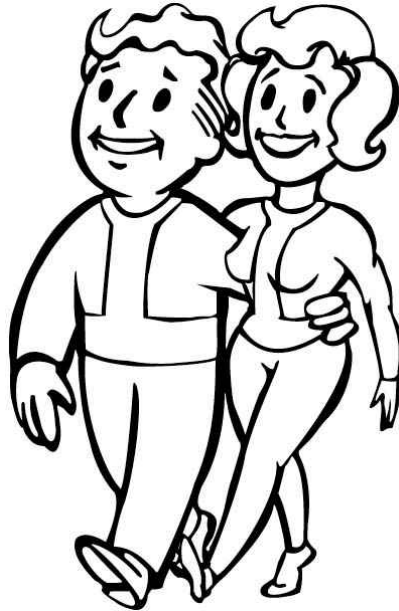# FALLOUT

A POST-NUCLEAR RPG

BOOK I: CORE RULES

Introduction

War. War never changes. As humanity has progressed so has its ability to destroy itself. Where once spears and jawbones were used to wage conflict we now have H-Bombs and cruise missiles. We don't dare progress further. The hubris of mankind and the inevitability of war makes it easy to imagine the world of Fallout, where the nuclear genie was let out of the bottle and humanity was amount wiped clean in a firestorm that engulfed the Earth.

Fallout is a post-nuclear role-playing game set sometime after a nuclear war in the year 2077. Millions still survived this war, although some were altered beyond imagination. One can play Fallout either as a campaign-oriented RPG, with a series of smaller adventures in a larger story, or as a single-story game with a minimum of involvement in the larger workings of the world.

Equipment for Gameplay

Each player needs a set of percentile-dice (two ten-sided dice, with one die representing the "ones" column and the other representing the "tens" column of a two-digit number). These dice will be used to represent basic skill roles which comprise much of the gameplay in Fallout. Additionally, d4, d6, d8, d10, d12, d20 may be used to determine damage. The Game Master (In Fallout, called "The Overseer") needs a set of full compliment of RPG dice as well (d4, d6, d8, d10, d12, d20). The group might want to have a pool of extra 10-sided dice for ease of play, new players, and rolling streamlined burst attacks. Each player also needs a character sheet, a pencil, and just a bit of imagination. The Overseer needs the book before you, accompanying guides, and a little more imagination.

A single hex-sheet is helpful, although not absolutely necessary. Every character can provide their own miniature figure to use on the hex sheet, and the Overseer may want to think about getting a few generic critter figures and some scenery (trees and ruined buildings, walls, etc), although these are not necessary either.

You can pick up dice at any gaming store or comic book shop, and hex-sheets are also usually available at these kinds of stores. Other games like Warhammer 40K and Battletech use hex-sheets, and you can sometimes order them from these companies' catalogues. Miniatures are a little more difficult; for the budget-minded gamer, green plastic grocery-store army men work very well, and fit perfectly on a hex sheet (you can also use the vehicles and obstacles some sacks of these toys come with).

Glossary of Terms in the Fallout Universe

Combat: Violent confrontation resulting from an unfortunate failure to agree. Combat is a sequence of events that takes in rounds of approximately 10 seconds each.

Critter: A critter generally refers to an NPC, typically nonhuman, with which the main characters will have to contend.

Death: Death occurs when a character's hit points drop below 0 and no medical treatment is readily available. Death is final.

Experience (XP): A numerical measure of the character's collective experiences. When a character has sufficient Experience Points, she progresses to the next Level.

Fallout: A series of games from Interplay Productions and Bethesda Softworks. Fallout was initially inspired by Interplay's Wasteland RPG, and, like its predecessor, is set in a post-nuclear universe. The mundane definition of Fallout refers to the radioactive dust particles scattered after a nuclear device detonates.

Karma: A measure of a character's conduct during their adventures through the wastes. Karma will represent whether a character has done more good than evil, more evil than good, or a healthy balance of the two.

Level: An overall measure of the character's rank and ability. When a Character gains a Level, it represents that they have gained enough Experience from their actions that they have a better grasp of the world around them.

Non-Player Character (NPC): A character that is not controlled by a Player; these Characters are controlled by the Overseer.

Overseer: The Overseer is sort of a storyteller and judge rolled into one. The Overseer relates the story to the players, telling them what their characters are experiencing. The Overseer does the majority of the dice rolling and controls all Non-Player Characters. Being Overseer requires a little imagination and a little bit more dice (1d4, 1d6, 1d8, 2d10, 1d12, 1d20).

Perk: A Perk is a special advancement a character gains every few levels. A perk allows new or better abilities unavailable to other characters.

Player: The Player is one of the human participants in the game, more specifically a human in control of a character, called the Player Character.

Player Character (PC): A Character in the game universe controlled by a Player.

Primary Statistics (Statistics, Stats): Primary statistics measure a Character's basic abilities, and include Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck.

Rank: This is a measure of the "level" of some Perks and Skills

Rolls Against __: When you see this, an action requires a dice roll against a specific Stat or Skill. Rolls against Primary Statistics use 1d10 and must make equal to or less than that particular Stat to succeed. If a roll of 10 is made, it always fails. Some rolls against Stats have penalties – this is where racial maximums will take effect. Rolls against Secondary Statistics and Skills use percentile dice (2d10) to do the same thing. A roll of 2 when rolling against Endurance, when your EN is 4, means your character managed to fight off the deadly plague. A roll of 75 when rolling against a 40% Outdoorsman skill means your character did not find the mutated cactus with the water that would have saved her life. Some rolls are made by the Overseer, without the characters – or players – knowing the result.

Round: A round of combat is generally about 10 seconds long and lasts until all combatants have their turn.

Secondary Statistics (Derived Statistics): These statistics are derived from mathematical formulae using numbers from various sources, such as Primary Statistics, Equipment, and so forth.

Skills: A numerical measure of how good your Character is at different skills in the Fallout universe.

To Hit: After all the modifiers, To Hit is the number you need to roll against in combat to have your weapon connect and do harm to it.

Trait: Traits are bred-in abilities that make characters more unique. Most are double-edged swords, and cannot change throughout the game.

Turn: A turn in combat consists of one combatant performing their actions. A turn lasts for 10 seconds of game time; however, all turns happen "simultaneously" within the 10-second combat round.

Gameplay
Character Creation
Race
In the blasted hellscape of the future, not all who walk the Earth are human. Non-human races are typically campaign and world specific; this means that it won't always work with the plot for everyone to play a robot, especially if the Overseer was counting on a low-tech story. In addition, Deathclaws, dogs, and robots are recommended for experienced gamers only, as they are very difficult to play.

Note that races have minimum and maximum statistic numbers; this means that the statistics for any given race cannot go below a minimum number or exceed a maximum number. The player will want to make a note of these numbers for later, when he or she assigns his or her character statistics. In addition, each race gains perks at a different rate; this can combine with various traits that effect how fast a character gains perks (see Traits, page 7). The player will want to note the rate at which his or her character gains perks on the character sheet, in the appropriate section by the experience points box. Some races have innate Radiation and Poison Resistances bonuses. When calculating these secondary statistics (see Secondary Statistics, page 11), add these numbers to the character's base resistances. Note that Deathclaws and Dogs are considered "animal" races.

Human
This is a basic human. Humans are a traditionally flawed, but ultimately dependable group. While naturally weaker than most races, the humans alive today can boast being descendants of people

smart, sturdy, or sly enough to have survived the Apocalypse. Humans gain no bonuses or penalties to their basic statistics, except a 15% resistance to electricity, and gain a perk every 3 levels. Humans weigh anywhere from 110 to 280 pounds, and stand around 1.5 to 2.5 meters tall.

	ST	PE	EN	CH	IN	AG	LK
Minimum	1	1	1	1	1	1	1
Average	5	5	5	5	5	5	5
Maximum	10	10	10	10	10	10	10

Ghoul

Ghouls are humans who have been exposed to massive amounts of radiation and have been altered at a cellular level. Ghouls enjoy an extremely slow cellular mitosis rate, rendering them effectively immune to the effects of old age. The radiation also changed their outward appearance, forever marking them as outsiders. Their skin hangs off their bones, sometimes in shreds, and sunken eyes peer out from skulls twisted and burned by radiation, giving these unfortunate people their name. Their skin can be anywhere from pale white to dirt brown in color, with green and yellow the most common.   The radiation may have twisted their bodies, but it did not affect their minds, and they are forced to live as misshapen outcasts, fully aware of the society they were once part of, but also aware they can never rejoin it. For this reason, many ghouls have formed settlements of their own, or live in settlements with humans and mutants who tolerate their appearance. Unlike their mythic namesakes, most ghouls do not eat human flesh. They do, however, require a small amount of radiation to survive, and for this reason, one can often find a population of ghouls around a malfunctioning nuclear reactor or an impact crater from the war.

Ghouls age very slowly, reaching sometimes 300 years past when they were exposed to the radiation. Their unnaturally long lifespan does not mean that they can't be killed by other means, however, and ghouls are just as vulnerable to

scourges of the wastes as everyone else. Ghouls usually weigh anywhere from 80 to 160 pounds, and stand anywhere from 1.5 to 2.5 meters tall. Ghouls have a natural 60% Radiation Resistance bonus along with a 15% Poison Resistance bonus, 10% Electricity Resistance bonus and 10% Normal Damage Resistance. They also have 5 initial Hit Points less than humans. Ghouls gain a perk every 4 levels. Luckily, Ghouls can wear any kind of armor that normal humans can wear.

	ST	PE	EN	CH	IN	AG	LK
Minimum	1	4	1	1	2	1	5
Average	3	8	5	4	6	4	7
Maximum	6	14	10	9	13	8	13

Super-Mutant

Super mutants are not the product of "natural" aftereffects from the war, but a race created by exposure to the Forced Evolutionary Virus (FEV), a rare and hazardous biological experiment from before the Great War. After exposure, typically total immersion, the infected would undergo intense physiological changes. They grew much stronger and more intelligent, as well as growing in height and stature at the cost of almost all memory of their previous lives.   Numerous super-mutants exhibited hostile tendencies which led to predation upon less powerful beings.

On the West Coast, super-mutants were a product of an insane warlord called "The Master" who saw super mutants as a master race, perfectly adapted to the wasteland. Armies of Super-Mutants were once slaves to this Master and his dream to "dip" every human on the planet, but the Master was eventually killed and the mutants freed (although to hear them tell it, the Master was more of a Messiah than a madman).

Like ghouls, mutants age very slowly, but not as slowly as their cousins. Mutants are generally huge,

easily reaching 3 meters in height and weighing up to 350 pounds. Their skin is usually a greenish yellow color, and various bunions and growths cover their bodies. They have hair in all the usual places, but it usually grows slowly (a result of the slowed cellular mitosis from the FEV virus). Mutants have been rendered completely sterile by FEV (even eliminating all sex characteristics) removing their viability as a master race. Unfortunately, like ghouls, mutants are largely outcast from human society. Many of them prefer it this way, looking on human society as diseased or inferior.

The FEV virus was created not only to increase physical strength and endurance, but also to raise human intelligence, so that humans would truly evolve not only physically, but mentally too. When an individual was inured with a certain amount of residual radiation they didn't mutate at all when dipped, and some others didn't mutate properly. These that mutated, however, though stronger than others, suffered minor brain damage. They are called Beta Mutants. Mutated people from the Vaults, Enclave, and other places, that were not exposed to large amounts of radiation, are called Alpha Mutants and have enhanced intelligence. There are, however, not many of them now, since they are all sterile.

Mutants enjoy a 0/35 Gas Resistance bonus, 50% Radiation Resistance Bonus, a 15% Poison Resistance bonus, a 20% Electricity Resistance bonus and gain a perk every 4 levels. They gain an additional 2 hit points per level. Mutants can easily live 200 years beyond when they were "dipped." Mutants cannot wear armor designed for humans. Someone in that vast wasteland might, however, make it that big.

Super-Mutants gain following bonuses to their DT/DR:
>   N: 5/25 L: 2/10 F: 5/15 P: 2/10 E: 3/10.

Super-Mutants Alpha

	ST	PE	EN	CH	IN	AG	LK
Minimum	4	1	3	1	1	1	1
Average	7	5	5	5	5	3	5
Maximum	12	10	12	8	11	8	10

Super-Mutants Beta

	ST	PE	EN	CH	IN	AG	LK
Minimum	5	1	4	1	1	1	1
Average	8	5	6	5	3	3	5
Maximum	13	10	12	8	8	8	10

Dog
Through human kindness or human predation, dogs have survived the global cataclysm. Dogs can stand anywhere from 60cm to 1.5 m at the shoulders, and walk on all fours. Most are covered with hair, ranging in color from white to brownish-tan to black, and usually a combination of anything in between. Since dogs have no opposable thumbs, they cannot use weapons or tools of any kind, and they cannot communicate except by barking, wagging their tails, and pointing with their snouts. Dogs cannot use armor unless it is specially made for them, and they cannot carry items unless someone creates a device that allows them to. Even then, they cannot pick anything up on their own, except with their mouth. For these reasons, dogs are *very* difficult to role-play well, and the Overseer and players should take this into consideration before allowing a player to create a dog character.

Dogs gain perks every 2 levels, and live between 10 and 15 years. They enjoy 30% bonus to Electricity Resistance, but their initial hit points are lowered by 7. Dogs can weight anywhere from 30 pounds to 150 pounds. It's a dog's life.

	ST	PE	EN	CH	IN	AG	LK
Minimum	1	4	1	1	1	1	1
Average	3	7	3	3	2	7	5
Maximum	7	14	6	5	3	15	10

Humanoid Robot
Before the War, several companies and research facilities were manufacturing humanoid-robots. These machines possessed efficient supercomputers that allowed them to "reason" on the same level as many humans (and, in some cases, to reason better than their creators). Robots are very rare and should only be played as characters if it fits the plot of the campaign. They almost always come from high-tech areas or installations, and are usually only part of an adventuring party associated with high-technology (in other words, tribals usually don't keep robots). Robots can communicate with humans using

memorized speech patterns, and even have some of their own unique Traits. Many people in the wastes will find speaking robots to be more of a sideshow curiosity than an actual being, and will not deal with one unless it is part of a larger group; they simply do not recognize the robot as a sentient creature - and whether or not a robot is sentient is open to debate.

Robots can vary in size from 1 meter to 3 meters, and usually weight from 300-400 pounds. Robots cannot wear armor, but they can use weapons and tools. Robots require some regular maintenance, which they can perform themselves if not incapacitated. A robot must have someone roll a successful Repair *and* Science skill while examining it for 12 hours at least once a month. If this maintenance is not preformed, the robot begins taking 1d10 points of damage every 24 hours beyond the deadline for the repairs. Robots take damage as normal, but they do not heal hit points back over time. Instead, robots must be repaired. A successful use of the Science skill on a robot will act like a successful use of the First Aid skill on a flesh-and-bone character; healing 1d10 hit points. In addition, if the robot has a crippled limb or another medical malady such as blindness, it takes a successful roll against Repair to "heal" that body part. Robots are immune to the effects of radiation, poison, gas attacks, and chems. They enjoy a 40% Damage Resistance to all kinds of attacks, but unfortunately are affected by EMP (pulse) weapons. They also have –50% Electricity Resistance penalty (they always receive 50% more damage from the electric weapons) The robots gain 5 more skill points per level, but their initial hit points are lowered by 15. Robots don't have a "lifespan" per se, but each unit has a battery that generally lasts anywhere from 75 to 150 years. Of course, that battery can be replaced, effectively allowing the robot to continue operating forever, so long as it continues to get a fresh power supply.

These stats are for humanoid or semi-humanoid robots only. This includes, for example, the C-27 robots from Tactics, Robobrains (like Skynet) from Fallout 1 and 2 and Darwin Systems Model 3141 Admin Bot (like VAX) from Wasteland. They are not, however suitable for creating androids or non-humanoid robots.

They enjoy following DT/DR bonuses:
N: 16/50 L: 4/15 F: 20/55 P: 4/15 E: 4/15

	ST	PE	EN	CH	IN	AG	LK
Minimum	7	7	7	1	1	1	5
Average	7	7	7	1	5	5	5
Maximum	12	12	12	1	12	12	5

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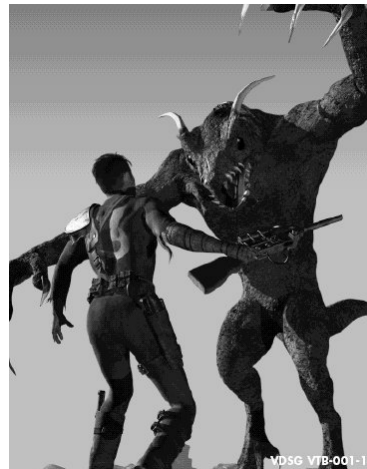
Deathclaw

Deathclaws are a race of semi-intelligent, enormous, mutated lizards. They walk on two legs, stand more than two meters tall in adulthood, and have scaly skin ranging from brownish-green to light yellow. Their heads are abnormally large and have horns growing out of them. Some tribes of Deathclaws in the Midwestern and Eastern United States have developed patches of fur, adapting to the more extreme climate conditions found there. Deathclaws live in tribes of anywhere from 25 to 100 individuals, and spend most of their time protecting the egglaying females and hunting. They can communicate quite effectively with each other, and can use simple battle plans. Some rare Deathclaws are intelligent enough to learn the nuances of human language, although they cannot actually "speak" as we do – they simply imitate human speech in much the same way a parrot does, except their "voice" is often deep, gravelly, and is prone to affecting strange accents. One tribe of Deathclaws, the Grey tribe of Northern California, was the subject of scientific intelligence-creating experiments, and its members are far smarter than the average mutant lizard. The Grey Tribe was exterminated, however, in the 2240s. As such, an intelligent Deathclaw is almost unheard of and one can assume a Deathclaw found in the wastes is a deadly predator.

Deathclaws get their name from the footlong bony claws growing from their "fingers." This means that they always have a built-in melee weapon; it also means they cannot use any other weapons besides their claws, *ever.* In addition, Deathclaws cannot

use armor; no one makes protection for giant lizards. Deathclaws are some of the most hated and feared creatures in the wastes – when walking among humans, an appropriate disguise, such as a loose-fitting robe with a cowl to cover the head, is an absolute necessity. Most people will simply attack a Deathclaw on sight, or attempt to run away as fast as possible. Deathclaws gain a perk every 4 levels, and gain 2 extra hit points per level. They stand about 3 meters tall, and weigh up to 400 pounds. In addition, they enjoy a +5 melee damage bonus, a 0/30 Gas Resist, and have a 20% Resistance to Normal, Fire, and Explosion damage with a Damage Threshold of 4 for each of those damage types. Deathclaws only live for 15 years, and reach maturity (adventuring age) at around 4 years.

They have following DT/DR bonuses:
N: 5/15 L: 3/10 F: 0/0 P: 3/10 E: 2/10.

	ST	PE	EN	CH	IN	AG	LK
Minimum	6	5	1	1	1	6	1
Average	8(6)	7	5	1	1(5)	9(7)	4
Maximum	14(12)	12	13(11)	3	4(8)	16	10

Traits

Traits are an optional way to give a character definition. They are usually double-edged swords, giving a bonus as well as a penalty, making your character unique. They simply describe an aspect of the character's personality or physical description, and permanently affect things like Skills, Primary Statistics, and Secondary Statistics. Some traits are not available to every race. A character can pick two traits, one trait, or no traits at all. A character can never have more than two traits. When you have picked your traits, note their effects on your character sheet.

Beta Software - You have been equipped with an experimental operating system and peripherals. You get 1 extra Tag Skill, but whenever using ANY tag skill, you must roll against Luck or suffer an automatic failure and, in combat, a loss of all APs for that round. Only Robots can choose this trait.

Bloody Mess - By some strange twist of fate, people around you die violently. You always see the worst way a person can die. This does not mean you kill them any faster or slower, but when they do die, it will be dramatic. Just how dramatic is up to the Overseer.

Bruiser - A little slower, but a little bigger. You may not hit as often, but they will feel it when you do! Your total action points are lowered, but your Strength is increased. You get a 2 point bonus to Strength, but loose 2 Action Points.

Chem Reliant - You are more easily addicted to chems. Your chance to be addicted is twice normal, but you recover in half the time from their ill effects. Robots cannot choose this trait.

Chem Resistant - Chems only effect you half as long as normal, but your chance to be addicted is only 50% the normal amount. Robots cannot choose this trait.

Domesticated - You have undergone extensive house training and have developed an aboveaverage Intelligence. Your IN is raised by 2, but not above the racial maximum, but you get a -2 penalty to Melee Damage. Only Deathclaws and Dogs can choose this trait.

Dwarf – You were born with the most common mutation in the wasteland, dwarfism. Your eensy stature causes you to have -2 AG and -1 CH. However, you also gain +2 EN and are always at -10% to hit, even when standing on the shoulders of a sweetly retarded giant.

EMP Shielding - You have a dedicated EMP shielding system. It takes you 2 AP to move 1 hex because of your heavy equipment, but you have a 30% Resistance to all forms of EMP attack. Only Robots can choose this trait.

Fast Metabolism - Your metabolic rate is twice normal. This means that you are much less resistant to radiation and poison, but your body heals faster. You get a 2 point bonus to Healing Rate, but your Radiation and Poison Resistance start at 0% (racial modifiers are added later). Robots and Ghouls cannot choose this trait.

Fast Shot - You don't have time for a targeted attack, because you attack faster than normal people. It costs you one less action point to use a weapon. You cannot perform targeted shots, but all weapons take one less action point to use. Note that the Fast Shot trait has no effect on HtH or Melee attacks. Animals cannot choose this trait.

Fear the Reaper - You have cheated death! You gain perks as if you were a human, but you are now on death's short list. This means that you now

fumble at rolls of 92+. Only Ghouls can choose this trait.

Finesse - Your attacks show a lot of finesse. You don't do as much damage, but you cause more critical hits. All of your attacks lose 30% of their damage (*after* reductions are made for Damage Resistance, etc.) but you gain a 10% bonus to Critical Chance.

Gifted - You have more innate abilities than most, so you have not spent as much time honing your skills. Your statistics are better than the average person, but your skills are lacking. All Stats get a 1-point bonus, but all skills get a 10% penalty and you receive 5 less Skill Points per level. Robots cannot choose this trait.

Glowing One - Extreme radiation exposure has left you glowing in the dark. Your glow eliminates modifiers from light in combat for both you and your enemies. In addition, you gain a +50% bonus to Radiation Resistance, but everyone around you takes 10 rads per hour (see Radiation under Damage and Death, below). Only Ghouls can choose this trait.

Good Natured - You studied less-combative skills as you were growing up. Your combat skills start at a lower level, but First Aid, Doctor, Speech, and Barter are substantially improved. Those skills get a 20% bonus. You get a 10% penalty to starting combat skills (Small Guns, Big Guns, Energy Weapons, Unarmed, and Melee Weapons). This is a one-time bonus. Animals and robots cannot choose this trait.

Ham Fisted - Genetic engineering – or dumb luck – has endowed you with huge hands. You get a "free" tag skill in Unarmed, but you suffer a -20% penalty to Small Guns, First Aid, Doctor, Repair, Science, and Lockpick Skills (these numbers cannot go below 0%).

Heavy Handed - You swing harder, not better. Your attacks are very brutal, but lack finesse. You rarely cause a good critical hit, but you always do more melee damage. You get a 4 point bonus to Melee Damage, but your critical hits do 30% less damage, and are 30% less likely to cripple a limb or cause unconsciousness.

Jack-of-all-trades – You have no tagged skills, but receive 2 times the skill points per level

Jinxed - The good thing is that everyone around you has more critical failures in combat. The bad thing is: so do you! If you, a member of your party, or a non-player character have a failure in combat, there is a greater likelihood the failure will be upgraded (downgraded?) to a critical failure. Critical failures are bad: weapons explode, you may hit the wrong target, you could lose part of your turn, or any number of bad things. Failures are 50% more likely to become critical failures around the character or anyone else in combat.

Kamikaze - By not paying attention to any threats, you can act a lot faster in a turn. This lowers your Armor Class to just what you are wearing, but you sequence much faster in a combat turn. You have no natural Armor Class (Armor Class is therefore 0 regardless of Agility). You must wear armor to get an Armor Class. Your sequence gets a 5 point bonus.

Night Person - As a night-time person, you are more awake when the sun goes down. Your Intelligence and Perception are improved at night but are dulled during the day. You get a 1 point penalty to these Statistics from 0601 to 1800, and a 1 point bonus to these Stats from 1801 to 0600. Robots cannot choose this trait. Note that the bonus cannot take IN and PE above the character's racial maximum or below the character's racial minimum.

One Hander - One of your hands is very dominant. You excel with single-handed weapons, but two-handed weapons cause a problem. You have a 40% penalty to hit with two-handed weapons, but get a 20% bonus to hit with weapons that only require one hand. Only dogs cannot choose this trait.

One in a Million - You're not particularly lucky or unfortunate, but when lightning strikes, it strikes hard! Whenever you critically hit or fail, a second check is made at five times the base chance to see if it actually happens. If it does, the result on the critical chart is bumped up +30 points in severity.

Rabid - You are a half-crazed, feral killing machine. You are not affected by crippled limbs (blindness still affects you normally), and every time you kill an opponent in combat, you get 5 more APs that round. Chems, including stimpaks, have no effect on you. Only Deathclaws and Dogs can choose this trait.

Red Scare - You are paranoid in the extreme and think that everyone around you may be trying to do you in. Your effective PE is +2 for purposes of

determining sight range, but your shaky nerves in combat give you a -5 penalty to hit.

Sex Appeal - This trait increases your chances of having a good reaction with members of the opposite sex. Unfortunately, this trait tends to annoy members of your sex. Jealous twits. When interacting with members of the opposite sex, you gain a 1 point bonus to Charisma for reactions only. When making Speech and Barter rolls, you gain a 40% bonus for each. When interacting with members of the same sex, you have a 1 point penalty to Charisma for reactions only and have a 40% penalty to both Speech and Barter rolls. Only humans can choose this trait.

Skilled - Since you spend more time improving your skills than a normal person, you gain more skill points. The tradeoff is that you do not gain as many extra abilities. You will gain a perk at one level higher than normal. For example, if you normally gained a perk every 4 levels, you would now gain a perk every 5 levels. You will get an additional 5 skill points per new experience level, and a one-time bonus of +10% to your skills when you begin the game. Animals and robots cannot choose this trait.

Small Frame - You are not quite as big as everyone else, but that never slowed you down. You can't carry as much, but you are more agile. You get a 1 point bonus to Agility, but your Carry Weight is only 15 lbs X Strength. Super-Mutants cannot choose this trait.

Targeting Computer - You have been programmed with an onboard targeting computer. All attacks cost 1 extra AP to perform, but you can always add +15% to your chance to-hit. Only Robots can choose this trait.

Tight Nuts - This robot was built to take the knocks. You get +5 Damage Threshold to any attack, but you gain only half the Hit Points back from repairs. Only Robots can choose this trait.

Tech Wizard - You spent your formative years hunched over a bench learning all about the way things work. The trouble is that you've ruined your eyes! You get a +15% bonus to Science, Repair, and Lockpick skills, but you lose 1 Perception. Deathclaws and Dogs cannot choose this trait.

Vat Skin - Other people find you hideous to behold and disgusting to smell after your "dip" in the FEV vats. The good news is that you gain a +10 bonus to your Armor Class thanks to your extra-tough skin. The bad news is that everyone within ten hexes of your location, friend and foe, suffers a 1-point penalty to Perception (you are unaffected). Only Mutants can choose this trait.

Primary Statistics

There are 7 Primary Statistics that describe various attributes of a character: Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck. These are the character's strengths and weaknesses, and are the limits by which other aspects of a character are determined.
In general, Primary Statistics are not altered after the game begins.

Primary Statistics influence the Secondary Statistics, and are sometimes rolled against to determine different effects (Perception to notice a thief filching your wallet, etc). All characters start life "average" -- that is, they have 5 in every Primary Statistic, more or less, depending on race. The player then has 5 "character points" to distribute as he or she sees fit among the Statistics. In addition, Statistics may be reduced to raise another Statistic. This can be done so long as points are not "lost" (i.e., if a point is subtracted it must be added somewhere else). Statistics can never go below racial minimums and can never go above racial maximums. Sometimes, this means that a Stat *must* be adjusted up or down, and the numbers *must* be re-distributed to other Stats. If you chose a trait that effects a Statistic, keep this in mind as you are distributing your points; traits cannot (usually) raise Stats above racial maximums or lower Stats below racial minimums, either, so there is no use in wasting a point. Remember to adjust Statistics for Traits *after* assigning your points.

Primary Statistics: Descriptions
STRENGTH (STR)

A measure of your character's physical strength and muscle power. This statistic is used in the secondary statistics Carry Weight, Melee Damage, and Hit Points. All weapons have a minimum Strength requirement as well. Rolls against Strength are

used when characters try to break doors down, bend the bars on their prison cell, and do other feats that require sheer muscle power.

PERCEPTION (PE)

Perception is your character's awareness and instinct. Perceptive characters notice details instantly, like smells, sounds, and sights that don't fit a "normal" picture. Perceptive characters tend to be able to read another person's reactions, and can even tell when another person is lying. This statistic is used in the Sequence secondary statistic, and in several skills such as Lockpick, Traps, First Aid, and Doctor. The primary use of this statistic is to determine the maximum distance your character can shoot a ranged weapon effectively. A high Perception is imperative for a sniper. Rolls against Perception are used when there is a little detail the character has a chance of noticing, such as the glisten off the scope of the sniper taking an aim at his or her head.

ENDURANCE (EN)

Endurance measures the body's constitution and overall health. Characters with a high Endurance have great immune systems, good cardiovascular fitness, and can outrun and outswim others. The Hit Point, Poison Resistance, Radiation Resistance, and Healing Rate secondary statistics are based on Endurance, which also modifies a character's Outdoorsman skill. Rolls against Endurance determine things like whether your character can hang on to that rope over a canyon, or can resist a deadly cloud of bacteria.

CHARISMA (CH)

Charisma is a measure of physically attractiveness of your character is, and how adept they are at knowing exactly what to say and do in social situations. Beauty as well as grace and leadership ability contribute to Charisma. A Charismatic character will be the leader of the pack, and everyone will follow his or her orders. No secondary statistics are based on Charisma. It heavily influences Barter and Speech skills. Rolls against Charisma are made when a character is attempting to schmooze past some guards or trying to pick someone up in a bar.

INTELLIGENCE (IN)

Intelligence is a character's higher reasoning power. Characters with high intelligence have better memories and are better at solving problems than people with low intelligence. No secondary statistics are based on intelligence; however, many of the non-combat skills use it for their base values. Intelligence also determines the number of skill points your character gains each level. Rolls against intelligence are made when characters are attempting to guess a password or determine the sequence of electric charges running through the pattern on the floor.

AGILITY (AG)

Agility measures the speed of a character's reactions. More or less, Agility describes how quickly an impulse is received by the brain, is encoded into the appropriate message, travels through the Central Nervous System, and reaches the character's arm, which appropriately jerks out of the way right before a bullet hits it. This statistic is the basis for the Armor Class and Action Point secondary statistics. It modifies the greatest number of skills as well, especially combat skills. Rolls against Agility are made when your character dodges a poison dart trap or attempts to jerk his arm out of the sewer before a mutated rat bites it off.

LUCK (LK)

Perhaps the most ambiguous statistic, Luck is everything and nothing.

Characters with a high amount of Luck just tend to have things go their way, and characters with a low amount of Luck always seem to be standing under the scaffolding just when

someone drops that brick. Luck directly affects the Critical Chance secondary statistic as well as influences the Gambling skill. Rolls against Luck are made at the GM's discretion; Luck rolls can determine if, when your character is out of ammo and lying half-unconscious on the ground, he happens to find that loaded shotgun lying concealed and forgotten in the dust.

Every race has its racial minimum, average and maximum statistic numbers. You may notice, that when you add all the stats, some races will have more points than the others. All characters start life "average" -- that is, with their racial average numbers. Each player has also 5 character points to distribute among the Statistics. In addition, Statistics may be subtracted from if the player wants to add to another Statistic. This can be done so long as points are not "lost" (i.e., if a point is subtracted it must be added somewhere else).

If you chose a trait that effects a Statistic, keep this in mind as you are distributing your points; traits cannot (usually) raise Stats above racial maximums or lower Stats below racial minimums, either, so there is no use in wasting a points! Remember to adjust Statistics for Traits *after* assigning your points. A Trait which raises your Stat will also raise racial minimum, and a trait which lowers it, will also affect racial maximum.

Secondary Statistics

After the Primary Statistics are determined, these numbers will be used to determine the Secondary Statistics. Remember that racial and trait bonuses and penalties need to be applied to Secondary Statistics. Formulae for determining initial levels of Secondary Statistics are given with the description of each stat.

HIT POINTS (HP)

Perhaps the most important statistic in the game, as this number determines whether your character is ultimately alive or dead. Dead characters cannot be played or revived, ever. Hit points can be recovered with time, drugs, the correct skills, or an able doctor. The base number of hit points is 15 + (STR + (2 X EN)). In addition, a character gains more maximum hit points for every level equal to 3 + ½ EN, rounded

down. Hit points can never be healed above the maximum.

ARMOR CLASS (AC)

Armor Class reduces the chance a character can be harmed in an attack. Armor Class is measured as a percentage. Your character's base Armor Class is equal to her Agility. In addition, any armor she is wearing can raise her Armor Class even higher. For instance, if your character's Agility is 6 and she dons a leather jacket with an armor class of 5, her AC is now 11(%). Armor class affects the chance to hit; in the above example, if the mutant sniper was trying to take a potshot at the girl in the spiffy leather coat, his chance to hit would be reduced by 11%.

ACTION POINTS (AP)

APs are the number of actions your character can take each turn in combat. Moving one hex (one meter) costs 1 AP. Reloading a weapon often takes 2 APs. Making a shot often takes 5 AP. Base Action Points are equal to 1/2 AG +5 (round down).

CARRY WEIGHT

This statistic determines how much equipment your character can carry on his back, in his pockets, or in his backpack and fanny pack. Every item in the game weighs something. Carry Weight is 25 lbs + 25 X STR. A character with 6 STR can carry 175 lbs of equipment.
If a character attempts to carry 101-125% of their Carry Weight they become Encumbered. Encumbered characters cannot run and their Sneak skill is at -20. If a character attempts to carry more than 125% of their Carry Weight they are Immobile.

MELEE DAMAGE (MD)

This is how much damage your character does in unarmed combat and combat with melee weapons. The more melee damage your character does, the harder she or he hits. Melee Damage is equal to ST-5, minimum 1

POISON RESISTANCE

Poison resistance is equal to 5 X EN. A character with an endurance of 6 will have a 30% Poison

Resistance. That means that 30% of poison administered will be resisted.

RADIATION RESISTANCE
In the post-nuclear world, radiation is always a concern. Some places are naturally radioactive, like the blast craters where the bombs struck. Radiation Resistance is equal to 2 X EN. It can be increased with chems (see Equipment: Chems) and with certain kinds of armor (see Equipment: Armor). A character with an 8 EN has 16% radiation resistance. This means that 16% of the rads that hit his skin do not go in. If he was standing at the rim of a blast crater and was taking 1000 rads every ten minutes, only 840 of those rads would enter his body. That still means he's going to glow like a lightbulb, but his skin won't fall off - right away.

GAS RESISTANCE
One of the nastier weapons in the wastes, gas attacks can cause massive amounts of damage to a large number of people, or cover a large area in a relatively small amount of time. Some gasses do not damage a target, but are merely designed to incapacitate it. Gas Resistance is based entirely on armor, race, and equipment. There are two kinds of gas attacks: Inhaled and Contact gasses. Inhaled gasses must enter the lungs before causing ill effects; Contact gasses are more like clouds of acid vapor, damaging any biological substance they come into contact with. Gas resistance is given in a X/X number, with the first variable representing Inhaled gasses and the second variable representing Contact gasses. Unless the character is a robot, the beginning Gas Resistance is always 0/0.

ELECTRICITY RESISTANCE
This measures how resistant a character is to electricity. Whenever the character takes damage from electricity, the amount of damage is reduced by their electricity resistance (a percentage). Unless a character's race has built-in electrical damage, this number always starts at 0.

DAMAGE THRESHOLD
Damage Threshold represents the actual amount of damage that a piece of armor can stop. Note that on the character sheet, there is no Damage Threshold under Secondary Statistics; rather, it is under Armor. A character does not have any actual Damage Threshold until he or she is wearing armor of some kind. The Damage Threshold statistic is immediately subtracted from the damage rolled for an attack.

DAMAGE RESISTANCE
Damage Resistance is determined entirely by armor. Unless the character has some built in damage resistance because of her race, this is 0%. Note that there are five different areas under the "Armor" heading on the Character Sheet for four different kinds of Damage Resistance. Each piece of armor has its own Damage Resistance percentage that the character should add to their own in the four different areas under the Armor section. Damage Resistance is the percentage of damage armor stops after the Damage Threshold is subtracted.

SEQUENCE
Sequence determines who goes first in a combat round. An individual who initiates combat, automatically gets to go first, but all the combat turns after that get broken down by Sequence, with highest Sequence going first, and so on down the line. Sequence is equal to 2 X PE.

HEALING RATE
Life possesses the remarkable ability to heal itself naturally. Your character's Healing Rate is the number of hit points they heal naturally in a day (24 hours) of activity, or in six hours of resting. Initial Healing Rate is equal to EN.

CRITICAL CHANCE
This is the base chance to cause a critical hit in combat. High weapons skills and weapons of high quality can modify this number. If a to-hit roll is successful and low enough that it falls below the character's Critical Chance, the hit becomes critical

A base Critical Chance is equal to a character's Luck. A character with 3 Luck has a 3% base chance to critical hit.

Skills
Tag Skills
Every character gets three tag skills to start out with. These skills could best be

described as the character's "gifted" areas. Every character must take three tag skills, and only three, no more, no less (unless the character gets an extra tag skill because of a trait). Each tag skill gets an immediate 20% bonus, and a tag skill grows twice as fast as a normal skill. When you spend skill points on a tag skill, it grows by 2% instead of 1%.

Skill List

This is a complete description of skills, and how one finds the base skill percentage. Base percentage is figured before ANY other skill adjustments are made - from tag skill adjustments, to traits, to addition of skill points. Skill points are added only after a character goes up a level (see Advancement, page 37). For the sake of our examples, an "average" character has a 5 for each Statistic.

Small Guns

This skill covers the use of bows, pistols, sub-machine guns, rifles, and shotguns. The higher your Small Guns skill, the easier it will be for you to hit your target, and the longer the effective range you will have in combat. Initial level: Starting Small Guns skill is equal to 5% + (4 X AG). Average starting characters will have a 25% Small Guns skill.

Big Guns

This is the skill of flamethrowers, miniguns, rocket launchers, heavy machine guns, and other large support weapons. Like Small Guns, the better your skill, the easier it will be to hit your target, and the longer the range of your shot. Initial level: Starting Big Guns skill is equal to 0% + (2 X AG). Average starting characters have a 10% Big Guns skill.

Energy Weapons

Lasers and plasma weapons are covered by the Energy Weapons skill. Basically, if it uses an energy cell or power pack, and not cartridge ammunition, it falls under this skill. Initial level: Starting Energy Weapons skill is equal to 0% + (2 X AG). Average starting characters will have a 10% Energy Weapons skill.

Unarmed

This is the skill of beating people up with your fists and feet. The better you are at this skill, the more likely you are going to hit them in combat. This skill also covers the use of weapons that enhance unarmed combat such as brass knuckles, spiked knuckles, and the legendary Power Fist. At higher skill levels, you will learn new techniques of fighting. Everyone starts with a good Unarmed skill, since the basic concept is pretty simple. Initial level: Starting Unarmed skill is equal to 30% + (2 X (AG + STR)). Average starting characters will have a 50% in Unarmed Combat.

Melee Weapons

This covers the use of most melee weapons. Knives, spears, hammers, and crowbars are all melee weapons. Initial Level: 20% + (2 X (AG + STR)). Average characters will have a 40% skill.

Throwing

Whenever a weapon is thrown, this skill is used. Throwing knives, small rocks, and grenades are throwing weapons. If you miss, the object still has to end up somewhere. It is possible to throw a weapon and have it end up right at your feet. If it's a knife, no big deal. If it's a grenade, that's a really big deal. The maximum distance you can throw a weapon is based on your character's Strength, and the type of weapon thrown. Initial Level: 0% + (4 X AG). Average characters will have a 20% skill.

First Aid

The skill of minor healing. You will be able to heal minor wounds, cuts, and bruises with this skill. First Aid can only be used on a target three times a day, and it takes a little while to work. You can use it on yourself, or anyone you are feeling particularly nice to at the time. Initial Level: Starting First Aid skill is equal to 0% + (2 X (PE + EN)). Average characters will have a 20% skill. At base, each use of this skill takes 1d10 minutes and heals 1d10 Hit Points. For more information, see Healing in Combat: Damage and Death, page 29.

Doctor

A more advanced form of healing. You can heal serious damage and crippled limbs but not poison or radiation damage. Using this skill takes a while to perform. Every crippled limb will add to the time required to use the Doctor skill. You can play Doctor with yourself (except if you are Blind), or any other person / critter you choose to be kind to. In addition, a character can deal 2d10 hit points in 1

hour by successfully using the Doctor skill. An individual can only receive the Doctor skill twice a day. Initial Level: Starting Doctor skill is equal to 5% + (PE + IN). Average characters will have a 15% skill.

Sneak

The skill of being able to move quietly or out of sight. When you are sneaking, other people will be less likely to notice you. Successfully sneaking up on a person provides a bonus should you want to use the Steal skill. Your sneak skill is rolled when you start sneaking, and once a minute while still sneaking. Initial Level: Starting Sneak skill is equal to 5% + (3 X AG). Average characters will have a 20% Sneak.

Lockpick

If you need to open locks without the proper key, this is the skill for you. Use it to get what you want, but other people don't want you to have. Having an actual lockpick will improve your chances, but it is not necessary. There are two types of locks, normal and electronic. Lockpicks work against normal locks, but to even attempt an electronic lock, you need an electronic lockpick. Certain locks can be harder to pick than others, and certain locks will require lockpick. Initial Level: Starting Lockpick skill is equal to 10% + (PE + AG). Average characters will have a 20% skill.

Steal

This is the art of pickpocket and sleight of hand. Even if you succeed, there is a chance that you may be noticed. Larger objects are more difficult to steal than smaller objects. The more objects you try to steal, the more likely you are to get noticed. You cannot steal objects a person is using (guns they are holding in their hands, armor they are wearing on their body, etc). If you try to steal from a person, it might be a good idea to stand behind them so they can't see you as well. Initial Level: 0% + (3 X AG). The average character will have a 15% Steal skill.

Traps

The Traps skill is used to setting, disarming, handling, and discovering devices to cause harm to others. Traps covers the full gamut from simple snare traps to EMP mines. The higher your Traps skill, the less likely it is a bomb will blow up in your face, a huge rock will crush your party, and the more likely it is that the timer you just set will go off when you want it to. Initial Level: Starting Traps skill is equal to 10% + (PE + AG). Average characters will start with a 20% Traps skill.

Science

Science is the skill of working computers, chemistry, robotics, and intuition of how the world works in an educated manner. Characters with a high Science skill will notice things that others might miss, and characters who actively apply their Science skill to tasks can intuit answers to problems. Science skills are used when rolling to use (or break into) computers, determine what part a vehicle might need to run properly again, or to notice a vein of silver in an otherwise unremarkable rock. Science skill can also be used like First Aid to repair robots. Initial Level: Starting Science skill is equal to 0% + (4 X IN). Average characters will start with a 20% Science skill.

Repair

As things are constantly breaking in the wastes, a person with a high Repair skill is always valuable. Repair covers fixing all manner of mechanical things, from guns to vehicles, and can also be used to intentionally sabotage or disable machines. The Repair skill can also be used like Doctor to repair robots. Initial Level: Starting Repair skill is equal to 0% + (3 X IN). Average characters will start with a 15% Repair skill.

Pilot

Pilot is the skill of operating various kinds of vehicles, from cars to tanks to jeeps to boats, airplanes, and helicopters. Characters with high pilot skills can take vehicles places that other characters couldn't, and just might avoid rolling that Highwayman when they hit that pothole. Initial Level: Starting Pilot skill is equal to 0% + 2X (AG + PE). Average characters will start with a 20% skill.

Speech

This is the skill of dialogue. The better your Speech skill, the more likely you will be able to get your way when talking to people. When there is a chance that an NPC might take your word, believe your lie, or just follow your instructions, this is the skill that is used. Initial Level: Starting Speech skill is equal to 0% + (5 X CH). Average characters will have a 35% skill.

Barter

The skill of trading. In the post-nuclear world, currency is not commonly used. Barter will allow you to get more for less when trading equipment, weapons, and other items. A high Barter skill will lower the prices you pay for items you purchase, and increase the money you get for selling excess equipment. Initial Level: Starting Barter skill is equal to 0% + (4 X CH). Average characters will have a 20% skill.

Gambling

The Gambling skill covers a knowledge of and adeptness at games of chance. Someone with a high Gambling skill tends to win these games more often, or might notice if the game is dirty or rigged. Initial Level: Starting Gambling skill is equal to 0% + (5 X LK). The average character will start with a 25% Gambling skill.

Outdoorsman

This is the skill of outdoor living and survival in hostile environments. Outdoorsman has many uses, from finding food and water in the middle of a vast wasteland to avoiding hostile creatures to knowledge about what plants are medicines or poison. It's always good to have someone in the party who's an avid outdoorsman. Initial Level: 0% + (2 X (EN + IN)). Average Characters will start with a 20% Outdoorsman skill.

Character Creation Part Six: Karma and Finishing Touches

A starting character's karma is always 0 (zero). The Overseer will inform characters when their actions have resulted in a change of karma. Sample examples of Karma-changing actions can be found in the Karma section of Life in the Wastes, page 33.

Putting the finishing touches on a character might include thinking of little quirks that would round out that character. For example, a huge mutant might be deathly afraid of mice. The possibilities are endless, and make for interesting roleplaying. Of course, it might be more interesting to develop those quirks as you go.

Part III: The Game

Adventures and campaigns are limited only by the bounds of imagination. This section covers some of the more important aspects of the game such as combat, damage, and advancement.

Equipping Weapons and Armor

Holding Weapons or Objects

The character sheet has sections labeled "left hand" and "right hand." This is not a strict measure of what you have in your hand at any given time. Rather, your character may have two active items at any given time (barring injury). No more than two weapons can be equipped at the same time, one per hand. Some weapons require the use of both hands. Note that you can still hold two weapons and use a two-handed weapon in combat.

Objects to be used must be held in the hands as well. This means that a character cannot inject a healing stimpak, shoot a two-handed gun, and dig a hole all at the same time.

Remember that a character is not limited to carrying just the two weapons in their hands; they can carry whatever they want in belts, holsters, backpacks, and so forth.

Of course, guns are only effective if they have the right kind of ammunition required to use them. Note that there are several kinds of ammunition for some weapons. These different types of ammunition will have varying levels of damage and varying abilities to reduce a targets armor class to hit or penetrate armor once a hit is made.

Wearing Armor

There is another section on the character sheet for armor. Note the Damage Threshold (DT) and Damage Resistance (DR) for each different type of damage, as well as the base AC (the character's Agility plus any other bonuses or penalties) and the AC (with the armor). Characters usually start with only the most basic kinds of armor. It should be noted that some kinds of armor will add penalties for using certain skills, like sneak. Those penalties

will be included in the armor's description.

Helmets are often parts of other larger suits of armor, or can be worn alone (and taken off apart from a suit of armor). Helmets usually only confer a small bonus to armor class, but will reduce a chance of a targeted shot to the head resulting in a critical hit by 15%.

Optional Rules: Item Condition and Repair

In the harsh, sunbit hellscape of the future, technology can have a brief lifespan. All items, from a slingshot to a motorcycle, wear down eventually. The rules for this degradation are optional. An item degrading creates a much harsher world, and, additionally, brings a bit more math to the table. Vehicle damage and repair is not optional

Below the weapon slots on the character sheet is a bar with a series of boxes, labeled "Condition." This indicates the condition of the weapon. The more boxes filled, the worse the shape of the weapon. A weapon will fill one damage box when 90-99 is rolled on an attack. Doing something inordinately stupid, like using your rifle as a crowbar or accidentally dropping your gun down a sewer, will cause boxes to become filled as well. When boxes fill up, it represents normal wear and tear; however, when that last box is filled, the weapon is either jammed or broken, and must be repaired or thrown away. Often when characters find or buy weapons, they are not in perfect shape and already have one or more boxes filled. If 8 or more boxes are filled, the user suffers a –10% penalty to their to-hit rolls with the weapon; the damage is beginning to interfere with its effectiveness.

When a gun jams or an ax breaks, it is a problem. If it happens in combat and you have no backup, it is a major problem. There is nothing to do but wait until combat is over and attempt to repair the item. Using Repair skill on a weapon takes 30 minutes. If the roll against Repair skill fails, the character is allowed to make a roll against the skill associated with that weapon - melee for the ax, small arms for the gun - to take one box off (the weapon is not fixed, but it is usable for the time being). Successful use of the repair skill empties two boxes on the condition bar. Repairing weapons is not necessarily limited to the time in which they break; a little preventative maintenance never hurts. An item can be sacrificed entirely to provide a 50% bonus to

repair an identical item.

Vehicles wear and tear just like weapons and armor, but do not have condition boxes indicating how damaged they are. Instead, the vehicle is broken down into five different sections, each with individual hit points. Those hit points can be repaired, but require a lot of time and effort. When a vehicle loses more than two-thirds of its hit points in a section, that section breaks down. For example, if a truck lost 2/3 of its hit points to the engine, the engine would no longer work, and the vehicle would coast to a halt.

Repairing lost hit points on a vehicle can be a time-consuming process. When attempting to repair a vehicle, the character needs to determine which section of the vehicle he or she will focus on. Then, 3 hours are spent making repairs; at the end of those three hours, a roll against Repair is made. If the roll is successful, 3d10 hit points of damage were repaired to that particular section.

Like weapons and vehicles, armor also loses its effectiveness over time if not repaired. For every successful hit that causes 15 or more points of damage against a character wearing a set of armor, the armor loses a condition box. Armor eventually begins to lose its ability to protect and distribute damage as it wears thin and acquires more holes; these penalties are applied specifically to the Damage Threshold and Damage Resistance (DT and DR) values; a useless heap of power armor still affords the user *some* AC protection. To determine the modified values for DT and DR, first find the percentage of the modification (Mod) on the following chart:

Armor Condition Modifier Chart

# Boxes Filled	Modifier
0	None
1	None
2	None
3	None
4	5%
5	10%
6	20%
7	30%
8	40%
9	50%
10	60%

DR and DT will be reduced by the percentages given.

Repairing condition boxes on armor works in much the same way repairing condition boxes on weapons and vehicles does. The task takes 4 hours, and if a successful Repair skill roll is made, two condition boxes are emptied. An item can be sacrificed entirely to provide a 50% bonus to repair an identical item.

Mortal Combat

Like it or not, in the Fallout universe, sometimes all the sneaking and dialogue will break down. In these cases, conflicts are resolved by combat. Combat is a series of 10-second Rounds where every participant gets a Turn (an opportunity to act) that resolves when all parties hostile to each other are either incapacitated, dead, or have run away.

Combat Begins

Combat officially begins when one character attacks someone or something else (sometimes, attacks can be made on inanimate objects such as doors, and in this case the entire combat procedure is not necessary, unless combat is going on around the character attempting to break the door down). The critter or character that initiated combat gets the opportunity to use all of their Action Points (AP) before Sequence is determined.

Combat Step One: Determine Combat Sequence

Because the Sequence statistic does not change, this step needs to be preformed only once in combat, at the beginning. Whoever or whatever has the highest sequence gets to move first, with the next highest sequence moving second, and so on until the round is over. Ties in sequence should be broken by rolling 1d10 with highest roll going first. This roll only needs to be done at the beginning of each combat, not each round. Once sequence is determined, a character has several choices about what to do with their Turn.

Combat Step Two: Action

Most actions in combat requires the use of Action Points. The higher a character's agility, the more action points they have (see Character Creation: Secondary Statistics page 11). A character's Turn is over when all AP are expended, or they declare their turn finished. Remaining APs are added to the character's AC for the remainder of the round. Possibilities for action are:

AP Cost Action Base
1 AP Standing movement per hex
2 AP 1 hex of movement while crouching.
2 AP Accessing Inventory
2 AP Crouch stance to prone stance
2 AP Opening a door or other action
2 AP Placing an item from Inventory into hand
2 AP Reload weapon or retrieve grenade from inventory
2 AP Standing stance to crouch stance
3 AP One handed weapon attack
3 AP Unarmed Attack
4 AP 1 hex of movement while prone
4 AP Changing stance from standing to prone
4 AP Getting up from knockdown
4 AP Jump
4 AP One handed weapon targeted/burst shot
4 AP Targeted unarmed attack
4 AP Throw
4 AP Two handed weapon attack
5 AP Two-handed weapon targeted/burst shot
5 AP Launcher or Artillery single shot
All AP Disarm a trap

Movement

This includes moving closer to a target, moving behind a tree or other cover, or bravely running away. It costs 1 movement point to move 1 hex. A hex is 1 meter across (this becomes much more important later, when determining range). Characters cannot occupy the same hex as another living character or critter, or large inanimate objects. Any object larger than a medium-sized shrub gets a hex all to itself. Dead bodies (no matter how massive!) do not get their own personal space; they

are dead, it won't matter if you walk all over them.

Terrain can have an effect on movement. Slogging through marshes, wading, and other difficult travel multiplies the movement cost by two.

Using An Item
If your Character is holding an item in her hand, she can use it in combat, provided it is an item that's use takes under 10 seconds (Overseer's discretion). Healing chems, Geiger counters, and a police whistle are all examples of items a player can use in combat. Note that an item MUST be in hand to use it, or an additional 2 AP will be used accessing it from your inventory. Using an item takes 2 AP.

Equipping Items
If you run out of ammo for a gun and need to draw another, or if you want to grab that stimpak out of your pocket, you are Equipping an Item. 2 AP is spent accessing Invenoty and an additional 2 AP is spent for each item equipped.

Taking Items
You can take an item on the ground, in a container, or off the bodies of your enemies. As with Equipping Items, this costs 2 AP per item, and your character must be standing in the same hex as the item (or on an adjacent hex if the item is in an immobile container). If you want to grab that Bozar and the ammo for it, it will take 8 AP.

Reloading
Guns use up ammunition. When your gun is empty, partially empty, or jammed, you can reload it by spending 2 Action Points. If you have enough ammo, this will completely fill the clip. If not, you can place as many bullets as you have in the clip. It's generally a good idea to head into combat with fully loaded guns, so you aren't prancing around trying to get those rounds in while the baddies are shooting. Note that a gun can only be loaded with the kind of ammunition it is supposed to use, and that two different ammunition types (-AP and JHP, etc.) cannot be combined in one clip. Note that mortars, artillery pieces, and vehicle weapons other than machine guns take one full round to reload, using *all* of a character's Action Points for that turn.

Using Skills
Sometimes, it becomes necessary to use certain skills in combat. Although the battlefield isn't always the best place to try to pick locks or repair a broken computer, there are times when using your talents are necessary, especially if it means you can escape those crazed cyborg commandos. Some skills, like Doctor, just take too long to use in combat. The GM should determine if the task that the character wants to perform can be done in combat (cracking a safe, for example, would be just a little too time consuming). Then the GM should calculate how many APs, and how many rounds (if necessary), the action will take. Characters using skills gain no Armor Class bonuses from Agility or unused AP, so their armor class is limited to what they are wearing when they are using their skills.

Healing a Fallen Comrade
A character can use his or her First Aid *or* Doctor skill in combat to heal a fallen comrade (or foe, if they are so inclined), but only if the target has been knocked unconscious. This action requires that the character be in an adjacent hex to the target, and takes a full round.

When the action is complete, the healer makes a roll against First Aid or Doctor, depending on the skill they are attempting to use. If the roll succeeds, then they have healed the target to 1 HP – enough for the target to regain consciousness. The target does not get any AP until the round *after* healing. Using the First Aid and Doctor skills in this way counts towards the character's total receipts of that skill for the day (remember that First Aid can only be received 3 times in a 24-hour period, and Doctor can only be received twice).

If the fallen comrade is a robot, a player can use either the Repair or Science skills to achieve the same results

Using a stimpak or other chem does not count as a First Aid usage or use the above rules. A stimpak is a simple item which requires only 2 AP to use on a target.

Getting Up
If you have been knocked down the previous combat round, or for some reason are starting combat on the ground, it takes 4 AP to clamber to your feet. Characters who are on the ground receive no Armor Class bonus either from unused

AP or their Agility, making their AC without armor equal to zero. Note that Getting Up is not the same as Changing Positions, below.

Laying Mines
Devious parties can use mines to their advantage. It takes 6 AP and a successful roll against Traps to lay a mine in Combat. For more information on minelaying, see Mines in Life in the Wastes, page 34.

Setting Up Tripods and Artillery
Some weapons gain bonuses if they are used with a tripod; some weapons can only be used with a tripod (and some come with a tripod built in). In order to use these weapons in combat, the character must spend time setting them up. When setting a weapon on a tripod, roll against the Big Guns skill. If the roll succeeds, the character spent 2 AP setting up the weapon on the tripod and can use it normally next round. If not, set up will take a full round. Artillery pieces work the same way, except that they are much larger than small mortars.

Changing Positions – Crouching & Prone

Crouching and Going Prone are great ways to improve your accuracy in combat, and to help you hide behind available cover, making less of your body visible and available to an attacking enemy. Changing positions takes 2 AP, unless the character is going FROM Prone to Standing – that takes 4 AP, just like Getting Up (above). Note, however, that going from standing to crouching, standing to prone, crouching to prone, prone to crouching, or crouching to standing takes only 2 AP, and is NOT the same as getting up.

When Crouching, the character gains +5% to Small Guns, Big Guns, and Energy Weapons skills for purposes of To Hit, but he has also –30% Unarmed and –20% Melee Weapons penalties. It takes the character 2 AP to move 1 hex. The characters AC is raised by 5 from being a slightly smaller target.

Prone characters gain +15% to Small Guns, Big Guns, and Energy Weapons skills. it takes the character 4 AP to crawl one hex. The character's

Armor Class is increased by 25. Prone characters cannot make unarmed or melee attacks.

Note: Crouching and Going Prone have no effect on To-Hit rolls for mounted Big Guns. These include Howitzers, large artillery pieces, and guns attached to vehicles, like tank-mounted cannons and machineguns on Jeeps. The Oversser can ultimately use common sense to determine if it makes sense to give a crouching or prone bonus for a specific weapon.

Defending
Sometimes, discretion is the better part of valor. If a character has some (or all) AP remaining after their chosen actions, they can defend. The leftover APs are then added to that character's Armor Class.

Attacking
The backbone of any combat is attack; doing to others before they do unto you. Attacks take varying amounts of AP depending on what kind of attack it is. Unarmed and melee attacks must be made on a target in an adjacent hex (in some rare cases, a melee attack with a 2-hex range may be made). Ranged attacks, such as thrown weapons and guns, may be made so long as the target is in range and there is a clear or semi-clear line of sight. The Overseer (and common sense) ultimately determine what "complete cover" is. Attacks may only be announced if the character has enough AP to cover the action. Those APs are deducted immediately.

There are three kinds of attacks, besides the normal HtH and Ranged: a Normal (Single) Attack, a Targeted Attack, and a Burst Attack. Some weapons, like Assault Rifles, SMGs, and others can do all three. Single-shot and melee weapons can only make a normal Single attack or a Targeted Attack. Some weapons such as Rocket Launchers and Flamethrowers cannot make Targeted attacks (they are just too bulky and unpredictable to snipe with). Some weapons, such as miniguns, can only fire in Burst mode. The options for attack will be listed on the weapon's description.

Burst Mode
Burst mode is assumed to be the number of shots a weapon can fire in fully automatic mode with one quick squeeze of the trigger. The number of rounds dispensed in a burst is given in the weapon's description. Note that characters with lots of Action

Points might be able to squeeze off just a little bit more (in other words, a second "burst") than characters lacking that attribute. For information about rolling attacks in Burst Mode, see Burst Mode and Cone of Fire in Determining and Rolling Against To Hit

Attack Step One: Determining and Rolling Against To Hit

To Hit for attacks is determined based on a number of factors.

First, the target must be open and in range. The attacker must be able to see their target, or at least know fairly specifically where to find their target. In addition, each weapon has an individual range, and a character's range is based on his Perception. If a target is beyond the character's range, the penalties begin to add up. See below for range penalties based on perception. Thrown weapons, such as throwing knifes, spears, and grenades, are based on Strength as well as Perception: they can potentially suffer penalties from both stats.

Base Chance

First, the base chance To Hit is the attacker's skill in the particular weapon he is using - Unarmed for fists, feet, and "unarmed weapons" like brass knuckles; Melee Weapons for things like knives and sledgehammers; Small Guns for pistols, rifles, and SMGs; Big Guns for rocket launchers, flamethrowers, and the like; and Energy Weapons for lasers and other fun uses of science. If using weapon condition rules, remember to deduct 10% from the base chance if the weapon has 8 or more condition boxes filled.

Range Modifiers

The first modifier to hit is Range. Range is determined by adding the range of a weapon 2 x PE. In case of a thrown weapon, the range will always be 2 x ST. All attacks within this range will be without any range penalty. For every meter beyond this, 3 is subtracted from the character's effective skill. In cases of low-light or night combat, only base PE is added to range and beyond maximum range, 6 is subtracted for every meter.

Also, when attempting a double-shot with a shotgun, the weapon's effective range drops by 3 hexes.

Armor Class Modifier

The third modifier is for the target's Armor Class. Since Armor Class is a percentage, deduct that as well.

Cover Modifiers

The fourth modifier is cover. Generally, this deduction is based on how much of the person's/critter's body is concealed by the cover. For instance, if there is a crate between Harry and the scav he is trying to take out, and that crate conceals the scav's legs up to the knees, about 15% of the scav's body is concealed, so the attack will suffer a -15% penalty. Notice that cover does not come into play in unarmed and melee attacks, because there can be nothing between the attacker and the target to make these attacks.

Weapons Status Modifier

The fifth modifier is open for any bonuses or penalties the character might receive for having a good weapon, or a modified weapon. If a character's spear is extra-sharp, or if they have a laser sight or scope, add those bonuses now. If the character's STR is below the minimum required to fire that weapon, deduct that now.

Targeted Shots

The sixth modifier is only for targeted shots. Shots may be targeted in 9 different areas: The Head or a like area, the eyes or a like area, The Torso (main body), The Groin or like area, the arms, the legs, or a held weapon. A robot that doesn't have legs may be targeted in the hover apparatus, and a scorpion with no visible groin could be targeted in the tail. Targeted shots have an increased chance of dealing a critical hit to the area targeted, either crippling in the case of limbs, causing blindness in the case of an eye, or causing extra damage. Attacking a weapon, does not cause a critical, instead it automatically knocks the weapon out of hand and, in case the weapon condition rules are in play, fills one damage box.

Targeted Shot Penalties (Melee Attacks)
0%: Torso
-10%: Legs
-15%: Arms, Groin
-20%: Head
-30%: The Eyes
-30%: Weapon

Targeted Shot Penalties (Ranged Attacks)
0% Torso
-20% Legs
-30% Arms, Groin
-40% Head
-60% Eyes

Once all the modifiers are determined, follow the formula:

Base minus Range penalties minus Armor Class minus Cover or stance minus Targeted Shot (if applicable).

Canceling the Shot and Rolling
At this time, if the chance to hit is less than 0%, the attacker has the option of canceling the shot. At 0, the shot is just beyond the attacker's skill; there is no way to make it, even with a critical. Should the player decide to cancel the shot, his or her character does not expend the AP for the shot.

Special Hand to Hand Combat
Wrestling or any other physical combat without specific attempt to cause damage is resolved with an opposed unarmed combat roll. Higher degree of success means that opponent won either in making or breaking a hold or having a weapon removed.

If an attacker is making a non-bladed melee or unarmed attack, they can declare a strike to stun. In this case, the attack is made at minus 30. Success indicates the opponent has been rendered unconscious for 15-EN rounds and minimum damage was dealt. If critical is made during the attack, damage is dealt normally according to the critical table.

Streamlined Burst Mode
This optional system can be used instead of rolling to hit for every round in a burst.

Rolling To Hit in Burst Mode is a little different than normal To-Hit rolls. Instead of rolling To Hit for every bullet, the player rounds off the To-Hit number to the nearest 10 (73% would become 70, 45% would become 50) and then rolls *as many* 10-sided dice as are necessary for the burst.

If the player is shooting a 5-roundburst or less, they have better control over the gun and can round up on the dice. If they are firing more than 5 rounds in one burst, round the number down. The exception

to this rule is guns that *only* fire a specific burst, like miniguns and bozars. These weapons are designed to spew as many bullets as possible per round, and the player should round up instead of down, as the weapon itself can compensate for automatic fire (in fact, it was designed for it).

For ease of play, it is always helpful to have a few spare 10-sided dice lying around. Any roll of "0" automatically means a failure of that shot, and player must roll To-Hit again to see if the shot hit the next-nearest object in the cone of fire. Other failed bullets must also roll to-hit against other critters, players, or NPCs in the cone of fire, until either there are no more targets that could be hit.

Double-Shot Weapons
Some shotguns are double-shot weapons. This means that they have two barrels, with two shells, and two triggers that can be fired either simultaneously or independently. If a shotgun is discharged in a double-shot, *only one* to-hit roll needs to be made; both shots are going the same place. However, *two* damage rolls should be made.

When attempting to unload both barrels of a shotgun, the sheer force exerted by the blast will cause the weapon to become much more unwieldy. Making a double-shot reduces the range of the shotgun by 3 hexes.

After the Roll
Once the chance to hit is determined, the player makes a roll against that number. Rolling that dice is the same as pulling the trigger; if the character snuck up on an unsuspecting person, they had up until that point to stop and suffer no consequences. Once the roll is made, however, there is no turning back.

A critical failure occurs if an attack fails by a roll of 97-100%. The attacker rolls on the following table (1d100):

Critical Failure Table
0 – 15 Out of ammo - The magazine was damaged, or the ammo malfunctioned.
16 – 30 Jammed Weapon - The weapon has jammed and require time to repair.
31 – 45 Loss of AP - The attacker loses their turn.

46 – 60 Dropped Weapon - The attacker lost his grip on his weapon and it fell to the ground.

61 – 75 Hit Unintentional Target - The attacker missed his original target and hit someone else randomly within the cone of fire.

76 – 90 Damage Self – Instead of hurting the enemy, the attacker has struck himself.

91 – 100 Weapon Explodes – This only occurs with chemical or energy weapons. For unarmed or simple melee attacks, this will be a simple miss. If a grenade or rocket launcher was being used, the ordnance explodes for normal damage. Flamethrowers will damage for all ammunition currently in the weapon. Ow. In all other cases, when the weapon explodes, it does 4D6 damage with armor protection. A Luck roll is also required. The roll rails, the arm will be crippled.

Knockdown with Melee Weapons and Burst Attacks

Getting hit with melee weapons and a barrage of bullets from a machine gun not only hurts, but it also has the chance to knock the target flat on the ground. In the case of melee weapons, the chance for a knockdown is three times (3X) the weapon's weight. In the case of a burst attack, if more than half the bullets in the burst actually hit the target, then the target must roll against Endurance to remain on their feet. If a character or NPC is knocked down, they must spend the usual 4 AP to get up. Additionally, a character knocked to the ground does not receive any Armor Class from Agility – their AC drops to what they are wearing.

Attack Step Two: Damage

Every weapon has a certain amount of damage that it does, expressed as a figure like 2d12 + 8. The exceptions are firearms, where the type of ammo does a certain amount of damage and the gun itself may add a bonus to that amount. The damage done by energy weapons is not based on ammunition type, but the method in which the weapon concentrates the energy. Remember that some shotguns, when both barrels are fired, require that two damage rolls be made for one successful hit. Damage is the one part of Fallout where dice other than 10-sided dice come into play.

Just because something was hit doesn't mean that it will take all of the damage rolled. Armor has two numbers that reduce damage: Damage Threshold and Damage Resistance. Damage Threshold is how much damage the armor actually absorbs from

the attack, and Damage Resistance is the armor's ability to spread the damage out and reduce some of the nasty effects. DT subtracts a flat number and afterwards DR is removes a set percentage of the remaining damage. So when determining damage, the formula looks like this:

Damage Formula
(Initial Damage - Threshold) – DR%

The player rolls the damage necessary (one roll per bullet in a burst attack) and then applies it to the formula above.

Damage in Burst Mode
To streamline play, the GM might consider multiplying the initial damage from the first bullet that hit by however many bullets actually hit the target. That way, only one damage roll actually needs to be made

Damage From Non-Conventional Weapons
There are several types of weapons in the Fallout universe that are not a simple melee weapon or gun. These weapons have *slightly* different rules for damage, mostly based upon their effects.

Grenades – Grenades, whether launched or thrown, do a certain amount of damage, depending on the type of explosive. Most grenades have concussion damage, and others have fragmentation damage. These effects will be noted with the grenade type in the Ammunition section.

Mortars - Mortars are small, personal artillery pieces which can fire a variety of different projectiles. They have a much longer ranger than grenade launchers. Like grenades, different mortars will have different damage effects, noted by the mortar type in the Ammunition section.

Rockets - Rockets are fired either from portable or semi-portable rocket launchers, or from tanks. Rockets act much like grenades and mortars, except that they are self-powered and have a longer effective range. There are a variety of rocket types, and their damage effects are noted in the Ammunition section.

Gas – Gas weapons spread a damaging cloud of toxicity over a large area, threatening every creature within the cloud. Different gas weapons describe the size of the cloud and the effects of the

gas, and whether or not the gas damages from inhalation or contact.

Electricity –Any character hit with an electrical shock must make a roll against Endurance (sometimes with modifiers, if the source was strong enough). Failure means the character is knocked unconscious for 1d10 rounds.

Flamethrowers - Flamethrowers can be one of the deadliest weapons in the wastes in the right hands. When a flamethrower is used, it acts much like any other projectile, even if it doesn't hit, it has to end up somewhere. The Overseer should decide, based on how close the To Hit roll was, just how close to the target the flame burst hit. The Overseer should then draw a line between the user and the hex where the flames hit; everything in the connecting hexes suffers the effects of the fire stream. Note that flamethrowers, like other non-conventional weapons, can be adapted to shoot things other than fire. These things are generally very, very unpleasant.

Attack Step Three: Chance for Criticals

Avery successful attack means the attacker has a chance for a critical hit. If the roll to hit is equal to or less than the character's critical chance, then the attack becomes critical. Note that if a gun firing in burst mode hits a target more than once, only one of those bullets is allowed a critical hit (once per attack). Targeted shots get a bonus to critical chance based on the body part targeted as per this table, and have different effects for damage, discussed below. One effect of a critical is that it can bypass armor entirely. A critical hit to the eyes always causes Blindness and a critical hit to the head always causes Concussion.

Bonuses by Body Part for Targeted Shots

Target Critical Chance Bonus
Arms +10%
Legs, Groin +20%
Head +25%
Eyes +30%

Critical Hits Table

1 – 2, - make EN check to avoid knockdown
3 - 4 - make EN check to avoid Stun
5 - 6 make an EN check to avoid unconsciousness
7 - 8 ignore armor protection
9 – 10 make a Luck check to avoid a crippled limb (D4 for location)
11-12 make EN check to avoid knockdown, make a Luck check to avoid a crippled limb (D4 for location)
13-14 make EN check to avoid Stun, make a Luck check to avoid a crippled limb (D4 for location)
15-16 make an EN check to avoid unconsciousness, make a Luck check to avoid a crippled limb (D4 for location)
17-18 - ignore armor protection, make EN check to avoid knockdown
19-20 - ignore armor protection, make EN check to avoid Stun
21-22 - ignore armor protection, make an EN check to avoid unconsciousness
23-24 - ignore armor protection, make a Luck check to avoid a crippled limb (D4 for location)
25-26 - ignore armor protection, make EN check to avoid knockdown, make a Luck check to avoid a crippled limb (D4 for location)
27-28 - ignore armor protection, make EN check to avoid Stun, make a Luck check to avoid a crippled limb (D4 for location)
29-30 - ignore armor protection, make an EN check to avoid unconsciousness, make a Luck check to avoid a crippled limb (D4 for location)
31-32 - Max Damage
33-34 - Max Damage, make EN check to avoid knockdown
35-36 - Max Damage, make EN check to avoid Stun
37 - Max Damage, make an EN check to avoid unconsciousness
38 - Max Damage, ignore armor protection
39 - Max Damage, make a Luck check to avoid a crippled limb (D4 for location)
40 - Max Damage, make EN check to avoid knockdown, make a Luck check to avoid a crippled limb (D4 for location)
41 - Max Damage, make EN check to avoid Stun, make a Luck check to avoid a crippled limb (D4 for location)
42 - Max Damage, make an EN check to avoid unconsciousness, make a Luck check to avoid a crippled limb (D4 for location)
43 - Max Damage, ignore armor protection, make EN check to avoid knockdown

44 - Max Damage, ignore armor protection, make EN check to avoid Stun

45 - Max Damage, ignore armor protection, make an EN check to avoid unconsciousness

46 - Max Damage, ignore armor protection, make a Luck check to avoid a crippled limb (D4 for location)

47 - Max Damage, ignore armor protection, make EN check to avoid knockdown, make a Luck check to avoid a crippled limb (D4 for location)

48 - Max Damage, ignore armor protection, make EN check to avoid Stun, make a Luck check to avoid a crippled limb (D4 for location)

49 - Max Damage, ignore armor protection, make an EN check to avoid unconsciousness, make a Luck check to avoid a crippled limb (D4 for location)

50 - Damage x 1.5

51 - Damage x 1.5, make EN check to avoid knockdown

52 - Damage x 1.5, make EN check to avoid Stun

53 - Damage x 1.5, make an EN check to avoid unconsciousness

54 - Damage x 1.5, ignore armor protection

55 - Damage x 1.5, make a Luck check to avoid a crippled limb (D4 for location)

56 - Damage x 1.5, make EN check to avoid knockdown, make a Luck check to avoid a crippled limb (D4 for location)

57 - Damage x 1.5, make EN check to avoid Stun, make a Luck check to avoid a crippled limb (D4 for location)

58 - Damage x 1.5, make an EN check to avoid unconsciousness, make a Luck check to avoid a crippled limb (D4 for location)

59 - Damage x 1.5, ignore armor protection, make EN check to avoid knockdown

60 - Damage x 1.5, ignore armor protection, make EN check to avoid Stun

61 - Damage x 1.5, ignore armor protection, make an EN check to avoid unconsciousness

62 - Damage x 1.5, ignore armor protection, make a Luck check to avoid a crippled limb (D4 for location)

63 - Damage x 1.5, ignore armor protection, make EN check to avoid knockdown, make a Luck check to avoid a crippled limb (D4 for location)

64 - Damage x 1.5, ignore armor protection, make EN check to avoid Stun, make a Luck check to avoid a crippled limb (D4 for location)

65 - Damage x 1.5, ignore armor protection, make an EN check to avoid unconsciousness, make a Luck check to avoid a crippled limb (D4 for location)

66 - Damage x 2

67 - Damage x 2, make EN check to avoid knockdown

68 - Damage x 2, make EN check to avoid Stun

69 - Damage x 2, make an EN check to avoid unconsciousness

70 - Damage x 2, ignore armor protection

71 - Damage x 2, make a Luck check to avoid a crippled limb (D4 for location)

72 - Damage x 2, make EN check to avoid knockdown, make a Luck check to avoid a crippled limb (D4 for location)

73 - Damage x 2, make EN check to avoid Stun, make a Luck check to avoid a crippled limb (D4 for location)

74 - Damage x 2, make an EN check to avoid unconsciousness, make a Luck check to avoid a crippled limb (D4 for location)

75 - Damage x 2, ignore armor protection, make EN check to avoid knockdown

76 - Damage x 2, ignore armor protection, make EN check to avoid Stun

77 - Damage x 2, ignore armor protection, make an EN check to avoid unconsciousness

78 - Damage x 2, ignore armor protection, make a Luck check to avoid a crippled limb (D4 for location)

79 - Damage x 2, ignore armor protection, make EN check to avoid knockdown, make a Luck check to avoid a crippled limb (D4 for location)

80 - Damage x 2, ignore armor protection, make EN check to avoid Stun, make a Luck check to avoid a crippled limb (D4 for location)

81 - Damage x 2, ignore armor protection, make an EN check to avoid unconsciousness, make a Luck check to avoid a crippled limb (D4 for location)

82 - Damage x 3

83 - Damage x 3, make EN check to avoid knockdown

84 - Damage x 3, make EN check to avoid Stun

85 - Damage x 3, make an EN check to avoid unconsciousness

86 - Damage x 3, ignore armor protection

87 - Damage x 3, make a Luck check to avoid a crippled limb (D4 for location)

88 - Damage x 3, make EN check to avoid knockdown, make a Luck check to avoid a crippled limb (D4 for location)

89 - Damage x 3, make EN check to avoid Stun, make a Luck check to avoid a crippled limb (D4 for location)

90 - Damage x 3, make an EN check to avoid unconsciousness, make a Luck check to avoid a crippled limb (D4 for location)

91 - Damage x 3, ignore armor protection, make EN check to avoid knockdown

92 - Damage x 3, ignore armor protection, make EN check to avoid Stun

93 - Damage x 3, ignore armor protection, make an EN check to avoid unconsciousness

94 - Damage x 3, ignore armor protection, make a Luck check to avoid a crippled limb (D4 for location)

95 - Damage x 3, ignore armor protection, make EN check to avoid knockdown, make a Luck check to avoid a crippled limb (D4 for location)

96 - Damage x 3, ignore armor protection, make EN check to avoid Stun, make a Luck check to avoid a crippled limb (D4 for location)

97 - Damage x 3, ignore armor protection, make an EN check to avoid unconsciousness, make a Luck check to avoid a crippled limb (D4 for location)

98 - Damage x 5

99 - Damage x 5, make EN check to avoid knockdown

100 - Damage x 5, make EN check to avoid Stun

101 - Damage x 5, make an EN check to avoid unconsciousness

102 - Damage x 5, ignore armor protection

103 - Damage x 5, make a Luck check to avoid a crippled limb (D4 for location)

104 - Damage x 5, make EN check to avoid knockdown, make a Luck check to avoid a crippled limb (D4 for location)

105 - Damage x 5, make EN check to avoid Stun, make a Luck check to avoid a crippled limb (D4 for location)

106 - Damage x 5, make an EN check to avoid unconsciousness, make a Luck check to avoid a crippled limb (D4 for location)

107 - Damage x 5, ignore armor protection, make EN check to avoid knockdown

108 - Damage x 5, ignore armor protection, make EN check to avoid Stun

109 - Damage x 5, ignore armor protection, make an EN check to avoid unconsciousness

110 - Damage x 5, ignore armor protection, make a Luck check to avoid a crippled limb (D4 for location)

111 - Damage x 5, ignore armor protection, make EN check to avoid knockdown, make a Luck check to avoid a crippled limb (D4 for location)

112-114 - Damage x 5, ignore armor protection, make EN check to avoid Stun, make a Luck check to avoid a crippled limb (D4 for location)

115-119 - Damage x 5, ignore armor protection, make an EN check to avoid unconsciousness, make a Luck check to avoid a crippled limb (D4 for location)

120-124 - Damage x 10

125-129 - Damage x 10, make EN check to avoid knockdown

130-134 - Damage x 10, make EN check to avoid Stun

135-139 - Damage x 10, make an EN check to avoid unconsciousness

140-144 - Damage x 10, ignore armor protection

145-149 - Damage x 10, make a Luck check to avoid a crippled limb (D4 for location)

150-154 - Damage x 10, make EN check to avoid knockdown, make a Luck check to avoid a crippled limb (D4 for location)

155-159 - Damage x 10, make EN check to avoid Stun, make a Luck check to avoid a crippled limb (D4 for location)

160-164 - Damage x 10, make an EN check to avoid unconsciousness, make a Luck check to avoid a crippled limb (D4 for location)

165-169 - Damage x 10, ignore armor protection, make EN check to avoid knockdown

170-174 - Damage x 10, ignore armor protection, make EN check to avoid Stun

175-179 - Damage x 10, ignore armor protection, make an EN check to avoid unconsciousness

180-184 - Damage x 10, ignore armor protection, make a Luck check to avoid a crippled limb (D4 for location)

185 -189 Damage x 10, ignore armor protection, make EN check to avoid knockdown, make a Luck check to avoid a crippled limb (D4 for location)

190 - 194 Damage x 10, ignore armor protection, make EN check to avoid Stun, make a Luck check to avoid a crippled limb (D4 for location)

195-200 - Damage x 10, ignore armor protection, make an EN check to avoid unconsciousness, make a Luck check to avoid a crippled limb (D4 for location)

Attack Step Four: Continuing and Ending Combat

Combat ends when hostilities have ceased due to truce, flight, or death. The combat process is simply repeated until conclusion. Afterwards, experience points are awarded and characters may take what they want from the bodies of their opponents.

Vehicular Combat

Vehicular combat occurs much the same way that regular combat occurs. Each individual character sequences as usual.

Vehicle Damage

Like everything else, vehicles take damage. Vehicles are divided into five separate "systems" or areas that all have a certain number of hit points and a damage resistance (vehicles do not have a damage threshold). In addition, each vehicle has an Armor Class to help them avoid taking damage, and any to hit roll against a vehicle suffers an automatic – 10% penalty because the vehicle is in motion – it's simply harder to hit a moving target.

The five "systems" on a vehicle are universal, although they may be named different things on different vehicles. Obviously, they will differ greatly in some cases and be indistinguishable in others. The vehicle sheet included at the back of the book has a rough diagram of a vehicle, broken down into the five systems with room to display the different hit points and damage resistance for each one. The descriptions in the Vehicles section of the book break each vehicle's system down in the appropriate numbers.

The five vehicle systems are – generally - Structure, Engine, Control System, Drive System, and Treads/Tires. Again, these may differ for different kinds of vehicles, like aircraft and boats. The necessary changes will be noted in the vehicle's description. Note that the Treads/Tires category is split up into two, three, or four separate "subsystems," one for each tread or tire, that all take damage separately.

Targeting Vehicle Systems

Vehicles are large enough to allow combatants to target certain areas without a penalty (except for the usual –10% when a vehicle is in motion). Anti-tank weapons are designed to come down on top of a vehicle, and therefore almost always target the structure or engine. Alternately, mines are designed to take out a vehicle's drive system and tires. When an attack against a vehicle is made that is not a pre-determined attack, like a TOW missile launcher, then the attacker must announce what vehicle system he or she is aiming for.

Regardless of the vehicle system aimed for, other systems can and do take damage normally – they are subject to blast, shrapnel, and concussion damage from explosives.

EMP Attacks

One of the most devastating attacks made against vehicles are EMP attacks, because many parts of a vehicle are electronically controlled. It should be noted, however, that EMP attacks have no effect on a vehicle system that is not electronic, like the treads or the structure. An EMP mine can, however, utterly destroy a vehicle's drive, control, and engine systems in a split second.

Damaging and Destroying Systems

When a vehicle system has lost more than 66% of its total hit points, the system becomes inoperative. When this happens, the system simply shuts down. The following table should be used as a guide to determine what happens when a system is rendered inoperative:

Inoperative Systems Effects

System Effect Structural Vehicle begins to fall apart

Engine Vehicle coasts to a halt
Controls The driver can no longer steer or control speed (!)
Drive Engine continues to run, but vehicle begins to coast (no more acceleration)
Treads Vehicle *immediately* stops (treat as a crash for everyone inside)
Tires Driver must make an immediate Pilot roll to avoid crash, and top speed is reduced to 25% normal

If a vehicle ever looses 100% of its hit points in any system, that system is totally destroyed and must be replaced entirely. This can be a major pain, as vehicles are incredibly rare in the wastes, and working parts are sometimes even rarer.

The Mechanics of Vehicular Combat
Sequence

Sequence is determined as normal in vehicle combat. A vehicle itself does not have a sequence nor does it give a sequence modifier to the occupants.

Rounds

Rounds in vehicle combat proceed just like regular combat rounds. The difference is that the characters may be in vehicles, and vehicles behave a little differently than the normal, solid ground. Ranges are static, changing

every round, and the characters are all at the mercy of their driver. Passengers in the vehicle can all attack as normal, but will receive a –10% penalty to all to-hit rolls because they are in a moving vehicle.

There are some kinds of weapons that cannot be used in all vehicles, Big Guns especially, that are simply too bulky to fire inside of a small car or buggy. The Overseer can ultimately use his or her discretion to allow different types of weapons; if the party is on top of a train or a semi-truck, then using a heavy machinegun wouldn't be unreasonable. If they are stuck in the back of a tiny little sports car, it would be more of a problem.

During their turn, the driver announces what action and direction the vehicle will pursue that round; this is how the Overseer can determine trajectory, speed, and range. The driver must announce at what speed they intend to drive, and the approximate path they wish to take. For more details on specific vehicle actions like sharp turns, rapid braking, and rapid acceleration, see Vehicle Movement and Speed, below. Driving does not take AP, and the driver can attack, but suffers penalties to both the Pilot Roll and his or her to-hit (see Driver Actions).

Pilot Roll
At the end of each round of vehicle combat, if the driver has made a maneuver, the driver of each vehicle must roll vs. his or her Pilot skill. A successful roll means that the driver has kept her cool and combat can proceed as normal. A failed roll means that the driver couldn't maintain control of the vehicle, and the vehicle either crashes or rolls over, and everyone inside is subject to crash damage and other results of impact (see below).

There are many modifiers to the Pilot roll, based on what the driver was doing in combat as well as terrain, light, and other factors. For a complete list of these modifiers, see Driving Actions, below.

Driving Actions

Accelerate
The vehicle's acceleration is the maximum number by which the vehicle's speed can be increased in one round, without going higher than the vehicle's top speed. The vehicle's acceleration lists how long, in rounds (10 second increments); it takes to

reach maximum speed from a standstill. Use this as a rough guide; if the vehicle's maximum speed is 100 KPH, and the vehicle is traveling at 40 KPH, and it takes 2 rounds for the vehicle to reach top speed from a stand still, then it would take about 1 round to reach maximum speed. Note that vehicles with sails do not accelerate as normal.

Brake
Braking is the opposite of acceleration: slowing down. Each vehicle's statistics gives a braking rate in rounds: how much speed a vehicle can loose in 1 round of combat, based mostly on size and mass. Braking can be quite dangerous, however: see Pilot Roll Modifiers, below. Note that vehicles with sails and aircraft cannot necessarily come to a complete stop. See Sea Combat and Air Combat.

Turn
Each vehicle's statistics give a Turning Radius, which is how many meters (hexes) it takes for the vehicle to make a 90-degree turn. Note that the Turning Radius number is given in a straight line, but the turn actually takes place in an arc, or ¼ of a circle.

The first column of "hexes" represents the actual Turning Radius number, which if you complete the circle in the 90- degree turn represented in the second column would be the distance from the center of the circle to the outside (the circle's radius). This should be taken into consideration when figuring distance traveled in one round. Note that turning at high speeds can be quite dangerous to all but the most experienced drivers.

Attacking
The driver can also use weapons in combat, like normal. She will suffer penalties to the Pilot Roll, however (see the table below) and suffers a flat 25% penalty to her to-hit rolls, no matter what type of weapon is used.

Nudging
It's agreed that the most enjoyable aspect of driving is tapping car so that it spins out and crashes. When two vehicles nudge in combat, both drivers need to make a roll against Pilot (this is a separate roll from the roll against Pilot at the end of the combat round). For every 10 KPH the vehicle is traveling, the driver gets a –5% penalty to the roll (nudging is based primarily on speed). If either

driver fails, the vehicle they were controlling crashes. See Crashing, below.

Running Someone or Something Down
One of the advantages of vehicle combat is that being inside of a ton of moving metal and plastic affords the passengers a little protection against people and critters that are not in a vehicle. It also means that the driver has a handy weapon at her disposal: a large, speeding missile that may not have a lot of grace, but can break bones and crunch skulls better than any melee weapon. Running someone or something down isn't as easy as it seems. Unless there is some way the target is unaware of the vehicle coming at him, the intended target gets to roll against Agility to avoid being hit by diving out of the way.

Pilot Roll Modifiers
Below are two tables of modifiers for the Pilot Roll. The first is terrain, broken down for three kinds of vehicles: land, sea, and air.

The second table includes modifiers for different actions in combat. Usually, terrain modifiers only have to be determined once. If the sun is down, the Pilot Roll is made at a –10% penalty (you just can't see as well at night). Note that some vehicles and vehicle enhancements give specific bonuses to certain situations, or simply to all Pilot Rolls. Those bonuses should also be taken into account when rolling against Pilot. Note also that terrain modifiers and action modifiers can be combined. If the driver attempts to turn at more than ½ the vehicle's top speed in the rain, for instance, these modifiers would all be added together.

Terrain Modifiers
Land
Situation Roll Modifier
Unbroken Road +30% (Intact highway, new streets)
Broken Road +15% (Road with potholes, heavily traveled dirt roads)
Bad road (Heavily damaged road, +0% unmaintained dirt trails)
Open field +0% (grassland, desert, dry area with few rocks)
Field with scrub, streets -5% with debris, open hills
Fields with obstacles, wet -10% streets, hills with scrub

Light forest, wet open -20% fields, hills with obstacles
Muddy ground -25%
Drenched ground, wet sand -30%

Sea
Situation Roll Modifier
Calm seas +20%
Gentle waves +0%
Rolling waves -5%
Big waves -15%
Stormy waves -25%
Hurricane waves -50%

Air
Situation Roll Modifier
Calm weather, no wind +0%
Gentle breeze -5%
Gusty winds -10%
Strong winds -20%
Stormy winds -40%

Addition Weather Modifiers
Rain -20%
Snow -30%
Ice -70%

Action Modifiers
Traveling at a speed < -0% ½ vehicle's top speed
Traveling at a speed > -10% ½ vehicle's top speed
More than doubling current -10% speed by accelerating
More than halving current -15% speed by braking
Turning for every 10 KPH -10%
Currently traveling (50 KPH = 50%)
Driver Attempting to Attack -20%

Crashing: Damage
If a driver fails a Pilot roll, then the vehicle crashes. For every 10 KPH the vehicle was traveling, each character inside must roll a 1d10 for damage, rounded down to the lowest 10 (39 would become 30, or 3d10). If a vehicle hit a tree at 23 KPH, then everyone inside would have to roll 2d10 and take damage. For an air crash, this could easily be a *lot* of damage (the Overseer should determine the impact velocity). The vehicle is also subject to the same damage roll as the passengers, losing that amount of hit points, distributed throughout the five

systems. Crashing should be avoided. Remember that sea vehicles do not crash, and are therefore not subject to crash damage. They will overturn, however, and everyone will be forced to start swimming. For details on swimming, see Swimming under Life in the Wastes, page 36. The Overseer should determine if the craft will go to Davy Jones' locker or float long enough for the characters to turn it over and get back into the action. Remember that anything not tied down and buoyant tends to sink in water – like guns, big metal armors, and so forth.

Crashing: Broken Limbs

In addition, everyone inside has a chance *equal to* the speed of the vehicle of receiving a broken limb. If a vehicle was chugging along at 45 KPH, that's a 45% chance of breaking something in a crash. If the character is wearing a seat belt or restraint of some kind, that character's chances of a broken limb are reduced to half normal, rounded up – 45% becomes 23%.

Crashing: Head Wounds

If the victim's roll for broken limbs was 5% or less, the character has suffered a head wound, is unconscious, and will wake up in 15 full rounds, minus the character's Endurance. This character will receive the special damage type Concussed. A character with an Endurance of 4 would wake up in 11 full rounds. The character must roll for broken limbs *again* to see if anything else is hurt (without the seat belt bonus, if applicable).

Crashing: After Damage is Dealt

After the crash, everyone inside the vehicle must spend at least 1 *full* round of combat climbing out of the wreckage, and it must be the round of combat *after* the crash took place. If any limbs were broken in the crash, that makes climbing out much harder; a character must spend an additional round climbing out for every broken limb, or another character or NPC must help that person out of the wreckage.

Movement at the End of a Round

At the end of every round, assuming the driver hasn't crashed or rolled the vehicle over, the vehicles move based upon their current speeds and where the drivers were intending to take them. Although speeds are given in KPH, a little simple math will give actual distances in meters (hexes). It may help a GM to adjust the scale of a hexsheet for vehicle combat, especially large-scale vehicle combat, perhaps making 1 hex = 5 meters, or even 1 hex = 10 meters. The GM can use the following function to determine how many meters a vehicle can move in one round of combat, at a given speed (KPH):

Meters moved = KPH X 2.78 (round down)

When the GM has determined how far all vehicles have moved in one round, he or she should make adjustments on the hexsheet, just like in moving critters in regular combat (the difference being, of course, that the movement is all done at once at the end of the round instead of during the round). To simplify things, the GM might want to determine the difference between what the various vehicles have moved and adjust accordingly. It is far easier to close the distance by 5 hexes than it is to run models over enormous 1000+ hex sheets. Scenery and buildings, of course, are another matter entirely.

Damage and Death

Life in the wastes is an inevitable road to injury and death. Most damage is taken from combat situations, but occasionally there are other forms of damage bestowed from the wasteland.

Fire and Acid Damage

If a character is on fire, or covered in acid, they suffer 1d6 points of damage per round. Remember that a round is 10 seconds of real time. Fire can be extinguished by a few means, all basically a lack of oxygenation. The most basic method is to jump into a pool of, hopefully unirradiated, water, being sprayed with water or a fire extinguisher, and another character may smother the character to extinguish the fire. Additionally, a character can spend one full combat round rolling on the ground, provided the ground isn't on fire, as well. The person or critter's AC will be reduced to what they are wearing while on the ground, and the must spend the usual 4 AP to get up the next round. Note that the unfortunate still takes damage during the turn in which they are extinguishing themselves.

Unfortunately, getting rid of acid is different. Acid usually has to be washed off with either water or

chemicals, depending. Some acids are aggravated by water, so the character will want to consider the consequences carefully before he or she jumps in a swimming pool to wash off.

Poison Damage

If a character comes into contact with a poisonous object, such as a poison dart or a scorpion's tail, their Poison Resistance statistic will reduce their damage. Poison, in all cases, is delivered in an amount of doses which are cleared from the system at a rate of 1 dose per round, with damage for every dose. Poison Resistance will block a certain amount of poison. For example, if a character's PR is 35% and they are delivered 9 doses of poison, only 6 will be absorbed.

Poison Types and Effects

Type A - The most common kind of poison, type A is a mild infection often carried in the bite of some kinds of animals. Causes 1 HP of damage per round (roll Endurance for no damage).
Type B - A distilled version of the Type A poison, this irritant is used by tribals for hunting small game. In mass quantities, it could make a person very sick. Causes 2 HP of damage per hour (roll Endurance for no damage).
Type C - Type C poison causes severe abdominal cramps and sickness, incapacitating the victim for 2d10 hours minus EN. During this time the character's Strength, Perception, Agility and Endurance are reduced to 2 for 12 hours.
Type D - This is a far nastier kind of poison. Most often found in the sting of a radscorpion, it can easily kill the unprepared adventurer. A refined version of this poison is used to make Antidote. Causes 4 HP of damage per round (roll Endurance for half damage).
Type E - Distilled radscorpion venom, used for hunting bigger game. Causes 5 HP of damage per round (roll Endurance for half).
Type F - Very rarely will an animal have a poison this bad, but it does happen. Certain spiders and snakes were known to have a venom like this before the War, and it is likely that someone out there has it now, either naturally or chemically. Type F poison causes the victim to go into shock about 1 hour after contact, and they slip into a coma for 1d10 days. For each day the character spends in a coma and goes untreated by a doctor or an antidote, that character must successfully roll against Endurance or die.
Type G - The worst kind of poison. These are generally only made in laboratories, although there may be some species out there that carry them. Causes death 5 minutes after exposure, unless Antidote is administered.

Radiation Damage

Radiation is one of the most horrifying realities of the post-nuclear world. There will always be a certain degree of background radiation because of the bombs. Radiation has encouraged mutations in animals, leading to some of the successful mega fauna that prowls the wasteland. Humans, however, cannot handle high amounts of radiation. Not every source of radiation poisoning is immediately obvious; a character could just as easily accumulate rads camping in a highly radiated area for a few nights as they could walking through a blast crater.

Radiation levels are measured in "Rads," a standard unit that measures how many radioactive particles enter the bloodstream. Around 1000 rads is considered lethal.   Radiation sources, however, can put out hundreds of Rads per day. A few Rads won't hurt you - in fact, household smoke detectors contain Americanium, a radioactive isotope. A person can take about 6 or 7 Rads a day without feeling the side effects. A character doesn't necessarily know how many Rads he or she has accumulated, unless they own a Geiger counter. Radiation resistance measures how much radiation doesn't enter the bloodstream (in a percentage of total rads). A character radiation count is up to the Overseer to track and disclose.

In 24 hours, the body will lose an amount of Rads equal to the characters Radiation Resistance. It would be easy for a Ghoul to shake off a massive dose of radiation in a couple weeks, but others would be less fortunate. Radiation is treatable only with qualified medical personnel and with certain kinds of drugs.   A successful doctor roll (at -75 to the skill) will remove a number of Rads equal to the level of success.

This table is unpleasant, but so are the results of nuclear war. 24 hours after each level of radiation poisoning, the following effects occur:

Radiation Poisoning Effects
50: Character feels abnormally tired.
100: Character begins to feel weak and achy. Skin itches slightly. A sunburn like rash appears.
200: Stats at -1 EN. First radiation poisoning.
400: Stats at -2 EN, -1 AG. Character feels weaker. Muscles and joints hurt. The skin itches and small, open sores begin to develop. Some hair begins to fall out. Normal humans generally cannot reproduce (or have very mutated children) at about this level of radiation poisoning.
600: Stats at -3 EN, -2 AG, -1 ST. Character begins to vomit and experience diarrhea. Joints and muscles still hurt, but that's the least of their problems at this point. Open sores cover the skin, and hair falls out in large clumps. They develop a nice glow at night.
800: Stats at -3 EN, -2 AG, -2 ST. Character vomits blood, as well as experiences bloody diarrhea. Hair is gone at this point. The skin begins to get soft, and hangs off in places. Death will occur in 72 hours after experiencing this amount of radiation poisoning, unless treated.
1000: Forget the 24 hour time limit; this level of radiation poisoning causes unconsciousness a few minutes after exposure. A few minutes after that, the character's body begins to shut down. One only experiences this level of radiation after long-untreated poisoning and continued adventuring, or if they decide to prowl around ground-zero without some protection.

At 900 Rads something interesting may occur for human characters. Make a Luck roll. On a critical failure, a human character will transform into a Ghoul.   The racial base for the character and their statistics are transferred to that of a Ghoul.   Ghouls cannot die from radiation poisoning. After absorbing 1500 Rads or more, a ghoul receives the Trait Glowing One and all that entails.

Gas Damage
Ever since its invention at the beginning of the First World War, chemical warfare has become a standard – and horrific – aspect of battle. A gas mask or certain kinds of armor will lessen the effects of gas attacks, but if a character is caught unaware, she will be subject to the gas' terrible poisons. The effects vary from chemical to chemical, and the radius of the gas cloud is given in the weapon's description. The lasting effects of the gas continue from the round in which the gas disperses, if the character is still standing in the cloud.

There are two kinds of gas: the kind which must be inhaled to do damage and the kind that can cause damage just by skin contact.

The stats for each kind of armor will explain what kind of resistance each suit gives against the two kinds of gas. Sometimes an item, such as a gas mask, will give the user a degree of resistance against one kind of gas or another.

Special Damage
Occasionally, a critical hit or run-in with a trap will result in a crippled limb, blindness, or other special types of damage. Most of these injuries can only be resolved with a successful Doctor roll.

Blinded - In addition to gaining all the penalties for being in total darkness (see Light Adjustments, above), the character's Perception drops to 1. Both blindness and crippled limbs can only be treated by a doctor (for a price) or by someone with the Doctor skill (for information on the Doctor skill, see Healing page 32). Note that a blind character cannot treat themselves; someone else must cure them

Concussed - Your character has received a blow to the head. Concussion lowers Perception by 2, Agility by 2 and Intelligence by 4.

Crippled Limb - A crippled leg reduces the character's movement by ½ - this means that it takes two AP to move one hex in combat. In addition, that character's effective Agility goes down to half its normal level. Two broken or crippled legs reduces movement to almost nil – a character can only move one hex per round of combat, and his or her effective Agility drops to 1. Crippled arms means that the character can no longer use that arm to hold a weapon in combat; it can still be used outside of combat, but takes much longer to perform even the most basic functions. For each crippled arm, the character loses 1 point of Agility. Characters with a crippled arm cannot use two-

handed weapons; characters with two crippled arms cannot use any weapon at all.

Stunned - Reduces Perception by 5 and Agility by 1, but wears off in d10 rounds.

Unconscious - This character is completely immobile and can do nothing until he recovers. The recovery time is 1d20-EN minutes. An unconscious character can be immediately revived with a successful Doctor roll

Chems, Addiction, and Withdrawal

Drug addiction still exists in the post-nuclear world. From the uranium miner looking for a way to escape from a dead-end life to the mercenary who buffs himself up before battle, drugs are as commonplace as radiation in the Fallout universe. Most drugs and chemical substances have an addiction rate of some kind. When the drug is taken, the character rolls the drug's addiction rate (plus or minus any modifiers). If the roll "succeeds," the character has developed a chemical dependency for the drug.

Chemical dependencies will require that the character keeps getting more of the drug. When a character can no longer get a supply of drugs, they begin to go into withdrawal. Unless otherwise stated, after 24 hours, a character loses one point of Perception and one point of Agility. They also lose half of their healing rate. After another 24 hours, they lose two points of Perception and Agility (for a total of three points) and lose one point of Strength and Endurance. After another 24 hours, the character lapses into unconsciousness. They then must make an Endurance check every hour (with their modified Endurance). If the character has five successful checks in a row, they wake up and have shaken the addiction, but suffer a permanent loss of one point of Endurance. If the character fails five checks in a row, he or she dies. Withdrawal can be an agonizing time for the character and the party, especially in the middle of an adventure.

Healing
Characters naturally heal a certain amount of hit points per day (see Healing Rate, page 12). When

resting, they heal hit points equal to their Healing Rate every 6 hours. When active, they heal hit points equal to their healing rate every 24 hours.

Some chems heal a character quickly. A character should beware, however, because some healing chems have side effects. In addition, doctors can patch up lost hit points, but be prepared to pay.

The First Aid and Doctor skills offer alternatives to the slow rate of healing and high prices charged at clinics. The First Aid skill can only be received three times in a 24 hour period, successfully or not. Each use of First Aid heals 1d10 hit points, if successful. Each use also takes 1d10 minutes to perform.

The Doctor skill works in much the same way. This skill can heal 2d10 hit points if successful, but can only be received twice in the same day. Using the Doctor skill takes 1 hour.

Both blindness and crippled limbs can only be treated by a doctor (for a price) or by someone with the Doctor skill. Note that a blind character cannot treat themselves; someone else must cure them. Successfully treated limbs and eyes still take 48 hours to return to close to normal status, with rest. Healing special damage types will automatically bestow the normal amount of healing received from the Doctor skill.

If the First Aid or Doctor skills are critically failed then it counts as a critical attack against the target. The base damage is 1d10 for First Aid and 2d10 for Doctor.

If the First Aid or Doctor skills are used in combat to attempt to revive a fallen comrade (see Combat, above), that use counts towards the total daily uses of that skill.

Robot Healing
As noted above, robots do not heal in the same way that living creatures do. Healing chems have no effect, and robots do not heal naturally. In addition, the use of First Aid and Doctor skills are ineffectual on a robot.

Robots can, however, recover lost hit points by applying the Science and Repair skills in the same way that flesh-and-blood creatures are healed by First Aid and Doctor. Science will heal 1d10 hit points in 1d10 minutes, and can only be used on a

robot 3 times in a 24 hour period. The Repair skill can repair a broken limb or destroyed sensor array, or to recover 2d10 hit points, but can only be used twice in a 24 hour period and takes 1 hour to use. Unless the robot is blinded, it can perform these healing operations on itself.

Robots with crippled limbs or blindness must be "treated" with a successful use of the Repair skill in the same way a living creature is treated with Doctor. Unlike their flesh-and-blood counterparts, however, the robot gains full use of a repaired limb or sensor plate immediately.

If the Science or Repair skills are critically failed then it counts as a critical attack against the target. The base damage is 1d10 for Science and 2d10 for Repair.

Death

In Fallout, characters face the possibility of death every day. Death occurs when, for whatever reason, a character's HP or EN drops to zero or below. Death is final.

Life in the Wastes
Trading and Barter

With the collapse of civilization, for the most part the world has descended to a system of bartering due to the lack of money backed by a bank. Bartering for goods is done on a value-per-value system. There are varying forms of currency used throughout the wastes to simplify this system. Bottlecaps, ringpulls, minted gold coins, teeth, and even pre-war money in some areas.

If a character wanted to buy a gun worth 1000, and had a pistol worth 600 and some ammo worth 500, the merchant would be glad to make the deal – the merchant is getting the better part of the bargain. But the merchant might just throw in that knife worth 100 to even out the deal, or add 100 gold coins to make things right.

A character's Barter skill influences what he or she can buy something for, or get for something. In a transaction, whoever has the higher Barter skill has the advantage. Take the higher skill number and deduct the lower skill, and then add that percentage to the value of all that person's goods. If the character has a Barter skill of 50%, and is dealing

with a tribal leader whose Barter skill is 25%, the character's goods gain a 25% value. A knife worth 100 would then be worth 125. Of course, the Overseer could role-play this situation without all these numbers for a more realistic game experience.

Karma

As previously mentioned, Karma in Fallout is a numerical measure of how "good" or "evil" a person is. Usually, the Overseer determines what actions will earn or lose a character Karma points, although adventures may outline changes in Karma points for performing specific actions or quests. Some examples of actions that might earn or lose a character Karma points are:

Help a person in trouble: +10
Attack an innocent person: -10
Kill an innocent person: -30
Steal from an honest merchant: -10
Steal from a crooked merchant: +5
Run over someone's dog: -5
Kill a notorious bandit: +50
Join a notorious bandit: -40
Disable a ticking nuclear bomb: +100
Detonate a nuclear bomb: -500

Overseers are encouraged to be as creative as they want when doling out Karma points, but not to use them to lead adventurers into performing certain actions. Remember that evil characters can have just as much fun as good characters.

Karmic Perks

Certain actions will earn the character Karmic "Perks." These perks can be good or bad, depending on how you look at them. Below is a list of Karmic Perks, with the actions required to earn them.

Berserker

This dubious title is bestowed upon a character (or party) that manages to wipe out an entire town of people. If a village or small town disappears or is destroyed, someone is bound to notice and search

for clues and discover the culprit. For a mercenary looking for work in some warlord's army, this may be just the thing they want on their resume. For a person looking for honest work in a small town, you can bet they'll be driven out, if not hung. Of course, taking out a city of a million is would be cumbersome at best, but people will still hear about the person who exterminated a village of 100 tribals.

Champion
If a character has done many good things for the people, he is considered to be a champion, well known of his war against evil and villainy. Champions are respected by honorable people. An individual can earn the title Champion if they have 1000 positive karma. You cannot be a champion if you are a Berserker, Grave Digger or Childkiller.

Childkiller
A character earns this perk after they slay their first child. Children are the most important thing in the wastes, as they represent the final hope for human survival. Characters who kill children are almost instantly recognized and hated. Storekeepers won't deal with Childkillers, and they can only find acceptance in the most evil or insane of places.

Grave Digger
A character gains this karmic perk after he robs his first grave. Grave Diggers can find some valuable things in the graves, but they aren't, however respected in human societies.

Made Man
A character gains this perk when he becomes a member of a powerful crime family. This gives him great respect among the gangsters and fear among the common man, but members of other crime families will not share this respect.

Prizefighter
The character becomes known by reputation as a boxer, and a good boxer too. After a certain number of wins in the boxing ring, the character earns the Prizefighter perk. People who respect boxers will treat the character better; people who disdain boxing will treat the character will a little contempt.

Prizefighters also gain a +20% bonus to their Unarmed skill and Normal Damage Resistance.

Slaver
A character earns this perk after voluntarily joining with slavers. Since the bombs fell, slavery has become a profitable enterprise in lesser civilized (and sometimes the "most civilized") parts of the wastes. In some areas, slavers identify themselves with a tattoo that covers most of the face. Slavers, especially with the slaver tattoo, will be treated well by those who respect slavery, and hated by those who refuse to partake.

Reading Books
Despite what some people think, learning in the wastes is not entirely dead. Occasionally, a character will come across a book.

Assuming the character knows how to read, he or she can gain some knowledge from reading the book. To gain skill points from reading, 5 hours must be devoted to studying the book. A roll against the character's intelligence must then be made. If successful, the character adds 1d6 skill points for the relevant skill.

Making Items
Only most of the world's technology is based around scavenging the remains of the beforetimes. Numerous items can be constructed given the proper components. With these components ready, a roll of the proper technical skill past a certain threshold will construct the item. A list of these items and their requirements can be found in the Equipment section.

Traps, Mines, and Explosives
When walking into an area with traps, the Overseer should make a secret roll against each character's traps skill. Those who succeed, notice the traps and those who don't will most likely fall victim. Remember that characters can only detect traps if some component of the trap is within their line of

sight. Perceptive characters had better tell their friends about mines as quickly as possible.

After a character has seen a trap, an attempt can be made to disarm it. This requires another roll against the Traps skill. This roll must succeed by more than the roll used to place the trap. If the roll fails, roll Luck. If this Luck roll fails, then the trap triggers immediately. The device will always trigger on a critical failure. It takes approximately 1 round of combat (10 seconds) to disarm a trap. A disarmed trap, mine, or explosive can be reused.

Wily characters can also use their Trap skill to set a trap or a snare. If they are attempting to set up a complicated mechanism, such as a needle-gun that fires when someone walks across a pressure plate, they need a little bit of time. If it is a simple rope animal trap, it shouldn't take more than a few minutes. When setting a trap, the character must have the proper materials. The Overseer can determine the amount of time required to set a trap. At the end of that time, the Overseer makes a secret roll against the character's Traps skill. Success means that the character has set the trap correctly. Failure means that the trap will either misfire or not go off at all. The character will always assume he or she set the trap correctly.

Setting explosives can be very useful: you can open doors, destroy or heavily damage vehicles, and even plant them on unsuspecting people. Setting an explosive device or mine takes 1 round (10 seconds). Explosives work off of a timer, and, before placing, the trapper should declare how long they wish to set the timer for. Placing the explosive will require a Traps roll, made in secret by the Overseer. Before the roll is made, the character should declare how he or she is going to set the timer – in other words, when they want the bomb to go off. Should the roll fail, the explosives are still set, but will not detonate when the character thinks they will detonate. It is up to the Overseer to determine if the explosives are going to go off early, late, or not at all. A failed Traps roll while placing a mine merely indicates the mine was not armed. If the roll against Traps critically fails - a roll of 98, 99, or 100 that results in a failure – then the explosives detonates immediately.

If a character does not notice a trap and walks into the area, he or she is allowed to roll against Agility to avoid setting it off. The Overseer should not tell the players why they are rolling, but a clever player should catch on quickly that something is amiss. Unfortunately, if a character fails the roll against Agility, it means the trap was sprung.

Characters who are hit by an explosive device are going to take damage; there is no roll against Agility to try to move out of the way. When a mine detonates, it damages everything in a certain radius, depending on the device (see the descriptions in the Equipment section). In addition, any other mine within the *blast* radius has an 80% chance of detonating, and any mine within the *concussion* radius has a 40% chance of detonating.

Power

Energy weapons and most vehicles run off of Energy Cells. There are two kinds of cells: Small Energy Cells, which look a little like tiny batteries, and Micro Fusion Cells, which look like bigger batteries. Each cell holds a certain amount of charges, and each weapon or vehicle takes a certain amount of these charges to recharge completely. Thankfully, there are certain areas in the wastes where characters can recharge their Micro Fusion Cells (Small Energy Cells are like alkaline batteries, and cannot recharge). These recharging machines are extremely rare and are often only found in old military installations. The charger will only work if it has power running to it, and takes approximately 1 hour to recharge a Micro Fusion Cell completely. If the recharger happens to be in the hands of a person or organization, be prepared to pay an exorbitant sum for this service.

There are still a few rare vehicles and pieces of equipment that run off of gasoline. Gasoline is one of the rarest substances in the wastes, and can be very difficult to find. There will be stores in large cities that sell it, but only in exchange for something very valuable.

Travel and Random Encounters

Much of the world has fallen into a state of complete disrepair in the years since the War, and safe travel is never guaranteed in the wastes. When traveling between locations, there is a chance for random encounters. For purposes of gameplay, random encounters are useful for breaking up the monotony of long travel, providing loot, offering experience points, and even to serve as comic relief.

Overland travel is determined through two methods. By foot, the lowest endurance of the party is added to ¼ of the party's highest outdoorsman skill. By vehicle, the driver's pilot skill is multiplied by 2. These determine the amount of miles traveled in a day. Random encounters occur every 20 miles (minimum 1). In general, random encounters are usually terrain-specific; a party isn't going to meet a bunch of desert lizards in the middle of a jungle.

If the party does meet a random encounter, then they have a chance to avoid the encounter. The "leader" of the party – the character that is first in marching order, or at the front of the party – must make a roll against Outdoorsman. If the roll succeeds, the character has spotted whatever the party will encounter and can decide whether or not to avoid it.

Parties that meet random encounters will start at a position of 5 hexes multiplied by the "leader's" Perception from the middle of the group the party is encountering. This means that if the leader's perception is 6, the party starts 30 hexes from the center of the encounter (the middle of a caravan, for example). If the group the party encounters is big enough, this can still plant them right in the middle of a nest of radscorpions.

Detecting Sneaking Characters

Each character has a base chance equal to 8 times his or her Perception to detect a sneaking enemy. Subtracted from that is the amount the by which opposed character made their Sneak roll. If the character failed their roll it is an automatic detection.

If the sneaker is concealed in partial or semi-darkness, that chance drops to 5 times Perception. If the sneaker is in total darkness, the chance to detect a sneaking enemy drops to 2 times Perception.

The Overseer should ask the characters to make this roll at once, and only tell those who succeed what is going on. If no one succeeds, then the characters may realize something is going on, but won't know what that something is exactly.

Swimming and Wading

Water presents a hazard in Fallout for several reasons.

A character can safely hold approximately 10 lbs. X STR of weight and still safely stay afloat. In addition, the character must have at least one hand free. If the character is encumbered any more, the precious gear is causing them to sink. Staying afloat requires Endurance checks every 10 minutes and swimming requires an Endurance check *every* minute. Movement in the water is restricted to one hex for every 3 action points spent moving; this applies to any amount of water knee-deep or above.

Another factor when swimming is radiation. Most water sources in the post-nuclear landscape have some degree of radioactive contamination. In most circumstances, this will cause absorption of 1 Rad per second or 10 Rads per round. In a severely irradiated area, that figure is raised to 5 Rads per second.

The Art of the Thief
Sneaking

When a character wants to sneak, he or she should announce their intentions. The Overseer should then roll the character's Sneak skill. Every minute, the Overseer should oppose this roll with detection attempts by every NPC the character is avoiding. For every successful opposition, the sneaking character receives 1d12 Experience Points with a maximum of 10 occurrences. This figure should be kept as a tally by the Overseer and disclosed later as the character will never know whether or not they remain undetected. Only the Overseer knows for certain if the character is successfully keeping to the shadows.

Characters who are successfully sneaking receive a +40% bonus to their Steal skill, and always get to attack first in combat. Furthermore, a character receives a +40 Critical Chance while sneaking.

Note that a character cannot normally sneak and run at the same time. Also note that some types of armor will greatly reduce a character's Sneak skill.

Stealing

It sometimes becomes necessary to relieve people of things under lock and key. Characters can attempt to steal from anyone or anything with goods, from people to stores. Sneaking successfully can

increase the chances that a character successfully steals an object.

If a character fails a roll to steal, it isn't necessarily obvious. The thief still may get the item (Overseer's discretion) but the target will notice. Whether or not the target initiates combat depends on the person. If a character fails the Steal roll, and their target wants to initiate combat, their target automatically sequences first in the opening round. When the "target" is looking away, the thief will have +20 to their Steal skill.

A character is normally incapable of stealing during combat.

Planting Items
At times, it becomes necessary for the thief to plant an item on another person or critter, or in a bookshelf or cabinet. Perhaps the thief is carrying some incriminating evidence, such as stolen currency or a ticking bomb, and needs to get rid of it fast. Planting an item works in exactly the same as stealing, except something goes from the thief's possession into the target's possession. When the thief fails her roll against Steal, it means that the thief is caught as in stealing. The target might not want the thief to know that he or she is aware of the plant. The thief always assumes she has succeeded, until the target gives the reason to assume otherwise.

Picking Locks
Characters can make Lockpick rolls to break through locks, from simple padlocks on lockers in high schools to top-notch safes in corporate offices.

There are two types of locks: regular and electronic. Electronic locks require either a key or an item called an electronic lockpick. Regular locks can be picked without a regular lockpick, although lockpicks can greatly enhance the chances of cracking the lock. The chances of cracking a safe can be increased with safe cracking tools. Lockpicking takes 1 round to attempt.

If the player critically fails a lock pick attempt, then the lock is broken and the door must be broken down. Doors (and other items, like bookshelves,

walls, etc.) have a certain amount of hit points. After beating on it enough, or rigging it with enough explosives, the door's hit points will be reduced to 0 and the door breaks open. Using explosives will most likely harm whatever is on the other side of the door.

Advancement
After gaining enough Experience, a character will advance in to the next level. The table for advancement is shown below.

Level	XP Required
1	0
2	1,000
3	3,000
4	6,000
5	10,000
6	15,000
7	21,000
8	28,000
9	36,000
10	45,000
11	55,000
12	66,000
13	78,000
14	91,000
15	105,000
16	120,000
17	136,000
18	153,000
19	171,000
20	190,000
21	210,000
22+	40,000 more XP per level

After leveling, a character adds 3 + (1/2 EN, rounded down) to their maximum HP total and receives 5 + (2 x IN) skill points to distribute among their skills. Note that skills do not always increase at the same rate. The cost in points to raise a particular skill by one percentage point is listed on the table below. See also Intelligence, above.

Skill Progression
Current %	Cost to Increase (SP)
1-100	1
101-125	2
126-150	3
151-175	4
176-200	5
201+	6

Advancement: Perks

Every few levels, depending on race characters gain a perk. Perks represent knowledge they've acquired traveling through the wasteland. Perks can affect stats, skills, secondary stats, and sometimes just do strange things. Some will require a creative Overseer to implement. At times, Perks will have level and statistic requirements.

Some perks can be added more than once and have "ranks." A perk with 2 ranks can only be chosen twice.

A complete list of perks is below. Occasionally, there are perks one can earn that are not on this list. These are special perks, and should not be treated lightly! Remember that robots never get Perks, even special ones.

Accelerated Healing - Requirements: EN 6, Level 3; Ranks: 3; Benefit: With each rank of this perk, you gain +4 to your healing rate

Action Boy (or Girl) - Requirements: AG 5, Level 12; Ranks: 2 Benefit: Your character knows how to make the most out of every moment. For each rank of this perk, the character gets an additional Action Point each combat turn.

Adrenaline Rush - Requirements: ST 1-9, Level 6; Ranks: 1; Benefit: You have a fear of death that allows you to fight harder when you are wounded. When your character's HP drop below 50% of their maximum, your character gains a +1 ST bonus, but cannot go above the racial maximum.

Advanced Research - Requirements: IN 9, Science 75%; Ranks: 1; Benefit: You might not know much about the guns and armor mouth-breathing grunts use, but you sure as hell know how to manufacture energy weapons, railguns, and power armor. You have +20 to your skill when making qualifying equipment. Dogs cannot choose this perk.

Almost Perfect - Requirements: Level 30; Ranks: 1; Benefit: All SPECIAL primary statistics are raised to 9.

Animal Friend - Requirements: 5 IN, 25%, Outdoorsman, Level 9; Ranks: 1; Benefit: Your character spends a lot of time with animals. A LOT of time. Animals will not attack one of their friends, unless the animal is threatened or attacked first.

Armorer - Requirements: IN 8, Repair 75%; Ranks: 1; Benefit: You are extremely skilled at making conventional body armor (all non-Power and non-Tesla armor). You have +20 to your skill when making qualifying equipment. Dogs cannot choose this perk.

Awareness - Requirements: PE 5, Level 3; Ranks: 1; Benefit: You know exactly what is going on in combat. This perk gives you more information when you examine a critter. You can see their exact number of hit points and the weapon they are armed with, if any.

Ayyyyyyy! - Requirements: Lockpick 75%; Ranks: 1; Benefit: You can punch or kick a locked object and add d10 x5 to the Lockpick check. However, if successful, this automatically opens the object and is always noisy. Dogs cannot choose this perk.

Bend the Rules - Requirements: LK 6, Level 16; Ranks: 1; Benefit: With this perk, the next time your character gets to choose a perk, they can ignore all restrictions except for race. You rule!

Better Criticals - Requirements: PE 6, LK 6, AG 4, Level 9; Ranks: 1; Benefit: The critical hits you cause in combat are more devastating. When you do a critical hit that does not kill outright, your hit does 150% normal damage (in addition to any damage bonuses already gained). In addition, your chance to cause damage to a limb is increased by 50%. If you critically hit for 40 points of damage, for instance, you would instead deal a whopping 60 points.

Bigger They Are… - Requirements: ST 6 and Melee 75%; Ranks: 1; Benefit: Your attacks with melee weapons have a greater chance of knocking an opponent over. And when they are knocked over, they get knocked back farther. Double the knockback chance and distance for any melee attack (not unarmed).

Bluff Master - Requirements: CH 3, Level 8; Ranks: 1; You are the king or queen of smooth talking. Whenever you are caught stealing, your character can automatically talk his or her way out of the situation. Dogs cannot choose this perk.

Body's Still Warm - Requirments: Unarmed 40%, Steal 100%; Ranks: 1; Benefit: Your skill at theft is so calmly focused that you can exercise your talent even in battle. Though it is difficult (+10 Difficulty),

you may select an enemy in combat for theft and steal one of their unequipped items.

Bone Head - Requirements: ST 7, Level 7; Ranks: 2; Benefits: You have a very thick skull, just like your mother always told you. With the first rank of this perk, you get a 50% chance to avoid being knocked unconscious. With the second rank, that chance increases to 75%.

Bonsai - Requirements: Outdoorsman 50%, Science 40%, Level 12; Ranks: 1; Benefits: Through careful nurturing, you have a small fruit tree growing out of your head. Now you have a steady supply of fruit! Only Ghouls can choose this perk.

Bonus HtH Attacks - Requirements: AG 6, Level 15; Ranks: 1; Benefits: Your character has watched Jackie Chan and Bruce Lee and managed to learn a thing or two. Your character can make more hand-to-hand or melee style attacks per combat turn with this perk. The AP cost to use a HtH or Melee attack is reduced by 1.

Bonus HtH Damage - Requirements: AG 6, ST 6, Level 3; Ranks: 3; Benefits: You have learned a special technique to deal more damage with your fists and melee weapons. Your character gains a +2 bonus to Melee Damage for each level of this perk.

Bonus Move - Requirements: AG 5, Level 6; Ranks: 2; Benefits: You have learned to take longer strides in combat. For each level of this perk, your character can move 2 more hexes in combat. The first two hexes a character moves do no cost any APs.

Bonus Ranged Damage - Requirements: AG 6, LK 6, Level 6; Ranks: 2; Benefits: You know just where to hit to make it hurt more. Every bullet that successfully hits the target does +2 damage for each rank of this perk. Deathclaws and Dogs cannot choose this perk.

Bonus Rate of Fire - Requirements: AG 7, IN 6, PE 6, Level 15; Ranks: 1; Benefits: Your trigger finger is a little faster than normal. Each ranged weapon attack costs one less AP to perform. Deathclaws and Dogs cannot choose this perk.

Bracing - Requirements: ST 7, Big Guns 80%, Level 4; Ranks: 1; Benefits: You know how to brace large weapons while you are standing. When applicable, you get a bonus for using a tripod just by holding a weapon in your hands. Deathclaws and Dogs cannot choose this perk.

Break the Rules - Requirements: LK 6, Level 20; Ranks: 1; Benefits: When you choose this perk, you may choose *any* perk next time, regardless of requirements or race.

Brown Noser - Requirements: CH 5, IN 6, Level 2; Ranks: 2; Benefits: You've learned how to suck up to your superiors. You get +1 CH for reaction roles when dealing with authority figures for each rank of this perk. Deathclaws cannot brownnose.

Brutish Hulk - Requirements: ST 7, EN 5, Level 8; Ranks: 1; Benefits: With this perk, you gain double the normal hit points when you go up a level. Only Deathclaws and Supermutants can choose this perk.

Bulk Trader - Requirements: Barter 75%; Ranks: 1; Benefit: Quantity is the name of the game, and you're holding all the cards. When you buy and sell goods, you get a +25% when you sell five at once.

Cancerous Growth - Requirements: ST < 7, Level 6; Ranks: 1; Benefits: The radiation has mutated you so badly that you thrive in the wastes. You gain a +2 bonus to your healing rate, and can regenerate a crippled limb in 48 hours. Only Ghouls can choose this perk.

Cautious Nature - Requirements: PE 6, Level 3; Ranks: 1; Benefits: Your character has learned to be wary of the world around him. His PE is increased by +3 when determining where he begins in random encounters.

Chemist - Requirements: First Aid 50%, Doctor 40%, Level 14; Ranks: 1; Benefits: All drug effects last twice as long.

Child of the Wastes - Requirements: Outdoorsman 50%, Melee 25%, Traps 25%; Ranks: 1; Benefit: You are skilled at stalking and killing in the wasteland. You gain +5 to damage against all animals and plants. You also have +5 to relevant skills when making equipment.

Commando – Requirements: Level 8; Ranks: 1; Benefit: While using a rifle (or similar two-handed weapon) you receive an extra 25% to hit. Deathclaws and dogs cannot choose this perk.

Comprehension - Requirements: IN 6, Level 3, Ranks: 1; Benefit: Looks like all those study skills courses paid off. With this perk, your character gains 50% to the number of skill points earned when reading educational books. Books that

normally give you 10 skill points now give you 15. Dogs cannot choose this perk.

Crazy Bomber - Requirements: Traps 60%, IN 6, Level 9; Ranks: 1; Benefit: Your LK with explosives is legendary. Characters with this perk who fail to set an explosive properly will know immediately, and that explosive will not go off or detonate – it will be reset, so the Bomber can try again.

Critical Defense - Requirements: PE 7, AG 7; Ranks: 3; Benefit: You've been battered around enough in combat to know when you really need to get out of the way. As a result, when an enemy scores a hit on you, their attack roll is effectively lowered by 10 points for purposes of determining critical hits.

Cult of Personality - Requirements: CH 10, Level 12; Ranks: 1; Benefit: Everybody likes your character. EVERYBODY. Instead of getting a negative modifier for the "wrong" kind of karma, you get a positive modifier. Bad people like good characters, and good people like bad characters. Good still likes good and bad still likes bad. Go figure.

Death Sense - Requirements: IN 5, Level 4; Ranks: 1; Benefits: Your senses are very well developed. You gain a +2 bonus to PE in the dark, and penalties for light levels are reduced by 50%. You also gain a 25% bonus to detecting enemies who are sneaking around. Only Deathclaws can choose this perk.

Demolition Expert - Requirements: AG 4, Traps 90%, Level 9; Ranks: 1; Benefit: Your character has learned how to handle explosives like a pro. For characters that like to blow things up, there is nothing better than this perk. Explosives set by this character do 50% more damage and will always detonate on time. Deathclaws and Dogs cannot choose this perk.

Demolition Man - Requirements: IN 8, Traps 50%; Ranks: 1; Benefit: You have the ability to make complex traps, bombs, and general explosives for a variety of nefarious purposes. You have +15 to your skill when making qualifying equipment. Dogs cannot choose this perk.

Devil's Highway - Requirements: Level 24, Karma above -20,000; Ranks: 1; Benefit: Karma is immediately considered "Very Evil".

Die Hard - Requirements: First Aid 40%, EN 6, Level 2; Ranks: 1; Benefit: You won't go down

without a fight! When your hit points drop below 20% of your maximum, you get an additional 10% Damage Resistance to all types of damage.

Divine Favor - Requirements: CH 8, Level 14; Ranks: 1; Benefit: A higher power has taken a liking to you. Anytime a roll fails, you have the option of re-rolling, but you *must* accept the results of the re-roll (you cannot re-roll a re-roll). You can only invoke your higher power once in a 24-hour period.

Dodger - Requirements: AG 6, Level 9; Ranks: 2; Your character has developed into a slippery little rat. This perk will lower your character's chances to be hit in combat. Armor class increases by +5 for each rank.

Driving City Style - Requirements: PE 6, AG 5, Level 9; Ranks: 1: Benefit: Your character has picked up some aggressive driving techniques. She gets a onetime 30% bonus to Pilot

skill, and any rolls against stats made while behind the wheel get a +2 bonus. Deathclaws and Dogs cannot choose this perk.

Drunken Master - Requirements: Unarmed 60%, Level 3; Ranks: 1; Benefit: As a "child of the bottle," you fight better when you are drunk. You receive a 20% bonus to your Unarmed skill when under the influence of alcohol.

Earlier Sequence - Requirements: PE 6, Level 3; Ranks: 3; Benefit: Your character will be more likely to move before other characters and critters in combat with this perk. Each rank of this perk increases a character's Sequence by +2.

Educated - Requirements: IN 6, Level 6; Ranks: 3; Benefit: Every rank of this perk will add +2 skill points when your character gains a level.

Empathy - Requirements: PE 7, IN 5, Level 6; Ranks: 1; Benefit: You get a better idea of what to say to an NPC with this perk. The GM *must* warn you when dialogue will be interpreted the wrong way.

Entomologist - Requirements: IN 4, Science 40, Level 7; Ranks: 1; Benefit: You do an addition 50% damage to mutated bugs like roaches, ants, or radscorpions.

Escalator to Heaven - Requirements: Level 24, Karma below 20,000; Ranks: 1; Benefit: Karma is immediately considered "Very Good".

Esteemed Academic - Requirements: IN 10, Science 125%; Ranks: 1; Benefit: From now on, they'll have to call you Professor Science Boy! You have the ability to write skill-increasing books and, subsequently, lift the ignorant masses from their confused drooling and post-apocalyptic rock-banging. Dogs cannot choose this perk.

Explorer - Requirements: Level 9; Ranks: 1; Benefit: This perk will make it more likely that your character will find those strange and interesting encounters and items. It is up to the GM to decide what those items and encounters are.

Faster Healing - Requirements: EN 6, Level 3; Ranks: 3; Benefit: Characters with faster healing just plain heal faster. For each rank of this perk, your character gains a +2 to the Healing Rate statistic.

Firewalker - Requirements: EN 9; Ranks: 2; Benefit: You have mastered the arts of walking on coals and taking cookie pans out of the oven bare-handed. For each level of this perk, you have +20% Heat AC that stacks with armor.

Flexible - Requirements: Sneak 60%, AG 6, Level 4; Ranks: 1; Benefit: Years of exercise have made you very supple. It only takes you 1 AP to change your stance in combat.

Flower Child - Requirements: 5 EN, Level 9; Ranks: 1; Benefits: With this perk, you are much less likely to be addicted to chems (50% less likely, actually) and suffer ½ the withdrawal time as a normal person.

Fortune Finder - Requirements: LK 8, Level 6; Ranks: 1; Benefits: Random encounters yield more money. Of course, you have to take it off the cold, dead bodies of your opponents. How much money is up to the Overseer.

Fusion Chemist - Requirements: Science 100%, Level 30; Ranks: 1; Benefits: With a successful Science roll, 10 Nuka-Cola Quantums can be converted into 1 Nuka-Cola Fusion. Dogs cannot choose this perk.

Gain AG - Requirements: AG below racial max, Level 12; Ranks: 1; Benefits: Increases your AG by +1 permanently.

Gain CH - Requirements: CH below racial max, Level 12; Ranks: 1; Benefits: Increases your CH by +1 permanently.

Gain EN - Requirements: EN below racial max, Level 12; Ranks: 1 Benefits: Increases your EN by +1 permanently.

Gain IN - Requirements: IN below racial max, Level 12; Ranks: 1 Benefits: Increases your IN by +1 permanently.

Gain LK - Requirements: LK below racial max, Level 12; Ranks: 1; Benefits: Increases your LK by +1 permanently

Gain PE - Requirements: PE below racial max, Level 12; Ranks: 1; Benefits: Increases your PE by +1 permanently.

Gain ST - Requirements: ST below racial max, Level 12; Ranks: 1; Benefits: Increases your ST by +1 permanently.

Gambler - Requirements: Gambling 50, Level 6; Ranks: 1; Benefits: This perk adds a one-time +20% to the Gambling skill.

Ghost - Requirements: Sneak 60%, Level 6; Ranks: 1; Benefits: In areas of darkness, or at night, characters with this perk gain +20% to their Sneak skill.

Grim Reaper's Spirit – Requirements: Level 20; Ranks: 1; Benefits: Every time you kill an opponent, all your action points are automatically restored.

Gunner - Requirements: Small Guns 40%, AG 6, Level 3; Ranks: 1; Benefits: You have become an expert at firing from a moving vehicle. You do not suffer the normal 10% penalty when firing from a vehicle in motion.

Gun Nut - Requirements: AG 4, IN 4, Level 3; Ranks: 3; Benefits: You're obsessed with using and maintaining a wide variety of firearms. With each rank of this perk you gain 5 points to your Repair and Small Arms skill

Gunsmith - Requirements: Repair 50%; Ranks: 1; Benefit: You have a talent for creating conventional firearms and ammunition. You have +15 to your skill when making qualifying equipment.

Gunslinger - Requirements: Level 6; Ranks: 1; Benefits: While using a pistol or other one handed weapon, you receive a plus 20% to hit.

Harmless - Requirements: Steal 50%, Level 6; Ranks: 1; Benefit: Your character's innocent demeanor makes stealing from people a little easier. This perk grants a +20% bonus to Steal. Deathclaws cannot choose this perk.

Healer - Requirements: PE 7, AG 6, IN 5, First Aid 40%, Level 3; Ranks: 2; Benefit: Each rank of this perk will increase the number of Hit Points healed by the use of First Aid or Doctor skills by 4-10 points (1d6 +4). The second rank adds +8-20 (2 X (1d6 +4)).

Heave Ho! - Requirements: Level 6; Ranks: 3; Benefit: For purposes of determining the maximum

range of thrown weapons only, this perk will increase ST by +2 for each rank.

Here and Now - Requirements: Level 9; Ranks: 1; Benefits: With this perk, your character immediately gains enough experience points to go up to the next level. If a character chose this perk at level 9, they would gain enough experience points to go to level 10, placing them at a total of 45,001 experience points.

Hide of Scars - Requirements: EN 6, Level 10; Ranks: 2; Benefits: Your battle-weary flesh has hardened into an armor of its own. You gain +15% to all resistances except for fire. Only Deathclaws can choose this perk.

Hit the Deck! - Requirements: AG 6, Level 4; Ranks: 1; Benefits: You react very quickly to the sound of an explosive coming your way. You only take ½ damage from ranged explosive weapons by increasing your Explosive DR by 50%. This includes damage from concussion and shrapnel.

HtH Evade - Requirements: Unarmed 75%, Level 12; Ranks: 1; Benefits: If your character is not carrying any weapons in either hand, at the end of a combat turn, the character gains 3 points of AC instead of the normal 1 for each unused Action Point.

In Your Face! - Requirements: Melee 75% or Unarmed 75%; Ranks: 1; Benefit: Opponents suffer a -15% penalty with any firearm attack mode or Throw when you are within 1 hex and holding melee weapons or are unarmed.

Innocent Bystander - Requirements: Sneak 50%, Steal 75%; Ranks: 1; Benefit: Your thievery is so smoothly executed that you can easily steal two items from someone for every single successful Steal check.

Iron Fist - Requirements: ST 4, Level 4; Ranks available: 3; Benefits: You do an additional 5 points of unarmed damage per rank.

Junk Merchant - Requirements: Barter 50%; Ranks: 1; Benefit: All items you find that are worth 1-5 bottlecaps are worth five times as much when you trade them.

Karma Beacon - Requirements: CH 6, Level 9; Ranks: 1; Benefit: Your Karma ran over someone's Dogma. Karma is doubled for the purposes of reaction.

Karmic Rebalance - Requirements: Level 24, Karma not equal to 0; Ranks: 1; Benefit: Karma is immediately reset to 0.

Lead Belly - Requirements: EN 5, Level 6; Ranks: 1; Benefit: You take 50% less radiation damage from food or water.

Leadfoot - Requirements: Pilot 60%, PE 6, AG 6, Level 3; Ranks: 1; Benefit: Your reflexes have developed to make you a very fast driver. Of course, that doesn't necessarily mean you are any safer. Characters with this perk can make a vehicle go 25% faster than the vehicle's maximum speed.

Leader - Requirements: CH 6, Level 4; Ranks: 1; Benefits: You have some natural leadership abilities and have managed to cultivate them. Any party member within 10 hexes of you gains +1 to their AG, up to their racial max, and +5 to their Armor Class. You do not get these benefits – that's the price of being a leader.

Lifegiver - Requirements: EN 4, Level 12; Ranks: 2; Benefits: Every time your character gains a level, he or she gains an additional 4 HP for each level of this perk. With two ranks, that's +8 HP per level!

Light Step - Requirements: AG 5, LK 5, Level 9; Ranks: 1; Benefits: Characters with this perk are much less likely to set off traps. For purposes of *triggering* a trap, they gain a +4 bonus to AG.

Little Leaguer - Requirements: ST 4; Ranks: 3; Benefits: You're an MVP! With every rank, you add 5 points to your Melee and Throwing skills. Dogs can't play baseball.

Living Anatomy - Requirements: Doctor 60%, Level 12; Ranks: 1; Benefits: This perk confers a +10% bonus to Doctor. Since characters with this perk have greater knowledge of anatomy, they also do +5 points of damage with every attack to living creatures.

Loner - Requirements: Outdoorsman 50%, CH < 5, Level 4; Ranks: 1; Benefits: You always were a little different, but now you've learned how to use those differences to your advantage. Characters with this perk gain +10% to all skill rolls when at least 10 hexes away from all of the other members of the party.

Master Thief - Requirements: Lockpick 50%, Steal 50%, Level 12; Ranks: 1; Benefits: This perk gives a one-time bonus of 15 points to both the Lockpick and Steal skills. Deathclaws and Dogs cannot choose this perk.

Master Trader - Requirements: CH 7, Barter 60%, Level 9; Ranks: 1; Benefits: This perk confers a one-time 30% bonus to your Barter skill. Deathclaws and Dogs cannot choose this perk.

Medic - Requirements: First Aid OR Doctor 40%, Level 12; Ranks: 1; Benefits: This perk gives a one-time bonus of 10% to First Aid and Doctor.

Mental Block - Requirements: Level 15; Ranks: 1; Benefits: Mental Block is the ability to tune out any outside mental interference. You must have learned this talent from a passing guru, or from a really late night at the bar. For purposes of determining range in combat AND finding traps ONLY, your character's PE is raised by 1, up to the racial maximum.

Monkeywrench - Requirements: Repair 75%; Ranks: 1; Benefit: You know the weaknesses of robots so well that you gain +5 to damage against them and successful attacks against them are increased by 40% for purposes of determining critical hits.

More Criticals - Requirements: LK 6, Level 6; Ranks: 3; Benefits: Characters with this perk cause more critical hits in combat. Each rank adds +5% to the Critical Chance statistic. Mutants cannot choose this perk.

Mr. (or Ms.) Fixit - Requirements: Repair 40% OR Science 40%, Level 12; Ranks: 1; Benefits: This perk gives a one-time bonus of 10% to both the Repair and Science skills. Deathclaws and Dogs cannot choose this perk.

Mutate! - Requirements: Level 9; Ranks: 1; Benefits: Picking this perk will also make you select one of your current Traits to remove. You then get a chance to pick another Trait. Weird, eh?

Mysterious Stranger - Requirements: LK 4, Level 9; Ranks: 1; Benefit: When you select this perk, there is a chance (30% + (2 X LK)) that your character will gain a temporary ally, but only in random encounters. The Overseer will choose that ally.

Negotiator - Requirements: Barter 50%, Speech 50%, Level 6; Ranks: 1; Benefits: This perk gives a one-time bonus of 10% to Speech and Barter. Deathclaws and Dogs cannot choose this perk.

Night Vision - Requirements: PE 6, Level 3; Ranks: 1; Benefits: Your character can see better in darkness when you select this perk. Negative modifiers for dark conditions are reduced by 50%.

Ninja - Requirements: Sneak 80%, Melee 80%; Ranks: 1; Benefits: You have the power of the fabled shadow warriors. You receive an additional 15% critical chance for melee or unarmed attacks. Additionally, a sneak attack critical does 25% more damage.

No Weaknesses - Requirements: Level 24; Ranks: 1; Benefits: All primary statistics lower than 5 are raised to 5.

Nuclear Anomaly - Requirements: Level 30; Ranks: 1; Benefits: Whenever your health is reduced to 20 or below, you will erupt into a devastating nuclear explosion, delivering 8d20 damage to all enemies and allies within 20 meters.

Pack Rat - Requirements: Level 6; Ranks: 2; Benefits: Each rank of this Perk adds +10 lbs. to your character's Carry Weight statistic.

Paralyzing Palm - Requirements: Unarmed 70%, Level 18; Ranks: 1; Benefits: If completely unarmed, once per combat you can completely paralyze a human for 3 rounds with a successful unarmed attack.

Pathfinder - Requirements: EN 6, Outdoorsman 60%, Level 6; Ranks: 1; Benefits: This perk reduces travel time by 25%. You just have a knack for finding those old trails and roads.

Pharmacist - Requirements: Doctor 50%; Ranks: 1; Benefit: You have a talent for creating chems and medical supplies. You gain a +15 bonus when making qualifying equipment.

Pickpocket - Requirements: AG 8, Steal 80%, Level 15; Ranks: 1; Benefits: Characters with this perk gain a 25% bonus to their Steal skill for the purposes of stealing from other characters or NPCs. Deathclaws and Dogs cannot choose this perk.

Presence - Requirements: CH 6, Level 6; Ranks: 3; Benefits: You gain a +1 bonus to your CH for reaction rolls for each rank of this perk.

Psychotic - Requirements: EN 5, Level 8; Ranks: 1; Benefits: Your body has adapted to the use of the stimulant Psycho. Positive effects of Psycho are doubled, and the addiction rate for this drug is halved. Only mutants can choose this perk.

Pyromaniac - Requirements: Big Guns 75%, Level 9; Ranks: 1; Benefits: This perk will make your character do horrible things with fire - to other people. He or she does +5 points of damage with fire-based weapons such as flamethrowers, molotov cocktails, napalm, and so forth.

Quantum Chemist - Requirements: Science 70%, Level 22; Ranks: 1; Benefits: With a successful Science roll, 10 Nuka-Colas can be converted into

1 Nuka-Cola Quantum. Dogs cannot choose this perk.

Quick Pockets - Requirements: AG 5, Level 3; Ranks: 1; Benefits: It only takes two action points instead of four to swap equipment in combat.

Quick Recovery - Requirements: AG 5, Level 6; Ranks: 1; Benefits: It only costs you one AP to stand up after being knocked down.

Rad Absorption - Requirements: EN 7, Level 28; Ranks: 1; Benefits: Radiation Resistance is considered doubled when calculating Rad decrease.

Rad Child - Requirements: EN 6, Level 3; Ranks: 1; Benefits: You do not take damage from radiation – in fact, it heals you. You gain an extra +5 to your Healing Rate when in a source of radiation that gives out 10 or more rads an hour. Only Ghouls can choose this perk.

Rad Resistance - Requirements: EN 6, IN 4, Level 6; Ranks: 2; Benefits: Each rank of this perk increases the Radiation Resistance of your character by 15%.

Rad Tolerance - Requirements: EN 7, Level 7; Ranks: 1; Benefits: Rad count does not have physical side effects below 400.

Ranger - Requirements: PE 6, Level 6; Ranks: 1; Benefits: This perk adds +15% to Outdoorsman. It also makes finding those special encounters and items a little easier.

Road Warrior - Requirements: Pilot 60%, IN 6, Level 12; Ranks: 1; Benefit: You have learned how to drive and shoot at the same time. You do not suffer any penalties when driving vehicles and making attacks at the same time. Deathclaws and Dogs cannot choose this perk.

Robotics Expert - Requirements: Science 50%, Level 12; Ranks: 1; Benefits: With this perk, you do an additional 25% damage to any robot. Even better, if you sneak up on a robot, you can deactivate it.

Salesman - Requirements: Barter 50%, Level 6; Ranks: 1; Benefits: Your character becomes a better salesman with this perk. +20% to the Barter skill. Deathclaws and Dogs cannot be salesmen.

Scout - Requirements: PE 7, Level 3; Ranks: 1; Benefits: Your character can see further in the wilderness. Maps are easier to read. It is up to the Overseer to determine exactly how this works. Special encounters and items are a little easier to find with this skill as well.

Scoundrel - Requirements: CH 5, Level 4; Ranks: 3; Benefits: You use your wily charms to influence people. Each rank raises your speech, barter, and gambling skills by 5.

Scrounger - Requirements: LK 8, Level 9; Ranks: 1; Benefits: You can find more ammo than the normal post-nuclear survivor. You always find double the normal ammunition in random encounters.

Sharpshooter - Requirements: PE 7, IN 6, Level 9; Ranks: 1; Benefits: With each rank of this perk, PE increases by +2 for the purposes of determining the modifiers for range in combat.

Silent Death - Requirements: AG 10, Sneak 80%, Unarmed 80%, Level 18; Ranks: 1; Benefits: While sneaking successfully, characters with this perk do double damage using HtH or melee attacks if they can hit their opponent in the back.

Silent Running - Requirements: AG 6, Sneak 50%, Level 6; Ranks: 1; Benefits: This perk allows characters to run and sneak at the same time.

Simple Machines - Requirements: Science 75% and IN 8; Ranks: 1; Benefit: You are so well versed in the artificial IN routines of robots that they suffer a -20% penalty to hit you.

Six-Shooter - Requirements: Small Arms 75% and PE 8; Ranks: 1; Benefit: You know that your trusty revolvers won't jam like those new-fangled automatic pistols. And hey, if you can't drop someone in six shots (or five), you need to spend more time at the firing range. When using revolvers, you never suffer critical failures, gain +4 to range, and attacks are considered to be +25 for purposes of determining critical hits.

Size Matters - Requirements: EN 5, Level 8; Ranks: 3; Benefits: You're obsessed with really big weapons. With every rank of this perk, you gain 15 points to you Big Guns skill.

Slayer - Requirements: AG 8, ST 8, Unarmed 80%, Level 24; Ranks: 1; Benefits: The slayer walks the earth! In HtH or melee combat, characters with this Perk do a critical hit with a successful roll against LK!

Smooth Talker - Requirements: IN 4, Level 3; Ranks: 3; Benefits: Each rank of this perk will increase your IN by +1 for rolls against that Stat when attempting to smooth-talk NPCs. Dogs cannot choose this perk, since dogs cannot talk.

Snakeater - Requirements: EN 3, Level 6; Ranks: 1; Benefits: This perk adds +25% to Poison Resistance.

Sniper - Requirements: AG 8, PE 8, Small Guns 80%, Level 24; Ranks: 1; Benefits: When using a ranged weapon, your character will do a critical hit with successful roll against LK and this perk. Deathclaws and Dogs cannot choose this perk.

Speaker - Requirements: Speech 50%, Level 9; Ranks: 1; Benefits: This perk gives a one-time bonus of 20% to the Speech skill. Deathclaws and Dogs cannot choose this perk.

Stat! - Requirements: First Aid 75%, Doctor 50%, AG 6, Level 3; Ranks: 1; Benefits: You can heal people must faster than the usual wasteland doctor in combat. When attempting to help a fallen comrade, it only takes 5 APs to use your skill.

Steady Arm - Requirements: ST 6, Level 4; Ranks: 1; Benefits: Due to your massive size, burst attacks cost 1 less AP. Only mutants can choose this perk.

Stonewall - Requirements: ST 6, Level 3; Ranks: 1; Benefits: If your character is about to be knocked down in combat, he can roll a percentile dice and has a 50% chance to avoid that fate.

Strong Back - Requirements: ST 6, EN 6, Level 3; Ranks: 2; Benefits: Each Rank of this perk increases Carry Weight by 50 lbs.

Stunt Devil - Requirements: ST 6, EN 6, AG 6, Level 6; Ranks: 2; Benefits: You know how to bounce when you hit the ground! You take 25% less damage from falling and from vehicle wrecks. In addition, you get a 10% bonus to your Pilot skill. Alas, there are no stunt dogs in the Fallout universe.

Survivalist - Requirements: EN 6, IN 6, Outdoorsman 40%, Level 3; Ranks: 3; Benefits: Gain a +25% bonus to the Outdoorsman skill with this perk.

Swift Learner - Requirements: IN 4, Level 3; Ranks: 3; Benefits: Each rank of this perk adds an additional 5% (round up) to your character's experience points when he earns them. For example, Jack's character Garfield kills a Rad Rat (50 XP). He would earn 53 XP instead of the normal 50 at the first rank of this perk.

Tag! - Requirements: Level 12; Ranks: 1; Benefits: Pick an additional Tag Skill.

Talon of Fear - Requirements: Unarmed 60%, ST 6, Level 12; Ranks: 1; Benefits: Venom has seeped into your claws. All of your unarmed attacks carry a Type B poison. Only Deathclaws can choose this perk.

Team Player - Requirements: CH 4, Level 12; Ranks: 1; Benefits: You have learned the basic skills of teamwork and sharing. Good for you!

Whenever *all* members of the party are within 10 hexes of your character, he or she gains +10% to all skills.

Tech Vulture - Requirements: Repair 50% and PE 8; Ranks: 1; Benefit: Waste not, want not. When you find a recently destroyed robot, there is a good chance you will be able to salvage something useful from it.

Thief - Requirements: Level 3, AG 4, PE 4; Ranks: 3; Benefits: This perk confers a one-time bonus of +10% to Sneak, Lockpick, Steal, and Traps. Dogs and Deathclaws cannot choose this perk.

Tough Hide - Requirements: EN < 8, Level 12; Ranks: 2; Benefits: Exposure to radiation and the harsh wastes has hardened you against the elements. You gain +15 to your Armor Class and a +10% bonus to all resistances. Only mutants can choose this perk.

Toughness - Requirements: EN 6, LK 6, Level 3; Ranks: 1; Benefits: This perk confers a +10% to Damage Resistance to all types of damage.

Tunnel Rat - Requirements: Sneak 60%, AG 6, Level 4; Ranks: 1; Benefits: You crawl like a baby. Well, you crawl like a very fast baby. You can move at your normal rate (1 AP per hex) while crouching or prone.

Warmonger - Requirements: IN 7, Level 24; Ranks: 1; Benefits: Only base skill rolls are necessary to make custom items. Dogs cannot choose this perk.

Way of the Fruit - Requirements: CH 6, Level 6; Ranks: 1; Benefits: You have learned about the mystical healing effects of eating fruit. For 24 hours after eating a piece of fruit, your character gains +1 to PE and AG. Deathclaws and Dogs cannot grasp the mysteries of the fruit.

Weapon Handling - Requirements: AG 5, Level 12; Ranks: 1; Benefits: This perk adds +3 ST for the purposes of ST requirements for handling and firing weapons.