

Fallout D20

A POST NUCLEAR ROLE PLAYING GAME

A new role-playing game based on the popular video game series *Fallout*, crafted from the widely-used D20 role-playing system!



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War... War never changes. When the bombs of the Great War fell across the world, the human race was driven to the point of extinction. Though they managed to survive, the world they found amidst the rubble was just as violent as the one from before the mushroom clouds filled the sky. Small nations, raider gangs, and wanderers of all sorts found themselves thrust into a world in which danger is ever present and resources ever scarce. When you live in this world, each day is a new fight for survival...



This system is meant to recreate the universe outlined in the popular video game series *Fallout*, while adhering to the combat rules found in the popular D20 system. Whatever could be salvaged from J.E. Sawyer's incomplete *Fallout Pen and Paper* has been included in this system as well. Everything else was based off of the role-playing system of *Fallout: New Vegas*, the game most largely credited as being the most comparable to the turn-based strategy of the original *Fallout*. This book is a guideline for the system as a whole, and is fully customizable in order to allow for players to create their own setting and story.

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Please contact the creator of this system with any questions, suggestions, complaints, or legal documents, or even just stories of the game at zacthebard@gmail.com

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Races

In the aftermath of the Great War, humanity is no longer the only sentient species on the planet. Nuclear radiation and wild scientific experimentation has led to the development of many new intelligent species that live in harmony and discord alongside their human brethren.

In this system, players can choose from any major races of the Fallout universe: Human, Ghoul, Super Mutant, Nightkin, and Synth. Each race has advantages and disadvantages, and can use different types of gear. All races use the same stat system, including S.P.E.C.I.A.L., Perks, and Traits, detailed later in the guide.

Humans

Humanity, despite facing nuclear Armageddon, still manages to be the most plentiful species on the planet, next to radroaches. Decades after the bombs fell, the survivors of the apocalypse have resurfaced to reclaim the Earth once again. Surviving in Vaults, massive underground bunkers designed by the enigmatic and prolific company Vault-tec, the descendants of the so-called Vault Dwellers have begun to establish villages and cities throughout the blasted landscape, attempting to reclaim the world from the ravages of the bombs.

Humans have a few unique traits that would be considered mundane before the Great War. To start, humans have a large range of biodiversity, with races from all over the world residing in the remains of the United States. Also, humans are the only intelligent species capable of sexual reproduction, leading to them having a much larger global population than any of the other species. All these factor into humans being the most versatile and efficient races in the wasteland.



Special Stats: Humans may start the game with 2 traits, whereas every other race is restricted to just one.

Major Human Settlements: Diamond City, Megaton, Vault City

Ghouls

Ghouls are a horribly mutated form of humanity, second only to humans themselves in population. Ghouls are a zombie-like race of humans whose bodies have been heavily deteriorated and mangled by intense radiation poisoning, leaving them in a morbid, *ghoulish* state of living. Despite their physical appearance, however, most ghouls live surprisingly longer than humans, with some ghouls even having lived before the Great War, surviving the nuclear fallout due to their mutations. Ghouls tend to have much gruffer voices, due to their vocal cords suffering the ravages of nuclear fallout.

Ghouls are treated differently between every society in the wasteland, with some societies embracing them as equals to humans, and others rejecting them or even persecuting or killing them for sport. Despite this, many ghouls have overcome the discrimination and become a plentiful and resourceful part of society, with some even forming their own settlements or cities, such as Goodneighbor or Underworld.

Ghouls (cont)

Ghouls share a trait with other mutated species, being that they are completely unaffected by radiation. Not only this, but Ghouls are actually *healed* by it. This is why many ghouls choose to inhabit heavily irradiated areas instead of areas safe for normal humans; it both provides them with a constant source of healing, but also protection from the... *less than neighborly* residents of the wasteland.

Special Stats: Ghouls are healed by radiation

Major Ghoul Settlements; Underworld, Goodneighbor

Super Mutants

Big, dangerous, green, and incredibly angry, Super Mutants are one of the largest threats in the wasteland. A product of the military experiment known as the Forced Evolution Virus (FEV), Super Mutants were meant to be the perfect superhuman soldiers. The treatment affected the test subjects differently than what was expected, resulting in the creation of the large, lumbering brutes that stalk the wastes. Many believe Super Mutants to be nothing but brainless berserkers without any logic outside of murdering anything not green. This isn't necessarily true, as some Super Mutants are capable of living peacefully among humans.

Most Super Mutants originate from 2 major locations. The most numerous amount comes from the West in the California Wasteland. They were created using captives affected with FEV by a hideous mutated monstrosity known as the Master. Another major source of Super Mutants is the enigmatic Vault 87, a vault located just outside of the ruins of Washington DC, within which Vault-tec experimented on Vault Dwellers with FEV. There are many super mutants throughout the wasteland that didn't come from these locations, but many muties with trace their origins back to the Master or the Vault.

Super Mutants are incredibly strong, with a stature much larger than that of humans. This large size, however, means that most can't wear the same clothes or armor as normal humans can. That isn't to say that they are at a disadvantage to other sentient races. Their incredible strength and high rate of healing makes them excellent combatants, able to engage most enemies at close range with little threat to their own life.

Special Stats: Super Mutants have double the healing rate and radiation resistance of other races.

Major Super Mutant Settlements:

Nightkin

Nightkin are a subset of the Super Mutant species. Despite sharing a similar background and genealogy, Nightkin are by and large incredibly different than Super Mutants. Rather than being obsessed with strength and dominance, Nightkin are obsessed with Stealth. In addition to having a darker, greyer skin tone, Nightkin have a latent cloaking ability caused by overuse of the experimental technology known as a 'Stealth Boy'. Unfortunately, overuse of this technology caused most Nightkin to develop severe cases of many mental health issues, including Schizophrenia and Dissociative Identity Disorder.

Nightkin (cont)

Nightkin were not one of the original forms of super mutants. They were created by the master as a way of improving Super Mutants into something more than brutish hulks. Since their creation, Nightkin have migrated throughout the wasteland for a number of reasons; some to find more stealth technology, some to find ways to cure their insanity, and even some for the mere fact of the voices in their heads telling them to do so.

Nightkin share most of their stats with Super Mutants, including their radiation resistance and increased healing. They also share their immense stature and incredible strength. They also have an increase to their stealth abilities. They do have a downside though; that being.... That most have some form of gibbering insanity.

Special Stats: Increased healing and radiation resistance. Must take Stealth as a tagged skill.



Synths

Before the Great War, the idea of an artificial human was merely a concept of science comic books. But now, in the aftermath of humanity's greatest folly, fiction has become reality. A group of individuals known only as "the Institute", a cell of brilliant scientific minds and mechanical geniuses, have managed to create synthetic humans, more commonly referred to as "Synths"; the perfect replication of the human form in artificial life.

Synths come in a wide variety. Most work for the institute, doubling as spies, soldiers, or infiltrators, but some have been freed by an enigmatic group known as "the Railroad", being released back into the world with their memories of the Institute wiped from their electronic brains and new identities to live as any individual they choose. There are several flavors of synth, ranging from the more robotic, early-prototype models, to the nearly biologic Generation III synths, with fully replicated organs, flesh, and muscle.

Prototype Synths

A being of metal with memories uploaded to them, a prototype synth was a creation of the Institute before the advent of the "perfected" third generation. Prototype Synths include actual synths made as experiments outside of a "generation", as well as first and second generation synths upgraded to gain sentience and free will. Most Prototype Synths are the experimental "Gen 2.5" that preceded the perfection of the creation process. Prototype Synths are completely immune to radiation, poison, and cannot catch any illnesses. However, Prototype Synths do not have a healing rate and need to find someone to make a Repair check equal to their half their maximum health in order to heal after taking damage.

Special Stats: Immune to radiation, poison, and disease.

Gen III Synths

The third generation Synth, though not as perfect as the Institute may claim, are an ideal specimen. Only an expert can differentiate a Synth from a human, although it is possible. Their life source is a chip inside their brain, also acting as a power source. Synths do not age and are immune from most diseases, although they have no immune system to fight possible infections. Synths have infinite radiation resistance but no poison resistance. Synths are designed with a narrow purpose in mind, and therefore have only two tag skills.

Special stats: Immune to radiation and most diseases, nearly identical to humans.

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

The SPECIAL System covers the core statistics of the game from which everything else is derived. Each Special stat represents a different ability your Survivor has. Points to be placed in your SPECIAL stats are not plentiful, so being powerful in one aspect may mean being weak in another. It is advised for parties to vary their stat specialization, as



Strength: Strength is the stat used to represent a Survivor's physical ability to deal damage, carry their equipment, and is part of your characters physical health. For each point invested in Strength, your carrying weight is increased by 25 units, your melee and throwing damage is increased by 0.5 (rounded down), your health is increased by 1, your combat sequence by 1, your throwing attack range by 5, and your Throwing and Melee Weapons skill by 2.

Perception: Perception is a measure of your Survivor's awareness of their surroundings as well as their ability to scout, attack from long range, and avoid attacks from enemies. For each point invested in Perception, your chance to hit is increased by 0.5, your ranged attack distance by 5 feet, your critical multiplier by .25 (rounded down), your armor class by 0.5 (rounded down after adding), and your Energy Weapons, Explosives, Lockpick, and Piloting skills by 2.

Endurance: Endurance is your Survivor's ability to stay alive in the harsh environment of the Wasteland. It affects one's ability to take damage, survive in inhospitable conditions, and endure poison or radiation. For each point invested in Endurance, your base hit points are increased by 1 and your hit point gain per level by 1, your healing rate by 1, your Unarmed damage by .5 (rounded down), and your Mettle, Survival, and Unarmed skills by 2.

Charisma: Charisma is your a general measure of your Survivor's charm, social wit, good looks, or even intimidating presence. For each point invested in Charisma, your companion limit is increased by .25 (rounded down), and your Speech and Barter skills by 2.

Intelligence: Intelligence is your Survivor's book smarts and wisdom. It covers general information and specific fields of skills, such as Medicine, Repair, Science, and more. For each point invested in Intelligence, your skill point gain per level is increased by 1, and your Medicine, Repair, and Science skills by 2.

Agility: Agility is the measure of your Survivor's speed and reflexes, affecting one's ranged accuracy, sprinting speed, armor class, and more. Each point invested in Agility increases your Combat Sequence by 1, your movement speed by 5, your chance to hit by .25, your armor class by .5 (rounded down after adding), and your Guns and Sneak skills by 2.

Luck: Luck is a measure of one's ability to defy odds and change fate. It affects one's critical hit damage, ability to attempt tasks beyond their skill level, and has minor bearing on their general skills. For each point invested in Luck increases your critical range by .25 (rounded down), your attempt threshold by 2, and all of your skills by .5 (rounded down).

SKILLS

In the wasteland, you don't live very long if you don't improve your skills. This system includes every major skill, from Bartering to Unarmed, including a few developed specifically for the tabletop system. Every skill is based off your S.P.E.C.I.A.L scores, and you can have 3 "tagged" skills, which automatically gain an increase of 15 points at base level. Players are encouraged to specialize in a select amount of skills, in order to spread utility throughout the party, and allow characters to perform feats normally undoable by jacks-of-all.

Barter: Your Survivor's Barter skill will give them the edge in buying, selling, trading, and all other economic ventures. Barter also grants your Survivor the ability to appraise the worth of items and represents their skill in business. Each point in the Barter skill decreases the sale price of every purchase by 0.5%. Barter is based on Charisma, with every point in Charisma adding 2 points to Barter.

Energy Weapons: Your Survivor's Energy Weapons skill increases their damage and chance to hit with Energy Weapons by .10 (rounded down), and also grants them a better understand of how Energy Weapons function. Energy Weapons is based on Perception, with every point in Perception adding 2 points to Energy Weapons.

Explosives: Your Survivor's Explosives skill increases their damage and chance to hit with Explosives by .10 (rounded down), and also grants them a better understand of how Explosives function. Explosives is based on Perception, with every point in Perception adding 2 points to Explosives.



Guns: Your Survivor's Guns skill increases their damage and chance to hit with Guns by .10 (rounded down), and also grants them a better understand of how Guns function. Guns is based on Agility, with every point in Agility adding 2 points to Guns.

Lockpick: Your Survivor's Lockpick skill allows them to pick locks of a matching skill level. It also grants your survivor knowledge of how locks, keys, and tumblers function. Lockpick is based on Perception, with every point in Perception adding 2 points to Lockpick.



Medicine: Your Survivor's Medicine skills grants them a knowledge of the human anatomy as well as their ability to heal themselves and others, with specific benefits for different chems found in the wasteland based on your skill level in Medicine. Every point in Medicine increases the healing you or others receive from a Medicine attempt by .20 (rounded down). Every point in Medicine also increases your Poison Resistance by .10 (rounded down). Medicine is based on Intelligence, with every point in Intelligence adding 2 points to Medicine.

Melee Weapons: Your Survivor's Melee Weapons skill increases their damage and chance to hit with Melee Weapons by .10 (rounded down), and also grants them a better understand of how Melee Weapons function. Melee Weapons is based on Strength, with every point in Strength adding 2 points to Melee Weapons.

Mettle: Your Survivor's Mettle skill represents their ability to withstand the elements, such as travelling in extreme temperatures, swimming in running water, or going a day without sleep, food, or water. Mettle is based on Endurance, with every point in Endurance adding 2 points to Mettle.

Piloting: Your Survivor's Piloting skill represents their ability to control vehicles, such as cars, motorcycles, boats, planes, and vertibirds. Points in Piloting also grants a basic understanding of how these vehicles function. Piloting is based on Perception, with every point in Perception adding 2 points to Piloting.

Repair: Your Survivor's Repair skill represents their ability to fix, upgrade, and modify technology and other items they find in the wasteland. Repair also grants an understanding of the fundamentals of engineering, construction, and energy. Repair is based on Intelligence,



Science: Your Survivor's Science skill represents their understanding of every form of non-medical science. Science grants your Survivor the ability to hack computers, reprogram robots, and use chemistry to create non-medical compounds. Science also grants your Survivor knowledge of inorganic chemistry, physics, computer science, and other practical sciences. Science is based on Intelligence, with every point in Intelligence adding 2 points to Science.



Sneak: Your Survivor's Sneak skill represents their ability to remain unseen, move silently, pick pockets, blend into a crowd, create disguises, and use camouflage. Sneak is based on Agility, with every point in Agility adding 2 points to Sneak.

Speech: Your Survivor's Speech skill represents their ability to persuade, inspire, lie, seduce, charm, insult, act, and tell jokes. Speech also represents your Survivor's understand of sociology, politics, and social etiquette. Speech is based on Charisma, with every point in Charisma adding 2 points to Speech.

Survival: Your Survivor's Survival skill represents their ability to start fires, hunt, set traps, create shelter, prepare food, and sanitize water. Survival also represents your Survivor's knowledge of herbalism, wildlife, and weather patterns. Every point in Survival increases your Survivor's Radiation resistance by .10 (rounded down). Survival is based on Endurance, with every point in Endurance adding 2 points to Survival.



Throwing Weapons: Your Survivor's Throwing Weapons skill increases their damage and chance to hit with Throwing Weapons by .10 (rounded down), and also grants them a better understand of how Throwing Weapons function. Throwing Weapons is based on Strength, with every point in Strength adding 2 points to Throwing Weapons.



Unarmed: Your Survivor's Unarmed skill increases their damage and chance to hit while Unarmed by .10 (rounded down), and also grants them a better understanding of Unarmed fighting techniques, including martial arts. Unarmed is based on Endurance, with every point in Endurance adding 2 points to Unarmed.

Tagging Skills: When a player creates their Survivor, they will choose 3 skills to 'tag'. These skills will automatically be increased an extra 15 points on top of the baseline points in the skill by default. Players can choose these skills to help compensate for lower amounts allocated in stats they may be weaker in, or they can choose them for stats they're already proficient in, in order to gain a large advantage in a skill of their choosing. Whatever their reasoning, players are only granted 3 tagged skills by default (or 2 if they decide to play as a 3rd generation Synth.) Players can later increase this amount through perks granted through leveling.

Skill Attempts: When a player attempts to perform an action, the GM may require them to perform a skill check. Players slightly below a the required number for a skill check may make an attempt if the skill check is within their Attempt Threshold (Luck x2). If the check is within the threshold, they may roll a die with an equal number of sides to their Attempt Threshold and add the number they roll.

TRAITS, PERKS, AND TALENTS

Diversity is the thing that makes humanity (and all subspecies therein) so unique. Every Survivor has a score of unique traits and talents that set them apart from other Survivors in the wasteland. As Survivors grow and persist, they will gain more perks that will help them become more skilled as they survive.

Traits are selected at the beginning of the game and may not be added or removed later on. Humans can have up to two Traits, whereas non-humans can only have one Trait. You are not required to take any Traits if you do not wish to. Perks are gained every second level, you must meet the prerequisites. Talents are gained by taking the "Talented" perk which can be taken any number of times. Your Vault Master will determine what is and is not a talent, within the guidelines provided within this guide.

Traits:

Built to Destroy: Critical range increased by 1, weapon takes 1 damage after every combat.

Claustrophobia: +1 to SPECIAL while outdoors, -1 to SPECIAL while indoors

Cram Session: Start with 1 perk, +5 to skill points required to take future perks



Early Bird: +2 to SPECIAL from 6 am to 12 pm, -1 SPECIAL from 6 pm to 6 am

Fast Shot: +5 to combat sequence, -2 to hit

Four Eyes: +1 to Perception when wearing glasses, -1 without them.

Good Natured: Increases Barter, Medicine, Piloting, Repair, Science, Speech by 5, decreases Energy Weapons, Explosives, Guns, Melee Weapons, Throwing Weapons, and Unarmed by 5.

Heavy Breather: +40 to Hold Breath Timer, -5 to Sneak

Heavy Handed: +2 damage to Melee Weapons and Unarmed attacks, -6 damage on critical hits with Melee Weapons and Unarmed attacks.

Hoarder: +50 to carry capacity, -1 to all SPECIAL stats when carry weight is under 160

Hot Blooded: +8 damage when below 50% of your maximum health, -2 to Perception and Agility while below 50% health.



Kamikaze: +2 to all damage given, +2 to all damage taken.

Logan's Loophole: Chems last twice as long and are not addictive, level capped at 30.

Loose Cannon: Gain an additional attack per turn with thrown weapons, thrown weapon range decreased for 20.

Modest Mechanic: +5 to Repair and Science, unable to take "flirtatious" perks

Organic Diet: +5 to all skills after eating natural foods, -5 to all skills after eating processed foods

Real Phony: -1 to Intelligence, Use speech skill in place of other skills in dialogue checks

Scatterbrained: One additional tag skill (+15), -5 to five non-tag skills





Shaky Hands: +3 Unarmed damage, -5 to Energy Weapons, Guns, Medicine, and Repair

Skilled: +5 to every skill, -10% experience every time experience is gained.

Small Frame: Gain 1 Agility, Enemies gain a Critical Range of 1 while fighting against you.

Wild Wasteland: Weird and wacky elements added to campaign. (This trait's name can be changed to fit your setting. I.E., in the Niagara setting, it's "Something in the Water")

Trigger Discipline: +5 to hit, -2 to combat sequence.

Xenophobe: Gain reputation with factions at half the rate, +2 damage to all humans

Perks

Level 2 perks:

Beastmaster: *Prerequisites: Survival 30.* May attempt to befriend a wild animal, making a companion.

Black Widow/Lady Killer: *No prerequisites.* +1 damage to opposite sex, able to flirt.

Cherchez La Femme/Confirmed Bachelor: *No prerequisites.* +1 damage to same sex, able to flirt.

Friend of the Night: *Prerequisites: Perception 6, Sneak 30.* Low-light vision, advantage on Sneak.

Heave, Ho! *Prerequisites: Strength 5, Explosives 25 or Throwing Weapons 25.* +10 attack range

Hunter: *Prerequisites: Survival 30.* Damage +2 and Crit range increased by 1 against animals.

Intense Training: *No prerequisites.* Increase a SPECIAL score by 1 to a maximum of 10.

Long Term Local: *No prerequisites.* Basic awareness of every non-secret faction.

Rapid Reload: *Prerequisites: Agility 5, Guns 30.* Reloading is a bonus action.

Robotist: *Prerequisites: Repair 30.* May attempt to create or modify a robot, making a companion.

Retention: *Prerequisites: Intelligence 5.* Skill Magazine benefits last until next long rest.

Swift Learner: *Prerequisites: Intelligence 4.* Gain 10% more experience whenever experience is gained.

Swimmer: *Prerequisites: none.* +20 Swimming speed

Thick Skinned: *Prerequisites: Mettle 20.* Natural +1 to DT.

Winter Soldier: *Prerequisites: Endurance 5, Mettle 30.* Advantage on cold weather Mettle checks.

Level 4 perks:

Cannibal: *No prerequisites.* Eat a corpse to gain equal to your healing rate in health, losing karma.

Comprehension: *Prerequisites: INT 4.* Two additional skill points for every book, skill magazines last all day.

Deadly Aim: *Prerequisites: PER 4.* +4 to hit when using half of your movement or less.

Educated: *Prerequisites: INT 4.* Gain two more skill points every time you level up.

Entomologist: *Prerequisites: INT 4, Survival 45.* +6 damage against insects.

Poison Prowess: *Prerequisites: Medicine 70.* +4 Poison resistance.

Rad Child: *Prerequisites: Survival 70.* +4 Rad resistance.

Run n Gun: *Prerequisites: Energy Weapons 45 or Guns 45.* Able to move an additional 5 ft during attack with energy weapon or gun.

Talented: *Prerequisites: INT 5.* Choose any new talent.

Travel Light: *Prerequisites: Survival 45.* Move an additional 10 ft when wearing no armor.

Level 6 Perks:

Bloody Mess: *No prerequisites.* +2 damage, enemies die in a gory explosion.

Demolitions Expert: *Prerequisites: Explosives 50.* +4 damage with Explosives.

Perks (cont)

Ferocious Loyalty: *Prerequisites: Charisma 6.* Companions become DT 10 when you are below 50% of your base HP.

Fortune Finder: *Prerequisites: Luck 5.* Find twice as many caps whenever caps are found.

Gunslinger: *No prerequisites.* +3 to hit with one-handed weapons.

Hand Loader: *Prerequisites: Repair 70.* You make take three rounds of spent ammunition and convert them into one of the same type of ammunition.

Lead Belly: *Prerequisites: Endurance 5.* +10 Radiation Resistance from radiation that comes from food or water.

Shoving Attack: *No prerequisites.* Choose to deal half damage on Melee or Unarmed attack to push back enemy 5 feet.

Shotgun Surgeon: *Prerequisites: Guns 45.* Enemy DT reduced by 4 when using shotguns against them.

The Professional: *Prerequisites: Sneak 70.* +2 Critical Range and +1 Critical Multiplier when sneak attacking an enemy.

Toughness: *Prerequisites: Endurance 5.* Permanent +3 Damage Threshold. Perk can be taken twice.

Vigilant Recycler: *Prerequisites: Science 70.* You make take three spent energy cells and convert them into one of the same type of ammunition.

Level 8 Perks:

Commando: *No Prerequisites.* +3 to hit with two handed weapons.

Cowboy: *Prerequisites: Guns 45, Melee Weapons 45.* +3 damage with revolvers, shotguns, dynamite, hatchets, and knives.

Living Anatomy: *Prerequisites: Medicine 70.* Accurately know the health of any enemy while in combat. +2 damage to humans.

Mobster: *Prerequisites: Guns 45, Melee Weapons 45.* +3 damage with silenced pistols, machine guns, knives, brass knuckles, and molotov cocktails.

Pack Rat: *Prerequisites: INT 5, Barter 70.* All items with weight 2 or less way half as much.

Quick Draw: *Prerequisites: AGI 5.* +4 Combat Sequence

Rad Resistance: *Prerequisites: END 5, Mettle 40.* +5 Radiation Resistance.

Scrounger: *Prerequisites: LCK 5.* Find twice as much ammo whenever ammo is found.

Stonewall: *Prerequisites: STR 5, END 5.* +1 DT, cannot be knocked down in combat.

Strong Back: *Prerequisites: STR 5, END 5.* +50 Carry Capacity.

Super Slam!: *Prerequisites: STR6, Melee Weapons 45.* Knock over enemies on critical hits with Melee Weapons and Unarmed. Enemy must forsake movement next turn to stand up.

Terrifying Presence: *Prerequisites: Speech 70.* May intimidate characters through conversation, causing them to flee for one round of combat.

Level 10 Perks:

Animal Friend: *Prerequisites: CHA 6, Survival 45.* Hostile animals become friendly. May take a second rank, which make animals assist you in combat against non-animals.

Assassin: *Prerequisites: Guns 45, Explosives 45.* +3 damage with sniper rifles, silenced pistols, poisoned weapons, timed explosives, and triggered explosives.

Brigadier: *Guns 45, Explosives 45.* +3 damage with muskets, rifles, pistols, grenades, and cannons.

Finesse: *No Prerequisites.* Critical Range +2.

Here and Now: *No Prerequisites.* Instantly level up. May be taken twice.

Knight: *Prerequisites: Melee Weapons 45, Unarmed 45.* +3 damage with swords, shields, axes, spears, and gauntlets.

Miss Fortune: *Prerequisites: LCK 6.* A strange woman named Miss Fortune appears after you land a critical hit, attacking enemies and stunning them for 1d4 rounds. (Replace the name Miss Fortune based on setting. IE: Maid of the Mist for Niagara setting)

Mister Sandman: *Prerequisites: Sneak 60.* Able to instantly and silently kill any sleeping target.

Perks (cont)

Mysterious Stranger: *Prerequisites:* LCK 6. A strange man named The Mysterious Stranger appears after you land a critical hit, attacking them and dealing an additional 3d12 damage.

Nerd Rage: *Prerequisites:* Science 70. +4 DT and AC when below 20% of your base health.

Night Person: *No Prerequisites.* +2 INT and +2 PER after 6 p.m. and before 6 a.m.

Plasma Spaz: *Prerequisites:* Energy Weapons 70. +2 to hit with Energy Weapons, extra attack per turn with Energy Weapons.

Level 12 perks:

Blastback: *Prerequisites:* Perception 5, Agility 5, Energy Weapons 50, and Guns 50. Critical hits with Guns and Energy Weapons knock enemies back 20 ft.

Fast Metabolism: *No Prerequisites.* +3 health from Stim-packs.

Ghastly Scavenger: *Prerequisites:* Cannibal perk. Survivor can cannibalize corpses of Super Mutants and Ghouls.

Hit the Deck: *Prerequisites:* Explosives 70. +20 DT against explosives, lose your movement next round.

Life Giver: *Prerequisites:* Endurance 6. +20 hit points

Piercing Strike: *Prerequisites:* Unarmed 70. Unarmed attacks negate 10 of enemy's DT.

Pyromaniac: *Prerequisites:* Explosives 60. +6 damage with fire weapons.

Robotics Expert: *Prerequisites:* Science 50. +5 damage to robots, can sneak up on robots and turn them off.

Silent Running: *Prerequisites:* Agility 6, Sneak 50. Possible to sneak while moving full speed.

Sniper: *Prerequisites:* Perception 6, Agility 6. +3 to hit, +1 to crit range.

Splash Damage: *Prerequisites:* Explosives 70. Explosive weapons have an extra 5 sq ft of range.

Unstoppable Force: *Prerequisites:* Strength 7, Melee Weapons 90. +6 damage against enemy blocking attacks.

Level 14 Perks:

Adamantium Skeleton: *No Prerequisites.* Takes two crits to cripple a body part

Center of Mass: *Prerequisites:* Guns 70. Crit multiplier doubled on torso hits.

Chemist: *Prerequisites:* Medicine 60. Chem effects doubled.

Jury Rigging: *Prerequisites:* Repair 90. Repair any item with a similar item.

Light Step: *Prerequisites:* Perception 6, Agility 6. Won't set off traps and mines.

Purifier: *No Prerequisites.* 1d8+2 extra damage to abominations.

Level 16 Perks:

Action Boy/Action Girl: *Prerequisites:* Agility 6. +1 to hit, +1 Damage, +1 AC, +1 CS.

Better Criticals: *Prerequisites:* Perception 6, Luck 6. Add half damage total every time a critical is scored.

Chem Resistant: *Prerequisites:* Medicine 60. Unable to become addicted to two drugs of your choice. Can be taken as many times as possible.

Meltdown: *Prerequisites:* Energy Weapons: 90. Enemies killed by Energy Weapons deal 3d6 damage to surrounding enemies.

Tag!: *No prerequisites.* Gain +15 to one skill.

Weapon Handling: *No prerequisites.* Wield two-handed weapons one handed, weapons with strength requirements lowered by 2.



Talents

Craft: Covers different arts and crafts, including painting, sketching, and making art out of clay, wood, or rocks. Each form of craft requires its own talent.

Performance: The ability to perform an instrument, as well as theatrical skills like stage combat and standup comedy. Each skill requires an individual Performance talent.

Speak Language: Any language spoken on Earth. Each language requires its own Speak Language talent.

Knowledge: Expertise in a particular area of study, such as pre-war law, geography, history, pop culture, and various sciences and humanities. Each field of expertise requires its own Knowledge talent.

Basic Survivor Stats

Armor Class: $5 + (\text{Perception} / 2) + (\text{Agility} / 2)$ (add armor and relevant perks)

Attempt Threshold: $\text{Luck} \times 2$ (add relevant perks) (Determines number of sides the die that you add to your skill checks)

Attack Distance (Ranged): $\text{Perception} \times 5$ (add relevant perks)

Attack Distance (Thrown): $\text{Strength} \times 5$ (add relevant perks)

Carry Capacity: $(\text{Strength} + 6) \times 25$ (add relevant perks)

Combat Sequence: $\text{Strength} + \text{Agility}$ (add relevant perks)

Critical Damage: $\text{Perception} \times .25$ (add relevant perks) (this determines the damage multiplier)

Critical Range: $1 + (\text{Luck} / 4)$ (add relevant perks) (This determines what number you crit on, 1 = only 20, 2 = 19 & 20, and so on.)

Attack Damage (all types): $\text{Damage Dice} + (\text{Primary Statistic} / 2) + (\text{Weapon Skill} / 10)$

Healing Rate: $\text{Endurance} + 6$ (add relevant perks)

Hit Points (starting): $30 + \text{Strength} + \text{Endurance}$ (add relevant perks)

Hit Points (per level): $\text{Endurance} + 6$ (add relevant perks)

Hold Breathe Timer (Seconds): $\text{Endurance} \times 10$ (add relevant perks)

Movement Speed (Base): 30 (add relevant perks)

Movement Speed (Swimming): 10 (add relevant perks)

Movement Speed (Sprinting): $(\text{Agility} \times 5) - 20$, to a minimum of 0. (add relevant perks)

Poison Resistance: $(\text{Endurance} / 2) + (\text{Strength} / 4) + (\text{Medicine} / 10)$ (add relevant perks)

Radiation Resistance: $(\text{Endurance} / 2) + (\text{Strength} / 4) + (\text{Survival} / 10)$ (add relevant perks)

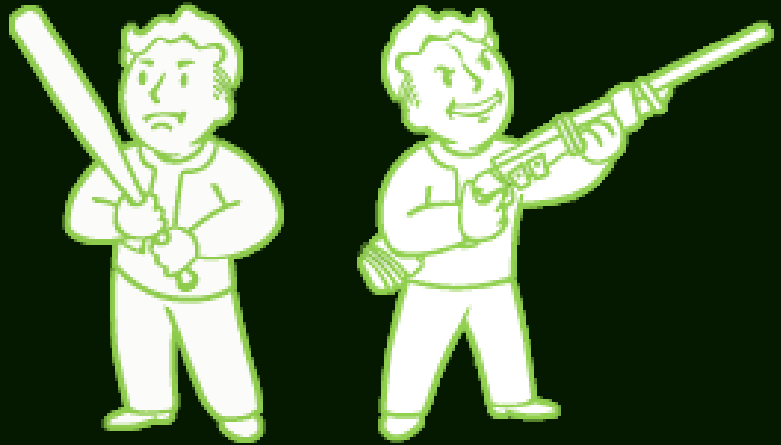
Skill Rate: $10 + \text{Intelligence}$ (add relevant perks)

To Hit Modifier: $(\text{Perception} / 2) + (\text{Agility} / 4) + (\text{Weapon Skill} / 10)$ (add relevant perks)

Inventory Items

Basic Equipment

Weapons



Weapon	Damage Type	Weapon Type	Starting Condition
9mm Pistol	1d8 Gun Damage	One-handed Semi-auto	5 Durability
10mm Pistol	1d6 Gun Damage	One-handed Semi-auto	6 Durability
14mm Pistol	1d6+4 Gun Damage	One-handed Semi-auto	5 Durability
Mauser Pistol	2d6+2 Gun Damage	One-handed Semi-auto	8 Durability
Hunting Rifle	1d8+4 Gun Damage	Two-handed Semi-auto	7 Durability
Laser Pistol	1d12+2 Energy Damage	One-handed Semi-auto	6 Durability
Laser Rifle	1d12+2 Energy Damage	Two-handed Semi-auto	7 Durability
Baseball Bat	1d8 Melee Damage	Two-handed Melee	3 Durability
Police Baton	1d4 Melee Damage, two swings	One-handed Melee	5 Durability
Knife	1d6 Melee Damage, two swings	One-handed Melee	7 Durability

Standard Armør

Light Armør

Armør	Resistances
Road Leathers	+1 AC, 0 DT
Leather Armor	+1 AC, +1 DT
Reinforced Leather Armor	+2 AC, +1 DT
Ballistic Fiber Armor	+4 AC, +2 DT

Heavy Armør

Armør	Resistances
Metal Armor	+5 AC, +6 DT
Reinforced Metal Armor	+6 AC, +7 DT
Plate Armor	+7 AC, +8 DT
Tank Armor	+8 AC, +9 DT

Heavy armor reduces the user's movement speed by 10 and sneak skill by 20

NOTICE!

All survivors can wear any form of regular armor, but Power Armor requires special training to wear. Players can get this training a number of ways, and it is the Overseer's discretion as to how the players can acquire this training.

Medium Armør

Armør	Resistances
Radiation Suit	+1 AC, +1 DT
Raider Armor	+2 AC, +2 DT
Combat Armor	+3 AC, + 3 DT
Reinforced Combat Armor	+4 AC, +4 DT
Synth Armor	+5 AC, +5 DT

Medium armor reduces the user's movement speed by 5 and sneak skill by 10

Power Armør

Armør	Resistances
Power Armor (frame only)	+2 AC, +5 DT
Raider Power Armor	+8 AC, +5 DT
T-45d Power Armor	+10 AC, +10 DT
T-51b Power Armor	+14 AC, +10 DT
T-60d Power Armor	+15 AC, +10 DT
X-01 Enclave Armor	+18 AC, +12 DT
Hellfire Power Armor	+20 AC, +12 DT

Power armor increases your Strength stat to 10 and makes you immune to damage and long falls. However, it negates any bonuses from armor being worn underneath. It requires a Fusion Core to function, and consumes them at a rate of 1 core every 3 hours.

Consumables

Medical

Super Stimpack: 20 + (Medicine /10) -20 Movement Speed and -2 Combat Sequence for 5 minutes	Stimpacks: 10 + (Medicine /10) (can give half health to repair a limb that has been critically hit)	Buffout: 10 + (Medicine /10) +2 STR and +2 END for 2 hrs (1/20 chance of addiction)
Doctors Bag: Fixes all limbs	Bandages: 4 10 + (Medicine /10)	Med-X: +4 DT, +4 Damage (1/12 chance of addiction)
Rad-X: +4 Radiation Resistance for 2 hours	Rad-Away: -4 Radiation	Anti-venom: -4 Poison

Chems

Mentats: +2 PER, +2 INT, +1 CHA for 2 hours (1/24 chance of addiction)	Turbo: Go first in combat for 2 hrs (1/6 chance of addiction)	Jet: +2 Combat Sequence, +5 Movement Speed (1/4 chance of addiction)
Cateye: Nightvision for 2 hrs Steady: +6 to hit for 3 hrs (1/6 chance of addiction)	Hydra: Restores 1 limb after being critically hit (1/10 chance of addiction)	Chewing Tobacco: +2 PER +2 AGL (1/8 chance of addiction)
Cigarette: +1 PER +1 AGL +1 INT (1/8 chance of addiction)	Psycho: Add 1/2 of total damage onto your damage for 2 hrs (1/4 chance of addiction)	Alcohol: +2 STR, +2 END, -1 PER, -2 IT, +1 CHA (1/12 chance of addiction)
Reefer: +1 CHA, -1 INT, +1 Combat Sequence (1/24 chance of addiction)	Day Tripper: +2 CHA, +2 LCK, -2 STR	



Food

Purified Water: 7 + (Survival /10)	Brahmin Steak: 6 + (Survival /10) and + 1 STR and END for 2 hours	Mirelurk Meat: 6 + (Survival /10) and +1 INT for 2 hours
Yao Guai Meat: 6 + (Survival /10)	Crunchy Mutfruit: 5 + (Survival /10)	Squirrel on a Stick: 5 + (Survival /10)
Iguana on a Stick: 5 + (Survival /10)	Dog Meat: 5 + (Survival /10)	Salisbury Steak: 5 + (Survival /10)
Mole Rat Meat: 4 + (Survival /10)	Rat Meat 4 + (Survival /10)	Nuka Cola: 4 + (Survival /10)
Sunset Sarsaparilla: 4 + (Survival /10)	Pork n' Beans: 4 + (Survival /10)	YumYum Deviled Eggs: 4 + (Survival /10)
Blamco Mac and Cheese: 3 + (Survival /10)	Fancy Lad Snack Cakes: 3 + (Survival /10)	Dandy Boy Apples: 3 + (Survival /10)
InstaMash: 3 + (Survival /10)	Noodles: 3 + (Survival /10)	Ant Meat: 2 + (Survival /10)
Radroach Meat 2: + (Survival /10)	Sugar Bombs: 2 + (Survival /10)	Potato Crisps: 2 + (Survival /10)
Gum Drops: 1 + (Survival /10)		

NOTICE!

Food can be used as a recovery item, but the Overseer can choose whether or not to require survival rules in the game, which will cause the players to have to eat, drink, and sleep at least every 24 hours.



COMBAT

War never changes. Even after the Great War, humanity still holds true to that phrase. Factions battle to establish dominance over their chosen regions of settlement, and common settlers fight for survival against psychotic raiders and horribly mutated beasts. As a Survivor, you are no exception to this. Most everything in the wastes wants you dead, so you must live by one simple coda: kill them before they do it to you.

Combat Rules

When combat begins, first see if there are any factors to determine from before the combat began. For example, if somebody is initiating combat by suddenly pulling a gun on somebody during a conversation, they will go first regardless of Combat Sequence, in a surprise round. Then, combat begins as normal.

Combat begins by first measuring Combat Sequence. Whoever has the highest Combat Sequence goes first, then goes whoever has the second highest, moving numerically until everyone has had a turn. Then, return to the top and begin again. In the event a player ties with an enemy or NPC in Combat Sequence, the player goes first. If they tie with another player, have the players discuss which one of them will act first.

Next comes movement. Movement determines the distance a player can move during their movement phase, based on their movement stat. On a board or battle-mat, the each square is equal to 5 feet of movement. A player need not use all their movement, and can continue to move even after taking an action, provided they still have movement remaining.

Then comes the Primary Action. A Primary Action is something that requires the majority of the players time that turn. An action such as attacking an enemy, performing a complex action like picking a lock or hacking a computer, or sprinting.

To attack a target, the player rolls a d20 and then adds their To Hit Modifier to the resulting number. The To Hit Modifier is based on what type of weapon the player is using, meaning they use their Melee To Hit modifier for Melee weapons, and so on. If the total number is equal to or higher than the enemies armor class, the attack is a successful hit. On a successful hit, the player deals damage. On a roll of 1, the weapon does not hit and takes condition damage. If the weapon reaches 0 condition it is destroyed. If the roll lands within the player critical threshold, the weapon lands a critical hit, multiplying the damage dealt by a factor equal to the players Crit Multiplier.

Once a target is hit, damage is determined. Damage is resolved by rolling the weapon's damage dice and adding the appropriate damage modifier, in a similar manner to the To Hit modifier. The end result is the damage the enemy takes. Some factors, such as Damage Threshold, might negate damage if they are minute enough.

Should the player be attacked, which is likely to happen given the nature of the Wasteland, the enemy must do the same to hit them by rolling high enough to beat their armor class. Rules work the same way from players as they do for enemies. When a player is brought to 0 Health they are rendered unconscious. If they are not treated soon, they will die.

A player is capable of using more than one weapon, but their to hit rolls with both will be at a -3 in exchange for the extra attack. In addition, a player is able to forsake their movement in exchange for an extra attack with their primary weapon.

The combat system includes advantage and disadvantage. Players in a good combat situation take an extra d20 roll and choose the higher. Players in a bad combat situation take an extra d20 roll and choose the lower.

COMMON ENEMIES

The game's Overseer will be the deciding factor on whatever enemies will try to leave you bleeding in the dirt. The choice can vary based on location, story elements, even timeframe after the Great War. Here's just a brief sample of the many deadly foes you will face in the wasteland.

Radroach	6 HP	8 AC, 0 DT	1 Damage Melee Attack, .5 Rad damage
Mutant Rat	12 HP	8 AC, 0 DT	1D4 Melee, 1Rad damage
Feral Ghoul	28 HP	10 AC, 0 DT	1d6+1 attack, 3 Rad Damage
Standard Human (Bandit, Raider, ETC)	35 HP	12 AC, DT Based on Armor	Weapons Vary, +2 to damage and to hit
Super Mutant	55 HP	14 AC, DT Based on Armor	Weapons Vary, +3 to damage and to hit
Deathclaw	200 HP	20 AC, 7 DT	Claw Attack: 2d10+6, attack twice. +6 to hit



RADIATION AND POISON

In the aftermath of the nuclear apocalypse, radiation has become an ever-present threat throughout the world. Through taking various actions (eating irradiated food, swimming in irradiated water, being attacked by mutated creatures, ETC), players will slowly become irradiated. In addition, certain creatures are able to inflict poison on Survivors. Certain races, such as prototype synths, are resistant to these traits, but most will still be susceptible to the threat. These debuffs will cause damage to the player over time.

For every point of Radiation you are over your Survivor's resistance, you will take 6 damage every 30 minutes. For every point of Poison you are over your Survivor's resistance, you will take 4 damage every 10 minutes.

These ailments can be cured by certain items, such as radaway or antivenom, or can be cured by most wasteland doctors.

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