

SKILL CHECKS

In order to make a skill check, you:

- **Choose attribute+skill:** The DM decides which combination of **Attribute** and **Skill** would best fit what the character is trying to do. Each skill has a default attribute, but it could be any combination. The number you get from adding the attribute and the skill is the **Target Number**, which dice must roll under to succeed.
- **Set the difficulty:** The DM decides on a difficulty of 1-5.
- **Assemble the dice pool and roll:** By default, you roll 2d20 on any given skill check. You may purchase up to 3 additional dice with **Action Points**.
- **Count successes:** Any roll equal to the target or under is a success. Any roll of 1 is a critical success, which counts for 2 successes. If the target is a **Tag Skill**, any roll less than or equal to your skill level counts as a critical success. A roll of 20 generates a **Complication**.
- **Compare successes to the difficulty:** You succeed the check if you scored a number of successes higher than or equal to the difficulty. Every success above the difficulty generates an **Action Point**.

ACTION POINTS

You can spend action points to do the following:

- **Buy d20s (1-6 AP):** On a skill check, you may buy additional d20s for your dice pool. The first additional d20 costs 1 AP, the second costs 2, and the third costs 3. So if you purchase all 3, that's a total of 6 AP. You may also choose to generate the same number of AP for the Game Master, instead of using your own.
- **Obtain Information (1 AP):** Can only be used directly after getting the Action Point used. Ask the GM a question regarding the roll.
- **Reduce Time (2 AP):** Can only be used directly after obtaining the Action Points used. Halves the time it takes to complete the action.
- **Take an additional minor action (1 AP):** May only take a total of 2 minor actions in a single turn.
- **Take an additional major action (2 AP):** Any skill test you must attempt is increased in difficulty by +1. May only take a total of 2 major actions in a single turn.
- **Add extra damage (1-3 AP):** On a successful melee attack or thrown weapon attack you can spend AP to add 1 ■ per AP spent, up to a maximum of +3 ■ for 3 AP.

LUCK

You start each quest with an amount of Luck Points equal to your Luck attribute. You may at any point spend them for one of the following effects:

- **Luck of the Draw:** You will something good to happen, like looting the right kind of ammo or discovering the password to a door. The GM may veto your suggestion or say it takes multiple Luck Points to achieve.
- **Stacked Deck:** You may spend 1 Luck Point before a skill check to use your Luck attribute instead of the default attribute.
- **Lucky Timing:** You may spend a Luck Point to immediately take your turn for the round in combat.
- **Miss Fortune:** Spend 1 Luck Point to reroll 1d20 or up to 3 ■. You may use multiple Luck Points on the same roll. You cannot reroll a die that has already been rerolled.

INITIATIVE

Initiative is determined without a roll. Each character has an initiative statistic, which dictates the order of combat. The character who initiated combat takes a single turn. Afterwards, each character takes turns from highest initiative to lowest. Each turn consists of a single **Major Action** and a single **Minor Action**, in any order.

PRONE

You may be pushed prone, or drop prone willingly as part of a movement action. If you are prone, the following effects apply:

- You can only crawl. The move minor action turns into a major action and you cannot take the sprint major action.
- Enemies at medium range or further add +1 to difficulty against any attack against you.
- Enemies at close range reduce the difficulty of attacks by 1.
- You can re-roll any cover ■ you have.

MAJOR ACTIONS

- **Assist:** You help another character with something they're attempting. Roll a single d20 against a relevant **attribute+skill** (doesn't have to be the same combination) and add any successes to the roll you're helping, assuming the roll you're helping generates at least 1 success on its own.
- **Attack**
- **Command an NPC:** Tell an allied NPC what to do. You may automatically assist using **CHA+speech**, **CHA+survival**, or **INT+science**, depending if it's a person, animal, or robot.
- **Defend:** Make an **AGI+athletics** test, with a difficulty equal to your current Defense. If you succeed, add +1 to your Defense. For 2 AP, add an additional +1 to your Defense.
- **First Aid:** Make an **INT+medicine** test, with a difficulty equal to the number of injuries the patient has, and increase the difficulty by 1 if you are trying to perform first aid on yourself. If you succeed, you can either:
 - Heal HP equal to your Medicine rating + AP Spent.
 - Treat 1 injury the patient is suffering from.
 - Stabilize a dying patient, restoring them to 1 HP + AP Spent. The character remains unconscious.
- **Rally:** Make an **END+survival** test with a difficulty of 0, and save any Action Points you generate. The GM may allow you to use a different **ATT+skill** combination.
- **Ready:** Prepare to perform a major action if a specific situation happens.
- **Sprint:** Movement action. Move up to two zones, to anywhere within long range.
- **Test:** Perform a skill check not covered by the other actions.

MINOR ACTIONS

- **Aim:** Re-roll 1d20 on the first attack roll you make this turn.
- **Draw Item:** Draw one item carried on your person or pick up an object or item within your reach. You may put an item away as part of this action.
- **Interact:** Interact with your equipment or environment in a simple way, like opening a door, or pushing a button.
- **Move:** Move up to one zone, to any position within medium range. Alternatively, stand up from prone position.
- **Take Chem:** Administer a dose of a chem that you are holding, targeting yourself or a willing character within your reach. If you're not holding the chem, then you need to draw it first.

ATTACK

1. **Choose weapon and target:** You may also choose a specific hit location, increasing the difficulty of the attack by 1.
2. **Roll the attack:** The difficulty is equal to the defense of the target. The test is determined by the type of weapon:
 - **Melee:** **STR+melee weapons.**
 - **Ranged:** **AGI+small guns, END+big guns, or PER+energy weapons.** The difficulty of the check is increased by the number of zones closer or further than the weapon's ideal range.
 - **Thrown:** **PER+explosives or AGI+throwing.** The difficulty of the check is increased by the number of zones closer or further than the weapon's ideal range. You also add +2 difficulty to ranged attacks while a target is within reach.
 - **Unarmed:** **STR+unarmed.**
3. **Determine hit location:** If you passed the test, roll for hit location (assuming you didn't aim for a specific location).
4. **Inflict damage:** Roll a number of ■ indicated on the weapon's damage rating, plus any bonuses. You may increase the amount of ■ rolled on a ranged attack by spending ammunition. Spend an amount of ammunition up to the weapon's fire rate, and add 1 ■ per ammunition spent. Reduce the target's hit points by the total rolled, taking resistances into account.
5. **Reduce ammunition**

DISTANCES AND RANGES

Areas are divided into **zones**, which are not fixed in size. A zone is whatever size is needed to convey it's "about 1 area". It could be a single room or a large clearing in a forest. Distances are measured in 5 categories:

- **Reach:** Within touchin' distance.
- **Close:** In the same zone.
- **Medium:** In the neighboring zone.
- **Long:** 2 Zones away.
- **Extreme:** 3 or more zones away.

COMBAT DICE

When rolling ■, roll a d6:

D6 ROLL	RESULT
1	1 damage
2	2 damage
3	-
4	-
5	1 damage + damage effect trigger
6	1 damage + damage effect trigger

CRITICAL HITS AND INJURIES

When a target suffers 5 or more damage in one hit (after resistances), they suffer a **critical hit**. A critical hit imposes an injury on the character, which confers a penalty depending on the hit location:

- **Arm:** You drop whatever you're holding, and your arm becomes useless.
- **Leg:** You fall prone. The move action becomes a major action and you can no longer sprint.
- **Torso:** You begin bleeding. You suffer 2■ physical damage, ignoring resistances, at the end of each of your turns.
- **Head:** You use your actions for the next turn. All tests that rely on vision have +2 difficulty.

DYING

When a character reaches 0 HP, they suffer an injury and begin **dying**. At the end of each of your turns, attempt an **END+survival** test with a difficulty equal to the amount of Injuries you have. If you pass, you are still dying. If you fail, you die.

All attacks while dying give an injury.

RADIATION DAMAGE

Radiation damage reduces the target's maximum hit point total, instead of their current hit points. If the source of radiation damage affects the whole body, take the lowest locational radiation DR.

HIT LOCATION TABLE

D20 ROLL	HIT LOCATION			
	Humanoid	Quadruped	Flying Insect	Mister Handy
1-2	Head	Head	Head	Optics (as head)
3-8	Torso	Torso	Torso	Main body (as torso)
9-11	Left Arm	Left Front Leg	Left Wing (as leg)	Arm 1
12-14	Right Arm	Right Front Leg	Right Wing (as leg)	Arm 2
15-17	Left Leg	Left Hind Leg	Left Legs	Arm 3
18-20	Right Leg	Right Hind Leg	Right Legs	Thruster (as leg)

Character Creation

ORIGIN

Your origin describes your character's background.

BROTHERHOOD INITIATE

You gain one additional Tag skill, which must be one of Energy Weapons, Science, or Repair.

You are bound by the chain of command: The Chain that Binds. You must carry out the orders of your immediate superiors, and you are responsible for your subordinate siblings. If you do not carry out your duty, you are expelled from the Brotherhood and your technology will be reclaimed.

GHOUL

You are immune to radiation damage. In fact, you're healed by it – you regain 1 HP for every 3 points of radiation damage inflicted upon you, and if you rest in an irradiated location, you may re-roll your dice pool when checking if your injuries heal. In addition, Survival becomes a Tag skill, increasing it by 2 ranks.

You age at a much-decreased rate, and you're probably older than your unmutated companions – but you're sterile. You may face discrimination from "smoothskins" (humans who aren't ghouls), increasing the difficulty or complication range of Charisma tests depending on your opponent's beliefs.

SUPER MUTANT

Your initial Strength and Endurance attributes are increased by +2 each, and your maximum Strength and Endurance are increased to 12, but your maximum Intelligence and Charisma are both reduced to 6. You may not have more than 4 ranks in any skill. You are completely immune to radiation and poison damage.

You stand over seven feet tall, and your body is bulky and muscular. Your skin is green, yellow, or grey, regardless of what color it was when you were human. You do not seem to age, but you are sterile. You can only wear armor which has been made to fit a super mutant.

SURVIVOR

You may choose two traits from the "Survivor Traits" table, or one trait and one additional perk. Each trait has a benefit and may have an accompanying penalty.

SYNTH

You gain one additional tag skill. You cannot suffer from starvation or dehydration and do not need sleep, but you do not gain a benefit from consuming food or beverage items. When you rest, instead of sleeping, you may engage in minor activities such as crafting, reading, or light scouting. You are immune to Poison and Radiation damage and disease. You do not age, nor do you gain or lose weight.

When interacting with NPCs who know you are a synth – unless they are sympathetic towards synths – the difficulty of **CHA** tests made by you or your allies increases by 2. When a complication is rolled, they either become hostile, or your Faction Reputation or Settlement Reputation decreases by 1 per complication generated due to their fear of the Institute.

The Institute has given you a unique recall code – an unalterable verbal command that resets your personality and memories. When you hear the code spoken, you become incapacitated until you are retrieved and restored by the Institute.

VAULT DWELLER

Your healthier start to life at the hands of trained doctors and sophisticated auto-docs means you reduce the difficulty of all **END** tests to resist the effects of disease. In addition, your carefully-planned upbringing means you have one additional tag skill of your choice.

Once per quest, the GM may introduce a complication which reflects the nature of the experiment you unwittingly took part in, or introduce a complication related to your early life of isolation and confinement within the Vault. If the GM does this, you immediately regain one Luck Point.

SURVIVOR TRAITS	BENEFIT	PENALTY
Educated	You have one additional Tag skill	When you fail a skill test using a skill other than a tag skill, the GM gains 1 AP.
Fast Shot	If you take a second major action in combat, and use it to make a ranged attack, the additional major action only costs 1 AP, rather than 2	You cannot take the aim minor action.
Gifted	Choose two S.P.E.C.I.A.L. attributes and increase them by +1 each.	Your maximum number of Luck Points is 1 less than your LCK attribute.
Heavy-handed	Your Melee Damage bonus increases by +1 ■	Your melee and unarmed attacks suffer a complication on a 19 or 20, rather than only a 20
Small Frame	You may re-roll 1d20 on all AGI tests which rely on balance or contortion.	Your carry weight is 150 + (5 x STR) lbs., rather than 150 + (10 x STR) lbs.

MISTER HANDY

You have 360° vision and improved sensory systems that can detect smells, chemicals, and radiation, reducing the difficulty of Perception tests that rely on sight and smell by 1. You are also immune to radiation and poison damage, but you cannot use chems, nor can you benefit from food, drink, or rest. You move by jet propulsion, hovering above the ground, unaffected by difficult terrain or obstacles. Your carry weight is 150 lbs., and it cannot be increased by your Strength or perks, but it can be increased by modified armor. You cannot recover from your own injuries or heal health points without receiving repairs.

You cannot manipulate the physical world like humans do, instead you have three of the arm attachments in the Arm Attachments table, determined by your choice of equipment pack. If you select an arm that features a weapon, you also gain 20 shots of ammo for that weapon.

TRIBAL

You may choose two Tribal traits or 1 Tribal trait and either a Survivor trait or an additional perk.

ATTACHMENT	EFFECT
10mm Auto Pistol	You can make ranged attacks using a 10mm auto pistol
Buzz-Saw	You can cut objects and make melee attacks with a circular saw. The buzz-saw inflicts 3■ Piercing 1 physical damage.
Flamer	You can set objects alight, cook food, or make ranged attacks with a short-range flamethrower.
Laser Emitter	You can cut objects or make ranged attacks using a laser.
Pincer	You can pick up objects with an individual pincer that weighs no more than 40 lbs. and manipulate objects in your environment. You may also make unarmed attacks (2■ physical damage) with the pincer.

TRIBAL TRAITS	BENEFIT	PENALTY
Mother Wasteland	Spend 1 Luck point to gain insight into the quest, situation, or scene as if you'd spent 3 AP to use Obtain Information 3 times. This information is often cryptic and mystical in nature.	Complications make scenes involving pre-War artifacts harder to understand, limiting your use of them.
Nomad	Re-roll 1d20 on Survival tests to travel, set up camp, and forage for food and water. In addition, ignore the first complication rolled when making these tests.	Barter and Speech tests increase their difficulty and complication range by 1 when dealing with inhabitants of a static settlement. Science cannot be a Tag skill.
Rite of Passage	The first time you spend Luck in a scene, roll 1■. If you roll an effect you have not spent that Luck point.	You view everyone who hasn't gone through your rite of passage as lesser. You cannot assist another PC without spending 1 AP first.
Tools of the Old World	You may use Survival instead of Repair or Science to repair or make use of pre-War tech.	The complication range of tests involving pre-War technology (not weapons) is increased by 2.
The Chosen One	The first d20 you purchase is free on tests relating to your tribe's quest, and you can always succeed at a cost.	The GM adds 2 AP to their pool when your quest comes up.

SPECIAL ATTRIBUTES

Each of your attributes start at 5, and you have 5 points to increase them. You may decrease attributes to 4 to get an extra point. Attributes may not be increased above 10.

TAG SKILLS AND BUY RANKS

Select 3 skills to be Tag skills. Each of your Tag skills start at 2, the others start at 0.

You now have skill points equal to 9 plus your INT. Use these to buy ranks in skills. A skill may not be increased above 3 in character creation.

SELECT A PERK

Chose one perk. You need to meet the requirements of a skill to take it.

CALCULATE DERIVED STATS

CARRY WEIGHT

$$\text{Carry Weight (lbs)} = 150 + (10 * \text{STR})$$

DEFENSE

If your AGI is 8 or less, your Defense is 1.

If your AGI is 9 or more, your Defense is 2.

INITIATIVE

$$\text{Initiative} = \text{AGI} + \text{PER}$$

HEALTH POINTS

$$\text{HP} = \text{END} + \text{LCK}$$

MELEE DAMAGE

If you have a STR of 7 or above, you gain a bonus to melee damage:

- STR 7-8: +1 ■
- STR 9-10: +2 ■
- STR 11+: +3 ■

STARTING EQUIPMENT

Chose one of the following equipment packs, in accordance with your origin:

BROTHERHOOD OF STEEL INITIATE

Brotherhood Initiate

- Brotherhood fatigues and Brotherhood hood
- Combat Knife
- Laser pistol and a fusion cell containing 10+5 ■ shots, or a 10mm pistol with 10+5 ■ rounds of 10mm pistol ammunition
- Brotherhood holotags containing identifying information

BROTHERHOOD OF STEEL SCRIBE

Brotherhood Initiate

- Brotherhood Field Scribe's armor and Brotherhood Scribe's hat
- Combat Knife
- Laser pistol and a fusion cell containing 6+3 ■ shots, or a 10mm pistol with 6+3 ■ rounds of 10mm pistol ammunition
- Brotherhood holotags containing identifying information

BRUTE

Super Mutant

- Raider armor torso, plus raider armor for one leg, or one arm
- A pipe rifle (full-stock), and 6+3 ■ rounds of .38 ammunition
- A baseball bat or a machete
- A personal trinket
- 5 caps

SKIRMISHER

Super Mutant

- Raider armor torso, plus raider armor for one leg, or one arm
- A pipe bolt-action rifle (full-stock, long barrel), and 8+4 ■ rounds of .308 ammunition
- A board
- A personal trinket
- 5 caps

MERCENARY

Ghoul, Survivor

- Tough clothing
- A leather armor chest piece, or a leather armor arm and a leather armor leg
- One melee weapon from the following: machete, baseball bat, tire iron
- One ranged weapon from the following: 10mm automatic pistol, .44 pistol, hunting rifle, bolt-action pipe gun
- 10+5 ■ rounds of ammunition for the chosen ranged weapon
- 15 caps

RAIDER

Ghoul, Survivor

- Harness
- Raider armor chest piece and raider armor for one of your arms
- One melee weapon from the following list: lead pipe, pool cue, tire iron
- A pipe gun, with 10+5■ rounds of .38 caliber ammunition
- 1 dose of Jet or RadAway
- One Molotov cocktail or one stimpak
- 15 caps

SETTLER

Ghoul, Survivor

- Tough clothing
- One melee weapon from the following: switchblade, pipe wrench, rolling pin, knuckles
- A pipe gun, with 6+3■ rounds of .38 caliber ammunition
- 2 rolls on the random food table
- 1 personal trinket
- 45 caps

WANDERER

Ghoul, Survivor

- Drifter outfit
- One melee weapon from the following: switchblade, pipe wrench, rolling pin, knuckles
- A pipe gun, with 8+4■ rounds of .38 caliber ammunition
- 1 dose of Jet or RadAway
- 1 personal trinket
- 30 caps

SYNTH INFILTRATOR

Synth

- Tough clothing
- Baseball bat or switchblade
- Pipe gun with 10+5■ rounds of .38 caliber ammunition or 10mm pistol with 8+4■ rounds of 10mm ammunition
- 1 personal trinket
- Cover possessions: 2 rolls on the Random Chems, Random Food or Random Beverages tables

SYNTH SEEKER

Synth

- Tough clothing
- A leather armor chest piece or a leather armor arm and a leather armor Leg
- Knuckles or lead pipe
- One ranged weapon from the following: 10mm pistol, flare gun, or hunting rifle
- 3+3■ ammunition for the chosen ranged weapon above
- 2 rolls on the Random Ammunition, Random Chems, or Random Food tables

VAULT-TEC RESIDENT

Vault Dweller

- Vault jumpsuit
- Vault-Tec branded canteen containing 1 purified water
- Pip-boy
- Switchblade
- 10mm pistol with 6+3■ rounds of 10mm pistol ammunition
- 2 stimpaks
- 10 caps

VAULT-TEC SECURITY

Vault Dweller

- Vault jumpsuit
- Vault-Tec security armor, and Vault-Tec security helmet
- Vault-Tec branded canteen containing 1 purified water
- Pip-boy
- Baton
- 10mm pistol with 8+4■ rounds of 10mm pistol ammunition
- 1 stimpaks
- 10 caps

MISS NANNY

Mister Handy

- One pincer arm attachment, one flamer arm attachment, and one arm attachment of your choice
- Standard plating
- Behavioral analysis mod
- Hazard detection mod
- 10 caps

MISTER FARMHAND

Mister Handy

- One pincer arm attachment, one buzz-saw arm attachment, and one laser emitter arm attachment
- Standard plating
- One bag of fertilizer
- 2 mutfruits
- 25 caps

MISTER GUTSY

Mister Handy

- One 10mm pistol arm attachment, one buzz-saw arm attachment, and one laser emitter arm attachment
- Mister Gutsy plating
- Recon sensors mod
- 10 caps

MISTER HANDY*Mister Handy*

- One pincer arm attachment, one buzz-saw arm attachment, and one flamer arm attachment
- Standard plating
- Robot repair kit
- Integral boiler mod
- 10 caps

NURSE HANDY*Mister Handy*

- One pincer or buzz-saw arm attachment, one buzz-saw arm attachment, and attachment of your choice
- Standard plating
- Stimpak
- Diagnosis mod
- 10 caps

MODERNIST*Tribal*

- Either a 9mm Pistol with 8+6■ 9mm Rounds and a Combat knife, or a Pump-Action Shotgun with 12+6■ Shotgun Shells
- Underarmor suit
- Either a Combat Chest Piece or a Combat Arm and Combat Leg
- Multitool
- 1 roll on the random food table
- 1 roll on the random beverages table
- 3■ junk

RITUALIST*Tribal*

- Either a Hunting Rifle with 6+4■ .308 Rounds, a Black Powder Blunderbuss with 6+4■ .50 Balls, or a Pipe Gun and Pipe Revolver with 4+6■ .38 and 4+6■ .45 Rounds.
- Sturdy clothing
- Leather chest piece
- A personal trinket
- 2 rolls on the Oddities and Valuables Table

NATURALIST*Tribal*

- A Bow with 10+6■ Arrows, a Machete and a Combat Knife
- A Hunter's Pelt Outfit and Hunter's Hood
- A Wood Armor Chest Piece and either a Wooden Arm or a Wooden Leg
- 3 rolls on the Random Food table
- 3 Rolls on the Random Beverages Table