

> 1. Choose Origin

- 1. Brotherhood Initiate

The Brotherhood of Steel's primary goals are the recovery and preservation of old-world tech to keep it from the wrong hands. Different chapters have different ideas on how to accomplish these goals.

You are an initiate, learning the ways of your chapter and of the wasteland.

TRAIT: The Chain that Binds

You gain an additional Tag skill (must be Energy Weapons, Science, or Repair). You must carry out the orders of your immediate supervisors and are responsible for your subordinates. Failure to comply will result in expulsion and reclamation of gear.

- 2. Ghoul

Exposure to background radiation has mutated you into a rotting, living corpse. You no longer age, and are healed by radiation. You may be pre-war, or recently converted.

You're civilized, meaning you haven't turned feral (yet).

TRAIT: Necrotic Post-Human

You're healed by Radiation damage (1HP/3Rad, reroll heal check when resting in irradiated locations). Survival becomes a Tag skill.

You're sterile, and will face discrimination from smoothskins.

- 3. Super Mutant

You've been forced to mutate via exposure to the Forced Evolutionary Virus (FEV). Mutation typically results in significantly increased strength and endurance, and significantly decreased charisma and intelligence.

Most Super Mutants are openly hostile towards all others, so don't expect warm welcomes.

TRAIT: Forced Evolution

Your Strength and Endurance base and maximum are increased by +2. Your Intelligence and Charisma are capped at 6. You cannot have more than 4 ranks in any skill. You're immune to Poison and Radiation. You're sterile, and will face discrimination from non-Super Mutants.

- 4. Mister Handy

You're a three-armed, three-eyed, domestic robot with a thruster, typically programmed to be a butler. Your code enables self-determination.

TRAIT: Mister Handy Robot

You have 360 ° vision and chemical sensors, reducing difficulty of perception tests that use sight or smell by 1. You're immune to Poison and Radiation. You cannot use chems or benefit from food, drink, or rest. You're unaffected by difficult terrain or obstacles. Your carry weight is 150lbs, and can only be increased with armor mods. You can only heal via repairs. You cannot Lockpick, Repair, Throw, make unarmed attacks, or manipulate objects without a Pincer arm attachment. Weapon arm attachments come with 20 rounds of ammunition for the weapon.

- 5. Survivor

You and others like you have survived the apocalypse, and not under the rule of any organization.

TRAIT: Choose 2, or 1 and a perk:

Educated

You have +1 tag skill, but failing a non-tagged skill gives GM 1 AP.

Fast Shot

If you take a second major action to make a ranged attack, it only costs 1 AP. You cannot Aim.

Gifted

Increase 2 SPECIAL by 1 each. Your maximum Luck points is LCK minus 1.

Heavy Handed

Melee damage is +1CD. Melee and Unarmed suffer complications at 19+.

Small Frame

You may reroll 1d20 on AGI that rely on balance/coordination. Carry weight is 150+(5*STR)lbs.

- 6. Vault Dweller

Your predecessors survived the bombs by tucking away into underground vaults. You've been physically sheltered, but the experiments of the vault have left you psychologically impacted.

If ghoul, take ghoul trait instead.

TRAIT: Vault Kid

Difficulty of Endurance checks to resist disease are minus 1. You get +1 Tag skill. Work with GM to determine a psychological complication. Overcoming this complication restores one LCK.

- 7. Commonwealth Minuteman

You're a survivor who joined a group dedicated to protecting settlements at a minute's notice. You're one of the last, after the Quincy Massacre.

TRAIT: United We Stand

You gain Energy Weapons or Small Guns as a Tag skill. Your DR is +1 in cover, and you gain +1CD while outnumbered. Your settlements gain traders every 5 days and have a base Defense resource of 4.

- 8. New California Republic

You're a citizen of one of the first nations to emerge from the war. Your

upbringing in relative civilization grants you a unique perspective.

TRAIT: Choose 2 from below and/or Survivor, or 1 and a perk:

Good Natured

Tag 2 of: Speech, Medicine, Repair, Science, Barter. Maximum of all skills not listed is 4.

Grunt

+1CD with SMGs, combat/assault rifles, frag grenades, and combat knives. Complication range of big guns or energy weapons is +2.

Home on the Range

Resting by campfire 6+ hours decreases difficulty to recover from injuries by 1. You cannot gain Well Rested bonus.

Trigger Discipline

Reroll 1d20 on small guns or energy weapons checks. Reduce their fire rate by 1.

Brahmin Baron

Brahmin feed troughs provide upkeep for 3 brahmin. Tend Crops adds +1CD brahmin milk per feed trough.

- 9. Protectron

You're a cheap, bipedal work drone. You speak in a harsh, robotic monotone, and your initial programming does not allow for self-determination, though bugs and workarounds exist.

TRAIT: Protect or Destroy

Once per scene, reroll to overcome an environmental hazard. You're immune to Poison and Radiation. You cannot benefit from chems/food/drink/rest. You can only heal via repairs. You can only have two robot mods installed at once. When making tests related to your model's purpose, first d20 costs OAP.

Your carry weight is 225lbs and can only be increased with armor mods.

-10. Robobrain

You're the result of pre-war experiments to create highly-capable, obedient Soldiers. Your central processor is a human brain, wiped of its previous memories, and intended to be devoid of personality and emotion. You move on tracks, with two clawed arms and a built-in mesmetron.

TRAIT: Robobrain Robot

Your visual sensors can detect infrared, ignoring darkness for Perception tests. You're immune to Poison and Radiation. You can use your mesmetron to make ranged attacks. You cannot benefit from chems/food/ drink/rest. You can only heal via repairs. Your carry weight is 150lbs and can only be increased with armor mods.

-11. Securitron

You're a private security robot designed by Robert House to protect New Vegas. You may have a custom personality, usually based on pre-war pop-culture references. You travel on a single wheel, and start with the Mk I operating system.

TRAIT: Mk I Securitron

You're immune to Poison and Radiation. You cannot benefit from chems/food/ drink/rest. You can only heal via repairs. You move on a single tire; difficulty on tests to remain upright or balance is increased by 1. You have opposable claws on your arms and rudimentary weapons. Your shoulder-mounted missile launchers and grenade launcher are locked behind the MkII OS. Your carry weight is 150lbs and can only be increased with armor mods.

-12. Generation 3 Synth

You're a synthetic humanoid, nearly indistinguishable from humans aside from a chip that contains your programming. You were created by the Institute for unknown reasons, and may not know you are a synth.

TRAIT: More than Human

You gain +1 Tag skill. You do not suffer starvation or dehydration. You do not need sleep, and can perform minor activities during rest. You are immune to Poison, Radiation, and disease. You do not age. You have a recall code.

The difficulty of CHA tests made by you or allies against those that know you're a synth and are usympathetic is +2. Complications either starts combat or decreases settlement reputation by 1.

-13. Child of Atom

You worship radiation as a member of the Church of Atom. Your deliberate exposure leads to unique abilities.

TRAIT: Rad Sponge

Your base Rad resistance is 1. Once per scene, you can take Radiation in someone Close's stead. When taking Radiation (min 0), gain 1 Radiation Point (RP) (max 5). Spend RP to deal +2CD Radiation. Lose 1 RP when sleeping.

-14. Assaultron

You're designed for war. Fast, durable, and equipped with a powerful, deadly head-mounted laser. Humanoid, but more agile than a Protectron.

TRAIT: Designed for the Frontline

Your limbs give you a +1CD to unarmed attacks in addition to STR bonuses. You can attack with claws or the built-in head laser. You can overload your core and self-

destruct (this is not repairable). You're immune to Poison and Radiation. You cannot benefit from chems/food/ drink/rest. You can only heal via repairs. Your carry weight is 150lbs and can only be increased with armor mods.

-15. Brotherhood Outcast

You've rejected the BoS for reasons that only you truly know. You agree with the mission (or parts of it), but dislike the execution. In some ways, you're maintaining your version of the BoS's legacy.

TRAIT: The Chain that Breaks

You gain an additional Tag skill (must be Energy Weapons, Science, or Repair). You gain +1d20 junk, and can spend 1AP 3x for +1 uncommon material. You can make 1 additional roll on loot tables without spending AP.

-16. Nightkin

You're a Super Mutant that retained your intelligence in the FEV process. The Master used you as top agents, and over time you developed an addiction to Stealth Boys. You likely suffer from schizophrenia, scopophobia, multiple personality disorder, or another psychological break.

TRAIT: Stealth Boy Addict

Your Strength and Endurance base and maximum are increased by +2. Your Intelligence and Charisma are capped at 8. You cannot have more than 4 ranks in any skill. You're immune to Poison and Radiation. You're prone to Stealth Boy addiction. You're sterile, and will face discrimination from non-Super Mutants.

-17. Tribal

You grew up outside civilization but within the folds of your tribe.

TRAIT: Choose 2 from below and/or Survivor or NCR, or 1 and a perk:

Mother Wasteland

Spend 1 Luck to gain cryptic/mystical insight (as if 3 AP spent to Obtain Information). Complications make pre-war artifacts harder to understand.

Nomad

Reroll 1d20 on Survival to travel, setup camp, and forage. Ignore the first complication on these tests. Barter and Speech have +1 difficulty when dealing with settlers. Cannot Tag Science.

Rite of Passage

Roll 1CD on first Luck use in each scene; effect negates Luck spend. Spend 1 AP to assist any PC that has not gone through your rite of passage.

Tools of the Old World

Use Survival instead of Repair or Science to repair or use pre-war tech. Complication range involving pre-war tech is increased by 2.

The Chosen One

The first d20 purchased for tests relating to your tribe's quest is free, and you can auto-succeed at a cost. GM gets +2 AP when your quest comes up.

> 2. Increase Special

1. Set all SPECIAL to 5.
2. Adjust SPECIAL according to origin traits.
3. Start with 5 points to spend.
4. Reduce any number of attributes to 4, recouping the point (ask GM if you want to lower further).
5. Spend points on attributes (max 10 unless otherwise set by traits).

Suggested Arrays:

Balanced (6,6,6,6,6,5,5)
Focused (8,7,6,6,5,4,4)
Specialized (9,8,5,5,5,4,4)

> 3. Tag Skills, Buy Ranks

1. Apply all origin trait Tags.
2. Select 3 skills to Tag.
3. Set Tag skills to 2.
4. Spend 9+INT to buy skill ranks (max 3 unless >Lv3, max 6 otherwise).

> 4. Choose Perk

1. Select Perks per origin traits.
2. Select a perk for every Lv.

Core Rulebook

Action Boy/Girl

1 Rank

No Requirements

Additional major action does not increase difficulty

Adamantium Skeleton

3 Ranks

END 7, Lv1+3

Damage required for crit +1

Adrenaline Rush

1 Rank

STR 7

If HP<max, STR=10 for skills/melee

Animal Friend

2 Ranks

CHA 6, Lv1+5

1: Mammals, Lizards and Insects roll 1CD on attack; non-effect means no attack.

2: CHA+Survival(2) as major action to befriend non-Mighty/Legendary

Aquaboy/Aquagirl

2 Ranks

END 5, Lv1+3

1: No more rad damage from swimming and double held breath

2: +2 difficulty to detect while underwater

Armorer

4 Ranks

STR 5, INT 6, Lv1+4

Unlock the equivalent rank of mods.

Awareness

1 Rank

PER 7

Aim at close range adds +1 Piercing

Barbarian

1 Rank

STR 7, Lv4

Your DR increases with Melee Damage (STR 7-8=+1, 9-10=+2, 11+=+3)

Basher

1 Rank

STR 6

Gun bash gains Vicious

Better Criticals

1 Rank

LCK 9

When you damage, spend Luck to crit

Big Leagues

1 Rank

STR 8

Two-handed melee gains Vicious

Black Widow/Lady Killer

1 Rank

CHA 6

Pick a gender. Against that gender, reroll 1d20 on CHA and +1CD damage.

Blacksmith

3 Ranks

STR 6, Lv2+4

Unlock the equivalent rank of mods.

Blitz

2 Ranks

AGI 9, Lv1+3

1: Reroll 1d20 on attack when close in and melee in one turn.

2: +1CD on that attack.

Bloody Mess

1 Rank

LCK 6

Roll 1CD when crit; effect=+1 crit.

Can Do!

1 Rank

LCK 5

Find 1 more food while scavenging.

Cap Collector

1 Rank

CHA 5

Buy/sell prices 10% more favorable.

Cautious Nature

1 Rank

PER 7, no Daring Nature perk

Reroll 1d20 when buying more d20s with AP.

Center Mass

1 Rank

AGI 7

Choosing torso does not raise difficulty. Reroll 1d20.

Chem Resistant

2 Ranks

END 7, Lv1+4

1: -1CD to determine addiction.

2: Cannot become addicted to chems.

Chemist

1 Rank

INT 7

Chems you make last twice as long.
Unlocks chem recipes.

Commando

2 Ranks

AGI 8, Lv2+3

+1CD/rank to fire rate 3+ weapon.

Comprehension

1 Rank

INT 6

Roll 1CD to extend magazine bonus.

Concentrated Fire

1 Rank

PER 8, AGI 6

Reroll 3CD when you spend ammo to increase damage

Daring Nature

1 Rank

LCK 7, No Cautious Nature perk

Reroll 1d20 when buying more d20s with GM AP

Demolition Expert

1 Rank

PER 6, LCK 6

Blast weapons gain Vicious. Unlocks explosives recipes.

Dodger

2 Ranks

AGI 6, Lv4+6

1: Defend difficulty -1.

2: -1AP cost to increase defense.

Dogmeat

1 Rank

CHA 5

You have a pet dog.

Entomologist

1 Rank

INT 7

+1 Piercing against Insects.

Fast Metabolism

3 Ranks

END 6, Lv1+3, Not a Robot

Non-rest healing +1/rank.

Faster Healing

1 Rank

END 6, Not a Robot

First d20 END+Survival to heal self is free (maximum still 5d20).

Finesse

1 Rank

AGI 9

Reroll all CD once/combat for free

Fortune Finder

3 Ranks

LCK 5, Lv2+4

1: +3CDc while looting

2: +6CDc

3: +10CDc

Ghost

1 Rank

PER 5, AGI 6

First d20 AGI+Sneak in dark is free (maximum still 5d20).

Grim Reaper's Sprint

1 Rank

LCK 8

Roll 1CD when you kill an enemy.

Add 2AP on an effect.

Gun Fu

3 Ranks

AGI 10, Lv1+5

On ranged hit, spend (Rank)AP and (Rank)Ammo to hit (Rank) targets within close range of the first target. Each takes same damage as first.

Gun Nut

4 Ranks

INT 6, Lv2+4

Unlock the equivalent rank of mods.

Gunslinger

2 Ranks

AGI 7, Lv2+4

+(Rank)CD with 1H ranged fire rate 2 or less. Reroll hit location.

Hacker

1 Rank

INT 8

-1 Difficulty to hack.

Healer

3 Ranks

INT 7, Lv1+5

+(Rank) healing with First Aid.

Heave Ho!

1 Rank

STR 8

Spend 1AP to increase throw range.

Hunter

1 Rank

END 6

Vicious against Mutated Mammals, Lizards, and Insects.

Infiltrator

1 Rank

PER 8

Reroll 1d20 on lockpick.

Inspirational

1 Rank

CHA 8

Max group AP +1.

Intense Training

10 Ranks

Lv2+2

Increase any SPECIAL by 1.

Iron Fist

2 Ranks

STR 6, Lv1+5

1: +1CD unarmed damage.

2: Unarmed gains Vicious.

Junktown Jerky Vendor

1 Rank

CHA 8

CHA+Barter buy/sell difficulty -1

Jury Rigging

1 Rank

None

Repair without components. Break on next complication (range +1).

Laser Commander

2 Ranks

PER 8, Lv2+4

+(Rank)CD with energy weapons.

Lead Belly

2 Ranks

END 6, Lv1+4

1: Reroll CD to determine rad damage from food or drink.

2: Immune to food/drink rad damage.

Life Giver

5 Ranks

Lv5+5

Max Health +(END)

Light Step

1 Rank

None

Spend AP to ignore complications for AGI tests. Reroll 1d20 on AGI+ Athletics to avoid floor traps.

Master Thief

1 Rank

PER 8, AGI 9

Difficulty to detect pickpocket +1.

Medic

1 Rank

INT 8

Reroll 1d20 First Aid to treat Inj.

Meltdown

1 Rank

PER 10

Kills with energy weapons cause the target to explode. Roll (Damage Rating/2)CD, (effect) creatures in close range take (total damage).

Mister Sandman

1 Rank

AGI 9

+2CD on sneak attack with silencer.

Moving Target

1 Rank

AGI 6

Sprint = +1 Defense

Mysterious Stranger

1 Ranks

LCK 7

For 1 Luck Mysterious Stranger may show up during combat (refunded).

Nerd Rage!

3 Ranks

INT 8, Lv2+5

When health<max/4, +(Rank) physical DR, energy DR, and damage.

Night Person

1 Rank

PER 7

-1 difficulties due to darkness.

Ninja

1 Rank

AGI 8

Melee/Unarmed sneak attacks +2CD.

Nuclear Physicist

1 Rank

INT 9

Rad weapons inflict +1 Rad/effect

Pain Train

2 Ranks

STR 9, END 7, Lv1+5

1: Charge with Power Armor (or as a Super Mutant). Move into reach within Medium range, STR+Athletics(2) unarmed damage+prone.

2: +1CD and Stun.

Paralyzing Palm

1 Rank

STR 8

Stun when aiming unarmed attack.

Party Boy/Girl

1 Rank

END 6, CHA 7

Cannot become addicted to alcohol, and heal +2HP drinking alcohol.

Pathfinder

1 Rank

PER 6, END 6

PER+Survival to halve travel time.

Pharma Farma

1 Rank

LCK 6

Find 1 more chem while scavenging.

Pickpocket

3 Ranks

PER 8, AGI 8, Lv1+3

1: Ignore first complication from AGI+Sneak to pick or plant.

2: Reroll 1d20 when picking.

3: Difficulty to pick -1.

Piercing Strike

1 Rank

STR 7

Unarmed/Bladed attacks +1 Piercing.

Pyromaniac

3 Ranks

END 6, Lv2+4

Fire damage +(Rank)CD.

Quick Draw

1 Rank

AGI 6

Draw weapon/item without action.

Quick Hands

1 Rank

AGI 8

2AP to double fire rate.

Rad Resistance

2 Ranks

END 8, Lv1+4

Rad DR +(Rank).

Refractor

2 Ranks

PER 6, LCK 7, Lv1+4

Energy DR +(Rank).

Ricochet

1 Rank

LCK 10, Lv5

Spend Luck to send complication shot back at enemy.

Rifleman

2 Ranks

AGI 7, Lv2+4

+(Rank)CD with 2H ranged fire rate 2 or less. At 2nd Rank, +1 Piercing.

Robotics Expert

3 Ranks

INT 8, Lv2+4

Unlock the equivalent rank of mods.
2: Difficulty to repair robots -1.
3: Can reprogram robots.

Science

3 Ranks

INT 6, Lv2+4

Unlock the equivalent rank of mods.

Scoundrel

1 Rank

CHA 7

Ignore first complication of CHA+Speech to lie.

Scrapper

2 Ranks

Lv3+5

1: Salvage uncommon materials when scrapping items.
2: Salvage rare materials.

Scrounger

3 Ranks

LCK 6, Lv1+5

1: +3CD ammo when looting.
2: +6CD ammo.
3: +10CD ammo.

Shotgun Surgeon

1 Rank

STR 5, AGI 7

Shotguns gain +1 Piercing.

Skilled

10 Ranks

Lv3+3

Add +2 or +1/+1 to skills.

Size Matters

3 Ranks

END 7, AGI 6, Lv1+4

+(Rank)CD to Big Guns attacks.

Slayer

1 Rank

STR 8

1 Luck to crit with unarmed/melee.

Smooth Talker

1 Rank

CHA 6

Reroll 1d20 opposed Barter/Speech.

Snakeater

1 Rank

END 7

Poison DR +2.

Sniper

1 Rank

PER 8, AGI 6

Aim, 2H, Accurate, specify location without increasing difficulty.

Solar Powered

1 Rank

END 7

Heal 1 Rad/hour in direct sunlight.

Steady Aim

1 Rank

STR 8, AGI 7

Reroll 2d20 on first or 1d20 on all attacks after Aim.

Strong Back

3 Ranks

STR 5, Lv1+2

+25lbs carry weight.

Tag!

1 Rank

Lv5

Pick an additional Tag skill.

Terrifying Presence

2 Ranks

STR 6, CHA 8, Lv3+5

1: Reroll 1d20 on speech to scare.
2: STR+Speech(2) to threaten enemy within Medium range. They must move away from you during next turn.

Toughness

2 Ranks

END 6, LCK 6, Lv1+4

Physical DR +(rank).

Settler's Guidebook

All Night Long

1 Rank

Lv16, Not a Robot

Hunger and Thirst do not progress at night; Fatigue every 2 days of starving instead of 1.

Ammosmith

3 Ranks

INT 7, Lv2+4

1: Craft ammo rarity 1.

2: Craft ammo rarity 3, and dismantle ammo into 1/2 components.

3: Craft ammo rarity 5; +6-rarityCD ammo, effects double total.

Bodyguards

1 Rank

CHA 8, Lv5

Companions gain +1 Phys/Energy DR

Community Organizer

3 Ranks

CHA 5, END 5, Lv1+3

+(Rank) manned food/defense per day
+1CD Hunting, Gathering, and Scavenging.

Contractor

3 Ranks

CHA 5, INT 5, Lv2+4

1: Half materials, half happiness to build (double time to negate happiness loss).

2: Can assign unskilled to build, happiness -1.

3: Can assign person missing perk to build as long as someone has it.

Covert Operator

1 Rank

AGI 8

+2CD small guns/energy sneak attack

Enforcer

1 Rank

AGI 9, Lv12

Target location with shotgun adds Debilitating.

Green Thumb

1 Rank

PER 4, Lv4

2+2/AP foraging items.

Gun Runner

1 Rank

AGI 6, Lv4

Sprint with 1H gun, 1AP to move one additional zone.

Happy Camper

2 Ranks

CHA 7, END 6, Lv3+4

1: If hunger is full or sated, hunger doesn't degrade at a campfire.

Hired Help

1 Rank

CHA 7, no companion.

Gain a companion.

Home Defense

2 Ranks

INT 6, Lv5+5

1: Can craft traps, INT+Repair failure triggers trap.

2: Failure succeeds at cost.

Homebody

2 Ranks

END 6, Lv5+5

1: Heal (END)CD after 1hr in settlement you belong to.

2: +1/Effect, END+Survival to heal injuries difficulty maximum 2.

Local Leader

2 Ranks

CHA 6, Lv2+5

1: Establish supply lines.

2: Build stores/crafting tables.

Lock and Load

3 Ranks

STR 7, Lv2+4

Big Guns >0 fire rate +(Rank).

Mechanical Menace/Class Freak

1 Rank

CHA 5, INT 5

Pick robots or mutated humans. When they attack, roll 1CD. On non-effect, they don't attack. Reroll 1d20 for CHA against them.

Nocturnal Fortitude

1 Rank

END 6, Lv12, Not a Robot

Max/current HP +(END) at night.

Pannapictagraphist

1 Rank

LCK 5

Reroll book/magazine rolls if you've already found the first.

Pharmacist

3 Ranks

INT 8, Lv2+6

RadAway heals +1+(Rank) Rad damage.

Photosynthetic

2 Ranks

END 7, Lv5+10

Regenerate (Rank)HP/hr direct sun.

Quack Surgeon

1 Rank

CHA 7, Lv12

Use alcohol in First Aid to heal 2HP/AP spent. Patient receives effects of beverage.

Rejuvenated

1 Rank

END 7, Lv12, Not a Robot

When full, MaxHP+2, reroll 1d20 on STR. When quenched, reroll 1d20 on END, generate 1AP each turn. Full/Quenched last twice as long.

Retribution

3 Ranks

END 8, LCK 8, Lv2+5

Recover 1HP and 1AP (Rank) rounds per combat encounter.

Robot Wrangler

1 Rank

INT 5, no companion

Gain a robot companion.

Squad Maneuvers

2 Ranks

CHA 7

1: Maintain hurried pace with CHA+Survival(1) for +1hr.

2: Can spend 1AP to move ally to reach when spending 1AP to move.

Super Duper

3 Ranks

LCK 6, Lv3+4

Roll (Rank)CD to regain (effects) components when crafting.

Taking One for the Team

3 Ranks

END 7, CHA 6, Lv1+4

1: Take damage for ally in same zone (Rank) rounds per combat encounter on non-effect on 1CD.

2: Add (Rank)AP when DR doesn't reduce damage completely.

3: You and ally reroll 1d20 on (Rank) attacks against target.

Tinkerer

1 Rank

END 5, INT 5

Reduce difficulty of repairing via first aid to INJ, +1 on self.

Tinker for 1hr to +2 max HP for 24hrs or until next INJ.

True Friends

2 Ranks

PER 6, CHA 6

1: Roll (reputation)CD to avoid reputation loss on effect.

2: Roll CHA+Speech(3) to increase affinity by 2 instead of 1.

Wanderer's Guidebook

Blocker

3 Ranks

STR 6, Lv1+5

DR +(Rank) against melee.

Bullet Shield

3 Ranks

STR 8, Lv8+6

DR +1+(Rank) when using Big Guns.

Gladiator

3 Ranks
STR 6, Lv2+5
+(Rank)CD when using 1H melee.

Incisor

2 Ranks
STR 6, Lv2+9
+(Rank) Piercing on melee.

Martial Artist

1 Rank
STR 6, Lv8
Can take additional melee atk 1AP.

Pack Rat

1 Rank
STR 6
Junk weighs half as much.

Scattershot

1 Rank
STR 7, Lv10
Can take another shotgun shot 1AP.

Sturdy Frame

3 Ranks
STR 8, Lv5+8
Non-power armor weight -(Rank)/4.

Archer

3 Ranks
PER 6, Lv1+7
+(Rank)CD when using (cross)bows.

Bow Before Me

1 Rank
PER 8, Lv4
+1 Piercing when using (cross)bows.

Butcher's Bounty

3 Ranks
PER 8, Lv3+5
+(Rank)CD meat when butchering.

Crack Shot

2 Ranks
PER 7, Lv7+7
1: Aim 1H ranged +1 range.
2: Add Accurate to the shot.

Fire in the Hole

1 Rank
PER 8
-1 Difficulty to throw explosives.

Glow Sight

3 Ranks
PER 8, Lv3+8
+(Rank)CD against Glowing enemies.

Night Eyes

1 Rank
PER 8, Lv7
Ignore difficulty due to darkness on all checks while hiding.

Cannibal

3 Ranks
END 8
1: You may butcher humans (Diff 0).
2: You may butcher ghouls.
3: You may butcher Super Mutants.

Cola Nut

1 Rank
END 6, Lv14, Not a Robot
Double HP for Nuka-Cola

Dromedary

1 Rank
END 7, Lv3, Not a Robot
Drinks decrease thirst by +1 step.

Fireproof

3 Ranks
END 6, Lv7+7
+(Rank) Energy DR (Fire or Blast).

Ghoulish

3 Ranks
END 9, Lv7+8, Not a Ghoul or Robot.
1: Heal 1HP/4Rad damage.
2: Heal 1HP/3Rad damage.
3: Heal 1HP/2Rad damage.

Ironclad

3 Ranks
END 7, Lv5+5
+(Rank) Energy/Phys DR with armor.

Natural Resistance

1 Rank
END 7, Lv10
No disease from fumes or sleeping.

Radicool

1 Rank
END 6, Lv12, Not Immune to Rads.

Reroll 1d20 on STR and add 1CD to melee for every (MaxHP)/4 Rad damage you have.

Revenant

1 Rank
END 8, Lv12
+2CD on attacks after revived.

Slow Metabolizer

1 Rank
END 7, Lv5, Not a Robot
Food decrease hunger by +1 step.

Thirst Quencher

1 Rank
END 7, Lv6+
No disease from dirty water.

Vaccinated

1 Rank
END 7, Lv16
No disease from claws or bites from Mammals, Lizards, or Insects.

Bloodsucker

1 Rank
CHA 6, Lv11
Double healing from all blood packs and decrease thirst. 1CD for radiation from Irradiated Blood.

Responder

3 Ranks
CHA 8, INT 7, Lv9+7
Wake after First Aid stabilize in combat doesn't cost AP, heal 2*Rank HP at the start of next turn.

Field Surgeon

1 Rank
CHA 8, INT 8, Lv15
Heal 3HP/AP when using Stimpak with First Aid. Heal +1 Rad w/ RadAway.

Happy Go Lucky

2 Ranks
CHA 9, Lv17+6
+(Rank)LCK Points w/ first alcohol.

Healing Hands

1 Rank
CHA 8, INT 7, Lv18

Heal (Medicine)Rad when First Aid stabilize in combat.

Overly Generous

1 Rank
CHA 7, Lv12, Not Immune to Rads.
When Rads>=(MaxHP)/4, melee attacks become Radioactive.

Spiritual Healer

3 Ranks
CHA 7, Lv6+9
1: Heal Self (Rank)HP when First Aid stabilize in combat.
2: Heal (Rank)HP next turn.
3: Heal (Rank)HP turn after.

Suppressor

3 Ranks
CHA 6, Lv10+10
1AP to suppress attacked enemy for 1 turn (-(Rank)CD damage)

Tenderizer

3 Ranks
CHA 7, Lv8+10
1AP to make vulnerable attacked enemy for 1 turn (+(Rank)CD damage).

Licensed Plumber

1 Rank
INT 6, Lv5
Pipe Weapons lose Unreliable.

Power Patcher

3 Ranks
INT 6, Lv5+7
Repair +1+(Rank) Power Armor HP.

Power User

3 Ranks
INT 9, Lv10+10
1: +3 charges in fusion cores
2: +6 charges
3: +10 charges

Stabilized

1 Rank
INT 7, Lv16
Reroll 1d20 and +1 Piercing on Big Guns while wearing Power Armor.

Born Survivor

3 Ranks

AGI 8, Lv3+8

Auto-Stimpak (Rank)x per scene when health below (MaxHP)/4

Dead Man Sprinting

1 Rank

AGI 7, Lv8

+1 Zone on Sprint if $<(\text{MaxHP})/2$.

Escape Artist

1 Rank

AGI 8, Lv15

Hide in combat if no LoS with AGI+Sneak(#enemies in Medium Range), and Sprint doesn't reduce difficulty to detect.

Evasive

1 Rank

AGI 7, Lv7

Your DR increases like Melee damage (AGI 7-8=+1, 9-10=+2, 11+=+3).

Goat Legs

3 Ranks

AGI 7, Lv7+5

+(Rank)*2 DR against fall damage.

Modern Renegade

3 Ranks

AGI 7, Lv8+5

Hit 1H ranged w/o aim adds +(Rank) AP, which cannot be saved.

Secret Agent

3 Ranks

AGI 9, Lv7+5

Stealth Boys last +(Rank) turns.

Dry Nurse

1 Rank

LCK 8, Lv13

Roll 1CD on First Aid to Stabilize with Stimpak, Effect=keep Stimpak.

Junk Shield

3 Ranks

LCK 7, Lv1+8

+1 Physical and Energy DR per 5 junk, max (Rank) DR.

Mysterious Savior

1 Rank

LCK 7

For 1 Luck Mysterious Savior may stabilize you (refunded).

Psychopath

3 Ranks

LCK 8, Lv11+6

On kill (Rank)CD, Effect=+Luck.

Serendipity

3 Ranks

LCK 7, Lv5+6

If $\text{HP} < (\text{MaxHP})/3$, spend 1 Luck when attacked before attack roll to make attack miss (Rank) times per scene.

Storm Chaser

1 Rank

LCK 6, Lv15

When rain/rad storm, heal 1HP each turn in combat, (LCK)/2HP per hour outside combat.

> 5. Calculate Stats

1. Carry Weight: $150(10 * \text{STR})\text{lbs}$
2. Damage Resistance: 0
3. Defense: $\text{AGI} < 9 = 1$, $\text{AGI} > 8 = 2$
4. Initiative: $\text{PER} + \text{AGI}$
5. Health: $\text{END} + \text{LCK}$
6. Melee Damage: $\text{STR} 7-8 = +1\text{CD}$, $\text{STR} 9-10 = +2\text{CD}$, $\text{STR} 11+ = +3\text{CD}$

> 6. Choose Equipment

1. Pick a background based on your origin and add the relevant equipment
2. Add equipment for each of your Tag skills
3. Add caps for levels over 1

- 1. Brotherhood

Initiate

You aspire to be a Knight.

- > Brotherhood Fatigues and Hood
- > Combat Knife
- > Laser or 10mm Pistol
- > 10+5CD rounds
- > Brotherhood holotags

Scribe

You aspire to understand tech.

- > Brotherhood Field Scribe armor and hat
- > Combat Knife
- > Laser or 10mm Pistol
- > 6+3CD rounds
- > Brotherhood holotags

- 3. Super Mutant

Brute

You're big and tough.

- > Raider Armor torso and leg or arm
- > Pipe Rifle
- > 6+3CD .38 ammo
- > Baseball Bat or Machete
- > Personal trinket
- > 5c

Skirmisher

You have bigger and tougher gear.

- > Raider Armor torso and leg or arm
- > Heavy Bolt-Action Pipe Rifle
- > 8+4CD .308 ammo
- > Board
- > Personal trinket
- > 5c

- 4. Mister Handy

Miss Nanny

You were programmed to be a caretaker, with a feminine voice and maid-like persona.

- > Pincer, Flamer, any other arm.
- > Standard Plating
- > Behavioral Analysis mod
- > Hazard Detection Mod
- > 10c

Mister Farmhand

You were programmed to tend crops and livestock, with a masculine voice and country persona.

- > Pincer, Buzz-Saw, Laser Emitter
- > Standard Plating
- > Bag of Fertilizer
- > 2 Mutfruit
- > 25c

Mister Gutsy

You were programmed as a military robot, with a drill-sergeant voice and persona.

- > 10mm, Buzz-Saw, Laser Emitter
- > Mister Gutsy Plating
- > Recon Sensors mod
- > 10c

Mister Handy

You were programmed as a butler, with British masculine voice and service-based persona.

- > Pincer, Flamer, Buzz-Saw
- > Standard Plating
- > Robot Repair Kit
- > Integral Boiler mod
- > 10c

Nurse Handy

You were programmed as a nurse or medic, with the voice and persona of Mister Handy.

- > Pincer or Buzz-Saw, Buzz-Saw, any other arm
- > Standard Plating
- > Stimpak
- > Diagnosis mod
- > 10c

Arm Attachments

- > 10mm Auto Pistol
- > Buzz-Saw
- > Flamer
- > Laser Emitter
- > Pincer

- 2/5. Ghoul/Survivor

Mercenary

You're a hired gun.

- > Tough Clothing
- > Leather Chest or Arm and Leg
- > Machete, Bat, or Tire Iron
- > 10mm Auto Pistol, .44 Pistol, Hunting Rifle, or Bolt-Action Pipe Gun
- > 10+5CD ammo
- > Note for 50c job
- > 15c

Raider

Might makes Right.

- > Harness
- > Raider Armor Torso and 1 Arm
- > Lead Pipe, Pool Cue, or Tire Iron
- > Pipe Gun
- > 10+5CD .38 ammo
- > Jet or RadAway
- > Molotov Cocktail or Stimpak
- > 15c

Settler

You make do, as a member of a settlement.

- > Tough Clothing
- > Switchblade, Pipe Wrench, Rolling Pin, or Knuckles
- > Pipe Gun
- > 6+3CD .38 ammo
- > 2 random food
- > Personal trinket
- > 45c

Trader

You travel between settlements peddling wares.

- > Tough Clothing
- > Leather Chest or Arm and Leg
- > Pipe Gun
- > 8+4CD .38 ammo
- > Personal trinket
- > 3 random ammo
- > 3 random aid
- > 3 random junk
- > Pack Brahmin
- > 50c

Wanderer

You roam from town to town.

- > Drifter Outfit
- > Switchblade, Pipe Wrench, Rolling Pin, or Knuckles
- > Pipe Gun
- > 8+4CD .38 ammo
- > Jet or RadAway
- > Personal Trinket
- > 30c

- 6. Vault Dweller

Resident

You were a standard resident.

- > Vault Jumpsuit
- > Vault-Tec Canteen (contains 1 purified water)
- > Pip-Boy
- > Switchblade
- > 10mm Pistol
- > 6+3CD 10mm ammo
- > 2 Stimpaks
- > 10c

Security

You were security for the vault.

- > Vault Jumpsuit
- > Vault-Tec Sec Armor and Helmet
- > Vault-Tec Canteen (contains 1 purified water)
- > Pip-Boy
- > Baton
- > 10mm Pistol
- > 8+4CD 10mm ammo
- > Stimpak

- 7. Commonwealth Minuteman

Rifleman

A marksman.

- > Casual Clothing/Hat (Colonial)
- > Leather Chest or Arm
- > Laser Musket or Hunting Rifle
- > 14+7CD Fusion or 6+3CD .308 ammo
- > 2 random food
- > Personal trinket
- > 5c

Tough

Up close and personal.

- > Casual Clothing/Hat (Colonial)
- > Army Helmet
- > Metal Armor Chest
- > Double-barrel Shotgun or SMG
- > 6+3CD shells or 8+4CD .45 ammo
- > 1 random chem
- > Personal trinket
- > 5c

- 8. New California Republic

Trooper

Standard NCR Grunt.

- > Military Fatigues
- > Army Helmet
- > Combat Rifle or Combat Shotgun
- > 8+4CD .45 or 6+3CD shells
- > 10mm Pistol or Combat Knife
- > 8+4CD 10mm ammo (if 10mm Pistol)
- > 1 random food
- > 1 purified water
- > 5+5CD NCR dollars

Marksmen

Skilled sniper for the NCR.

- > Military Fatigues
- > Army Helmet
- > Hardened Hunting Rifle with Long Scope mod
- > 6+3CD .308 ammo
- > Calmex
- > 1 random US Covert Operations
- > 1 random food

Crimson Caravaneer

Merchant for the Crimson Caravan.

- > Tough Clothing
- > Leather Chest or Arm and Leg
- > Double-Barreled Shotgun or .44 Pistol
- > 6+3CD shells or 4+2CD .44 ammo
- > Combat Knife or Knuckles
- > Pack Brahmin
- > Personal trinket
- > 5 random foraging (3 of each)
- > 2 random beverages
- > Deck of Cards
- > 2d20 NCR dollars

NCR Dollars to Caps

\$2 = 1c, subject to exchanger

- 9. Protectron

Protectron

The baseline model.

- > Standard Plating
- > Claws

- > 2 Integrated Lasers
- > 14+7CD fusion
- > Recon sensors
- > Hazard Detection mod
- > Robot Repair Kit
- > 20c

Fire Brigadier

Programmed for fire suppression.

- > Standard Plating
- > Integrated Cryojet (left)
- > 14+7CD cryojet
- > Axe (right)
- > Hazard Detection or Sensor Array
- > Stimpak
- > 10c

Medic

Programmed to save lives.

- > Standard Plating
- > Shock Hands
- > Diagnosis mod
- > 2 Stimpaks
- > 1 RadAway

Utility

Programmed for heavy-duty work.

- > Factory Armor (body and arms)
- > Claw
- > Sledgehammer, Baton, or Railway Rifle
- > 6+3CD spikes (if Railway Rifle)
- > Hazard Detection or Sensor Array
- > Robot Repair Kit

Nukatron

Programmed to dispense Nuka-Cola.

- > Standard Plating
- > Claw
- > Behavioral Analysis or Integral Boiler mod
- > Perfectly Preserved Pie
- > 4 Nuka-Colas or 2 Nuka-Cherrys

Protectron X

Re-programmed for an unknown purpose.

- > Standard Plating
- > Claws

- > Factory Armor (body or arms), Behavioral Analysis, Diagnosis, Hacking, or Hazard Detection mod
- > Radiation Coils, Recon Sensors, or Sensor Array
- > Machete, Aluminum Bat, or Syringer
- > 10 Bleed-Out (if Syringer)
- > 1 random Oddities and Valuables or Robot Repair Kit

-10. Robobrain

Servomech

Salvaged from your factory model.

- > Mesmetron (head)
- > Tesla Rifle
- > Smoke Claw
- > 14+7CD fusion
- > 2 Robot Repair Kits
- > Casual or Formal Hat
- > Personal trinket

US Army Model

What you were designed for.

- > Mesmetron (head)
- > 2 Smoke Claws
- > 14+7CD fusion
- > Combat Rifle
- > 8+4CD .45 ammo
- > Factory Armor (torso, arms)

Errant Personality

You've changed.

- > Mesmetron (head)
- > Any 2: Smoke Claw, Tesla Rifle, Flamer, Laser Gun, Sledgehammer
- > 14+7CD fusion or 12+6CD fuel
- > 2 Personal trinkets
- > 1 random Oddities and Valuables
- > 10c

-11. Securitron

Standard Model

They only made you one way.

- > Automatic Laser (left)
- > 14+7CD fusion
- > SMG (right)
- > 8+4CD .45 ammo

- > Missile Launcher (shoulders)
- > Grenade Launcher (left)
- > Factory Armor (Torso, Head, Arms)
- > Printer (torso, receives broadcasts and prints leaflets)

-12. Generation 3 Synth

Synth Infiltrator

Designed to integrate into society.

- > Tough Clothing
- > Baseball Bat or Switchblade
- > Pipe Gun or 10mm Pistol
- > 10+5CD .38 or 8+4 10mm
- > Personal trinket
- > 2 random chems, food, or beverages for cover

Synth Seeker

Designed to find things.

- > Tough Clothing
- > Leather chest or arm and leg
- > Knuckles or Lead Pipe
- > 10mm Pistol, Flare Gun, or Hunting Rifle
- > 3+3CD 10mm, Flare, or .308 ammo
- > 2 random ammo, chems, or food

-13. Child of Atom

Missionary

Spreading Atom's Good News.

- > Tough Clothing
- > Walking Cane
- > Gamma Gun
- > 4+2CD gamma ammo
- > Stimpak
- > 10c
- > 1 random food

Zealot

On a mission from Atom.

- > Tough Clothing or Drifter Outfit
- > Machete
- > Gamma Gun
- > 4+2CD gamma ammo
- > Gas mask
- > 2 random food

-14. Assaultron

US Military Model

Exactly how you were intended.

- > 1 Laser Attachment (claw)
- > Actuated Frame body or arm and leg
- > Standard Plating everywhere else
- > 8+7CD fusion
- > Recon sensors
- > 15c

Assaultron Devil

Rebuilt by the Rust Devils for violence.

- > Skull Mask
- > Serrated Plate body or arm and leg
- > Two Construction Claws
- > Hazard Detection mod
- > 6+6CD fusion
- > Robot Repair Kit

Caravan Guard

The best in brahmin protection.

- > 1 Laser Attachment (claw)
- > Factory Storage and Legs
- > 14+7CD fusion
- > 3 random ammo
- > 3 random aid
- > 3 random junk
- > Behavioral Analysis mod
- > 10+5CDc

-15. Brotherhood Outcast

Ex-Knight

You left with as much combat gear as you could.

- > Laser Rifle
- > 8+6CD fusion
- > Tattered BoS Fatigues
- > Canteen with 1 purified water
- > 2 random Outcast Equipment
- > 10c

Ex-Scribe

You left with your knowledge.

- > Laser Pistol
- > 8+4CD fusion
- > Tattered BoS Scribe Armor

- > Multitool
- > 3 random Outcast Equipment
- > 15c

-16. Nightkin

Nightkin

A shadow of the Master's best.

- > Laser Rifle
- > 8+6CD fusion
- > Bumper Sword
- > Raider Chest, Arm, and Leg
- > Stealth Boy
- > 2 random food
- > 2 random beverages

-17. Tribal

Modernist

You've embraced the relics of the past.

- > 9mm Pistol and Combat Knife or Pump-Action Shotgun
- > 8+6CD 9mm or 12+6 shells
- > Underarmor suit
- > Combat Chest or Arm and Leg
- > Multitool
- > 1 random food
- > 1 random beverage
- > 3CD junk

Ritualist

Rooted in esotericism.

- > Hunting Rifle, Black Powder Blunderbus, or Pipe Gun and Pipe Revolver
- > 6+4CD .308, 6+4CD .50 balls, or 4+6CD .38 and 4+6CD .45 ammo
- > Sturdy Clothing
- > Leather Chest
- > Personal trinket
- > 2 random Oddities and Valuables

Naturalist

The wasteland takes and the wasteland provides.

- > Bow, Machete, and Combat Knife
- > 10+6CD arrows
- > Hunter's Pelt Outfit and Hood
- > Wood armor chest and arm or leg
- > 3 random food and beverages

Trinkets

1. A gold pocket watch
2. A garbled holodisk
3. A brightly colored bandanna
4. A silver locket
5. Medal
6. Potted plant
7. Tickets to a pre-war event
8. Wedding ring
9. Pre-war party invitation
10. An engraved flip lighter
11. Loaded casino dice
12. Id card
13. Cosmetics case
14. Musical Instrument
15. Broken eyeglasses
16. Necklace made of junk
17. Pages of an unfinished story
18. Overdue library book
19. A postcard with an address
20. A pre-war neck-tie

Outcast Equipment

1. Deluxe Toolkit
2. Flashlight
3. A copy of Fixin' Things
4. 1 Antibiotics
5. Bottlecap Mine
6. Radio
7. Combat Chest Piece
8. A map to an old world survivalist cache
9. 1 Stimpak
10. Combat Arm
11. Combat Leg
12. Sensor Array
13. Backpack, Small
14. Sword
15. Laser Musket
16. 1 RadAway
17. Combat Shotgun
18. Power Fist
19. Sturdy Combat Helmet
20. Pip-Boy

Tag Skill Items

Athletics: Casual Clothing, Buffout
Barter: 2d20c
Big Guns: 4+2CD fuel
Energy Weapons: 6+3CD fusion
Explosives: 2 Molotov Cocktails or
Baseball Grenades
Lockpick: 4+2CD bobby pins
Medicine: First Aid Kit, Stimpak
Melee Weapons: Machete or Bat
Pilot: Broken Car Parts (5 scrap)
Repair: Multi-tool
Science: Lab Coat, Mentats
Small Guns: 6+3CD ammo
Sneak: Calmex
Speech: Formal Hat and Clothing
Survival: 2 purified water, 1
iguana on a stick
Throwing: 4+2CD throwing knives or
2+1CD tomahawks
Unarmed: Knuckles

Caps per Level

$Lv^*(Lv+1)*25-50$
Example: $Lv=4, 4*5*25-50=450c$

Max Rarity

2-4: 1
5-8: 2
9-12: 3
13-16: 4
17-20: 5
21+: Any