now be consumed to satisfy hunger and thirst. Without this perk, the side effects are too dire to make this source of food and drink viable. In addition, you cannot contract [diseases](#) from eating uncooked meat.

Calisthenics

Prerequisites: None

You know how to pace yourself to go the distance. When performing an athletic feat such as swimming, climbing, or jumping, you may roll Endurance instead of Strength.

Glowing One

Prerequisites: Calisthenics or Resilient

Feeling a little ghoulish? You didn't need all that skin anyway. When you suffer Radiation, you regain a number of Hit Points equal to 2 times the number of RADs you suffered.

Handle Your High

Prerequisites: None

Your body has been conditioned to take whatever substances you inject into it in stride. When you make an Endurance test to stave off addiction, you may roll 1 additional die.

Hearty Specimen

Prerequisites: Glowing One or Toughness

Stimpaks are great, but your body likes to tack on a little extra healing. When you are healed with a stimpak, you increase the amount of hit points gained by your Endurance score. As usual, you can never heal beyond your Hit Point maximum.

Just Like GrognaK

Prerequisites: Step Off or Rad Resistant

Nothing can touch you when you fly into a battle rage! When you are not wearing any armor, you add your Endurance score to your Damage Reduction.

Lead Belly

Prerequisites: Slow Metabolism or Handle Your High

Were those Fancy Lad snack cakes pulled out from under an atomic bomb? Doesn't matter to you. You suffer no radiation damage from eating or drinking.

Rad Resistant

Prerequisites: None

After spending so much time in the wasteland, radiation is little more than a mild inconvenience. You gain Rad Resistance equal to your Endurance.

Resilient

Prerequisites: None

Death keeps knocking, but he can't come in. When you roll to [cheat death](#) you may roll 1 additional die.

Sleep It Off

Prerequisites: Slow Metabolism or Cannibal

It's barely a flesh wound; you'll feel better in the morning. You regain all lost hit points during an extended rest instead of an amount equal to your Endurance score.

Slow Metabolism

Prerequisites: None

In the wasteland, you need to be able to live off of what you have. It's rarely three square meals a day. When you go without food or water, you may perform an Endurance test to stave off the effects of [starvation and thirst](#). The number of successes required is equal to the number of days you have gone without food or water, but you make one Endurance test to cover both.

Step Off

Prerequisites: None

Why risk harm to your precious weapons when you could block attacks with your body? When you roll to block an attack, you may roll Endurance instead of Strength. In addition, you do not need to be wielding a weapon to block.

Thick Skull

Prerequisites: Just Like Grogna or Adamantium Skeleton

You may not have much room for a brain in there, but at least bullets won't get through. Any attack that targets your head is subject to damage reduction as normal and does not gain the benefits of a headshot ([see V.A.T.S.](#)).

Toughness

Prerequisites: Calisthenics or Resilient

The more health the better: plain and simple. You increase your maximum Hit Points by 9 when you take this perk.

True Grit

Prerequisites: Toughness or Glowing One

Your body is so used to being patched up, it practically heals on its own. When you receive First Aid, you may add your Endurance to the amount of HP healed.



Support

INSPIRATIONAL

Spend 1 on allies

ANIMAL FRIEND

Test C against I to pacify an animal until damaged

BEDSIDE MANNER

Heal for an additional C HP when performing first aid

WASTELAND WHISPERER

Test C against I to pacify a monstrosity until damaged

ARRESTING GAZE

Test C against I to give allies combat advantage

INTIMIDATION

Test C against I to pacify a humanoid until damaged

Socialite

BARGAIN HUNTER

Roll C. Reduce purchase price of an item by 10x result down to half

PATHOLOGICAL

Roll 1 more die when lying

PARTY ANIMAL

All Alcohol grants +1 C and you cannot be addicted to it

CONFIDANTE

Roll C to determine if someone is lying

HAPPY GO LUCKY

Gain 2 additional L when drinking alcohol

MISUNDERSTANDING

Reroll any failing dice on a C test once without spending a luck point

Combat

BATTLE CRY

Roll C instead of A for initiative

SOLOIST

Gain Combat Advantage when attacking alone

BODYGUARDS

Gain 1 DR for every ally within close range of you

TALKING IN CIRCLES

Roll C to dodge

POWERFUL PRESENCE

Test C against I to reduce all attacks against allies by 1

STICKS AND STONES

Add C instead of 5 to damage

Charisma Perks

Animal Friend

Prerequisites: None

The beasts of the wasteland just seem to get you. On your turn, you may spend an Action Point to attempt to pacify an animal. Perform a Charisma test contested by the animal's Intelligence. If you succeed, the animal may not attack until the beginning of your next turn. The pacification ends if the animal suffers damage before the round is over.

Arresting Gaze

Prerequisites: Bodyguards or Wasteland Whisperer

Once you lock eyes with your enemies, you don't let them look away. On your turn, you may spend an Action Point to attempt to put your enemies at a disadvantage. Make a Charisma test contested by the Intelligence of each enemy within close range that can see you. All Survivors have Combat Advantage against any targets that fail until the end of the encounter.

Bargain Hunter

Prerequisites: None

A shrewd tongue might be all you need to take that shiny new laser rifle in the window home with you. When interacting with a shopkeeper, you may make a Charisma test, and multiply the number of successes by 10. The price of an item is reduced by the result, but can only be reduced to half of its normal price.

Battle Cry

Prerequisites: None

Your voice spurs your allies to action and strikes fear into the hearts of your enemies! You may roll Charisma instead of Agility when determining initiative order.

Bedside Manner

Prerequisites: Inspirational or Animal Friend

Caring for patients is more than just needles and bandages. You understand the importance of treating your patients like people. When performing first-aid, on another or on yourself, you add your Charisma score to the number of hit points gained.

Bodyguards

Prerequisites: Soloist or Battle Cry

Keep your friends close. Preferably between you and your enemies. You gain 1 Damage Reduction for each ally within close range of you. This works for up to 3 allies.

Confidante

Prerequisites: Bargain Hunter or Pathological

You're an expert at lulling your enemies into a false sense of security, and teasing the truth out of those that would deceive you. You may use Charisma to determine if someone is lying instead of Intelligence or Perception.

Happy-Go-Lucky

Prerequisites: Party Animal or Confidante

Things just seem to go your way when you've had a brew or two. While under the effects of Alcohol, you gain 2 Luck in addition to the other benefits of the beverage.

Intimidation

Prerequisites: Wasteland Whisperer or Bedsider Manner

You've practiced on animals. You've practiced on monstrosities. Now it's time to take your pacifist tactics to the next level. On your turn, you may spend 1 Action Point to attempt to pacify a humanoid. Perform a Charisma test contested by the humanoid's Intelligence. If you succeed, the humanoid may not take the attack action until the beginning of your next turn. The pacification ends if the humanoid suffers damage before the round is over.

Inspirational

Prerequisites: None

Luck doesn't just favor you, it favors anyone who lays eyes on you. You may spend your luck points on other Survivors' rolls as if they were your own.

Misunderstanding

Prerequisites: Party Animal or Confidante

When you get caught in a lie, just keep backpedaling. Eventually you will find another lie that works. Once per session, you may reroll any failed dice on a Charisma test without spending a Luck point. If you wish to continue rerolling after the new result, then you must spend Luck points as normal.

Party Animal

Prerequisites: Pathological or Bargain Hunter

Chug, chug, chug! Your liver is either very well-trained, or no longer functioning. While under the effects of alcohol, you gain +1 Charisma and you cannot become addicted to it.

Pathological

Prerequisites: None

Lying comes natural to you, and you always have a story to tell. When making a Charisma test to deceive someone, you may roll 1 additional die.

Powerful Presence

Prerequisites: Bodyguards or Talking in Circles

You are so captivating that sometimes enemies have a hard time focusing on anyone but you. On your turn, you may spend 1 Action Point to attempt to distract your enemies from your allies. Make a Charisma test contested by the Intelligence of any opponents in Close range that can see you. Any targets that fail must roll 1 fewer dice on all attacks that do not target you for the remainder of the encounter. This effect may only be used once per encounter.

Sticks and Stones

Prerequisites: Bodyguards or Talking in Circles

Machetes might hurt, but it's the words that cut the deepest. When you deal damage with a weapon that adds Strength to the damage, you may choose to add your Charisma instead.

Soloist

Prerequisites: None

You do your best work alone. When you are engaged in melee with an opponent, and there are no Survivors also within melee range of that opponent, you get Combat Advantage against that opponent.

Talking in Circles

Prerequisites: Battle Cry or Soloist

Your mama said that mouth would get you into trouble, but it also seems to get you out of it. When rolling to dodge an attack, you may roll Charisma instead of Agility.

Wasteland Whisperer

Prerequisites: Animal Friend or Inspirational

Your powers of persuasion have moved beyond simple animals. On your turn, you may spend 1 Action Point to attempt to pacify a monstrosity. Monstrosities are creatures that are too intelligent or abhorrent to be considered animals, and are classified as such in the Overseer's Manual. They include but are not limited to Deathclaws, Radscorpions, Mirelurks, Feral Ghouls and Super Mutants. Perform a Charisma test contested by the monstrosity's Intelligence. If you succeed, the monstrosity may not take the attack action until the beginning of your next turn. The pacification ends if the monstrosity suffers damage before the round is over.



is for intelligence

Engineer

HACKER

Roll 1 more die to hack terminals

GUN NUT

Roll 1 more die to repair or craft ranged weapons

CHEMIST

All chems give you +1 I

SCRAPPER

While scrapping, recover 1 junk from known recipes

COMPLETE RESTORATION

Repair successes exceeding max-condition add temporary segments

WASTE NOT WANT NOT

While scrapping, recover 1 special component from known recipes

Battlefield Tactician

ROBOTICS EXPERT

Roll 1 more die to attack robots or power armor

DEMOLITION EXPERT

Add 1 to area weapon damage

MEDIC

Roll 1 more die to perform surgery or first aid

CALCULATED TRAJECTORY

Roll 1 to attack with ranged or thrown weapons

ANATOMY 101

Heal for an additional 1 HP when performing first aid

NERD RAGE

Spend 1 L to reduce damage by I

Professor

HISTORIAN

Roll 1 more die when recalling lore

THEORETICAL PHYSICS

Roll 1 for athletics

NIGHT CLASSES

Roll 1 to sneak

KNOW IT ALL

Roll 1 instead of C when persuading honestly

NO SUCH THING

I determines luck points

SWIFT LEARNER

Perks cost 2 XP, SPECIAL advancements cost 1 less XP

Intelligence Perks

Anatomy 101

Prerequisites: Medic or Calculated Trajectory

It's amazing how much a basic understanding of the human body improves your ability to heal it. When performing first-aid on yourself or on others, you add your Intelligence score to the amount of Hit Points gained.

Calculated Trajectory

Prerequisites: Robotics Expert or Demolition Expert

Air resistance, target movement, the Coriolis effect: all these calculations race through your mind at lightning speed whenever you pull the trigger. When attacking with ranged or thrown weapons, you may use Intelligence instead of the weapon's attack attribute.

Chemist

Prerequisites: Hacker or Gun Nut

Sometimes a hobby... or habit... becomes a really useful skill. Your time spent mixing chemicals has opened up something special within you. All chems you take now increase your Intelligence by 1 in addition to any other beneficial effects. This perk is also a prerequisite for some recipes.

Demolition Expert

Prerequisites: None

You have a knack for creating explosives that pack the most punch, and delivering them in an especially devastating way. When you deal damage with an Area weapon, you add your Intelligence score to the amount of damage dealt.

Gun Nut

Prerequisites: None

You have a sixth sense for firearms. When performing a test to repair or craft a ranged weapon, you may roll 1 additional die. This perk is also a prerequisite for certain mods and recipes.

Hacker

Prerequisites: None

Spending all that time alone modding old holotape games has paid off. When attempting to hack a terminal or bypass electronic security, you may roll 1 additional die.

Historian

Prerequisites: None

People say that what happened before doesn't matter. You don't believe that's true. When making an Intelligence test to recall lore or facts, you may roll 1 additional die.

Know-It-All

Prerequisites: Historian or Theoretical Physics

It's hard to argue with facts, despite how much some might try. When attempting to persuade someone honestly, you may roll Intelligence instead of Charisma.

Medic

Prerequisites: Robotics expert or Demolition Expert

You've plugged enough bullet holes and amputated enough limbs to know what you are doing. When performing first-aid or intensive care, you may roll 1 additional die.

Nerd Rage

Prerequisites: Medic or Calculated Trajectory

It's all fun and games until the glasses come off. When you are hit by an attack, you may spend 1 Luck point to reduce the damage taken from the attack by an amount equal to your Intelligence score.

Night Classes

Prerequisites: Historian or Theoretical Physics

You believe an academic understanding of stealth is far superior to "practical experience". You may roll Intelligence instead of Agility when sneaking.

No Such Thing

Prerequisites: Night Classes or Know-It-All

Luck is just a superstition. You don't have time for such nonsense. At the beginning of each session, you gain a number of Luck points equal to your Intelligence score, instead of your Luck score.

Robotics Expert

Prerequisites: None

Fancier tech just means it's easier to break, if you know where to shoot. When performing an attack against a Robot or an enemy in Power Armor, you may roll 1 additional die.

Scrapper

Prerequisites: Hacker or Gun Nut

You believe that taking things apart can require just as much finesse as putting them together. You may use a workbench to dismantle any piece of gear that has a recipe to recover an amount of Junk equal to the amount of Junk it took to build it minus 1. This does not include special components. For example, a Nuka Grenade requires a Nuka Cola and 2 Junk to create. Destroying a Nuka Grenade produces 1 Junk.

Swift Learner

Prerequisites: Night Classes or Know-It-All

First place. Top of the Class. Valedictorian. That's you. You increase a SPECIAL attribute when the number of failures for that attribute equals your current value instead of exceeds it, and all perks cost 2 XP instead of 3.

Theoretical Physics

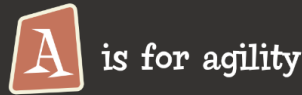
Prerequisites: None

Why train when you can use your brain? It's all in the technique afterall. When performing feats of athletics such as swimming, jumping, or climbing, you may roll Intelligence instead of Strength.

Waste Not, Want Not

Prerequisites: Chemist or Scrapper

You're nothing if not frugal with your components. When using a workbench to dismantle a piece of gear, you may recover one special component from the recipe in addition to any junk recovered. With this perk, dismantling a Nuka Grenade would yield a cool, refreshing Nuka Cola. If a recipe has no special components, this perk has no effect.



Gunslinger

PISTOLEER

Roll 1 more die when attacking with pistols

COMMANDO

Roll 1 more die for autofire attacks

TRIGGER DISCIPLINE

Autofire attacks use 2 ammo instead of 5

SHOTGUNNER

Roll 1 more die when attacking with a shotgun

GUN FU

V.A.T.S. attacks cost 1 fewer AP

SHOCKER

Fire 2 rounds in one attack for double damage with shotguns

Martial Artist

SWEEP THE LEG

Spend 1 L after dodging to knock your opponent prone

FANCY FOOTWORK

Roll 1 more die on attacks when you move on the same turn

FINESSE

Add A instead of S to melee weapon damage

DUAL-WIELDER

Once per turn, make an attack with the off-hand weapon for 0 AP

SHIFTY

Dodge for 0 AP once per encounter

DEFENSIVE DUELIST

Gain 1/2 A DR when dual wielding

Acrobat

LIGHT-FOOTED

Roll more die when dodging

GYMNASTICS

Roll A instead of S for athletics

EVASIVE

Take 0 DMG when dodging area attacks, half otherwise

SNEAK

Roll 1 more die when sneaking

ACTION BOY

Gain 1 AP

DEAD MAN SPRINTING

Roll A to cheat death

Agility Perks

Action Boy/Action Girl

Prerequisites: Evasive or Sneak

Somehow, you seem to accomplish so much more than everyone else. Each round, your number of Action Points is increased by 1. For most folks, this means you will get 4 Action Points instead of 3.

Commando

Prerequisites: None

It's all about grouping. When performing an autofire attack, you may roll 1 additional die.

Dead Man Sprinting

Prerequisites: Evasive or Sneak

The Grim Reaper won't claim you if he can't catch you. When you have dropped to 0 hit points and are dying, you may roll Agility instead of Endurance to Cheat Death.

Defensive Duelist

Prerequisites: Dual Wielder or Finesse

You wreathe yourself in a flurry of blades so completely that even bullets can't get through. When wielding a melee weapon in each hand, you increase your Damage Reduction by an amount equal to half your Agility rounded down.

Dual Wielder

Prerequisites: Sweep the Leg or Fancy Footwork

Double the weapons means double the victims. When wielding a weapon in each hand, you may make an attack with the off-hand weapon for 0 Action Points once per turn.

Evasive

Prerequisites: Gymnastics or Light Footed

You know how to get down when you really need to. When you are caught in an Area attack, you only take half damage if you fail to dodge the attack. If you successfully dodge the attack then you take no damage.

Fancy Footwork

Prerequisites: None

A quick feint here, a well timed dodge there, and you have your opponent right where you want them! If you make an attack in the same turn that you took a move action, you may roll 1 additional die on the attack roll.

Finesse

Prerequisites: Sweep the Leg or Fancy Footwork

A cut doesn't need to be particularly deep as long as it is well placed. You may add your Agility instead of Strength to melee damage.

Gun Fu

Prerequisites: Trigger Discipline or Shotgunner

One bullet per target: that's efficiency. The cost to aim when making a V.A.T.S. attack is reduced by 1 AP.

Gymnastics

Prerequisites: None

You achieve most athletic feats with finesse as opposed to brute force. When jumping, climbing, or swimming you may roll Agility instead of Strength.

Light Footed

Prerequisites: None

You don't need to disable traps if you can avoid them. You roll 1 additional die when dodging.

Pistoleer

Prerequisites: None

Some say bigger is better, but you know that size doesn't matter. It's how you use it. When attacking with a Pistol, you may roll 1 additional die.

Shifty

Prerequisites: Finesse or Dual-Wielder

Dodge, duck, dip, dive and dodge! Once per encounter, you may take the Dodge action for 0 Action Points.

Shocker

Prerequisites: Trigger Discipline or Shotgunner

Whether firing both barrels at once, or pumping faster than humanly possible, you know how to maximize carnage from your boomstick. When attacking with a shotgun, you can choose to expend 2 rounds of ammunition in 1 attack to deal double damage.

Shotgunner

Prerequisites: Commando or Pistoleer

Double-barrel, pump, semi-automatic: What else is there in life? When attacking with shotguns you may roll 1 additional die.

Sneak

Prerequisites: None

Light with your fingers, but lighter on your feet. When moving silently, hiding, or generally trying to avoid detection, you may roll 1 additional die.

Sweep the Leg

Prerequisites: None

A tactical feint might just lead to your opponent finding himself on his back. After successfully dodging an attack, you may immediately spend a Luck point to knock your opponent prone.

Trigger Discipline

Prerequisites: Pistoleer or Commando

Just because your weapon of choice is a gatling gun, doesn't mean you shouldn't be frugal with your ammunition. When making an autofire attack, the attack consumes only 2 rounds instead of the usual 5.



is for luck

Resourceful

FORTUNE FINDER

Spend a luck point to roll luck + gain 20x L result in caps

LUCKY BREAK

Spend 1 L to prevent condition damage to all items in an encounter

JUNK SHIELD

Gain 1 DR per junk carried, up to 3

NUKA FIEND

Nuka Cola grants 1 L

SUPER DUPER

Spend a luck point after crafting to craft two

DRY NURSE

Spend a luck point to not consume a stimpak when used

Vengeful

JUST A FLESH WOUND

Spend 1 L to avoid a critical injury

BLOODY MESS

Spend a luck point to add L to damage dealt

RICOCHET

Spend a luck point after dodging to deal the damage to the opponent

CRITICAL HIT

Spend 1 L for 1 additional success on an attack

GRIM REAPER'S SPRINT

Gain 1 AP immediately after killing an enemy

MYSTERIOUS STRANGER

Spend 1 luck point to summon the mysterious stranger

Skillful

LUCKY GUESS

Roll L to hack terminals

UNASSUMING

Roll L to sneak

MISSED ME

Roll L to dodge

WILD SWING

Roll L for melee attacks

SPRAY AND PRAY

Roll L for ranged attacks

DIVINE INTERVENTION

Roll L to cheat death

Luck Perks

Bloody Mess

Prerequisites: None

People seem to really explode around you. When you deal damage you may spend a Luck point to add your Luck score to the damage dealt.

Critical Hit

Prerequisites: Bloody Mess or Just a Flesh Wound

You have a knack for hitting your target without even trying. You may spend a Luck point to gain 1 success on an attack roll. This might either make the attack successful, or increase the number of bonus successes to spend on V.A.T.S. attacks. You may only spend 1 Luck point this way per attack.

Divine Intervention

Prerequisites: Missed Me! Or Wild Swing

By all rights you should be dead. Someone must be watching out for you. You may roll Luck instead of Endurance when attempting to [cheat death](#).

Dry Nurse

Prerequisites: Junk Shield or Nuka Fiend

You've always got an extra stimpak hidden somewhere. When you use a stimpak to heal yourself or others, you may spend a luck point to gain the benefits of the stimpak without consuming it.

Fortune Finder

Prerequisites: None

Leaving no stone unturned means no cap is left behind. You may spend a Luck point and make a Luck test to gain a number of caps equal to 20 times the number of successes. If you use this ability during combat, it costs 3 Action Points.

Grim Reaper's Sprint

Prerequisites: Critical Hit or Ricochet

The downfall of your enemies spurs you on. On your turn, when you kill an enemy, you immediately gain 1 Action Point.

Junk Shield

Prerequisites: Fortune Finder or Lucky Break

You're carrying so much junk that it's bound to catch a bullet or two. You gain 1 Damage Reduction for each piece of Junk you are carrying, up to a max of 3.

Just a Flesh Wound

Prerequisites: None

Your injuries are never as bad as they look. When you would suffer an injury from a V.A.T.S. attack, you may spend a Luck point to negate that injury. This negates any V.A.T.S. attacks from that attack, even if the effect was purchased with bonus successes.

Lucky Break

Prerequisites: None

Sometimes you walk out of that explosion looking like a million bucks. At the end of an encounter, you may choose a piece of gear and spend a Luck point to avoid that piece of gear deteriorating.

Missed Me!

Prerequisites: Lucky Guess or Unassuming

Enemies can't seem to hit you, and you aren't even trying! When performing a test to dodge an attack, you may roll Luck instead of Agility.

Mysterious Stranger

Prerequisites: Critical Hit or Ricochet

You don't know who he is or where he came from, but you're glad he's on your side. At the end of your turn, you may spend a Luck point to summon the [Mysterious Stranger](#). The Mysterious Stranger appears and takes his first turn. The Mysterious Stranger remains until the end of the encounter and takes his turn immediately after yours. Only 1 mysterious stranger can be summoned at any given time.

Nuka Fiend

Prerequisites: Fortune Finder or Lucky Break

There's always time for a Nuka break. When you drink a Nuka Cola, your Luck is increased by 1 until the end of the current encounter.

Lucky Guess

Prerequisites: None

Who needs all that brain power when the password is "password"? When attempting to hack a terminal or bypass electronic security, you may roll Luck instead of Intelligence.

Ricochet

Prerequisites: Bloody Mess or Just a Flesh Wound

Not only do bullets seem to miss you completely but they inexplicably end up in the bodies of your opponents. If you successfully dodge a ranged attack, you may immediately spend a Luck point to deal the damage that would have been dealt to you to an opponent of your choice that you can see.

Spray and Pray

Prerequisites: Missed Me! Or Divine Intervention

Throw enough bullets at a problem and the problem goes away. When performing a ranged attack, you may roll Luck instead of the weapon's attack ability.

Super Duper

Prerequisites: Junk Shield or Nuka Fiend

Is it luck, or are you bending the reality of space and time? When you finish crafting an item or mod from a recipe, you may immediately spend a Luck point to craft 2 of that item instead of 1.

Unassuming

Prerequisites: None

You are the right type of unassuming that always gets passed by, allowing you to blend into the background. When attempting to sneak around and avoid detection, you may roll Luck instead of Agility.

Wild Swing

Prerequisites: Lucky Guess or Unassuming

Just keep swinging! You're bound to hit something eventually! You may roll Luck instead of a weapon's attack attribute whenever you make a melee attack.

Chapter 4: Gear

Gear encompasses all of the weapons, equipment, food and any other incidentals carried by your character. Some items in your inventory will change often, such as ammo, food and water, while others, like your favorite rifle, will be permanent fixtures. This chapter details the statistics and rules for each item that makes up your inventory.

Gear has a lot of aspects to track that can lead to a lot of bookkeeping. Amount of food and water consumed, ammo used, and the condition of each of your weapons add to the complexity of inventory management. Wherever possible, the rules attempt to limit this bookkeeping by abstracting how these are tracked. Food and water are measured in days, not pounds or liters, and an item's condition is measured by a countdown that provides a rough idea of how long until that item breaks. These values are important, but change often, so use whatever system is easiest to track them. It might be easier to keep track of food, water, and ammunition on a separate sheet outside of the inventory section on your character sheet.

Encumbrance (ENB)

Like other bits of bookkeeping, the Encumbrance system is meant to abstract weight and size for each item. Each item has an Encumbrance value included in its stat block. Your current encumbrance is the total encumbrance of all the individual items you are carrying. If this exceeds your [Encumbrance Limit](#), then you are **over-encumbered**. When you are over-encumbered, your Action Points are reduced by 1 per turn, and your overland travel speeds are halved (see [Overland Movement](#)).

For particularly small pieces of gear, you don't incur a point of Encumbrance until you are carrying multiple. The number it takes to make up 1 point of Encumbrance will be denoted next to the Encumbrance value. For example, Buffout has an ENB value of 1(2). This means that every 2 Buffout you have in your inventory counts as 1 point of Encumbrance. Any number of items beneath or between that number is negligible enough that it doesn't count against your Encumbrance carried. This means that carrying either 4 or 5 buffout both count as 2 ENB.

Some pieces of gear will increase your Encumbrance Limit. Any containers, such as backpacks or bandoliers, increase your carrying capacity and therefore your Encumbrance Limit. Any bonus to Encumbrance Limit will be included in the description of the item. Additionally, Armor only has an ENB value when carried. The armor that you are wearing does not count towards your Encumbrance Limit.

Condition Clocks

An item's condition represents a certain amount of usage before the item breaks. All armor and weapons have a **condition clock** that tracks deteriorating condition. Each clock has a varying number of segments that get checked off as the item is used. Once all segments of the clock have been filled, the item breaks and cannot be used until it is repaired.

Different items have a different number of segments on the clock. Items with more segments usually represent items that are more resilient or finely crafted as they take longer to break. However, if these higher quality items are allowed to deteriorate, they may be more difficult to repair as detailed below.

Not all items have condition clocks. These are usually consumable items, or items that are used infrequently enough or carefully enough that their deterioration is not significant. For example, a first-aid kit has no condition clock but does have a certain amount of stock. Using a first-aid kit doesn't cause it to deteriorate and it will never break, but it might need to be resupplied from time to time.

Deteriorating Gear

Armor and weapons **deteriorate** in each encounter that they are used. At the end of each encounter, you fill in 1 segment of the condition clock for each weapon you used and piece of armor you wore during that encounter. Holstered weapons and unequipped armor do not deteriorate.

No matter how much damage you take or how many shots you fire, all equipment used in an encounter deteriorates by 1 segment. This may seem unfair for items that are used very little, but this system aims to reduce the complexity around tracking the condition of items. If you fire 1 shot from your trusty revolver in 1 encounter, and then blaze through 12 rounds in the next, it's still a total of 2 segments filled in on the condition clock.

When the clock is filled in and an item breaks, this item is rendered unusable. If it's armor it can't be worn; if it's a weapon it can't be wielded. The item's encumbrance value doesn't change as it still takes up space in your inventory, but vendors will not purchase a broken item as it is visibly damaged.

Improving Condition

Segments on the condition clock can be restored by repairing an item with a Repair Kit. This requires an **Intelligence** test, and the number of successes needed is equivalent to the number of segments filled in on the condition clock. Regardless of the number of segments filled in on

the clock, succeeding on the Intelligence test only restores 1 segment, plus 1 segment for every additional success beyond what is initially required.

This means it is easier to repair an item if you keep it in good condition. Regular maintenance is less costly than allowing your items to fall into disrepair. Once you perform the Intelligence test to improve an item's condition, regardless of whether you succeed or fail, you may not attempt to repair the same item again until you complete an extended rest. However, you may attempt to fix a different item, or someone else may attempt to improve on what you've done and repair the item for you.

Repairing your gear can always be attempted if you are carrying a repair kit in your inventory. You may also attempt to repair items at workbenches, but they must be the proper type. Armor must be repaired at armor workbenches, weapons at weapon workbenches, and special gear with condition clocks can be repaired at a tinkerer's bench. There are also other items that allow for repairs to be made in special circumstances and are detailed in the Other Gear section of this chapter.

Price

Every item has an associated price listed with it. This is the number of caps it takes to purchase this item from a vendor. However, the price listed is simply a baseline price. The Overseer will often increase the cost of items in short supply or items that are restricted in some way, such as high-tech weaponry in a pacifist community.

This price is not the same as what your items are worth when you sell them. By default, you can sell a piece of gear for half its price if a vendor is interested in purchasing it. However, the condition of the item and the friendliness of the vendor may modify the item's value. The Overseer always has final say on what a vendor is offering, though it may be possible to leverage your Charisma to modify the going price of an item.

Armor

There are many sources of danger in the Wasteland. To adequately survive these threats, you might want to protect yourself with armor. Armor is any piece of worn gear meant to reduce incoming damage, and can range from a simple leather jacket to a full suit of Advanced Power Armor.

Armor has all of the statistics listed above and some stats that are unique to armor only. As mentioned above, the ENB value for armor only applies to armor being carried, not worn.

Damage Reduction (DR)

Damage reduction is the primary reason to wear armor. Before you suffer damage, you subtract the total Damage Reduction of the armor you are wearing from the amount of damage.

Unless otherwise specified, DR reduces all incoming damage evenly. The assumption is that whatever armor you are wearing adequately protects most of your body.

Agility Penalty (-AGL)

Some armor offers more protection at the cost of being heavy and cumbersome. This is represented by a piece of armor's Agility Penalty value. You reduce the number of dice rolled for any Agility test by the total -AGL value of the armor you are wearing.

Table 5-1: Armor

Armor	Price	ENB	DR	-AGL	Condition Segments	Notes
Leather Jacket	60	2	2	0	4	
Padded Jumpsuit	40	3	1	0	4	
Hide Armor	10	3	2	0	3	
Leather Armor	90	3	4	0	4	
Raider Armor	180	5	6	1	4	
Metal Armor	400	6	7	2	8	
Recon Armor	250	3	5	0	6	
Combat Armor	450	5	8	1	8	
Power Armor	730	10	10	2	10	+10 to ENB Limit
Advanced Power Armor	1,000	10	11	1	10	+10 to ENB Limit
Vault Suit	150	2	1	0	6	3 RAD Resistance
Hazmat Suit	300	3	1	2	8	10 RAD Resistance, 1 DR to head

Weapons

Whether used for self-defense or with malicious intent, weapons permeate every corner of the Wasteland. They vary widely in sophistication because as technology advanced the tools used to kill became more lethal and destructive. The most rural corners of the wasteland fight with

little more than slings and sharpened sticks, while the wealthiest of war mongers might have a personal nuke or two in their arsenal.

Weapons have all of the base statistics described at the beginning of this chapter as well as the following unique statistics.

Attack Stat (ATK)

A weapon's attack stat specifies which type of test should be made when you attack with that weapon. Most melee weapons have an attack of Strength or Agility, while most ranged weapons have an attack stat of Perception or Agility. Some special weapons may have other attack stats. For example, a really advanced piece of high-tech weaponry might have an Attack Stat of Intelligence as it requires specific know-how to adequately wield.

There are some Perks that replace the Attack Stat for a particular weapon or set of weapons. For example, the Spray and Pray perk allows you to test Luck instead of Agility when making an automatic weapon attack (see the Perks chapter). Unless otherwise specified, Attack Stat substitutions are always optional. You are not required to test the stat specified in the Perk.

Damage (DAM)

Damage is the amount by which a target's hit points are reduced after being hit with an attack. For ranged weapons, it is always a fixed number. For melee or thrown weapons, the damage will often be a base value plus your Strength score, indicated by +S. This damage value represents the base damage dealt before taking Damage Reduction into account.

Range (RNG)

A weapon's range includes the range bands in which it is effective. Range is specified as **melee**, **close**, **far**, or **extreme** and corresponds to the [range bands](#) detailed in Chapter 7. Weapons that are effective at multiple ranges, like a hunting rifle, will list multiple range bands under it's RNG property.

Weapons can be used outside of their effective ranges, but they incur a penalty. You roll fewer dice on an out-of-range attack equal to the number of Action Points it would take to move from your effective range to the target's range. A sniper rifle is effective at *medium*, *far* and *extreme* range. This means that if you attempt to shoot someone point blank in the gut with a sniper rifle, you roll 2 fewer dice as it costs 2 Action Points to move from *medium* to *melee* range. Brass knuckles are only effective in *melee* range. If you decide to take them off and chuck them at a target fleeing at *far* range, you would suffer a 4 dice penalty. If the penalty reduces the number of dice rolled to 0, then the attack is not possible.

Ammo Type and Clip Size (AMMO)

Ammunition is one of the trickier things to track with firearms. Most guns can only utilize a certain type of ammo, so tracking how much total ammunition you have of each type on you is important. However, in addition to the total amount of ammo you have on you, each gun can also hold a certain number of rounds internally. The AMMO descriptor on a weapon describes the type of ammo that the weapon can use, and includes the number of rounds that the weapon can fire before needing to be reloaded.

You should track the total amount of ammunition you have elsewhere on your character sheet, and you should **not** include the rounds loaded into your gun in the total. This allows ammo being fired, and ammo in your bag to be tracked separately. It's useful to maintain a tally of shots fired for a given weapon. Each time you fire your gun, mark another tally. Once all ammo tallies have been marked, your gun is empty and must be reloaded. Reloading is an Action that costs 1 [Action Point](#). When you reload, erase all the checks on your ammo markers and subtract the number you erased from the total ammunition in your inventory.

You don't have to wait until your clip is empty to reload. You may use an Action Point to reload at any point and erase all of the ammo tallies you have made so far. This is called **active reloading**. Just remember to only subtract the amount of ammo you reloaded from your running total.

Notes Glossary

Most weapons have other properties that aren't consistent from weapon to weapon and are explained here.

Light

Any weapon not specified as Two-Handed may be wielded with one hand, but a light weapon is a one-handed weapon that is easy enough to handle that it can be wielded alongside another weapon. When dual-wielding one of your weapons must be a light weapon.

Two-Handed

A two-handed weapon is particularly cumbersome. These weapons require two hands to wield effectively but often do more damage than smaller weapons. When you attack with a two-handed weapon, doing anything else with your hands incurs the [multi-action penalty](#).

Thrown

The thrown property applies to melee weapons that can also be used at range. Thrown weapons can be used in melee range without letting go of them, but they will also specify a RNG value that indicates the range up to which the weapon can be thrown. When making a thrown attack, you still use whatever ATK stat is specified for the weapon unless you have a Perk that applies to thrown attacks.

Versatile

Versatile weapons are melee weapons that may be wielded with one or two hands, but they deal more damage when wielded with two. For these weapons, the DAM value describes the amount of damage dealt when the weapon is wielded in one-hand. The damage for a two-handed attack is specified next to the Versatile property. For example, Versatile(7+S) means that this weapon does 7 points plus your Strength in damage when wielded with two hands.

Bleed

Weapons that incur a bleed effect are usually particularly sharp or gruesome. They leave open gashes that continue to damage you after you have been hit. Each round after you have been damaged by a weapon with a bleed property, you take an amount of damage equal to the number specified by the bleed at the beginning of your turn. At the end of your turn, you may perform an Endurance test to stop bleeding. If the number of successes equals or exceeds the weapon's bleed value, then your body recovers. Alternatively, someone with a first-aid kit may spend an Action Point, make a trivial (1) Intelligence test, and expend 1 use of stock to stop the bleeding.

Burn

The burn property describes lasting damage dealt by a fire-based weapon. Similar to bleed, each round after you have been damaged by a burn weapon, you suffer an amount of damage equal to the value specified by the burn at the beginning of your turn. On your turn, you may spend an Action Point to make a trivial (1) Agility test. If you succeed, you extinguish the flames and stop taking burn damage. Alternatively, someone within melee range of you can perform the Agility test on their turn instead and put out the flames for you.

Silenced

A silenced firearm has a chance of being fired without being noticed. After a successful attack with a silenced weapon, anyone who might reasonably hear the shot has to make a Perception test. The number of successes required to notice the weapon is equivalent to the number of successes rolled during the test to make the attack.

Area

A weapon with the Area property creates some sort of explosion or area of effect causing damage to multiple enemies. Area will always specify a range-band. This means that everyone within that range of the primary target also suffers the Damage dealt by that weapon. Everyone caught in the affected area may attempt to dodge as normal, but if they succeed they still take half damage. Area attacks cannot benefit from [V.A.T.S.](#)

Auto

Some weapons can be fired in both semi-automatic and automatic modes. When firing an automatic weapon, you fire 5 times the normal amount of rounds in a single attack. However, you also deal more damage to potentially more targets. The DAM value of a weapon with an autofire option signifies the amount of damage dealt with a single shot. The value next to the Auto property indicates how much damage is dealt if the weapon is fired in automatic mode.

In addition, an auto attack can attack multiple targets if additional successes are generated. For each extra success, you may choose another target within Close range of the original target to also deal the weapon's Auto damage to. The additional targets may Dodge as normal, and need only to match the single success to avoid your stray bullets.

V.A.T.S. attacks are not possible with Auto attacks because of their haphazard nature. Therefore bonus successes on an Auto attack are only useful for targeting additional components, and cannot be used to buy V.A.T.S. injuries.

Autofire-Only

Unlike weapons with the Auto property, these weapons can only fire multiple rounds per shot. They tend to do more damage, but they always consume 5 rounds per attack. They follow the same rules as the Auto property for targeting multiple enemies.

RAD

Some particularly vile and inhuman weapons deal radiation damage in addition to their normal damage. When this type of weapon deals damage, it deals its base DAM value plus an amount of [Radiation damage](#) equal to its RAD value. The base damage is resisted by DR as normal, but the Radiation damage is not.

EMP

EMP denotes electromagnetic damage that in general is not harmful to living beings, but is devastating against robots. Robots or other electronic devices damaged by EMP suffer an amount of damage equal to the value included in the weapon's EMP property. EMP damage is not reduced by the target's Damage Reduction total.

Table 5-2: Melee Weapons

Name	Price	ENB	ATK	DAM	RNG	Condition Segments	Notes
Switchblade	25	1	A	5+S	Melee, Close	3	Light, Thrown
Scalpel	60	1	A	4+S	Melee, Close	4	Light, Thrown, Bleed(1)
Combat Knife	50	1	A	5+S	Melee, Close	4	Light, Thrown
Brass Knuckles	25	1	S	4+S	Melee	4	Light

Name	Price	ENB	ATK	DAM	RNG	Condition Segments	Notes
Spear	10	1	A or S	4+S	Melee, Close	2	Thrown
Security Baton	25	3	S	5+S	Melee	4	Light
Sickle	40	3	A	5+S	Melee	4	Light, Bleed (2)
Sword	75	3	A or S	7+S	Melee	6	Versatile(9+S)
Baseball Bat	40	3	S	6+S	Melee	6	Versatile(8+S)
Cat O' Nine Tails	75	2	A or S	5 + S	Melee	4	Bleed(2)
Fireman's Ax	60	4	S	10+S	Melee	6	Two-Handed
Machete	60	3	S	6+S	Melee	6	Versatile(8+S), Bleed(1)
Sledgehammer	40	6	S	11+S	Melee	6	Two-Handed
Ripper	200	3	S	9+S	Melee	10	Bleed(3)
Shishkebab	180	6	S	11+S	Melee	10	Burn(3), Two-Handed
Super Sledge	250	8	S	15+S	Melee	10	Two-Handed
Powerfist	200	2	S	12+S	Melee	10	Light

Table 5-3: Pistols

Name	Price	ENB	ATK	DAM	RNG	AMMO	Condition Segments	Notes
Hidden .22 Pistol	80	1	A	10	Melee, Close	.22 / 2	5	Light, Silenced, +1 A to conceal
Silenced 9mm Pistol	80	2	A	10	Close, Medium	9mm / 8	5	Light, Silenced
10mm Pistol	200	3	A	12	Close, Medium	10mm / 12	5	Light
Double-Action Revolver	110	3	P or A	14	Close, Medium	.357 / 6	6	Light
.44 Magnum	300	3	P	16	Close, Medium	.44 / 6	6	Light

Table 5-4: Submachine Guns

Name	Price	ENB	ATK	DAM	RNG	AMMO	Condition Segments	Notes
10mm	330	4	A	12	Close,	10mm /	6	Auto(18)

Submachine Gun					Medium	24		
Uzi	275	4	A	10	Close, Medium	9mm / 18	6	Auto(15), Light
.45 Submachine Gun	225	4	A	12	Close, Medium	.45 / 18	6	Auto(20)

Table 5-5: Rifles

Name	Price	ENB	ATK	DAM	RNG	AMMO	Condition Segments	Notes
Varmint Rifle	80	5	P or A	10	Close, Medium, Far	.22 / 3	5	Two-Handed
Cowboy Repeater	550	6	P or A	16	Close, Medium, Far	.357 / 7	8	Two-Handed
Hunting Rifle	300	6	P	18	Close, Medium, Far	.308 / 5	8	Two-Handed
Assault Rifle	350	6	A	16	Close, Medium, Far	5.56m m / 24	8	Two-Handed, Auto(22)
Sniper Rifle	400	6	P	20	Medium, Far, Extreme	.308 / 5	8	Two-Handed
Railway Rifle	200	6	P	14	Close, Medium, Far	Railway Spike / 8	6	Two-Handed, Bleed(2)
Syringer	130	4	P	8	Close, Medium, Far	Syringe / 1	6	Two-Handed

Table 5-6: Shotguns

Name	Price	ENB	ATK	DAM	RNG	AMMO	Condition Segments	Notes
Sawed-Off Shotgun	190	3	A	18	Close	Shotgun Shell / 2	5	
Double-Barr el Shotgun	220	6	A	20	Close, Medium	Shotgun Shell / 2	6	Two-Handed
Pump-Action Shotgun	325	6	A	20	Close, Medium	Shotgun Shell / 8	8	Two-Handed

Table 5-7: Energy Weapons

Name	Price	ENB	ATK	DAM	RNG	AMMO	Condition Segments	Notes
Laser Pistol	320	3	I or A	14	Close, Medium	Fusion Cell / 24	6	Light
Plasma Pistol	400	3	I or P	18	Close, Medium	Plasma Cartridge / 12	8	Light
Laser Rifle	1000	6	I or A	18	Close, Medium, Far	Fusion Cell / 24	6	Auto(24), Two-Handed
Plasma Rifle	1,200	6	I or P	22	Close, Medium, Far	Plasma Cartridge / 5	8	Two-Handed
Laser Musket	750	6	I or P	22	Close, Medium, Far	Fusion Cell / 1	6	Two-Handed
Rad Rifle	200	6	I	10	Close, Medium, Far	Gamma Round / 8	8	Two-Handed, RAD(5)
Gauss Rifle	1,700	8	I	25	Medium, Far, Extreme	Fusion Cell / 1	10	Two-Handed, Target must succeed on an E(3) test or be knocked prone.

Table 5-8: Heavy Weapons

Name	Price	Encumbrance	ATK	DAM	RNG	AMMO	Condition Segments	Notes
Minigun	1000	8	S	22	Medium, Far, Extreme	5mm / ∞	6	Autofire-Only, Two-Handed
Flamer	600	8	S	14	Close	Flamer Fuel / ∞	4	Area(Melee), Burn(4), Two-Handed
Missile Launcher	750	9	S or P	25	Medium, Far, Extreme	Missile / 1	6	Area(Close), Two-Handed
Gatling Laser	2000	9	S	24	Medium, Far, Extreme	Fusion Cell / ∞	6	Autofire-Only, Two-Handed
Rock-It Launcher	200	10	S or P	22	Close, Medium, Far,	Junk / 1	4	Two-Handed
Fatman	2,200	10	S or P	40	Medium, Far, Extreme	Mini-nuke / 1	8	Area(Close), Two-Handed

Table 5-9: Thrown Weapons

Name	Price	Encumbrance	ATK	DAM	RNG	Condition Segments	Notes
Molotov Cocktail	50	2	A	12	Close	-	Burn(4), Area(Melee)
Baseball Grenade	65	2	A	20	Close, Medium	-	Area(Close)
Nuka-Grenade	150	2	A	20	Close, Medium	-	Burn(4), Area(Close)
Fragmentation Grenade	75	2	A	23	Close, Medium	-	Area(Close)
Plasma Grenade	100	2	A	26	Close, Medium	-	Burn(2), Area(Close)
Pulse Grenade	100	2	A	1	Close, Medium	-	EMP(23), Area(Melee)

Chems and Booze

Some take chems to gain an advantage in combat, others to sharpen their senses, and some just want to take a trip and forget their miserable existence in this wasted land. Whatever the reason, chems are everywhere and there is a huge market for their manufacture and sale. The addictive nature of these substances ensures there is always high demand.

Chems have a few unique stats in addition to the stats included for all gear.

Effects

Effects detail the beneficial properties of taking a chem. These usually involve increases to SPECIAL stats, but may include other bonuses or penalties. Effects take place as soon as a chem is administered, but they are temporary. Unless otherwise specified, a chem's effects end at the end of an [encounter](#).

Addiction Test

Once the effects of a chem wear off, there is a chance you will become addicted. As soon as the effects end, you must attempt the test specified. This is usually an Endurance test and the number of successes varies depending on how addictive the chem is. If you succeed on the test, you fight off addiction. If you fail the test, you become addicted to that chem.

An addiction test must be made each time you take the chem. Just because you fight off addiction to Jet once, doesn't mean you can take Jet without penalty forever. However, once you become addicted you no longer make addiction tests when you take that particular chem. You simply continue to be addicted until your addiction is cured.

Addiction Effects

Once addicted, you are worse off when not high on the chem you are addicted to. Addiction Effects describe the penalties you suffer while addicted but not using. These effects always apply unless you are currently benefiting from the positive effects of the chem you are addicted to, or your addiction is cured.

Addiction can be cured by taking Addictol, or by seeing a doctor.

Consuming Multiple Chems

Chem effects from the same source do not stack. If you take 2 doses of Jet, your base AP increases by 2 and your base Perception increases by 1. You do not get double the benefits. However, you also only make one addiction test at the end of the encounter for that chem.

Different chem effects do stack with one another. For example, both Buffout and Bourbon increase Strength and Endurance. So if you pop some Buffout pills and chase it with a bit of brown, you get a total benefit of E+4, S+3, I-1. However, you must make addiction tests at the end of the encounter for each different chem you consumed. If you go on a Buffout, Daytripper and Vodka bender, that's three addiction tests.

Table 5-10: Chems

Chem	Price	ENB	Effects	Addiction Test	Addiction Effects
Addictol	75	1(2)	Removes 1 addiction	-	-
Buffout	60	1(2)	E+3, S+2	E(2)	E-2, S-2
Daytripper	60	1(2)	L+3	E(3)	L-1
Jet	40	1(2)	AP+1, P+2, Removes 1 Exhaustion Level	E(4)	AP-1, P-1, Gain 1 level of exhaustion
Med-X	40	1(2)	DR+2	-	-
Mentats	40	1(2)	I+2, P+2	E(2)	I-2, P-2
Psycho	60	1(2)	A+3, I-2, Removes all Exhaustion	E(2)	A-1, E-1, S-1, Gain 1 Exhaustion
Rad-X	40	1(2)	5 RAD Resistance	-	-

Table 5-11: Alcohol

Booze	Price	ENB	Effects	Addiction Test	Addiction Effects
Beer	7	1	S+1, C+1, I-1	E(1)	A-1, C-1
Bourbon	10	2	S+1, E+1, I-1	E(1)	A-1, C-1
Rum	10	2	S+1, A+1, I-1	E(1)	A-1, C-1
Vodka	10	2	S+1, DR+3, I-1	E(1)	A-1, C-1
Whiskey	10	2	S+2, I-1	E(1)	A-1, C-1
Wine	10	2	E+1, C+1, I-1	E(1)	A-1, C-1

Aid Items

Aid items are similar to chems and booze in that they provide some sort of benefit when consumed. The two major differences are that you cannot become addicted to aid items and the benefit is immediate, rather than lasting until the end of the encounter.

Effects

Effects are bonuses or penalties that take effect immediately when consuming an aid item. When you inject yourself with a stimpak, you immediately heal 10 hit points. Drinking a refreshing Nuka-Cola immediately gives you 2 action points.

Table 5-12: Aid

Aid Item	Price	ENB	Effects
Healing Salve	40	1(2)	HP+5
Nuka-Cola	20	1	AP+2, HP+3, RAD(1)
Radaway	75	1(2)	RAD-10
Stimpak	75	1(2)	HP+10

Other Gear

There are plenty of useful items that make up daily life in the Wasteland that don't fit into the categories listed above. In this section, each piece of gear is a little more unique and offers different practical uses that will often be essential to adventuring in the wastes.

Table 5-13: Other Gear

Gear	Price	ENB	Notes
50 feet of rope	8	1	
Backpack	20	2	ENB Limit +8(1)
Bandolier	10	1	ENB Limit +3(3)
Bedroll	10	3	
Binoculars	40	1	Track or Perceive at a distance at +1 die
Bobby Pin	1	0	Used for lockpicking.
Caltrops	5	1	A(2) test or 3 damage and fall prone.
Canteen	15	1	Holds 2 days of water.
Chemistry Kit	60	3	Allows chem recipe crafting
Climber's Kit	35	3	Climb at +1 die
Combat Helmet	35	1	4 DR against head shots.
Compass	110	1	Navigate at +1 die
Doctor's Bag	300	3	ENB Limit +5(1), Allows Intensive Care
Duct Tape	5	1	Repair at -1 die

Duffel Bag	15	3	ENB +8(1)
First Aid Kit	50	2	Stock(10)
Flashlight	25	2	Light to Medium range in one direction
Flight Helmet	25	1	DR 2 against headshots.
Flint and Steel	12	1	I(1) to make a fire.
Gas Mask	125	2	Breathe in smoke or poison. DR 1 against head shots.
Junk	1	1(2)	Used in Crafting
Lantern	25	2	Light to Close range in all directions
Manacles	35	1	Wearer grants combat advantage.
Mess Kit	8	2	
Messenger Bag	15	2	ENB Limit +5(2)
Power Armor Helmet	300	2	DR 5 against headshots.
Rebreather	750	1	Breathe underwater.
Repair Kit	40	2	
Stealth Boy	100	2	Roll 2 additional dice when sneaking.
Tinkerer's Kit	60	3	Allows tinker recipe crafting
Vault-Tec Lunchbox	15	2	ENB Limit +3 (2)
Welder's Mask	15	1	DR 2 against headshots
Whet Stone	10	1	Repair bladed weapons.

50 Feet of Rope

Every traveler roughing it in the Wasteland ought to have rope. The many practical uses for rope need not be detailed here, but most often you will be using rope to ease scaling or descending through steep and treacherous terrain.

Backpack

Backpacks provide one of the most efficient ways to tote your belongings across the wastes. A backpack has an Encumbrance value of 3, but increases your Encumbrance Limit by 8, giving you a little extra space to keep what you need with you. You can carry many backpacks if you want, but you only benefit from the +8 Encumbrance Limit from one of them, the rest simply burden you.

Bandolier

Used most often by military men to carry ammunition and explosives, bandoliers are a practical way to gain a little carrying capacity without overburdening yourself. Each bandolier costs 1

Encumbrance, but increases your Encumbrance Limit by 3. You can gain this bonus from up to 3 bandoliers at once, but any beyond that are just weighing you down and don't provide any bonus to Encumbrance Limit.

Bedroll

Sleeping under the stars is a reality for those that find themselves between settlements. Typically, sleeping outside exposed to the elements means that you don't gain the full benefits of an extended rest. Without a bedroll, you still gain Hit Points after an extended rest, but you also gain 1 level of [exhaustion](#).

Binoculars

A marksman may tell you there is no use for binoculars in the waste when you could use your rifle scope instead, but not everyone needs to kill the things they are trying to spot at a distance. When attempting to discern the presence of someone or something that is at far or extreme range, using binoculars adds 1 die to your roll. In addition, binoculars give you the same 1 die bonus to tests made to track prey across open land.

Bobby Pin

Bobby pins are essential for bypassing traditional locks. If you wish to pick your way past a locked door or container, you must have a bobby pin on hand to make the attempt. If you succeed on your Agility test to pick the lock, then your bobby pin survives intact. However, every time you fail a lock picking attempt, you break your bobby pin and if you wish to try again you had better have another one.

Caltrops

In a post apocalyptic world, caltrops consist of any sharp pieces of refuse that can be cobbled together to impede movement. Broken glass, toy jacks, or nails in a board can all serve the purpose of "caltrops" in a pinch. Caltrops are usually placed in a hallway, door, or other point of entry. When an unsuspecting foe steps on caltrops, he must succeed on an Easy (2) agility test or take 3 damage and fall prone. The Overseer may also call for a Perception test of variable difficulty to notice any caltrops before they are stepped on. If the victim's DR would reduce the damage to 0, he still must make the Agility test to avoid falling.

Canteen

Canteens are a necessity for those that make their living outside of "civilization" in the Wasteland. Without a canteen, or similar container, it's impossible to have a supply of water on the go. Your only option then is to rely on the mercy of Lady Luck and hope to come across a plethora of fresh springs in the irradiated landscape around you. One canteen holds 2 days of water, and the ENB value listed assumes the canteen is full.

Chemistry Kit

Once a requirement for budding young science students in the Old World, a chemistry kit consists of all the solvents, reagents, and basic equipment necessary to create many chemical

concoctions. All packaged together in a convenient carrying case, chemistry kits provide an on-the-go solution to crafting recipes that require a Chemistry workbench.

Climber's Kit

Climber's kits can vary widely between owners. Typically, it contains some carabiner clips to secure yourself and a hammer and pitons for creating footholds. The one thing that all climber's kits have in common is that they make climbing safer and easier. When using a climber's kit, you roll 1 additional die on Strength tests used to climb.

Combat Helmet

This sturdy piece of headgear typically accompanies a set of combat armor, but is just as effective when paired with your favorite sun dress or slacks. While wearing a combat helmet you gain 4 Damage Reduction against any V.A.T.S. attacks that target the head ([see V.A.T.S.](#)).

Compass

A compass is an invaluable tool in the wasteland. Most folks can stick to the roads between settlements and find their way without aid, but for those striking out on their own path a compass is a necessity. Unfortunately, working compasses are also somewhat rare in the wastes but there are those that have figured out how to produce their own homemade devices to serve this function. Whether equipped with a military grade pre-war compass, or a cup of water and a magnetized pin, you roll 1 additional die when making tests to navigate through the world.

Doctor's Bag

A doctor's bag is a simple leather satchel with a handle that includes some rudimentary medical implements. As a storage device, it increases your Encumbrance Limit by 5 but due to their unwieldy nature you can only receive this benefit from one doctor's bag at a time. The medical implements inside provide you with the necessary tools to perform [Intensive Care](#).

Duct Tape

The universal adhesive of the Wasteland. Duct tape can provide emergency repairs in a pinch, but is no substitute for a good repair kit. With duct tape in your inventory, you may perform Intelligence tests to repair an item but you roll 1 fewer die. In addition, the duct tape is used up. Duct tape cannot be used to improve the condition of a piece of gear that has broken.

Duffel Bag

A large canvas bag with a single shoulder strap. It is a bit more cumbersome than a backpack, but with plenty of space to store extra gear. A duffel bag increases your Encumbrance Limit by 8, but you may only gain this benefit from one duffel bag at a time. Extra duffel bags are simply extra weight.

First Aid Kit

A first aid kit comes stocked with the necessary supplies to provide emergency healing on the go. A first aid kit is required to [perform first aid](#), and each time you attempt first aid you consume 1 stock of your kit regardless of whether or not you were successful. A typical first aid kit comes with 10 stock, or 10 uses before it is empty. However, first aid kits you find in the wastes or buy from less than reputable dealers may start with less. The amount of starting stock in a First Aid Kit is ultimately up to the Overseer.

Flashlight

Flashlights provide directional light and are useful when exploring at night or in dark, confined spaces. A flashlight illuminates a greater distance but only in a single direction. When using a flashlight, you can see in darkness up to medium range in the direction you are pointing it. Though flashlights run on batteries, you typically don't need to worry about tracking the battery life. If the Overseer considers the lifetime of your flashlight important, she will track it and let you know when it dies.

Flight Helmet

Lots of old military gear has found its way into the hands of ordinary wastelanders, and given the ubiquitous military presence before the bombs dropped, military grade flight helmets are no exception. Given that they cover your entire head, they are prized as practical and easy-to-acquire pieces of head protection. While wearing a flight helmet you gain 3 Damage Reduction against V.A.T.S. attacks that target the head ([see V.A.T.S.](#)).

Flint and Steel

Most survivors in the wasteland carry some sort of fire starter with them, and the most common is flint and steel as it fits in your pocket and doesn't require any fuel or power. Simply strike the flint on some tinder, and care for that spark until it becomes a roaring blaze. There is a slight art to constructing campfires this way however. When attempting to light a fire with flint and steel, perform a trivial (1) Intelligence test. Failing the test generally means you were unable to ignite your tinder, and the Overseer shouldn't allow you to retry until some time has passed or the situation changes.

Gas Mask

Covering most of the head, gas masks are meant to keep out airborne toxins which can be quite prevalent in a world consumed by nuclear fire. There are many hazardous regions with smoke or poisonous gas permeating the breathable air. Typically, contaminated air such as this would impose negative effects on you and likely require you to make some sort of an Endurance test. Wearing a Gas Mask allows you to breathe toxic air normally: no test required. In addition, because it covers your noggin, you gain 1 Damage Reduction against V.A.T.S. attacks that target the head.

Junk

Junk is a generic placeholder for any unspectacular item in the wasteland that has useful components. Rather than requiring you to track many pieces of miscellaneous knick knacks, most crafting recipes will require a certain amount of “junk.” Junk is always consumed during the crafting process.

Scrounging for Junk represents looking for items that are useful in crafting, or in a good enough condition to be worth holding on to. There may be many shelled out buildings in the waste full of refuse, but it doesn’t mean you will come out with any useful Junk. Junk should be relatively prevalent in the wasteland, but it’s up to the Overseer if she wants to enforce some sort of test to see if you can pick out the useful Junk from the piles of trash.

Lantern

Similar to a flashlight, a lantern is an important piece of gear to have in your inventory when adventuring into the dark. A lantern casts light in all directions out to close range. Types of lanterns vary widely with some being powered by electricity and others by some combustible fuel like propane. Like the flashlight, you shouldn’t worry about tracking the lifespan of a lantern. The Overseer will let you know when it runs out if it is important.

Manacles

Every once in a while, you may have the need to restrain an unsavory individual in the Wastes. While you may be able to accomplish this with rope or a scrap of cloth, there is nothing more reliable than a set of manacles. They range in quality, and if you are lucky you might just find a pair with a working key and lock, but they all achieve the same outcome: anyone wearing manacles grants combat advantage to all enemies. In addition, if applied to the feet, the bearer must use twice as many Action Points to Move.

Mess Kit

Mess kits typically include tin plates and cups as well as some reusable cutlery. These kits are necessary to adequately prepare and cook raw food found in the wasteland.

Messenger Bag

Messenger bags are similar in form to duffel bags but more compact. Slung over a single shoulder, a messenger bag increases your encumbrance limit by 5. Given that they are less cumbersome than duffel bags, you can gain this encumbrance limit bonus for up to 2 messenger bags at once.

Power Armor Helmet

Power Armor helmets are the most sophisticated piece of headgear you can find in the waste. They are designed to be attached to a full set of power armor, but can also be worn individually. Either way, they provide 5 Damage Reduction against V.A.T.S. attacks that target the head ([see V.A.T.S.](#)). While attached to a full set of power armor, these helmets also include a built-in flashlight and filter out toxins in the same fashion as a gas mask.

Rebreather

A rebreather is a high-tech pre-war apparatus that recycles the exhaled air from its user into breathable air. When using a rebreather, you can effectively breath underwater for an extended period of time. You do not need to make Endurance tests to hold your breath when swimming with a rebreather ([see Drowning and Suffocation](#)).

Repair Kit

Repair kits include all the necessary tools to perform maintenance on your gear. Having a repair kit on hand means you can always attempt to repair your gear to improve its condition anywhere at any time. Without a repair kit, you need a suitable workbench. Duct Tape also works in a pinch.

Stealth Boy

Stealth Boys are highly advanced personal camouflage devices. Developed for military use before the war, they effectively render the wearer invisible. Unfortunately they are also highly unstable and delicate pieces of machinery and only function for one use. Once engaged, a stealth boy allows you to roll two additional dice when making Agility tests to sneak. If used in combat, it lasts until the end of the encounter. Otherwise, the Overseer should estimate when the stealth boy expires. It typically will last long enough to accomplish your current feat of stealth, but won't last longer than a few minutes.

Due to their delicate nature, a stealth boy can only withstand so much damage. If you suffer an injury from a V.A.T.S. attack while invisible your stealth boy also breaks and you become visible again.

Tinkerer's Tools

Tinkerer's tools are a unique hodge podge of hardware, diagnostic equipment and scrap. The recipes for many small items require use of a Tinkerer's bench, or Tinkerer's tools, and cannot be completed without them. In addition, Tinkerer's tools are necessary for making most explosives and ammunition.

Vault-Tec Lunch Box

Vault-Tec branded lunch boxes are as American as apple pie or baseball. Ever present in school lunchrooms, this mass-produced box of tin has become a staple form of storage in the Wasteland. Durable, easy to carry, and highly available, these lunch boxes are a favorite among caravan merchants and raiders alike. Each lunch box increases your Encumbrance Limit by 3, but you can only gain this benefit from 2 lunch boxes at a time.

Welder's Mask

In a pinch, the coverage of a welder's mask can help to stop a bullet or two. While wearing a welder's mask, you gain 2 Damage Reduction against V.A.T.S. attacks that target the head ([see V.A.T.S.](#)).

Whetstone

Whetstones are designed to keep your sharp weapons sharp. A whetstone can be used to make an Intelligence test to improve the condition of any bladed weapon such as the machete, combat knife, or sword. It cannot be used to repair or maintain any other types of gear.

Ammunition

Ammunition is in high demand in the wasteland. Out there in the wild, with danger breathing down your neck, you need to be able to count on your gun. And your gun won't get you far without any ammo.

Table 5-14: Ammunition

Ammo	Price	ENB
.22 round	1	0
.308 round	3	0
.357 round	1	0
.44 round	2	0
.45 round	1	0
10mm round	1	0
5.56mm round	1	0
5mm round	1	0
9mm round	1	0
Flamer Fuel	1	0
Fusion Cell	2	0
Gamma Round	2	0
Mini Nuke	250	1
Missile	50	1
Plasma Cartridge	2	0
Railway Spike	2	0
Shotgun Shell	2	0
Syringe	1	0

Junk As Ammo

The Rock-It launcher specifies Junk as its ammunition type. Because junk is everywhere in the wastes, the advantage of a Rock-It launcher is that you can almost always find something to

throw in it. Any useful piece of Junk in your inventory that could be used in crafting can also be loaded into the Rock-It launcher.

Syringe Ammo

The syringer does considerably less damage than most other rifles, but this is because what really makes a syringer deadly is the lasting effects of its syringes. A variety of syringe ammo can be crafted and each type imposes some sort of effect in addition to damaging its target. The recipes for these syringes can be found in the Overseer's Manual, but the different types of syringes are listed here for reference. You will need to learn the recipes before you can create the syringes, as with any other crafted item.

Beserk Syringe

On a hit, the target must succeed an Easy(2) Intelligence test or become unable to distinguish friend from foe until the end of the encounter. During this time, the subject must use an action to attack the nearest target to it regardless of allegiance.

Bleed-Out Syringe

When the bleed-out syringe is fired, the attack gains the [Bleed\(4\)](#) property.

Bloatfly Larva Syringe

When a target you have struck with a bloatfly larva syringe dies, make a Moderate(3) Luck test. If successful, the body immediately spawns a Bloatfly (see the Overseer's Manual).

Lock-Joint Syringe

When struck with a lock-joint syringe, the target must succeed on a Moderate(3) Endurance test or become paralyzed. The target may attempt the test again at the end of each of its turns to remove the paralysis.

Pax-Syringe

On a hit, the target must succeed on an Easy(2) Intelligence test or be pacified for the rest of the encounter. During this time, the subject can act normally except that he may not make any attacks.

Chapter 5: Crafting

The wasteland is not a generous place. Most of the technology of the old world has been destroyed, and everyday life is complicated by a scarcity of all things. The most resourceful stand the best chance of surviving, and those that are skilled at making what others need may even make a few extra caps.

This chapter covers everything you need to create and modify gear. Typically you will need three things to craft something: **a recipe, a workbench, and ingredients.**

Workbenches

Anything you wish to craft (or repair) requires a space to work stocked with the proper tools. There are several different types of workbenches that fit these needs, and they can usually be found in most civilized settlements. If you're lucky, you may stumble across one in an abandoned building, but these are rare.

Each workbench corresponds to a different category of items and mods that can be crafted, and the required workbench will be listed in the recipe.

- **Weapons Workbench** - Repair weapons and craft weapon mods.
- **Armor Workbench** - Repair armor and craft armor mods.
- **Chemistry Workbench** - Create chems.
- **Tinkerer's Workbench** - Create explosives, ammunition and specialized gear.

Portable Crafting

Some of the workbenches listed above have portable forms, or have certain functions that can be performed on the go. Repair kits allow you to repair gear without needing either a Weapons or Armor workbench. A Tinkerer's kit is essentially a miniaturized version of the Tinkerer's Workbench and can perform all of the same functions on the go.

Ingredients

Ingredients are the parts of a recipe that are combined to create the finished product. In order to keep things simple, most common raw materials, like wood and metal, are just called **junk**. Junk can be found while exploring pretty much anywhere. If the Overseer doesn't describe any junk in the area, but you are in the market for some, you should ask. Chances are there will be some amount of junk there.

Junk is meant to be abstract. An old, wrecked Corvega convertible probably has a plethora of raw materials from metal to rubber to glass. But when you break down this beautiful vehicle, the Overseer will simply tell you some amount of junk that you are able to harvest. When it comes time to use that junk in a recipe, it represents whatever raw materials that recipe would require. This way you aren't keeping an exhausting laundry list of components you may never use.

Recipes will call for a certain amount of junk to be consumed during crafting. As with most gear, encumbrance is the only limiting factor in how much junk you can carry, so if you find yourself crafting often it's a good idea to keep some junk in your inventory. Once you finish whatever you are crafting, the amount of junk required is used up and removed from your inventory.

Special Ingredients

Most recipes will call for a special ingredient in addition to the amount of junk it consumes. While junk is meant to make tracking raw materials simple, special ingredients help make recipes unique and also require you to do a bit of hunting to get exactly what you need to make something useful. At least one special ingredient is usually listed for anything beyond the simplest of recipes.

Special Ingredients are listed in recipes along with junk, but usually require some searching on your part. You should let the Overseer know when you are looking for a particular ingredient. If you believe the ingredient you're looking for could be found nearby, you should justify why. An Overseer that is doing her job should be open to providing you with the special ingredients you need if it's reasonable.

Like junk, special ingredients are consumed when the final product is made. For this reason, it behooves you to only look for special ingredients when you need them, as carrying around a bunch of specialized components "just in case" quickly eats into your encumbrance limit.

Recipes

The last piece that ties workbenches and ingredients together are recipes. Recipes represent the knowledge required to craft a specific item or mod. Without a recipe in hand, you cannot craft an item even if you happen to have the proper ingredients and access to a workbench. For this reason, recipes always have an encumbrance of 0 so that you can carry as many as you like and stock up on new recipes as you explore.

Recipes are most often found written down throughout the wasteland, purchased from vendors, or taught to you by other crafters. The Overseer has access to a list of recipes in the Overseer's Manual, and if there is a specific thing you wish to craft your best bet is to let the Overseer know. There will likely be a way for you to obtain or learn the recipe.

When you set out to craft a recipe, you must attempt an Intelligence test. The number of successes needed to complete the recipe is equal to the recipe's Difficulty value. If you fail the test, your ingredients are still consumed but you end up with nothing.

Common Recipes

There are a few recipes that are simple enough or common enough that every Survivor in the wasteland knows them. You always know these recipes even if they are not in your inventory. You simply need the ingredients and appropriate tools to make them. You also might know a few other recipes depending on what your background is, so make sure you make note of those in your inventory.

Healing Powder

Requires a Chemistry Workbench

Ingredients: 1x Junk, Broc Flower

Difficulty: 1

Molotov Cocktail

Requires a Tinkerer's Workbench

Ingredients: 2x Junk, Fuel

Difficulty: 1

Spear

Requires a Weapon Workbench or a Repair Kit

Ingredients: 3x Junk

Difficulty: 1

Machete

Requires a Weapon Workbench, or a Repair Kit and Whetstone

Ingredients: 3x Junk, Duct Tape

Difficulty: 2

Mods

Mods are a special type of recipe. They produce an item that is meant to modify or attach to another item. In addition to the workbench and ingredient requirements, the recipe will list which items it **Modifies** and what **Effect** the mod has on the item. Unless otherwise stated in the recipe, an item can only have one mod of a given type attached to it at once. For example, you wouldn't benefit from having 2 hunting scopes on your rifle.

The following mods are easy enough that they are known by all Survivors.

Carrying Strap

Modifies: Any rifle or submachine gun

Effect: Reduces the weapon's ENB value by 1

Requires a Weapons Workbench or Repair Kit

Ingredients: 2x Junk

Difficulty: 1

Armor Padding

Modifies: Leather Jacket, Leather Armor, Vault Suit, or Hide Armor

Effect: Increases DR by 1.

Requires an Armor Workbench.

Ingredients: 3x Junk

Difficulty: 2

Chapter 6: Combat and Movement

The wasteland is a dangerous place. Even the most reclusive tinkerer or protected local leader is likely to have to hold their own in battle at some point. This chapter lays out the rules for fighting and moving about the Wasteland. So grab your trusty 10mm, because it's time to throw down!

Combat Encounters

Most of the things you and your fellow Survivors do in the Wasteland will happen outside of combat. When not engaged in combat, turns flow freely and it isn't necessary to act in any particular order or even to calculate precisely how much time has passed. You might be picking a lock while your Tinkerer partner is putting the finishing touches on a new scope. These actions can happen simultaneously, with everyone performing their respective tests and the Overseer describing these actions at roughly the same time.

Combat is more rigid. As soon as weapons are drawn, gameplay enters a **combat encounter**. A combat encounter is a more structured form of play where each Survivor as well as the Overseer's baddies take turns performing actions. During a combat encounter, the order and timing of characters' actions are much more closely monitored. This set of turns is maintained until the encounter ends, at which time the Survivors may resume a more free-form style of play.

An encounter begins as soon as the threat of combat is real and turns need to be tracked to keep gameplay fair. This is typically obvious, as one side or another draws weapons or takes violent action. However, the Overseer may also declare an encounter has begun if a fight is likely to start, or if a tense situation calls for the careful tracking of movement and timing. An example might be 2 opposing factions racing to climb a radio tower and steal the tech at the top. They may not be slinging bullets at one another, but the order and consequences of individual actions are important enough to track in an encounter.

Encounter Effects

There are several perks and effects that last **until the end of the encounter**. This is purposefully vague as the intention is to provide the benefit of the perk or chem for as long as it is useful, but to not make it something that requires extra effort to keep track of. The Overseer has the final say on when an encounter ends and will be sure to let you know.

If an effect is used outside of a combat encounter, then the Overseer will use her best judgment as to how long the effect should last. Generally, an effect should only last long enough for you to finish accomplishing the task that you wanted the boost for. For example, if you take mentats to make it easier to hack a terminal, the mentats should wear off after you log off.

Initiative

When an encounter begins, everyone involved takes turns performing actions. This includes you, other Survivors, and anyone or anything controlled by the Overseer. An order has to be established to determine who acts when, and this is accomplished by an **Initiative Test**.

At the outset of combat, the Overseer will ask for the Initiative Test to be made before anyone acts. Everyone involved in the combat performs an Agility test and counts their successes. The Initiative Order is established by the person with the most successes going first, the person with the second most successes going second, all the way down to the poor soul with the fewest Agility successes. As with any test, a 6 rolled on a die explodes: that success is counted and the die is rolled again.

But what if several participants roll the same number of successes? If you tie with an opponent controlled by the Overseer, then you always go first. A tie between you and your ally goes to whoever has the higher Agility score. In the event that both successes and Agility are tied, then you and your ally have to work it out and make a choice.

Delaying Your Turn

It may be that going first in a round is not the most strategically sound move. If you want to allow an ally to go before you, you may delay your turn. By delaying your turn, you remove yourself from the initiative order, and then choose the point in the initiative order that you would like to take your turn. This becomes your new spot in the initiative order for all subsequent rounds in the encounter.

Combat Round

Encounters are made up of several rounds. A round is one complete trip through the Initiative Order, beginning with the first character in the order and ending with whoever is at the bottom. There are several effects that last for 1 round, but they typically begin and end on the turn of the character who started the effect.

Rounds are made up of turns, and the turn is where you make your moves in combat. Each participant in the combat gets 1 turn per round and may take a variable number of Actions per turn depending on how many Action Points they spend.

Your Turn

Your turn represents your opportunity to fight, flee, or do any other actions you desire: provided you have enough Action Points.

Action Points

Action Points are your currency for performing actions during your turn. By default you get 3 Action Points at the beginning of your turn. You aren't required to spend all of your Action Points during your turn, and it's often the smart move to save an Action Point for later in the round to defend against attacks.

Some chems and perks increase the number of Action Points you get per turn, but Action Points do not accumulate each round. If you get 3 Action Points at the beginning of your turn, and save 1 until your next turn, you do not start your next turn with 4 Action Points. If you pop some Jet then your AP per round is increased by 1, meaning that you likely get 4 Action Points at the beginning of each of your turns, but these Action Points don't carry over from round to round either. If you don't use it, you lose it.

All actions by default cost 1 Action Point. If an Action costs more than 1 Action Point it will say so in its description. Performing an Action that costs more than 1 Action Point doesn't mean you have to use all your AP in 1 turn however. You can split an action between multiple turns if you don't have enough Action Points to complete the action right now. For example, let's say you want to put a little distance between yourself and an opponent that is at far range. It costs 2 Action Points to move from far to extreme range, but you already spent an Action Point to reload your assault rifle and an action point to shoot it. That's ok; you can spend 1 Action Point this turn to start moving, and complete the movement at the beginning of your next turn by spending another Action Point.

Notice in the example above you don't actually finish the move to extreme range until you spend that second Action Point. This means that for the rest of the round until your turn, you are still at far range. This is true of any Action that is split up across turns. The result of the action doesn't take place until the proper number of Action Points have been spent.

Actions

This section briefly summarizes the actions you can take. Most of these actions happen on your turn, but some of them happen elsewhere during the round like defending. Unless otherwise specified, all actions cost 1 Action Point.

Make an Attack

This is the most common action to take in combat besides movement. An attack is performed by making a test with the weapon's attack ability contested by the target's block or dodge roll. If your opponent cannot, or chooses not to defend, then it is an Easy(2) test to hit with a ranged attack or a Trivial(1) test to hit with a melee attack. Attacks and Damage are given much more detail in sections below.

Move

This action involves changing range bands, from melee to close, close to medium, etc. It can also be used to move within a given range band or change your position on the battlefield. Movement and range bands are covered in more detail below.

Use an Item

Sticking yourself with a stimpak, throwing back some whiskey, or referring to your pip-boy all cost an action point. In general, this action encompasses the act of getting the item out of your inventory and actually using it. This is not true of weapons however.

Draw or Swap a Weapon

Arming yourself takes a moment, and in battle those moments can be precious. If you start an encounter without a weapon drawn then you must use an Action Point to draw it. In addition, holstering your weapon in favor of another costs an Action Point. If you are holstering a weapon without drawing a new one, then there is no need to use up an Action Point.

Perform a Skill Test

Most skills require an Action Point to be spent. Skills are more of a gray area, as some skills take longer than others. The Overseer will let you know how many Action Points a particular skill test takes, but in general it will be 1 or 3. Skills that cost 1 Action Point are quick and usually can be done alongside other tasks, like intimidating an opponent with a Charisma test, or keeping your balance on a ledge with an Agility test. Skill tests that cost 3 Action Points are skills that require more concentration and time, like picking a lock and therefore use up your entire turn.

Defend Against an Attack

This is the most common action that will be taken on someone's turn other than your own. When you are attacked, you have the option to defend against the attack by performing a test to dodge or block. Dodging and Blocking is covered in more detail below, but both of these cost an Action Point, meaning that if you feel you might get attacked before your next turn it might be wise to save one.

Use a Perk Ability

Some perks require Action Points to perform. The number of Action Points, and what happens when you spend them, will be described in the Perk.

Multiple Action Penalty

The cost of an action increases by 1 for each additional action you attempt to perform in the same turn with the same hand. The most common use of this is attacking with the same weapon more than once. Firing a two-handed hunting rifle the first time costs 1 Action Point, but letting the next round fly costs 2. This means most Survivors would be able to make 2 attacks per turn, but do nothing else.

In this way, it can be advantageous to wield a different weapon in each hand. A savvy gunslinger shooting a pair of revolvers can make 1 attack with each, for 1 Action Point each, and still have an action point to spare. One-handed weapons typically deal less damage, but that shortcoming is easy to overcome if you are firing twice as often as your enemies.

The multiple action penalty goes beyond swinging your sledgehammer twice. Let's say you fire your trusty hunting rifle, but are bleeding from several holes and need to apply a stimpak. You used both hands firing the gun, so performing another action incurs the penalty. It takes 2 Action Points to let go of the gun, dig out your stimpak and press that plunger.

Free Actions

Some actions are too trivial to cost action points. These are considered free actions and you can perform as many of them on your turn as you wish within reason. Some examples of free actions are:

- Talking
- Dropping something you are holding
- Opening or closing a door or container.

The key caveat about free actions is that they must be taken within reason. It might be fine for you to bark out a quick order to an ally as a free action, but it wouldn't make sense for you to recite the Gettysburg Address. The Overseer should let you know if an action you want to perform is not free.

Resolving Attacks

Combat encounters consist mostly of just that: combat. This section goes into detail on how you can destroy your enemies, and hopefully survive those same attempts against your life.

Attack Tests

Attack tests always depend upon the weapon you are using, and each weapon lists its attack ability. Some weapons list multiple attack abilities, like a machete. For these weapons, you choose which of the attack abilities you want to roll.

Your attack test may or may not be contested by your target's defend action. If the target chooses not to defend, then you roll a regular test against a fixed number of successes depending on the type of attack. A ranged attack against a target that is not defending requires 2 successes to hit. A melee attack only requires 1 success as it is relatively easy to strike a body right next to you if they aren't attempting to block or dodge your attack. In this way, reserving Action Points to defend in melee combat becomes more critical and strategic than in ranged combat.

You start your turn by taking aim and firing your double-action revolver at a raider psycho. Double-action revolvers list both Perception and Agility as their attack abilities, and you decide to roll Agility because your Agility is a 7 and your Perception is only a 3. The raider has no Action Points left, so he can't defend. This means that you only need 2 successes on 7 dice to fill him full of lead.

Defending

The defense action always happens in response to an attack. If you are attacked, and you have an action point to spare, you can choose to contest the attack by either dodging or blocking. Either way, you must declare that you are defending before the attacker performs his attack test. You cannot see how successful an attacker was before deciding whether or not to defend.

Ties **always** go to the defender. Choosing to defend does not make you inherently easier to hit either, so even though it is a contested roll, the attacker must still achieve the minimum required successes to hit you as if you weren't defending.

A raider leaps out from what you thought was an abandoned pop-up camper and opens fire with his 10mm pistol. You choose to dodge his attack, but none of your dice come up successful. The raider doesn't fare much better, and rolls only a single success. Despite the fact that you fail to dodge, the raider also doesn't get the 2 successes needed to hit with a ranged attack so he misses you anyway.

Dodging

Dodging can be attempted against any attack and is the most common defense action. When dodging an attack, you contest the attacker's attack test by rolling Agility.

Blocking

A block can only be attempted against melee attacks, and only if you are wielding a weapon. The weapon you are wielding does not have to be a melee weapon however, so you can knock away a smack from a baseball bat with your assault rifle. When blocking an attack, you contest the attacker's test by rolling Strength.

You are wielding a hunting rifle and a yao guai pounces at you, claws flying. The yao guai is going to perform an attack test with Strength. Because you are wielding a weapon, and this is a melee attack, you can either block or dodge. Your Strength is better than your Agility, so you choose to block. The Yao Guai gets 3 successes, but you manage 4, meaning that its claws only scratch up your hunting rifle and do no damage to you.

Damage

Damage is dealt after you successfully strike an opponent . Unlike attacks which require dice to be rolled, damage dealt is a calculated value based on your weapon's DAM value and the target's total damage reduction. Damage dealt is determined as follows:

Damage Dealt = Weapon's DAM - Target's DR

When you suffer damage, you subtract the damage dealt from your current hit points. If you drop to 0 hit points, then you begin [dying](#).

A raider has you cornered and you plan on retaliating with your sawed-off shotgun. Shotguns have an Attack stat of Agility, so you roll your Agility test and get enough successes to land a hit. The raider now suffers damage. Your shotgun has a DAM value of 18, and the raider is wearing raider armor so his Damage Reduction is 6. This means that as you bury the barrel of your shotgun into the raider's gut he suffers a walloping 12 damage. If the raider has 12 hit points or less, then you kill him.

V.A.T.S

V.A.T.S is your Vault-Tec Assisted Targeting System and it allows you to target specific areas of an opponent. V.A.T.S. requires a little time to aim so each location has an associated number of Action Points that must be spent to target it in addition to the Action Point cost of making the attack. If your attack is successful, then your target immediately suffers the effects listed under "Immediate Effects".

Each V.A.T.S. attack also allows you to "buy" more significant injuries with any bonus successes achieved on the attack roll. Typically, these injuries cause longer lasting detriments to the target. There are two tiers of injuries that can be purchased, one costing 1 bonus success, and 1 costing 3 bonus successes. These are described in the respective "Effects" columns describing how many bonus successes each effect costs.

When you have enough bonus successes to buy an additional critical injury, the target also suffers all of the "cheaper" effects listed. For example, if you are lucky enough to land 3 bonus successes on your target's arm, then they drop what they are holding and cannot perform tests with the target arm. If somehow the persistent effect were removed and the arm was restored, they would still be rolling 1 fewer dice on any test involving that arm as specified by the effect costing 1 bonus success.

Some of the injuries are labeled as *persistent*. A persistent injury means that the target suffers the penalties associated with that injury until they are treated with [Intensive Care](#) to have the injury removed.

Table 7-2: V.A.T.S.

Location	Action Point Cost	Effects	Effects (1 bonus success)	Bonus Effects (3 bonus successes)
Arm	1	Immediately drop what you are holding with that arm.	Roll 1 fewer dice on any test involving that arm until the end of the encounter.	<i>Persistent</i> - Cannot perform tests with target arm, and cannot hold anything with it.
Leg	1	Immediately fall prone.	Movement costs twice as many Action Points until the end of the encounter.	<i>Persistent</i> - Movement costs twice as many action points. Cannot stand without help or special equipment, such as a crutch.
Torso	1	Roll 1 fewer dice on your next test.	Gain 1 fewer Action Points per round until the end of the encounter	<i>Persistent</i> - Agility and Endurance scores are reduced by 1.
Head	2	Ignore any Damage Reduction from armor for this attack, unless head armor is specified.	Roll 1 fewer dice on Perception and Intelligence tests for the remainder of the encounter.	<i>Persistent</i> - Perception, Intelligence, and Charisma Scores are reduced by 1.
Wings	1	Immediately make an E(2) test or fall to the ground.	Movement while flying costs twice as many Action Points until the end of the encounter.	<i>Persistent</i> - Cannot fly.
Antennae	2	Ignore any Damage Reduction from armor for this attack, unless head armor is specified.	Each turn the target must attack a randomly chosen target until the end of the encounter.	<i>Persistent</i> - the target grants combat advantage against all attackers.
Combat Inhibitor	2	Any attack made during the target's next turn costs twice as many Action Points.	The target rolls 1 fewer die on all attacks made until the end of the encounter.	<i>Persistent</i> - Each turn, the target must attack a randomly chosen target.
Tail	1	The target rolls 1	It costs twice as many	<i>Persistent</i> - The tail

		fewer die on the next test made involving its tail.	Action Points to take an action involving the tail until the end of the encounter	cannot be used.
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Different Parts

Some of the anatomical locations listed in the V.A.T.S. table are not appropriate for all critters in the waste. In general, you and your fellow Survivors have arms, legs, and heads that are targetable by others. This is true of most humanoid enemies and your typical beasts.

Any creatures with special anatomy will have it included in their descriptions. Most insects have antennae, Deathclaws and Radscorpions have tails, and combat inhibitors are exclusively for robots. All these special parts are described in the Overseer's Manual.

Movement

Battles in the wasteland are rarely 2 parties standing stoically and firing at each other from across a field. Battles involve charging beasts, chasing down thugs, and sprinting for cover. Movement during combat is measured by 5 range bands, and Survivors and Overseer's Characters may spend action points to move within or between range bands.

Range Bands

Range bands are a rough approximation of distance on the battlefield. Rather than measuring distance in feet or battle grid squares, the Overseer simply identifies what range each character is from each other. This simplifies movement in battle and means that you don't need figurines or a battle mat to keep track of where everyone is if you don't want to.

The 5 range bands in combat are **melee**, **close**, **medium**, **far**, and **extreme**. Each weapon has a RNG property that corresponds to one or more of these bands, and means that the weapon can be used effectively against opponents that are in that range band.

When the Overseer describes how far away your opponents are, the distance is relative to your current position. A feral ghoul may be at melee range from you, but far range from another Survivor that's in the next room.

Specific positioning is fluid and not defined in the rules. This gives you and the Overseer freedom to be as descriptive as possible in how you are positioned, but without having to worry about set amounts of feet or yards. For example, you, another Survivor and a rabid giant mole

rat might all be in a fenced-in pen, meaning you are all likely at close range from one another. However, you might be kneeling behind an overturned food trough, the mole rat standing on its hind legs and your buddy halfway through climbing over the fence. These are all details that you and the Overseer should describe instead of just saying “we are all in close range.”

Melee

Melee range is up close and personal. It is close enough for you and your opponent to touch one another, and usually is no more than 1 yard apart. Almost all melee weapons require you to be in melee range with your opponent to use them.

Close

Small pistols and thrown weapons are effective at close range. Close range represents anything from just outside of melee range to across a room. This is roughly 10 yards. It costs 1 Action Point to move between Melee range and Close range.

Medium

Medium range is the domain of most pistols, submachine guns and shotguns. This extends from the edge of close range to about the length of a city block or a little less than a football field. This would be considered “shouting” range. It costs 1 Action Point to move between Close range and Medium range.

Far

Far range is where riflemen are most confident. It goes from Medium range to about 2 football fields away. As this is a much larger gap than Close or Medium range, it costs 2 Action Points to move between Medium range and Far range.

Extreme

The realm of snipers and those just trying to run away: extreme range is the farthest range band at which combat occurs. Once the distance between opponents exceeds extreme range, they are no longer viable targets for one another, and someone gets away. Extreme range adds another few football fields on the end of Far range, representing approximately 200 yards out to a quarter of a mile away. It costs 3 Action Points to move between Far range and Extreme range. It then takes 3 Action Points to move between Extreme range and Beyond Extreme range.

Moving Within Range Bands

Sometimes you might need to change your position in battle without actually increasing the distance between you and your opponents. This might be because you are trying to reach a nearby terminal, dive behind a table for cover, or maybe you think zig-zagging will keep you

from getting shot. Regardless of the purpose, this kind of movement is called moving within a range band.

Moving within a range band still requires you to spend 1 Action Point, regardless of which range band you are moving around in. The only exception is melee range. Moving around in melee range represents 2 combatants wrestling, shifting footwork, or dodging and parrying and isn't significant enough to require any action points be spent. However, keep in mind as soon as you shift out of arm's reach, you are now in close range and that costs 1 Action Point.

To keep tracking distance simple, it always costs the same amount of action points to move within range bands or in and out of range bands regardless of how far you actually are away. For example, let's say you are firing your Assault Rifle at a Deathclaw that is 40 yards away. Another Survivor farther back is picking it off with a hunting rifle at 75 yards. Despite the fact that this puts you "closer" to close range with the Deathclaw than the other survivor, it still costs each of you 1 Action Point to close in on it.

Tracking Greater Distances

Typically, unless you are flying in a Vertibird, there is no reason to track distances between opponents that are farther away than extreme range. The Overseer should always be prepared to tell you how far away an object or opponent is, but it isn't relevant to combat until opponents are within extreme range at a minimum.

If for some reason there is cause to track range beyond extreme, then it is up to the Overseer to improvise, perhaps with the input of you and your fellow Survivors. It's completely within the Overseer's purview to say "That is too far, there is nothing you can do about it," but he may also impose some penalties or increase the difficulty of a particular check that takes place at greater distances. As with anything else not governed strictly by the rules, leave it up to the Overseer.

Difficult Terrain

Moving around the battlefield isn't always a stroll through the park. The wasteland is full of deep water, hazardous broken ground, and deliberate obstacles meant to slow you down. The Overseer may describe a certain part of the battlefield as Difficult Terrain. While moving through or within difficult terrain it costs 1 extra Action Point to complete your movement.

Overland Movement

Beyond moving around in combat, you will also have a need to travel great distances across the Wasteland. This is tracked differently than movement in combat, and does not require Action Points to be spent. In general, your limits to overland travel are simply how far you can walk in a day and how much food and water you have with you.

The average Survivor can walk **20 miles** across the wasteland in a single day. This includes stopping to rest and eat. You and your fellow Survivors have the option of pushing yourselves and getting **40 miles** under your feet in a single day but you suffer 1 level of [Exhaustion](#).

There are other external factors that may hinder long distance travel. The wasteland is a dangerous place and the Overseer will likely have hazards, traps and enemies waiting for you on the road. The Overseer always has the option to change the amount of ground you can cover if difficult circumstances warrant it.

Special Combat Rules

There are many special circumstances on the battlefield that go beyond just rolling dice to see if you hit your target. This section covers some of the situational aspects of combat that make battle more diverse and interesting.

Cover

When the bullets start flying, it's best to get behind something. Cover represents anything that you can put between yourself and your opponent. For it to be effective, and for you to gain the following bonuses, the cover needs to be large enough to obscure at least half of your body. A flipped table that you can crouch behind would be considered cover, but a fallen lamp post is not.

Any cover that meets this requirement is beneficial to you, as it reduces the dice rolled for any ranged attacks against you by 1. However, if you've saved up an Action Point to dodge with, then cover is even better. Because cover represents something you can throw yourself behind, you also get to roll 1 extra die on any dodge test while behind cover.

A Brotherhood Outcast has you pinned behind a large pile of rubble and is firing at you with her laser rifle. She has an Intelligence of 5, so she would normally roll 5 dice, but because you are hiding behind the rubble and mostly obscured by cover she rolls 4 dice instead. Her dice come up 3,4,5,5 resulting in 3 successes. You planned ahead, however, and saved an Action Point for this occasion. You dodge the attack with your Agility of 2, but you get to roll 3 dice due to your makeshift cover. Despite those advantages, you only get 2 successes and the Brotherhood Outcast manages to nick an exposed portion of you with her lasers.

Concealment

Concealment is similar to cover, except that it serves to only obstruct you visually, not necessarily physically. Dim lighting, fog, or thick underbrush may all provide concealment. When you have concealment, you roll 1 additional die on any test to hide or remain hidden. Your opponents also roll 1 fewer die to spot you when you are concealed.

Physical barriers may provide both Concealment and Cover. A brick half-wall is useful for hiding behind and absorbing bullets, so it should act as both cover and concealment and provide both sets of bonuses.

Concealment does not mean you are totally blocked from sight or in complete darkness. The concealment rules apply when you are only partially obscured and others have a chance of spotting you.

Combat Advantage

Combat Advantage is a generic and widely applicable status in combat. In general, it is granted by a perk or a condition applied to you or your target, and is always specified in the description of an effect. The most common case of Combat Advantage is if your target is prone beneath you while you are engaged in melee combat.

If Combat Advantage is granted to you against a target, then you get to roll 1 additional die on any attack, block, or dodge roll against the target and vice versa. Some effects grant Combat Advantage to anyone who attacks your target, while other effects may only grant Combat Advantage to you. This is always outlined in the description of the effect that makes Combat Advantage possible.

Blinded

The blinded condition means simply that you cannot see. It could be permanent if you have lost your eyes, or it could just be that you are enveloped in total darkness. Regardless of the source, losing your sight in the wasteland puts you at a disastrous disadvantage. Because sight is key in combat, while blinded you only roll 1 die when performing attack tests regardless of any perks or bonuses.

In addition, any tests that would rely on sight, such as hacking a terminal or tracking prey, have the number of dice rolled reduced by 2. Finally you grant combat advantage to any opponents who are able to see you.

Grappling

Sometimes melee combat devolves into an old fashioned wrestling match. When 2 combatants lock onto each other, this is considered a Grapple. Grappling is an action similar to attacking, but it doesn't deal damage to your opponent. Here is how it works:

You initiate a grapple by performing a Strength test contested by your opponent's Strength or Agility. They get to choose. Unlike an attack, your target does not need to have reserved an Action Point to resist your grapple. Countering a grapple is always free.

If you succeed in the contest, then you and your opponent are grappled. Grappled opponents may not take the Move action, but may still attack each other. However, each opponent rolls 1 fewer die on attacks while grappled. In addition, they also roll 1 fewer dice when dodging or blocking attacks.

Enemies outside the grapple may take advantage of their occupied opponents. Grappled opponents grant combat advantage to all other enemies who are not engaged in the grapple. This means if you are grappling a raider, that raider rolls 1 fewer die to attack you, but his buddies get to roll 1 extra die.

Prone

Prone is a special condition in combat that simply means you are flat on the ground. Some perks or attacks may knock you prone, or you may choose to fall prone on your turn for 0 AP. Standing up from prone costs 1 AP.

While prone, it costs twice as many Action Points to take the Move action, and you may not move from Far to Extreme range. You also grant combat advantage to anyone within melee range of you.

Being prone does have a benefit, however. While lying on your stomach is not an effective way to dodge melee attacks, it does make you a smaller target in combat. Anyone who makes a ranged attack against you while prone rolls 1 fewer die.

Paralyzed

Some abilities or situations may specify that the target becomes *paralyzed*. Paralysis simply means you can do nothing on your turn, or more specifically that the number of Action Points you gain per round drops to 0 while paralyzed. You do not necessarily fall prone, though depending on the circumstances of your paralysis the Overseer may decide you do. Finally, you automatically grant combat advantage to all other combatants while paralyzed.

Poisoned

Ingesting certain substances or being attacked by poisonous creatures may result in you becoming *poisoned*. When you are poisoned, you reduce the number of dice you roll for Strength and Endurance tests by 1, and you grant combat advantage to others. Different poisons may also deal damage or cause other lasting effects, but they typically all apply this condition.

Healing and Dying

During combat, you are likely to take a few hits. If you have plenty of hit points, this may not be a big deal, but chances are after taking a couple shots to the chest you will be looking for

someone to patch you up. Otherwise you may find yourself crawling across the Grim Reaper's welcome mat.

Death and Dying

Hit Points represent the amount of damage you can take in combat and still keep fighting. When you reach 0 hit points, your fight is over for now. This does not mean you die, but it does mean you fall prone, are unconscious, and are dying.

While you are dying, the only thing you get to do on your turn is attempt to Cheat Death. To Cheat Death, you attempt a Hard (4) Endurance Test. If you succeed, you stabilize but remain unconscious and out of the fight until you heal. If you fail, you mark 1 strike against your life. If you fail to Cheat Death 3 times, then you die.

Stabilizing a Dying Character

You aren't necessarily attempting to Cheat Death alone. Any other Survivor may attempt to stabilize you by making an Easy(2) Intelligence test and spending 1 stock from a first aid kit. If successful, you automatically stabilize but are still unconscious and remain at 0 Hit Points. Any successes beyond the first 2 allow you to immediately gain a number of hit points equal to the number of additional successes. If this happens, you become conscious and may act normally.

If you are able to regain Hit Points while dying, such as from a stimpak or healing powder, then you immediately regain the specified amount of Hit Points and are conscious.

Performing First-Aid

With the right gear and know-how, you can patch up an ally and help them regain hit points. Performing First Aid requires you to make an Intelligence test, and spend 1 stock of a First-Aid Kit. Performing First Aid costs 2 Action Points.

A patient can only benefit from First-Aid once per day. An unconscious patient must first be stabilized before First-Aid can be performed on them. The number of hit points your patient gains is equal to the number of successes you roll. If you roll 0 successes, you still expend 1 stock of your First-Aid kit but the bandages are mostly cosmetic and aren't actually doing anything to improve your patient's condition...

Performing Intensive Care

Intensive Care is a more comprehensive and elaborate treatment of an ally's injuries. It can involve removing bullets, fixing broken limbs, or providing psychiatric help to recover from the stresses of battle. Intensive Care requires the use of a doctor's bag, but does not use stock or consumable resources like First Aid.

Intensive Care requires 2 hours during which the patient is able to rest. Like First-Aid, Intensive Care can only heal a given patient once per day. When performing Intensive Care, roll an Intelligence test. Your patient regains a number of Hit Points equal to 2 times the number of successes.

But wait, there's more! Intensive Care can do more than simply restore hit points. If your patient is suffering from a persistent [V.A.T.S.](#) injury then the injury can be healed by Intensive Care. Succeeding on a Hard (4) Intelligence test will remove 1 persistent V.A.T.S. injury. Any additional successes remove an additional injury.

This means that a patient can technically benefit from Intensive Care twice per day: once to regain hit points and once to remove a persistent injury. However, this takes two separate sessions of intensive care over a 4 hour period.

Chapter 7: Adventuring in the Wasteland

Just in case it hasn't already been made plain: The Wasteland is a VERY dangerous place. Raiders, thugs, and monsters lurk at every turn, and most will kill to get what they want. But it isn't just the people that threaten Survivors in the wastes: the environment is an equally capable and hazardous foe. This chapter covers all you need to know about surviving and avoiding peril while adventuring through post-apocalyptic.

Exhaustion

Starvation, thirst, exhaustion and other detrimental effects are all represented by Exhaustion Levels. Exhaustion Levels follow a progression along a track of 5 steps that get steadily worse. When you suffer exhaustion, you move to the next step on the track. The effects of the track are cumulative, so when you are at Exhaustion Level 3 you suffer the effects of that level, as well as the effects described in Levels 1 and 2.

Exhaustion is described in this section because it is most often caused by not eating or not sleeping. However, other diseases or environmental effects may cause you to suffer exhaustion. Whenever you suffer exhaustion, you always move to the next exhaustion level regardless of the source.

Table 8-1: Exhaustion Levels

Level 1	Roll 1 fewer die for all Intelligence, Perception and Charisma tests.
Level 2	Roll 1 fewer die for all Strength, Agility, and Endurance tests.
Level 3	Reduce the number of Action Points per turn by 1.

Level 4	Roll 1 fewer die for all tests. Reduce your current number of Luck points by 1.
Level 5	You fall unconscious and are dying.

Cheating Death with Exhaustion

Once you are dying, you are no longer affected by exhaustion. The Endurance test you make to cheat death is attempted with your full amount of Endurance dice. However, if you stabilize you are still at exhaustion level 5 and must immediately complete an extended rest to become conscious again.

Recovering Exhaustion Levels

Exhaustion is most commonly recovered by getting enough rest and food. Rest and sustenance is described in the next section in more detail, but every time you finish a day with an extended rest, if you were able to get enough food and water that day, then you reduce your total Exhaustion Levels by 1. You do not reduce your Exhaustion Level if you were able to find food but not sleep, or vice versa.

Some chems or perks may also allow you to reduce your exhaustion levels. As with gaining exhaustion levels, you always reduce your total exhaustion by 1 regardless of the source of your replenishment. Be careful though, some healing methods only temporarily reduce exhaustion and may actually inflict exhaustion once they wear off.

Rest and Sustenance

Your experience in the wasteland will likely be filled with heart-pumping battles, cunning intrigue, and horrific monsters, but despite all this excitement you can't forget to eat. Survival is mostly about making sure you have fresh food, clean water, and that you get enough shut-eye between dangerous expeditions. Here you will learn about 2 different types of resting, how much food and water you require, and what happens when you forgo these.

Extended Rest

At the end of an arduous day in the wastes, each and every Survivor must lay down their heads for some shut eye. If you get 8 hours of uninterrupted rest, then you gain the benefits of an *extended rest*. After an extended rest, the following happens:

- You recover a number of hit points equal to your Endurance.
- You recover 1 level of Exhaustion if you also ate and drank a sufficient amount of food and water during the previous day.

In addition to these two benefits, there are several specific perks or effects that can only be used once before taking an extended rest. For example, if you fail to repair an item, you may not attempt to repair that same item until you complete an extended rest.

Typically extended rests are taken once in a 24 hour period, so they make a good way to mark days. You may choose to take more than one extended rest in a day, but it's dangerous to keep your eyes closed in the wasteland for too long.

Rest is important, and affects you negatively if you skip it. For every 24 hours you go without taking an extended rest, you gain 1 level of Exhaustion.

Well Rested

There is an additional benefit to taking an extended rest somewhere comfortable. Whenever you sleep in a bed under a roof surrounded by reasonable amenities and comfort (dry clothes, warmth, etc.) the Overseer may award you a Well Rested token. A Well Rested token functions exactly like a Luck Point allowing you to reroll dice. The difference is that you can only have 1 Well Rested token at a time. So if you are lucky enough to get a comfortable night's sleep 5 nights in a row, you still end up with only 1 Well Rested token.

Well Rested tokens also do not go to the Overseer when you spend them. After performing your reroll, your Well Rested token is consumed and you'll need some more rest and relaxation if you want another.

Food and Water

In addition to daily rest, you also need your daily bread. To ease bookkeeping, food and water is tracked in days, rather than by individual food items or by weight. It doesn't matter if your day consists of Insta-Mash, a bloatfly pie, and some canned dog food as long as you get your nourishment. In this way, when you set out to loot or harvest food, the Overseer should describe to you how many days worth of food you find, rather than giving you individual edibles to keep track of. The same goes for water.

Once per 24 hours, you must decrease the amount of food and water you are carrying by 1 day to represent eating and drinking throughout. The easiest way to keep track of this is to do it every time you take an extended rest, since you probably take one of these once per 24 hours as well. Unlike an Extended Rest, the only benefit of eating and drinking is staving off starvation and thirst. Nutrition is a necessity of life and allows you to continue to function at peak efficiency, but doesn't grant a bonus beyond that.

Going without food and water results in **starvation** which causes you to gain Exhaustion Levels. Every 24 hours you go without eating or drinking causes you to gain 1 Exhaustion Level. This is demonstrated in the table below.

Table 8-2: Gaining Exhaustion from Multiple Sources

Lacking for 24 hours	Total Levels of Exhaustion Gained
Rest	1
Food	1
Water	1
Food & Water	1
Rest & Food	2
Rest & Water	2
Rest & Food & Water	2

Radiation

The most prevalent danger throughout the wasteland is the deadly radiation leftover from when the old world was destroyed. Radiation taints most drinking water and food, and due to civilization's dependency on nuclear material, many potent examples of radioactive isotopes can be found all over. A little radiation is sure to find its way into any Survivor's system, but too much radiation can result in illness and death.

RADs

In the Wasteland, radiation is measured in RADs. When you are exposed to a strong enough source of radiation, the Overseer will tell you how many RADs you suffer. If your RADs ever equal or exceed your current Hit Points, then you fall unconscious and begin dying. You can attempt to [cheat death](#) like normal, unless your RADs ever meet or exceed your total Hit Points. If this happens, you are dead. No way around it.

In addition, once your total RADs meet or exceed half of your Hit Point total (rounded down) you immediately gain 1 level of exhaustion.

Sources of Radiation

Almost everything in the wasteland contains some amount of radiation. The only sources of radiation that directly impact Survivors are potent sources that inflict harmful amounts of radiation in a short period of time. Here are some of the most common sources of harmful radiation in the waste.

Food

Eating is an everyday part of life, and for the most part prepared foods will not cause you any harm. However, in a pinch you might have to snack on some 200 year old Fancy Lad snack cakes that you found in an old nuclear power plant. If the conditions are extreme, then the Overseer may inflict some RADs, or have you perform an Endurance test to avoid suffering radiation. Typically, food results in low levels of RAD accumulation, maybe 1 or 2 per consumption.

Water

Clean water is slightly harder to come by than clean food. Most civilized towns and larger settlements will have some sort of water purification system, and many merchant caravans can offer potable water for a price. Most water that you come across in the wasteland, however, will still contain some residual amount of radiation. Typically, you accumulate 1 RAD per unclean water that you drink.

Drinking irradiated water isn't as dangerous as submerging yourself in it. Wading or swimming in irradiated water sources dramatically increases your radiation level for every round that you spend in it. Typically, ordinary running water will result in 1 RAD gained per round, but the radiation may be greater depending on the location of the water. The Overseer will let you know when you enter a body of water how many RADs you gain per round.

Nuclear Waste

When the bombs fell, they fell on a society that used nuclear power for almost everything. Massive nuclear power plants delivered power to neighborhoods with nuclear powered cars and robots. When these were destroyed, they left behind a great amount of radioactive waste. When you enter a site of particularly potent radiation, the Overseer will let you know. The Overseer will also tell you how many RADs you gain per round of being in the affected area.

Nuclear Weapons

Society's fascination with nuclear power began with the atomic bomb, and the atom soon found its way into many weaponized applications. There are a few of these technologies, like the radium rifle, that survive and deal a single dose of radiation to your system. Unlike with water or nuclear waste, you suffer a number of RADs instantly when you are struck with such a weapon, rather than having a number of RADs applied over time.

Irradiated Creatures

Some monstrosities have become so twisted by radiation in the wasteland that they can actually wield it as a weapon. Creatures like glowing radroaches and certain feral ghouls will deal RAD damage in addition to any physical damage they might inflict. As with nuclear weapons, these RADs are suffered once on impact.

Recovering from RADs

With radiation being so prevalent, it's important to have ways to remove it from your system. Your body will process a small amount of radiation out of your system naturally over time, but frequently it can't keep up with the significant levels you are likely to encounter. For this reason, there are medicines and medical professionals that can help, usually for a price.

Natural Recovery

When you take an extended rest, your body is able to naturally process a small amount of radiation. After a successful extended rest, you reduce your total RADs by 1.

Consumables

There are chems specifically designed to remove RADs from your system or to increase your RAD resistance. The most common of these are RadAway and Rad-X, but there are other homegrown cures that may do the trick as well, such as glowing blood packs or the prepared meat from a mutated creature.

Medical Services

When you really need to get a lot of radiation out of your system, the easiest way to do so is to hire a professional. Most larger settlements will have some sort of medical practice that can treat you for radiation and remove all your RADs, but these services often don't come cheap.

Environmental Hazards

Radiation may be the most common, and most dangerous, hazard in the wasteland, but there are plenty of other ways for you to wind up pushing up irradiated daisies. Here you will find the most common hazards cataloged for you, and how to deal with them.

Extreme Temperatures

Roughing it through the wasteland means dealing with all sorts of weather. Handling inclement conditions means wearing the proper clothing and having plenty of extra supplies. Sometimes, you may find yourself unprepared in heat or cold. In these scenarios, the Overseer may inflict a level of exhaustion upon you if the conditions are extreme enough. It may be possible to fight through these conditions for a short period with a successful Endurance test, but this is up to the Overseer.

Drowning and Suffocation

Breathing is important, and while it's something most of us take for granted, you may find yourself in a predicament where you are unable to. This may be because you are underwater or engulfed in too much smoke. Whatever the reason for your oxygen deprivation, you are able to hold your breath for a number of rounds equal to your Endurance score.

After this, you must succeed on an Endurance test to continue holding your breath. The number of successes is equal to the number of rounds you've been holding your breath beyond your Endurance score. If you fail, you suffer 1 level of exhaustion. This continues until you are able to breathe again, so if you find yourself without air it's important to get some quick!

Disease

Diseases are as varied as they are prevalent in the wasteland. A disease can be any affliction with lasting effects that negatively impacts you, and can come from just about anywhere. The most common sources are drinking unclean water, eating uncooked food, and getting attacked by creatures that carry disease. However, the limit of sources of disease is up to the Overseer's imagination.

A disease is inflicted in 2 parts, and always requires you to make an Endurance test to see if your body can naturally resist whatever contagion it has been exposed to. The difficulty of the test is different for each disease and represents how dangerous and difficult to fight off the disease might be. If you fail the Endurance test, then you suffer the *immediate effects* described by the disease. This might be gaining an exhaustion level, suffering damage, or another one time effect.

After the initial effect, a disease will also have *lasting effects* that are permanent until you recover from the disease. Typically, initial and lasting effects both take hold as soon as you fail the initial Endurance test, the difference is that lasting effects continue to hinder you long after the initial effects have faded.

Recovering from a disease is similar to radiation in that you may either find *disease cures* that will eliminate 1 of your diseases, or you can pay a doctor to cure the disease as well. In addition, your body may recover from the disease naturally with rest. Each time you complete an extended rest, you may attempt another Endurance test against the disease's difficulty to fight it off yourself. If you fail, you simply continue to suffer the lasting effects of the disease. The initial effects do not occur again, and the disease usually does not get any worse.

The Overseer may have a slew of diseases planned to inflict upon you in the wastes, but some examples have been listed here so that the mechanics of diseases are clear to all Survivors.

Intestinal Parasites

Most often found in uncooked meat and dirty water, these tiny worm-like creatures live in your intestines and eat what you eat, sucking out a good amount of nourishment before you can get it.

Test: Endurance (2)

Initial Effects: Vomiting, diarrhea. Suffer 1 level of exhaustion.

Lasting Effects: The parasites require food of their own. You must consume twice as much food and water per day to avoid the effects of starvation and thirst.

Night Terrors

Acute and intense paranoia prevents you from getting sleep.

Test: Endurance (2)

Initial Effects: None

Lasting Effects: Extended rests require an additional 4 hours to get adequate rest. You can never gain the Well Rested benefit.

Blood Worms

Microscopic bacteria in your blood stream weakens your body and makes you more susceptible to damage.

Test: Endurance(3)

Initial Effects: Suffer 5 damage. This cannot be reduced by damage reduction.

Lasting Effects: Whenever you suffer damage, you suffer 5 additional damage. This can be reduced by damage reduction as normal.

Afterword

There you have it, Survivor. You're equipped with all the knowledge you need to play. Now all you need is to find a few other like minded survivors to brave the wasteland with you, and an Overseer to make everything happen. Grab your trusty 10mm pistol, your favorite issue of The Unstoppables, and get out there!

Or perhaps you would like to try your hand at being an Overseer yourself? You can probably make do with what you find here, but if you are looking for more guidance on running You're SPECIAL, you can check out the Overseer's Manual. The Overseer's Manual contains everything you need to run all other aspects of the game, including enemy statistics, more recipes, and advice for creating a living and breathing adventure in the Wasteland.

Appendix

Companion Statistics

Brahmin

Animal

S: 5 P: 1 E: 4 C:0 I:0 A:1 L: 0
HP: 24 DR: 4 ENB: 30

Perks

Pack Animal. ENB limit is increased by 15.

Attacks

Gore. *Melee Strength Attack.* 12 damage.

Mr. Handy

Robot

S: 2 P: 3 E: 1 C: 2 I: 5 A: 2 L: 0
HP: 16 DR: 8 ENB: 12

Perks

Specialized Appendages. Mr. Handy always has his buzz-saw equipped and 2 additional free hands with which to perform actions.

Attacks

Buzz-Saw. *Melee Strength Attack.* 10 damage.

Mysterious Stranger

Humanoid

S: 1 P: 8 E: 5 C: 1 I: 2 A: 5 L: 5
HP: 25 DR: 8

Perks

Uncanny Dodge. Once per round, the Mysterious Stranger can dodge for 0 AP.

Attacks

Mysterious Magnum. *Ranged Perception Attack.* 14 damage.

Recipes

Armor Recipes

Armor Padding

Modifies: Leather Jacket, Leather Armor, Vault Suit, or Hide Armor

Effect: Increases DR by 1.

Requires an Armor Workbench.

Ingredients: 3x Junk

Difficulty: 2

Weapon Recipes

Molotov Cocktail

Requires a Tinkerer's Workbench

Ingredients: 2x Junk, Fuel

Difficulty: 1

Spear

Requires a Weapon Workbench or a Repair Kit

Ingredients: 3x Junk

Difficulty: 1

Machete

Requires a Weapon Workbench, or a Repair Kit and Whetstone

Ingredients: 3x Junk, Duct Tape

Difficulty: 2

Nuka Grenade

Requires a Tinkerer's Workbench

Ingredients: 3x Junk, 1 Nuka Cola

Difficulty: 3

Baseball Grenade

Requires a Tinkerer's Workbench

Ingredients: 2x Junk, 1 baseball

Difficulty: 3

Carrying Strap

Modifies: Any rifle or submachine gun

Effect: Reduces the weapon's ENB value by 1

Requires a Weapons Workbench or Repair Kit

Ingredients: 2x Junk

Difficulty: 1

Ammo Recipes

.22

Requires a Chemistry Workbench

Ingredients: 1x Junk, 1x gunpowder, produces 4 rounds

Difficulty: 2

Chem and Aid Recipes

Jet

Requires a Chemistry Workbench

Ingredients: 2x Junk, Brahmin Dung

Difficulty: 3

Healing Powder

Requires a Chemistry Workbench

Ingredients: 2x Junk, Acid

Difficulty: 2