> 1. Choose Origin

- 1. Brotherhood Initiate

The Brotherhood of Steel’s primary goals are the recovery and preser-vation of old-world tech to keep it from the wrong hands. Different chap-ters 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 supervi-sors 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 dis-crimination from smoothskins.

- 3. Super Mutant

You’ve been forced to mutate via exposure to the Forced Evolutionary Virus (FEV). Mutation typically res-ults in significantly increased strength and endurance, and signifi-cantly decreased charisma and intel-ligence.

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 dis-crimination from non-Super Mutants.

- 4. Mister Handy

You’re a three-armed, three-eyed, domestic robot with a thruster, typi-cally 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 diffi-cult 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 at-tachment. Weapon arm attachments come with 20 rounds of ammunition for the weapon.

- 5. Survivor

You and others like you have survi-ved 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 Un-armed 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 shel-tered, 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 compli-cation. Overcoming this complica-tion 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 ri-fles, frag grenades, and combat knives. Complication range of big guns or energy weapons is +2.

**Home on the Range**

Resting by campfire 6+ hours de-creases 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 mono-tone, and your initial programming does not allow for self-determina-tion, 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 ro-bot mods installed at once. When making tests related to your mo-del’s purpose, first d20 costs 0AP. Your carry weight is 225lbs and can only be increased with armor mods.

-10. Robobrain

You’re the result of pre-war experi-ments to create highly-capable, obed-ient Soldiers. Your central processor is a human brain, wiped of its prev-ious memories, and intended to be de-void 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 in-frared, ignoring darkness for Per-ception 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 des-igned by Robert House to protect New Vegas. You may have a custom person-ality, 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 Radia-tion. 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 mis-sile 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 prog-ramming. You were created by the Ins-titute 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 per-form minor activities during rest. You are immune to Poison, Radia-tion, 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 usympa-thetic is +2. Complications either starts combat or decreases settle-ment 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, dur-able, 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 Radi-ation. 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 ver-sion 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 uncom-mon material. You can make 1 addi-tional 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 add-iction to Stealth Boys. You likely suffer from schizophrenia, scopo-phobia, multiple personality disor-der, 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 addic-tion. You’re sterile, and will face dis-crimination 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/mysti-cal 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 difficul-ty when dealing with settlers. Can-not 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 diff-iculty. 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+Athle-tics(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, hun-ger 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-ef-fect, 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 ef-fects 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 dam-age 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 radia-tion 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 en-emy 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 <(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 difficul-ty 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 HP<(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\*STR)lbs

2. Damage Resistance: 0

3. Defense: AGI<9=1, AGI>8=2

4. Initiative: PER+AGI

5. Health: END+LCK

6. Melee Damage: STR 7-8 = +1CD, STR 9-10 = +2CD, STR 11+ = +3CD

> 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 care-taker, 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

**Marksman**

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 Blun-derbus, 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