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Chapter 1: The World of Fallout



War. War never changes.

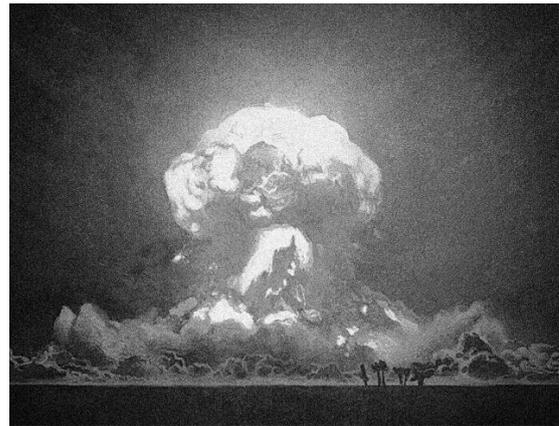
The Romans waged war to gather slaves and wealth. Spain built an empire from its lust for gold and territory. Hitler shaped a battered Germany into an economic superpower.

But war never changes.

In the 21st century, war was still waged over the resources that could be acquired. Only this time, the spoils of war were also its weapons: Petroleum and Uranium. For these resources, China would invade Alaska, the US would annex Canada, and the European Commonwealth would dissolve into quarrelling, bickering nation-states, bent on controlling the last remaining resources on Earth.



In 2077, the storm of world war had come again. The details are trivial and pointless, the reasons, as always, purely human ones. In two brief hours, the Earth was nearly wiped clean of life. A great cleansing, an atomic spark struck by human hands, quickly raged out of control. Spears of nuclear fire rained from the skies. Continents were swallowed in flames and fell beneath the boiling oceans. Humanity was almost extinguished, their spirits becoming part of the background radiation that blanketed the earth.



A quiet darkness fell across the planet, lasting many years. Few survived the devastation. Some had been fortunate enough to reach safety, taking shelter in great underground Vaults. When the great darkness eventually passed, these vaults opened, their inhabitants setting out across ruins of the old world to build new societies, establishing new villages, forming tribes. From the ashes of nuclear devastation, a new form of civilization would struggle to arise.



Welcome to the Wasteland.

Chapter 2: Character Creation

Section 1: Background and Race



Think about what your character will be like. Your character is your alter ego in the Fallout universe. Will your character be a gun-happy sniper? A Brahmin-Cart racer? A sneaky thief? A fast talker who can squeak past the armed guards with a good excuse? A boxing champ, strong but slow? A beautiful seductress who takes what she wants after the moment? The possibilities are endless.

Before going any further, the player needs to choose a race. All are human, or were once human, but each have different advantages and disadvantages. Non-human races are usually campaign and world specific; this means that it won't always work with the plot for everyone to play a Super-Mutant. Each race gains perks at a different rate; this can combine with various traits that effect how fast a character gains perks (see Traits, below). 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 add these numbers to the character's base resistances.

Human



Your basic human. Two arms, two legs, two eyes. You and me. Humans gain no bonuses or penalties to their basic statistics. Humans gain a perk every 3 levels.

Human	ST	PE	EN	CH	IN	AG	LK
Minimum	1	1	1	1	1	1	1
Maximum	10	10	10	10	10	10	10

Ghoul



When the bombs hit, a small few people were irrevocably changed. Ghouls are humans who have been exposed to massive amounts of radiation in a sudden burst and were lucky (or unlucky) enough to remain alive, the radiation having altered them at a cellular level. Ghouls enjoy an extremely slow cellular mitosis rate, giving them a massively long lifespan. 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 colour, with green and yellow the most common. When they do have hair remaining, it usually does not grow. Some ghouls were inexplicably merged with plant species, and have shrubs and moss growing out of various parts of their bodies.

Radiation might have twisted their bodies, but for a fortunate few, it did not affect all of 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. The ones whose minds weren't spared are known as *Feral Ghouls*. Feral ghouls are mindless and will attack just about anything that moves, except for their own non-feral counterparts who they, despite their lack of intelligence, see as their own kin. Feral ghouls, unfortunately so, give their intelligent counterparts even more prejudice, as some humans see normal ghouls as ticking timebombs. For this reason, many ghouls have formed settlements of their own, or live in settlements with humans and mutants who do not mind their nature.

Unlike their mythic namesakes (and their feral counterparts) ghouls do not eat human flesh. They do, however, require a certain amount of radiation to survive (lest their corpse-like bodies begin to actually decay or they lose their minds), and for this reason, one can often find a population of ghouls around a leaky nuclear reactor or an impact crater from the war. Ghouls age very slowly, and their lifespan is a whopping 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 disease, falls, and bullets as everyone else. Ghouls cannot reproduce. Ghouls have a natural 80% Radiation Resistance bonus along with a 30% Poison Resistance. Ghouls gain a perk 1 level later than humans. Luckily, Ghouls can wear any kind of armor that normal humans can wear.

Ghoul	ST	PE	EN	CH	IN	AG	LK
Minimum	1	1	1	1	1	1	1
Maximum	6	10	10	8	10	8	10

Super-Mutant



Super Mutants (or just mutants, as they prefer to call themselves) can be divided into two origin points, First Generation and Second Generation. First Generation Super Mutants are not the product of "natural" after effects from the war, but a race created by one person, an insane, inhuman 'Master' who wanted to create a superior race for the Wasteland. The Master discovered ancient secrets from within an Old-World military installation, secrets which mutated and deformed him beyond recognition. He adapted this secret, this "Forced Evolutionary Virus (FEV)" and began performing experiments on people. Many died before he achieved the desired results. After "dipping" the person in a vat containing the FEV virus, they would emerge and undergo an intense physiological change. They grew much stronger and more intelligent, as well as growing in height and stature. Armies of Super-Mutants were once servants to this Master (although to hear them tell it, the Master was more of a Messiah than a tyrannical madman to them) and his dream to "dip" every human on the planet and form his army of Unity, but the Master was eventually killed and his mutant army scattered to the Wastes by a certain wandering hero.

Second Generation Super-Mutants originate from a large group of Wasteland miners enslaved by the villainous Enclave for the purpose of excavating the Old-World ruins where FEV and the Master's Army were created. The miners dug deeper into the remains of the base and were successful in their task, but unfortunately were immediately exposed to raw, decayed FEV. Their exposure was imprecise and unrefined, resulting in their mutation being suitably imperfect. Whilst nearly all suffered impaired intelligence or severe mental issues compared to their First-Generation brothers, they still shared the same physical properties and as such turned on their Enclave slavemasters, overthrowing them and setting off freely into the Wastes.

First-Generation mutants are by far the less numerous of the two. Many of them were killed in the Master's campaign, so in times set after the Master's defeat First-Generation mutants should only be allowed in rare cases.

Like ghouls, mutants age very slowly, but not as slowly as their cousins. Mutants are generally huge, easily reaching 2.8 to 3 meters in height, weigh up to 350 pounds, and come either male or female. Their skin is usually a greenish yellow colour, and various bunions and growths cover their bodies. They have hair in all the usual places, but it rarely grows and if it does it usually grows slowly (a result of the slowed cellular mitosis from the FEV virus). Super-Mutants are sterile as a result of the FEV dipping process.

Unfortunately, like ghouls, mutants are largely outcast from human society. Many of the First-Generation prefer it this way, looking on human society as diseased or inferior because of the prejudice and corruption that still exist. First-Generation Super Mutants were once part of what they see as an attempt to finally unite humanity and overcome humankind's weaknesses, and many still feel that the Master's Unity was a noble cause. Unfortunately, many societies in the Wasteland still live with the scarred memory of the Unity's attempts at total domination, and the countless that died as a result. Second-Generation Super-Mutants care not for civilization or many high ideals, preferring to live in simplistic roving bands of their fellow mutants. Mutants enjoy a 50% Radiation Resistance bonus and a 20% Poison Resistance bonus, and gain a perk every 4 levels. They gain an additional 2 hit points per level. Mutants cannot easily use small arms; when using a weapon of such a kind not designed specifically for Super-Mutants, they receive a -15% chance to hit. Mutants gain a 20% bonus to their Damage Resistance for all types of attacks, but also a -15 to their AC too. Mutants can easily live 200 years beyond when they were "dipped." Mutants cannot wear armor designed for humans; they just don't make it their size. Someone in that vast wasteland might, however.

First Generation	ST	PE	EN	CH	IN	AG	LK
Minimum	7	1	5	1	1	1	1
Maximum	12	10	10	6	10	10	10

Second Generation	ST	PE	EN	CH	IN	AG	LK
Minimum	7	1	6	1	1	1	1
Maximum	12	10	10	4	5	8	10

Section 2: SPECIAL

What makes you S.P.E.C.I.A.L.

The next thing to determine is your SPECIAL stats. These stats are a measure of your character's natural abilities although they may become modified to an unnatural state. They are Strength, Perception, Endurance, Charisma, Intelligence, Agility and Luck. Each stat and what each modify is explained below. Each stat begins at 5, with additional modifiers depending on your race.

When you first create your character, all SPECIAL stats start at 5 and you are allotted an additional five to spend. When applying points, you are also allowed to subtract any number of them from any SPECIAL stat to add to another SPECIAL stat. Once your character is complete the stats are fixed but be careful as you usually start to experience detrimental effects once your stats drop below 5. No stat can ever drop below 1 and although there may be effects that modify your character's stats above 10, each of your character's base stats can never be higher than 10 with the exception of people wearing Power Armor and Super Mutants, both of whom have the potential for superhuman Strength.

Stat Check: A stat check can occur whenever you attempt something that does not automatically succeed and is also directly tied to one of your SPECIAL stats. For example, if you were trying to walk across a narrow chasm you might have to make an Agility check or if you were trying to play high-stakes roulette you might have to make a Luck checks. To make this check, the player must roll under their relevant SPECIAL stat, rolling at or above is considered failure. Stat checks are a large part of the *Fallout* game and all of your SPECIAL stats will require checks at some point although some may be used much more frequently than others. Some SPECIAL checks are more easy or difficult than others and modifiers may be applied. For example, a somewhat unusually difficult check may receive -1 or an exceptionally difficult check may receive a -4.

Example: You are being held at gunpoint by a crazed Desert Raider. Being out of options, you attempt to charm your way out of it. With a Charisma 6, you make the roll. You rolled a 7, above your Charisma score. This is considered a failure, and the Desert Raider slugs a 10mm round through your skull.

You lose. Welcome to the Wasteland.

Strength



Strength (STR) is a measure of your character's raw physical power. This statistic is used in the secondary statistics Carry Weight, Melee Damage and Hit Points. Strength checks are used for bashing in doors, lifting heavy objects and anything else involving brute, physical strength.

Strength Value	Melee Damage	Carry Weight
1	+1	25
2	+1	50
3	+1	75
4	+1	100
5	+1	125
6	+1	150
7	+2	175
8	+3	200
9	+4	225
10	+5	250

Modifier to DAM with Unarmed/Melee Weapons: Additional damage added to Melee and Unarmed damage. (Strength - 5, minimum 1)

Carry Weight: The maximum amount of weight your character can carry before they are considered over encumbered. The amount a person is carrying can greatly affect their ability to move quickly when needed.

***Weapon Strength Requirements:** All weapons except grenades, mines and unarmed ones, have a weapon strength requirement. For each point below the requirement you get a -5% to your attack roll. This is in addition to the modifiers listed above and also applies to ranged weapons.

Perception



Perception (PER) is a measure of how quickly and accurately your character sees, hears, or becomes aware of something through the senses. Perceptive characters notice details better, 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. They can also make long-distance shots in combat that no-one else can make. Highly perceptive characters are private investigators or snipers. Characters with low Perception walk about in their own little world. This statistic is used in the Sequence secondary statistic, and in several skills such as Lockpick, Traps, First Aid, and Doctor. One of the uses of this statistic is also to determine the maximum distance your character can shoot a ranged weapon effectively. The better the score, the farther you can accurately shoot. A high Perception is imperative for a sniper. Perception is used when there is a little detail the character has a chance of noticing, such as the glint off the scope of the sniper taking aim at their head.

Perception Value	Range Modifier	Sequence
1	-4	-4
2	-3	-3
3	-2	-2
4	-1	-1
5	+0	+0
6	+1	+1
7	+2	+2
8	+3	+3
9	+4	+4
10	+5	+5

Range Modifier: The amount of hexes added or subtracted from the base range of your weapon.

Sequence Modifier: The order of attack during combat.

Endurance



ENDURANCE (EN) is a measure of 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. Characters with high Endurance can swim across Lake Michigan. Characters with low Endurance can drown in the kiddie pool. The Hit Point, Poison Resistance, and Radiation Resistance statistics are based on Endurance. Endurance is used to determine if burst hits knock characters down, or even unconscious. Endurance checks determine things like whether your character can hang on to that rope over a canyon, or can resist the deadly cloud of bacteria that renegade scientist just sprayed in his or her face.

Endurance Value	Rad Resistance	Poison Resistance
1	2%	5%
2	4%	10%
3	6%	15%
4	8%	20%
5	10%	25%
6	12%	30%
7	14%	35%
8	16%	40%
9	18%	45%
10	20%	50%

Health Points: Base HP = 15 + Strength + (2 x Endurance)
HP Per Level = Endurance/2 (rounded down) +2
HP restored per day = Endurance/3 (Min. 1 HP)

E.G a Vault Dweller with 5 Strength and 5 Endurance has 30 Base HP, and receives an additional 4 HP

Charisma



Charisma (CHAR) is how physically attractive 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. John F. Kennedy was charismatic; Dan Quayle was not. No secondary statistics are based on Charisma barring your Follower Limit. 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.

Charisma Value	Number of Followers
1	0
2	1
3	1
4	2
5	2
6	3
7	3
8	4
9	4
10	5

Number of NPC Followers: The amount of people in the Wasteland who will join the party. The party must add their Charisma scores together collectively, and then divide this number by 4 to discover the amount of people who will willingly follow them. ($CHAR/4 = \text{Follower Count}$). Beyond this number their incentive must be exceptional or they must be following the party against their will.

Low Charisma: Below average Charisma has some detrimental effects:

4: People are sometimes nervous around you without knowing why. There's just something about you.

3: People tend to stay away from you. They won't go running if you approach them but they tend to be uncomfortable and feel a sense of relief when you pass.

2: If you surprise someone chances are, they'll scream and run for help. People tend to be openly hostile to you and it can be difficult to start a conversation. Your companion's interactions with others also suffer when people see you associating together.

1: Downright unsociable. People really don't want to talk to you and they frighten or anger easily around you.

Intelligence



Intelligence (INT) 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. Albert Einstein, Napoleon, and Alexander the Great had high intelligence. General Custer, Forrest Gump, and the guy in "Sling Blade" did not. No secondary statistics are based on intelligence. Numerous skills use it for their base values, however. Intelligence also determines the number of skill points your character gains each level. Intelligence checks are made when characters are attempting to guess a password or determine the sequence of electric charges running through the pattern on the floor.

Intelligence Value	Skill Points Per Level
1	11
2	12
3	13
4	14
5	15
6	16
7	17
8	18
9	19
10	20

Modifier to Skill Points Per Level: Your skill points per level is equivalent to $10 + INT$

***Low Intelligence Detriments:** With an INT of 3 or lower your character cannot learn another language. With an INT of 2 or lower your character cannot read or write beyond a few words.

Agility



AGILITY (AG) 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. Characters with high Agility are jugglers and acrobats. Characters with low Agility dance with two left feet. This statistic is the basis for the Armor Class and Action Point secondary statistic. It modifies the greatest number of skills as well, especially combat skills. Agility checks 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.

Agility Value	Armor Class Modifier	Action Points
1	-4	5
2	-3	6
3	-2	6
4	-1	7
5	+0	7
6	+1	8
7	+2	8
8	+3	9
9	+4	9
10	+5	10

Armor Class (AC): Your Agility dictates your natural Armor Class. Armor Class determines how easy, or hard it is to attack you on a percentile basis. Add this modifier to your Armor on Base. For Armor and bonuses add them to the Total Armor Class.

Action Points (AP): The number of actions that the character can take during one combat turn. $5+AG/2$ (rounded down) e.g 5 AG = 7 AP

Luck



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 damage dealt by said critical and Death Saves. Luck checks 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.

Luck Value	Death Chance Modifier	Critical Chance
1	5%	1%
2	10%	2%
3	15%	3%
4	20%	4%
5	25%	5%
6	30%	6%
7	35%	7%
8	40%	8%
9	45%	9%
10	50%	10%

Instant Death Save: When hit points are reduced to zero, a character must make Death Saves. Roll d100 and subtract the Death Chance Modifier, by default this is 25% but it is directly affected by LUCK. The character must roll at or above their subtracted Death Chance score on the d100. If this fails three times, the character dies. If this succeeds three times, they are rendered comatose or unconscious instead (Contextual). In cases of "High Lethality", you will only make one of these saves (i.e. falling off a bridge or being shot in the head point blank in a shallow grave)

Critical Chance: Your Critical Chance is the same as your luck score. Critical Fail is $90 + \text{Luck}$ on any d100 roll e.g a Vault Dweller with 3 Luck scores a Critical when he rolls a 3 or below, and suffers a Critical Failure when he rolls 93 or above

Section 3: Skills



Skills are learned abilities of your character. The skill level shows how good your character is at that specific skill. There are a large variety of different skills in the game and they can be increased by gaining skill points from levelling up or reading educational material. Skills, when rolled, can critically hit, if number of the dice is equal or under to the character's Luck statistic. A dice roll will normally critically fail if the number is equal the character's Critical Failure chance or up.

Tag Skills: Every character gets three tag skills to start out with. These skills could best be described as the character's *gifted* areas, or areas of study in their youth and in life. Every character must take only three tag skills, unless they get an extra tag skill due to a trait or a perk. Reach tagged skill gains an increase to its base value by 20 points.

Skill Advancement: $10 + \text{Intelligence} = \text{Skill Points per Level}$ e.g A Vault Dweller with 7 Intelligence has 17 Skill Points per level.

Skill Checks: Skill checks are used whenever you take an action relating to one of your skills. To make a skill check, you must roll a 1d100 (AKA 2d10). If your roll is at or below your level in the relevant skill, it is a successful skill check. If it is above, it is a failed skill check.

Not all skill-related actions are of equal difficulty, hacking into a barkeep's personal battery powered terminal isn't as difficult as cracking ICBM codes in an Old-World US Army Base. To reflect this, difficulty modifiers may be applied, acting against your roll on a percentile basis. For example, a "Very Hard" roll may have a 75% negative modifier, meaning that for the purposes of this specific check, the number you must roll under on the dice must be 25% of what you would require without the modifier. Conversely, an action may be so simple you may not even need to roll at all and pass merely succeed by having a high skill level.

Skill Check Difficulty Modifier Table

Troublesome = -25%

Hard = -50%

Very Hard = -75%

Skill List:

Small Guns



This skill covers the use of any pistols, revolvers, small shotguns, submachine guns, rifles and assault rifles chambered with conventional ammo, such as 9mm, .45, .308 or 5mm. Small guns are very easy to come by in the Wastes, standing next to melee weapons as the most common instrument of violence. This skill converges with Repair in governing weapon modification and general gunsmithing.

The starting Small Guns skill is equal to: $(5 + \text{Perception} \times 3)$

Big Guns



This skill covers the use of explosive weapons from the humble grenade rifle and missile launcher all the way up to mortars, artillery and the 'Fatman' Mobile Nuclear Launcher and more conventional *big* guns such as LMGs and miniguns. It also covers Flamethrowers.

The starting Big Guns skill is equal to: $(\text{Strength} + \text{Perception})$

Energy Weapons



The use of energy weapons is not very common in the post-nuclear world. Energy-based weapons were just coming into actual warfare before the world ended. Laser and Plasma weapons are generally covered by the Energy Weapons skill. If your weapon uses a power pack as ammunition you can bet it's covered by this. Energy Weapons ignore DT (but not DR).

The starting Energy Weapons skill is equal to: (Perception + Intelligence)

Melee Weapons



Knives, bats and spears are widely used by raiders and tribals alike. Basically, any weapon used to bash, bludgeon, stab and slash is a melee weapon. There are odd curiosities that use ammunition or fuel, but as they're mainly used to bash, they're still melee, baby.

The starting Melee Weapons skill is equal to: (10 + Strength + Agility)

Unarmed



This is the skill of beating people up with your fists and feet, from boxing to brawling to the martial arts. The better you are at this skill, the more likely you are going to hit in combat. This skill also covers the use of weapons that enhance the unarmed combat, such as brass knuckles, spiked knuckles and even the legendary power fist. At higher skill levels, you will learn new techniques of fighting.

The starting Unarmed skill is equal to: (Strength + Agility)

Throwing



Quite simply, this covers your ability to throw things. It is a measure of your accuracy while chucking things at people. This includes rocks, knives, hatches, spears and grenades of various kinds.

The starting Throwing skill is equal to: (Strength + Agility x 2)

Traps



This skill can be used to detect, set and disarm traps. The higher your skill is the easier it is to properly lay or disarm a tripwire, bear trap or time bomb successfully.

The starting Traps skill is equal to: (Intelligence + Agility)

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 at a distance. If you get too close to a dangerous creature, no matter how good your sneaking is, they will notice you. Of course, whether someone notices you, or not, is based on what direction they're facing, the amount of light in the area, your cover, and a helluva lotta luck. Such is the life of a thief. When sneaking your stance has to be very quiet, therefore every movement action costs twice as much.

The starting Sneak skill is equal to: (5 + Agility x 3)

Lockpicking



If you need to open locks without the proper key, you're going to need lockpicking. Use it to get what you want from locked safes and behind locked doors. Having an actual lockpick will improve your chances, and is often mandatory. Certain locks are, of course, harder to pick than others and some absolutely do require the use of a lockpick of some sort.

The starting Lockpick skill is equal to: (5 + Perception + Agility)

Survival



This is the skill of living in the Wasteland. It governs your knowledge of outdoor living and survival in hostile environments. Basically, what they teach in Boy Scouts and Girl Scouts, modified for the post-nuclear world. It also represents how well versed you are in the locations, local history and culture of the Wastes. Survival has many uses, from finding food and water in the middle of a vast wasteland to skinning a Gecko, crafting tribal recipes at a campfire, or knowing what the hell those tribal warning charms actually mean. It's always good to have someone in the party who's a survivalist.

The starting Survival skill is equal to: (5 + Endurance + Intelligence)

First Aid



First Aid is the skill of minor healing. You will be able to heal minor wounds, cuts and bruises with this skill. The use of this skill is limited to three attempts per patient, but usually requires tools to properly perform. Without a kit of any kind, First Aid heals 1d4 HP (at a maximum of 6 HP healed on one patient) with a penalty of 25%. A First Aid Kit or Bandage Kit removes all penalties for the use of the First Aid skill, but a successful use of the skill removes one use of the kit. A use of this skill takes 1d10 minutes outside of combat and heals 1d10 hit points with a maximum of 10 HP healed on patients for Bandage Kits.

The starting First Aid skill is equal to: (5 + Perception + Intelligence)

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. Doctor skill, however, always requires the use of a Doctor's Bag for use, as it's impossible to do major healing without the proper equipment. A use of this skill takes around 1 hour outside of combat and heals 2d10 hit points. Doctor can also be used in the middle of battle to resuscitate an ally who is near-death. This action takes a full round's worth of AP to do and brings them back with to only 1 Hit Point. Alive, but barely. Your Doctor skill also determines the effectiveness of certain chems.

The starting Doctor skill is equal to: (Perception + Intelligence)

Science



Science covers a variety of high-technology skills, such as chemistry, biology, physics, and computing. Used in referring to your character's general knowledge and understanding of academic scientific concepts, technologies and strange Old-World scientific mysteries. It offers practical applications in that it is used to craft medicine and other manufactured drugs and toxins. It is also used when hacking computers or working with robotics. Similarly, it is also used to determine the effectiveness of certain, unknown, poisons and weird plants one might find.

The starting Science skill is equal to: $(5 + \text{Intelligence} + \text{Intelligence})$

Repair



Repair is the general knowledge of mechanics and the practical application of being a handyman. As things are constantly breaking in the wastes, and there aren't customer service hotlines anymore, a person with a high Repair skill is always good to have around. Repair covers most forms of crafting items as well as fixing and building all manner of mechanical things, from guns to vehicles, and can also be used to intentionally sabotage or disable mechanical things.

The starting Repair skill is equal to: $(5 + \text{Perception} + \text{Intelligence})$

Prospecting



The general knowledge and skill related to prospecting (read: scavenging) Old World ruins. Those with a high prospecting skill will find way more stuff than those utilizing straight-up luck. Prospecting has its own special knacks to it, such as being able to quickly, and accurately, evaluate the worth of what you find, instead of wasting valuable time on something potentially very worthless.

The starting Prospecting skill is equal to: $(5 + \text{Perception} + \text{Luck})$

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

The starting Gambling skill is equal to: $(\text{Luck} \times 4)$

Barter



The skill of trading. In the post-nuclear world, currency is not always commonly used, but for the most part some kind of replacement for pre-war money is used. Barter will allow you to get more for less when trading for equipment, weapons and other types of items. A high Barter skill can lower the prices you pay for items you purchase and increase the money you got for selling excess loot. A good Barter skill isn't important for killing people, but it is certainly a valuable skill for the non-berserkers.

The starting Barter skill is equal to: $(\text{Charisma} \times 4)$

Speech



The ability to communicate in a practical and efficient manner. The skill of convincing others that your position is correct. The ability to lie and not get caught. Whilst Charisma is used to utilize your personality and charm others, the art of Speech is used to create a sound or convincing line of argument.

The starting Speech skill is equal to: $(5 + \text{Charisma} \times 4)$

Section 4: Traits



Traits are an optional part of the character creation process. 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.

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 any healing, but your Radiation and Poison Resistance start at 0%. Only Humans can choose this trait.

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 lose 2 Action Points. Cannot be taken with Small Frame.

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 reduced to $15\text{lbs} \times \text{STR}$. Cannot be taken with Bruiser.

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 twohanded weapons, but get a 20% bonus to hit with weapons that only require one hand.



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 but you gain a 10% bonus to Critical Chance.

Cannot be taken with Built to Destroy

Kamikaze

By not paying attention to any threats, You have +5 to your sequence but your reckless nature in combat means that your Armor Class is reduced by 3.

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 chance is halved and you receive a -30% penalty on the Critical Table.

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.

Cannot be taken with Trigger Discipline

Trigger Discipline

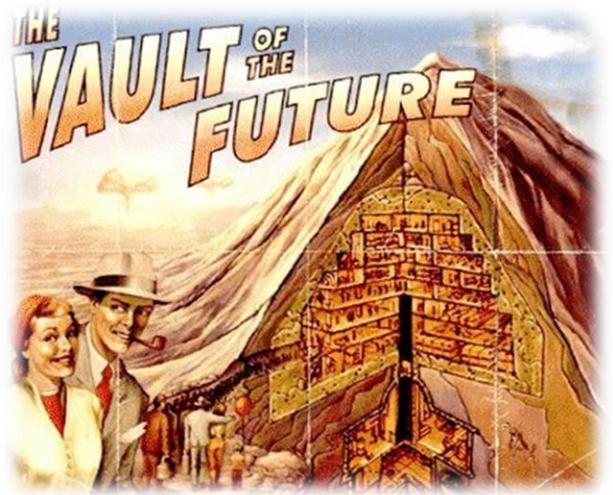
While using any ranged weapons you gain a +5% chance to hit (+15% for Targeted Shots) but taking your time to aim means all attacks with ranged weapons use 1 more AP than normal.

This doesn't affect throwing weapons.

Cannot be taken with Fast Shot

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 Gamemaster.



Jinxed

The good thing is that everyone around you has more critical failures in combat. The bad thing is: so do you!

Critical Failure chance increased by 10% for all party members and all NPCs. Effect does not stack on NPCs and other PCs if multiple characters take 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 15% 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.

Built to Destroy

The flamethrower that burns twice as bright also burns half as long. You receive +5% to Critical Chance, but also a +5% to Critical Failure. Due to your lifestyle, you also only gain END/2 HP per level. Cannot be taken with Finesse.

Claustrophobia

You have a fear of enclosed spaces, probably because of the mutants that live there. All SPECIAL statistics for the sake of checks are increased +1 while outdoors, and penalized -1 indoors.

Chem Reliant

You are more easily addicted to chems. Your chance to be addicted (and the effects of your addiction) is twice normal, but you receive double the benefit. Cannot be taken with Chem Resistant

Chem Resistant

Chems (and their withdrawal symptoms) only have half the effect, but your chance to be addicted is only 50% the normal amount. Cannot be taken with Chem Reliant.



BUY WAR BONDS

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. Note that the bonus cannot take IN and PE above the character's racial maximum or below the character's racial minimum.

Skilled

You spend more time improving your skills than a normal person, to compensate for having less innate potential. You gain 5 extra skill points when you level, the trade-off is that it takes you an extra level to gain a perk. You cannot take this with Gifted.

Gifted

You have more innate abilities than most, so you don't spend as much time honing your skills. You gain an additional 5 SPECIAL points to allocate, but you receive a -10% to all Skills at creation. And you only receive $8 + \text{INT}/2$ Skill Points per level. Cannot be taken with Skilled.

Tech Wizard

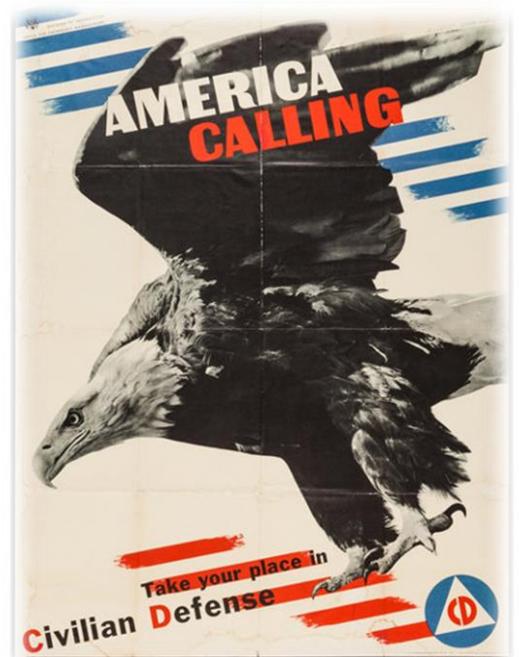
You spent your formative years hunched over a bench learning all about the way things work. The trouble is that you've ruined your eyes! You get a +10% bonus to Science, Repair, and Lockpick skills, but you lose 1 Perception.

Red Scare

Communists around every corner! Your extreme paranoia has left you with +2 to Perception, but your perpetual need to check your environment and unwillingness to turn your back means that you lose 1 Charisma and have a -5% Penalty to hit during Combat.

Loose Cannon

You throw fast, not long. Thanks to your speedy arm, Throwing Weapons cost 1 less AP, but their throwing range is reduced to 75% of its total.



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Glowing One (Ghouls Only)

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 table).

Fear the Reaper (Ghouls Only)

You have cheated death! You gain perks as if you were a human, but you are now on death's short list. Each month, you must roll against your Luck. If you fail the roll, Your Luck is reduced by 1. When you reach 1 Luck, You must then roll against Luck once a month to see if you instantly drop dead. Only Ghouls can choose this trait.

Vat Skin (Super Mutants Only)

Perhaps you were dipped for too long in the FEV vats, or maybe you just have a freak genetic code. Either way, your skin is more rubbery thick than your Super-Mutant comrades, but has left you feeling more restricted in your movement. +10% to Damage Resistance, all movement costs an additional AP

Ham Fisted (Super Mutants Only)

Genetic engineering - or dumb luck - has endowed you with huge hands. +20% Unarmed, -20% Small Guns, First Aid, Doctor, Repair, Science and Lockpick.



Chapter 3: Perks



Perks are gained every few levels, and represent knowledge acquired travelling through the Wasteland or through quirk of their character. Perks can affect stats, skills, secondary stats and sometimes just do strange things. Some will require a little bit of imagination to implement. Perks do have level and statistic requirements at times. Some perks can have several 'ranks; and therefore, taken more than once (though no more than their rank). Nearly all perks are included in the list below, however "special" unique perks can be acquired through your adventures.

Name	Level Req.	Stat Req.	Ranks	Benefit
Awareness	3	PER 5	1	You can see more detail of an NPC upon inspection in combat. AC, DR, Weapon + Ammo and HP
Cautious Nature	3	PER 6	1	+3 to Perception (Sequence Bonus) for Random Encounters
Comprehension	3	INT 6	1	50% more Skill Points earned from Skill Books and 10 more Skill Points added with Skill Magazines
Bonus HtH Damage	3	STR 6 AGL 6	3	+2 to Melee Damage
Earlier Sequence	3	PER 6	3	+2 to Attack Sequence
Healer	3	PER 7 IN 5, AGL 6, First Aid 40%	2	Additional 1d4 Hit Points healed when using First Aid or Doctor on a patient for each rank taken
Better Healing	3	END 6	1	+2 Hit Points when being healed
Night Vision	3	PER 6	1	20% removed from vision penalty in darkness
Quick Pockets	3	AGL 5	1	Accessing inventory only costs 2 Action Points
Scout	3	PER 7, Survival 40%	1	Discovery range for Towns on the Wasteland Map increased, +10% to Survival for navigation in Travel
Smooth Talker	3	INT 4	3	+1 to Intelligence Checks during character dialogue situations
Wasteland Wanderer	3	INT 6, Survival 40%	1	+25% to Survival. Pick up small amount of rumours in each town.
Stonewall	3	END 6 STR 6	1	Cannot be knocked down in combat.
Strong Back	3	STR 6 END 6	3	Carry and additional 50lbs

Survivalist	3	INT 6, END 6, Survival 40%	1	+25% to Survival, +1 END for Heat Stroke or Hypothermia checks during travel
Thief	3	INT 4	1	+10% to Sneak, Traps, Lockpick and
Toughness	3	END 6, LCK 6 Humans and Ghouls Only	1	+10% to Damage Resistance
Disengage!	3	AGL 7	1	You do not experience attacks of opportunity in melee combat
Grappler	3	Unarmed 35%	1	Grappling costs 2 AP, all penalties removed for same size opponents.
Boot-Licker	3	INT 4, CHR 6	1	+1 to Charisma Checks when dealing with figures of authority
Drunken Master	3	Unarmed 60%	1	+20% to Unarmed when drunk on alcohol
Rad Child	3	END 6, Ghoul	1	+5 to all healing when in an area that gives off radiation.
Rapid Reload	3	Agility 5, Small Guns 30%	1	Reloading costs half Action Points
Ayyyyyyy!	3	Lockpick 50% Luck 6	1	After a failed Lockpick attempt, loudly slamming the lock grants an additional Lockpick Skill Check
Local Guide	3	INT 6, Survival 60%	1	+1 to Tribal related INT checks, Learn one Tribal language free of clocks (with basic justification as to how)
Stat!	3	Doctor 75% First Aid 50%	1	First Aid costs 2 AP and Stabilization costs 4 AP during combat
Body Snatcher	3	PER 6, INT 6	1	Salvage costume fragments from defeated foes to construct disguise kits
Junk Merchant	6	LCK 8 Prospecting 60%	1	Junk Items are worth triple
Hunter	6	Survival 60%	1	Critical Damage multiplied by 75% against animals and mutated animals. Additionally, harvested animal hides sell for twice the price.
Fox	6	Sneak 60%	1	+20% to Sneak whilst in darkness
Heave Ho!	6	STR < 9	1	+2 to Strength for determining Throwing range
Bonus Ranged Damage	6	AGL 6, PER 7	2	+2 to Ranged Damage
Bonus Move	6	AGL 7	1	+2 AP that can be used for movement only
Educated	6	INT 6	3	+2 Skill Points Per Level
Bracing	6	STR 5 Big Guns 80%	1	You receive +2 Strength for the purpose of handling Big Guns
Flexible	6	Sneak 60%	1	It costs 1AP to change stance in combat. It costs 2AP to go from prone to standing.
Duck and Cover!	6	AGL 6	1	Explosion damage reduced by 50% when you are in cover, prone or knocked down

Steady Arm	6	STR 6 Super Mutant	1	Burst Fire requires 1 less AP
Tribal Wisdom	6	Survival 70% Humans Only	1	+25% Poison Resistance +15% Damage Resistance Against Mutated Animals, Insects and normal Animals
Tunnel Rat	6	AGL 6 Sneak 60%	1	Moving whilst prone or crouched costs normal AP
Rad Resistance	6	END 6 INT 4	1	Radiation Resistance increased by 15%
Quick Recovery	6	AGL 5	1	Getting up from knockdown costs 1 AP
Empathy	6	PER 7 INT 5	1	You are warned whenever something you say will be taken poorly, and Crit Fails in dialogue are nullified.
Cunning Bastard	6	Sneak 80%	1	Intelligence added to damage when performing a Sneak Attack
Snake Eater	6	END 3	1	+25% Poison Resistance +3 AGL when climbing, if it's a ladder the Snake Eater theme will play
Way of the Fruit	6	CHR 6	1	When you eat fresh fruit, you gain +1 to AGL and PER checks for 1 Hour
Sharpshooter	6	PER 7, Small Guns 75%	1	+10% to Targeted Shots
Blaster Master	6	Small Guns 80% STR 6	1	Shotguns deal full damage during Flush
Dual Master	6	Small Guns 80% Or Melee Weapons 80% AGL 8	3	Each Rank of this Perk reduces Dual Wielding penalty by 20%
Bulk Trader	6	CHR 6 Barter 80% Prospecting 45%	1	Pay less and sell for more (25%) when bartering bulk Prospecting items
Nerd Rage!	6	INT 5 Science 65%	1	STR increased to 10 during combat when below 25% of Health
Scout	6	PER 6	1	+15% to Survival
Mr./Mrs. Fixit!	6	Repair 50%	1	+20% to Repair,
More Criticals	6	Luck 6	2	+3% to Critical Chance
Salesman	6	CHR 5 Barter 50%		+20% to Barter
Magnetic Personality	6	CHR 8	2	+2 NPC Followers to Party Limit
In Shining Armor	6	Repair 20% Science 70%	1	When wearing Metal Armor (or variant thereof) gain +5 DT against Energy Weapons
Demolition Expert	6	Big Guns 50% Traps 50%	1	+5% Critical Chance with Explosives Any Penalty removed when dealing with Explosives

Nuka Chemist	6	Science 90%	1	Nuka-Cola is craftable with Nevada Agave Fruit, Barrel Cactus Fruit (Produce) and an empty bottle
Light Step	9	AGL 5 LCK 5	1	50% chance that a triggered trap won't function.
Run N' Gun	9	END 6 AGL 9	1	Aim Penalty halved after Full Sprint for ranged weapons
Armor is for Cowards!	9	END 10	1	If you aren't wearing any armor, once per day you can declare "Armor is for cowards!" and take only half damage from a hit.
Better Criticals	9	PE 6 AG 4 LCK 7	1	+20% on the Critical Table
Ferocious Loyalty	9	CHR 9	2	Rank 1: When under ½ HP due to enemy attacks, other party members gain +3 DT Rank 2: Bonus increased an additional +2 DT
Charge!	9	END 6 AGL 7 Melee Weapons 80% OR Unarmed 80%	1	If a full turn of AP is spent in Full Sprint in a straight line towards a single enemy, receive a +30% Aim Bonus rather than penalty next turn. Melee/Unarmed only
Dodger	9	AGL 6	1	+5 to Armor Class
And Stay Back!	9	Small Guns 100%	2	Rank 1: Shotguns have a 15% chance to Knockdown Rank 2: Additional +15% Knockdown chance
Heavyweight	9	STR 7	1	Weapons with weight over 10lbs has their weight halved
Pyromaniac	9	Big Guns 75%	1	+5 Damage to all flame weapons. Deaths by fire are more dramatic.
Mysterious Stranger	9	LCK 7	1	Chance of receiving help from a mysterious yet legendary figure, in and out of combat
Entomologist	9	INT 4 Survival 80%	1	+50% of Initial Damage against Mutant Insects
Fortune Finder	9	LCK 8, Prospectin g 80%	2	Rank 1: Double the amount of ammunition found in looting Rank 2: Double the amount of money found when looting
Weapons Handling	9	AGL 5	1	+3 Strength for the sake of weapon requirements
Expert Gunsmith	9	Repair 70%	1	Gain Expertise in Gunsmithing
Robotics Expert	9	Science 70%	1	Gain Expertise in Robotics
Expert Chemist	9	Science 70%	1	Gain Expertise in Chemistry
Expert Weaponsmith	9	Repair 70%	1	Gain Expertise in Weaponsmithing
Expert Armorer	9	Repair 70%	1	Gain Armorer Expertise
Wasteland Missionary	9	INT 6 Survival 70%	1	Learn 1 Tribal Language free of clocks (Requires justification)

				Don't require a local guide or map whilst in Tribal territory to avoid penalties
Retainer	9	Small Guns 80% AGL 7	1	Retain Aim boost whilst moving
Plasma Spaz!	9	Energy Weapons 70% INT 6	1	AP cost for Plasma Weapons reduced by 1
Disintegrator	9	Energy Weapons 70% INT 6	1	+5 Damage to Laser Weapons Laser Weapons deal 1.5x Crit damage on top of any other bonuses
Mad Bomber	9	AGL 4 Big Guns 90%	1	Full damage during Flush Explosive Damage +50%
Good Vibrations	9	Energy Weapons 100%	1	When enemies die on critical hit with a Plasma weapon, they violently explode in 1d20 damage with 1 Hex Radius
Cowboy	9	Small Guns 80% Survival 45%	2	Rank 1: +10% Aim Bonus with "Cowboy" Weapons +2 Damage with "Cowboy" Weapons Rank 2: Additional +3 Damage with Cowboy Weapons
Grunt	9	Small Guns 80% STR 6	2	Rank 1: Burst Fire Aim is rounded up rather than down for Infantry Rifles +2 Damage with Infantry Rifles Rank 2: Only half a magazine is expended during Suppressing Fire with Infantry Rifles +3 Damage with Infantry Rifles
Flower Child	9	END 6	1	Addiction Chance Halved, Withdrawal Penalty Halved
Fight the Power!	9	No positive reputation with or members of the faction in the party	1	+8 Damage against NCR, Legion or Brotherhood of Steel
Sneering Imperialist	9	No Tribals in the Party	1	+8 Damage against Tribals (Not counting Raiders)
It Was Called Retirement	9	No Robots in the Party	1	+8 Damage against Robots
Spray N' Pray!	9	Big Guns 100%	2	Rank 1: Burst Fire Aim rounded up rather than down, including Criticals for Big Guns

		STR 7		Rank 2: Burst Fire Aim Penalty halved for Big Guns, Suppressing Fire only consumes half a magazine
Dead Man's Hand	12	END 8	1	When you reach 0 HP, you receive a free opportunity to attack the enemy that put you down with the resulting damage doubled.
Eye for an Eye	12	N/A	1	+10% damage for each crippled body part
Anywhere I Wander	12	CHR 7 Survival 80%	1	You garner a reputation for being who you are. Wherever you go, there's a pretty good chance someone has heard of you. People may go out of their way to help you, seek you out for jobs, or it may have negative consequence. You hear many rumours upon entering a town.
Thought You Died	12	1 Idolized Reputation 1 Vilified Reputation	1	All reputation reset. People think you died a while back.
Vault 13's Revenge	12	All SPECIAL above 5	1	+5% Critical Chance against Super Mutants and Enclave If wearing an Armored Vault Suit, gain an additional +8% Critical Chance
Living Anatomy	12	Doctor 75%	1	+10% to Doctor and +5 Damage to biological creatures
HtH Evade	12	Unarmed 75%	1	Unused AP in a turn + 1/12 th Unarmed Skill added to AC at turn end
Action Hero	12	AGL 5	3	Gain 1 AP for each Rank
In Your Face!	12	AGL 6, Melee Weapons 80%	1	Enemies receive -10% to hit with Ranged Weapons if you are within 1 Hex of them, and cannot make targeted shots, must be engaged in melee combat
Authoritative Presence	12	CHR 8 Speech 100%	1	Make a Charisma -4 Check against an NPC, if it succeeds then the NPC must oblige to complete a single request as long as it is not suicidal, totally out of character or the NPC is an authority to you.
Intense Training	12		1	+1 to a SPECIAL Stat of your choosing
Jury Rigging	12	Repair 90%	1	Crafting penalties removed, quality parts and crafting stations no longer required for mechanical devices.
Lifegiver	12	Endurance 6	2	+5 HP
Tag!	12			Gain an additional Tag Skill
Twist of Fate	15	Luck 7	1	Once per session, re-roll a check. The second roll MUST be accepted.
Grim Reaper's Sprint	15	Luck 8	1	After you kill something, you receive an additional 4 AP on that turn (Does not stack)
Apt Shot	15	STR 5 AGL 8	1	Targeted Shots are available whilst dual wielding

		Small Guns 100%		
Team Player	15	CHR 10	1	Party receives +15% Skill Check bonus when within ten hexes of you outside of combat
Big Iron!	15	Small Guns 100% AGL 6 PER 7 Survival 80%	1	Allows Hip Fire for "Cowboy" revolver weapons When in a duel, you always draw first.
Sting Like A Bee	15	Unarmed 100% AGL 6	1	+5% Critical Chance whilst using Unarmed
Bonus HtH Attacks	15	AGL 6	1	HtH Attacks cost 1 AP Less
Bonus Rate of Fire	15	PER 6 INT 6 AGL 7	1	Ranged Attacks cost 1 AP Less
Shock and Awe	15	AGL 10 STR 10 Melee Weapons 100%	1	Enemy still receives Melee Damage bonus on a miss
Centre of Mass	15	Small Guns 70%	1	+15% Damage when targeting torso
Light Touch	15	Agility 6 Repair 45% Sneak 45%		Whilst wearing light Armor, you receive a +5% to Critical Chance and your enemies receive +5% to Critical Failure
Shotgun Surgeon	15	Small Guns 100%	1	Shotguns ignore DT Can make targeted shots whilst using double-shot or burst fire on a shotgun
Silent Death	15	AGL 10 Sneak 80% Unarmed 80%	1	A successful Melee Sneak attack deals 2x damage when hit from the back
Piercing Strike	15	Unarmed 100%	1	Unarmed hits nullify 20% Damage Resistance
Old World Blues	18	Int 7 Prospectin g 100%	1	Difficulty penalties on any check regarding Old World technology removed
Sniper	18	PER 8 AGL 8 Small Guns 100%	1	Player rolls against Luck. On success hit is upgraded to a critical.
Slayer	18	STR 8 END 8 Melee Weapons 100%	1	Player rolls against Luck, on success the hit is upgraded to a critical
Monk	18	STR 8 AGL 8 Unarmed 100%	1	Player rolls against Luck, on success the hit is upgraded to a critical
Wasteland Story	18	CHR 8 Survival 100%	1	When everything is finished, you'll be remembered. In time, people will think you were just a story. You're guaranteed a meeting with another Wasteland Story like yourselves.

Chapter 4: Combat

Section 1: Basics



The Purpose of Combat

Combat officially begins when one (N)PC, decides that enough is enough and they attack someone or something. Sometimes attacks can be made on inanimate objects, such as doors, and in this case combat procedure is not necessary, unless combat is going on around the character trying to break the door, or attacking the door causes someone to go hostile. Combat is not always the last solution as dead bodies can do more than stink. Combat is a tool that can get you out of trouble, or into more trouble, based on the choices the players make.

Sequence

Regardless of who begins combat, all participants must roll a 1d20 and add their Sequence modifier to the result. This determines the turn order for the duration of the combat. Each combatant receives one turn in the sequence, which cycles from highest to lowest until combat ends. Combat ends when all aggressive targets surrender, are killed, have fled or are unconscious.

Attacking

To make an attack, you must roll the associated weapon skill using a 1d100. When rolling a for anything, you are trying to get a result **at or below** your effective skill level. For almost every case, rolling closer to 0 is better. If you were to roll from 1 to your Critical Chance statistic, you'll score a critical. If you roll equal, or higher, to your Critical Failure.



Example: A Vault Dweller is attempting to fill a Desert Raider with lead. His Small Guns skill is 80 and he rolls a 60. Since this result is under his skill, which was 80, he scores a successful hit.



Importantly, **Modifiers** are added as to get the final result on a roll. **At minimum the AC modifier must be taken into account, as well as Critical Success or Failure when relevant.** Environmental and Cover Modifiers appear, but aren't a requirement.

Modifier 1: Critical Success or Failure

Modifier 2: Environmental Modifiers

Modifier 3: Opponent AC is subtracted from the player skill

Modifier 4: Cover Modifiers

Modifier 5: Targeted Shot/Burst Fire/Full Auto

Modifier 6: Bonuses

Example: A Vault Dweller with 50% Small Guns attacks a Desert Raider wearing armor with 20 AC, this means the Vault Dweller's chance to hit is now 30%

Damage Resistance (DR) is also a core part of combat. All armor has DR. When a successful hit is landed, the damage rolled must face the DR of the armor. The DR percentage must be subtracted from the overall damage taken by the target.

Example: A Vault Dweller is hit for 20 damage, but is wearing Leather Armor with 20% DR. 80% of 20 is 16, (The DR value of damage is subtracted) so the Vault Dweller takes 16 damage of the 20 that was rolled by the attacker.

Damage Threshold (DT) is present in extremely powerful targets. It is a flat damage reduction total that damage must pass before it can be taken. If the damage total is less than that of the DT, no damage is taken. This is ignored by the beams of Energy Weapons due to their advanced nature.

Section 2: Actions and Movement



Action Points and the Turn

During combat, each player's turn is broken down using Action Points. Each character has a limited amount of Action Points. $(5+AGL/2, \text{ rounded down})$.

Movement

Movement includes moving closer to a target, moving behind a tree or other cover, or bravely fleeing. Moving one hex in combat costs 1 Action Point. Characters cannot occupy the same hex as another living character, or large inanimate objects. Any object larger than a medium-sized shrub gets a hex all to itself. Dead bodies usually do not get their own personal space, as they are dead. The dead do not care if you walk all over them. Terrain can have an effect on movement and acts as a modifier.

Open or Flat ground:	1x
Rough or Wet ground:	2x
Torn or Muddy ground:	3x

Sprinting in combat is entirely possible, granting movement up to 2 hexes per 1 action point, but doing so gives the character one or two penalties. It is difficult to attack while sprinting, or immediately after, which means **after** taking a sprinting action the next attack gets a penalty of -30%. Sprinting also leaves you a bit exposed, as you're not actively paying attention to what your opponent is doing. Taking a sprinting movement reduces your AC by 10 for the rest of the combat round.

Inventory Management

Item management you need to do for the turn involves opening up the inventory, or basically rummaging through your pouch, which takes 4 AP. You can use two sets of equipment as you please, drop items or utilize fast disposables like Stimpaks or Jet. Inventory management does not just apply to your own, personal, inventory. While it does take 4 action points to open your inventory, you may use more than two items by spending an additional 2 action points per item. Pickpocketing, planting grenades, looting bodies, opening lockers, and pretty much any form of item swapping, costs 4 AP. Picking up dropped items from the floor, however, only costs 1 AP.

Taking Actions

Every possible action during combat uses a set amount of AP, determined by the weapon or item used and the complexity of the action, such as making a targeted shot instead of a regular shot or burst fire. Some perks reduce the cost of specific actions and allow free actions as well. Back and forth banter during combat is considered a free action, but only for about 8,7 seconds of speech. This does not include trying to influence allies or enemies with speech actions, which do cost Action Points.

Changing Position

Crouching and going prone are great ways to improve your accuracy, but the downside is that it reduces your Armor Class and increases movement costs. Changing positions in battle costs 2 AP, unless the character is going to or from prone, or getting up after being knocked down. Switching positions also makes you a smaller target, which makes you harder to hit from a large distance and improves the effectiveness of any cover you have.

Standing	→	Crouched	/	2 AP
Standing	→	Prone	/	4 AP
Crouched	→	Standing	/	2 AP
Crouched	→	Prone	/	2 AP
Prone	→	Crouched	/	2 AP
Prone	→	Standing	/	4 AP
Knockdown	→	Crouched	/	2 AP
Knockdown	→	Standing	/	4 AP
Knockdown	→	Prone	/	1 AP



When you're standing you have average rolls. When you're crouching you gain +10% to Small Guns, Big Guns, and Energy Weapons for purposes of To Hit. AC, however, is reduced to 3. When prone you gain +20% to Small Guns, Big Guns, and Energy Weapons for purposes of To Hit. AC is reduced to 1. You cannot make unarmed or melee attacks.

The stances do not affect on To-Hit rolls for MOUNTED Big Guns.

When knocked down, you cannot perform any actions and the character's AC is reduced to zero, no matter what it normally was. To recover, the character must spend Action Points to recover to another position instead.

Some special weapons do not get bonuses from being crouched or prone. Ultimately it is up to the GM to make this decision, to decide if it makes sense. Would firing a Fat Man from a prone position be beneficial? Each space is 5 ft.

Attacking

<i>Types of Attacks</i>	<i>Description</i>
<i>Single Attack</i>	One attack made with a weapon. The costs depend on the weapon.
<i>Targeted Attack</i>	One attack focused on a specific part of the body. The costs is +1 of a Single Attack. Refer to the Critical Table for more information.
<i>Special Move</i>	Unique abilities limited to specific weapon types or fighting styles.
<i>Burst Fire</i>	Certain weapons are capable of controlled burst fire, such as Assault Rifles, others can only fire in burst mode such as submachine guns and heavy machine guns

Taking Cover

Generally, the cover deduction is based on how much of the character is concealed behind cover. Partial Cover could mean something like taking cover behind a burnt-out car, or dodging behind the doorway of a wooden building. It's either only concealing a portion of you or it's not going to withstand bullets that well. If you wish to stabilize your aim utilizing crouching whilst in Partial Cover, your AC is still reduced to 3 (and you still receive the +10% Aim Bonus) but you also receive the 20% Cover Bonus, representing your character exposing a portion of themselves to returning fire in order to stop and aim, but still accounting for the provided cover.

Greater Cover could mean you're hiding behind a burnt-out pre-war truck, or standing behind a concrete pillar. Both of these assume you are taking cover whilst participating in the heat of combat, and as such are bobbing back and forth, allowing you to receive shots but also make them. The crouch-fire rules also apply to Greater Cover. You cannot receive nor make shots whilst in Total Cover.

If you take the action of **Duck and Cover** by spending a full turn of AP, you can choose not to participate in the fight and hide for a full round, resulting in your cover bonus doubling and immunity to Critical Hits or the Flush ability. Characters in Power Armor due to their size and role in combat, can only take Partial or Total Cover.

Cover	Cover Bonus (Enemy Aim Penalty)
Total Cover	100%
Greater Cover	40%
Partial Cover	20%

AP Costs Cheat Sheet

The table below are the other options you have in combat. Use your Action Points wisely.

Action	Description
Move One Space	1 AP (Standing), 2 AP (Crouching), and 4 AP (Prone).
Full Sprint	1 AP per two Hexes, breaks Sneak and incurs a -30% to hit on next attack (Penalty exists in the same turn as the Sprint or the turn after if no attack is made in that turn. Does not pass beyond two turns.)
Change Stances	2 AP to switch (Costs 4 AP to go to or from Prone/Standing).
Use Held Item	3 AP (Example: Use Stimpak in Hand).
Equipping Items	4 AP. You cannot equip armor mid combat.
Taking Items/ Looting	8 AP (If the max AP they have ranges from 5 - 7. They must have all of their AP and the rest of the cost will carry over to their next turn).
Reloading	2 AP for Small Guns and Energy Weapons. 3 AP for Big Guns (Cannot combine clips).
Use Skill	Depends on the skill (Depends on the skill. Sneak costs 1AP but Science and First Aid costs 4AP).
Getting Up	4 AP (Only if knocked down or starting combat on the ground. Have 0 AC) With 1 AP, you can turn to be Prone.
Setting Traps	All AP for the turn and a Successful Traps Roll
Tripod/Artillery Setup	Roll Big Guns skill till you get a success.
Dodging	Add AP to AC for one turn.
Parrying	Melee Weapons only. Same as Dodging, but AC is doubled from AP spent. Only usable against Melee or Unarmed attacks, however.
Vaulting	2 AP (Roll AGI -2 Roll)
Climbing	Roll STR to climb automatically, if you fail, Roll END to hang on or else you land on your ass. Costs 5 AP per two hexes. If there's a ladder, don't roll STR but it still costs 5 AP per three hexes.

<p><i>Diving</i></p>	<p>Diving allows a character to move 4 hexes for 2 AP, regardless of terrain penalties. When they reach the 4th hex, they are Prone. They must make a roll against their AGL -1 if the roll is failed, the character stumbles and lands 2 hexes short, being put into knockdown. While diving, the character gains +5% Critical Chance, due to the rule of cool. This is applied to any shots you make during and after performing the Diving action, with a -30% hit chance penalty. Shooting while Diving takes 1 additional AP, you cannot shoot while diving with a Big Gun. You can only dive once per turn.</p>
<p><i>Sliding</i></p>	<p>Costs 1 AP to be able to Slide into a chosen direction for 6 hexes. After sliding, you automatically go into Prone position. You cannot slide from a standing start; you need to move at least two hexes in the direction before sliding. Shooting while sliding applies a -30% Hit chance penalty and takes 2 additional AP to fire a single shot. 3 AP for Burst Fire and 4 AP for Targeted Shots for the Head and Torso only. You must roll AGL-1 or your slide stops halfway and you end up on your ass in knockdown. You can only slide once per turn.</p>
<p><i>Duck and Cover</i></p>	<p>Can only be done whilst in cover. Costs an entire turn worth of AP, doubles cover bonus and renders user immune to Critical Hits and Flush for one round.</p>
<p><i>Flush</i></p>	<p>Shotguns and Explosives only. Costs 1 AP additional to firing the weapon. When you are within five hexes of an enemy in partial or half cover, you receive a +20% Aim Bonus against them, however damage is halved. Hit or miss, the enemy target is pushed out of their cover and must move 1 hex in any direction.</p> <p>Explosives have normal range.</p>
<p><i>Overwatch</i></p>	<p>Single Shot Weapons Only. Costs a full round of AP to perform. Requires that enemy targets are unaware of your presence (i.e. ambush scenario). Creates a cone of fire, which if breached by an enemy trigger an instant reaction shot.</p> <p>Chance to hit is equal to 0.7 x your relevant ranged skill. Damage is half of the weapon's maximum. Overwatch cone ends after the first reaction shot.</p>

<p><i>Supressing Fire</i></p>	<p>Burst Fire Weapons Only. Requires 45% Skill for Small Guns and Big Guns</p> <p>Costs a full round of AP and the entire magazine of the relevant weapon. Any target within the cone, on their turn, must either find cover within one hex or within a usage of the Diving or Sliding ability. If they do not, or if the Dive/Slide fails, they automatically receive half of the weapon's maximum damage. Every two hexes of movement (doubled when in Full Sprint) within the cone incur this damage.</p> <p>Big Guns have a wider cone and deal full damage rather than half.</p>
<p><i>Hold Action</i></p>	<p>Unlike Overwatch, Hold Action activates upon a specific action that may occur during combat. For example. You can hold your action on flipping a switch till the mutant has been pushed into its cage by the party. You must have at least half your AP in order to hold your action. If you have an odd number for AP, round down. If you have 7 AP, you must have at least 3 AP to spare in order to hold your action. GM Discretion.</p>
<p><i>Dual Wielding</i></p>	<p>Dual Wielded weapons may both be fired at the same time for the same AP cost. (If both weapons are of different cost, count the highest AP) You cannot make targeted shots and receive a -80% Hit chance. You can only dually wield one-handed weapons. This includes Super Mutants. If you wish to do burst fire, you take a -25% but for each shot after the first, add 5% for each shot. The AP cost is equal to the highest single attack.</p> <p>For melee combat you get the hit chance penalty but you can make targeted attacks. The AP cost of a dual wielding attack is +1 of the highest single attack. A targeted attack costs +2 AP of the highest single attack. Targeted melee attacks cannot target two different areas.</p>
<p><i>Hip Firing</i></p>	<p>Semi-Automatic Handguns Only (Energy included). Costs 2 additional AP to Single Shot and incurs a -20% Aim Penalty. If the attack is a success, for every 20% the attack roll is underneath the margin of success, additional shots land. All shots in Hip Fire are at the minimum damage for the weapon. You cannot Aim, perform Targeted Shots or score Criticals whilst hip firing.</p>

<p><i>Flank Advantage</i></p>	<p>Flanking is highly situational but may offer additional help in combat. Flanking is taken into effect if your opponent hasn't noticed you, you have height advantage (Varies on positioning and GMs approval), or when your melee attacking a prone or knocked down enemy. When you have Flank Advantage, you can roll twice for one attack and take the lowest Hit Chance attack, but only roll damage once. Advantage does not stack.</p>
<p><i>Disadvantage</i></p>	<p>Disadvantage occurs when someone is attempting to perform an action such as shooting a two-handed weapon with one hand (Unless you meet certain requirements), or shooting a weapon with a crippled hand, etc. This is highly situational and should never be used for everything. If something requires for you to roll at disadvantage, using a Character Moment, or a perk that allows gives advantage will cancel the disadvantage, but you'll only roll once and what the result is, you must take it. You can't stack.</p>
<p><i>Attack of Opportunity</i></p>	<p>If an enemy is within your melee or unarmed range, be it 1 or 2 hexes, and they move away, you can invoke an attack of opportunity. You keep your AC but you get a -10% Hit Chance. The enemy can do this too. If you wish to disengage, from someone at melee, roll an Agility vs. Agility. If the disengage wins, the Attack of Opportunity is cancelled. If the attacker wins, they're able to attack. This does not apply if the back is facing the attacker. If two or more attackers surround you, you can't roll Agility to evade. You take both attacks of opportunity, if they hit. Cannot be a Targeted Attack.</p>

Section 3: Specific Attacks



Burst Fire



Burst Fire refers to firing automatic weapons in a fashion where the user is attempting to make a controlled burst against a singular target. Burst Fire typically costs 1 AP extra compared to Single Shot, unless the weapon is an SMG or certain type of Big Gun.

The greater the number of bullets fired in the burst, the greater the penalty to hit chance is, as demonstrated here:

Burst	Penalty
1	0%
2	-5
3	-10%
4	-15%
5	-20%
6	-25%
7	-30%
8	-35%
9	-40%
10	-45%

When firing in Burst, the chance to hit must be rounded to the nearest ten (e.g. a 73% would become 70, 57 would become 60), and then the player rolls as *many* d10 as is necessary for the burst (5 shot burst = 5d10 etc. Critical Hits are also rounded down. For instance, a character with a 15% Critical Chance would score a Critical Hit in the above scenario if the dice landed on a 1 (representing 10%). By default, characters with Critical Chance lower than 10% cannot critically hit during Burst Fire.

Suppressing Fire



Automatic weapons with Burst Fire capability can also be used to indiscriminately open fire over a wide area, either in order to hit multiple targets at once or control the battlefield. This is sometimes known as "Spray N' Pray".

Suppressing Fire costs a full round of AP and the entire magazine of the relevant weapon and lasts a full round. Any target within the weapon's cone of fire must, on their turn, find cover. Cover must be within 1 Hex of movement or within the range of Diving. If cover isn't found, the target will automatically take half of the weapon's maximum damage.

Costs a full round of AP and the entire magazine of the relevant weapon. Any target within the cone, on their turn, must either find cover within one hex or within a usage of the Diving or Sliding ability. If they do not, or if the Dive/Slide fails, they automatically receive half of the weapon's maximum damage.

Any movements or exposing actions taken by targets whilst inside the cone will incur Suppressing Damage. Every two hexes of movement within the cone (Four hexes with Full Sprint) also incur damage. When sliding, only the first two hexes spent in the run-up will incur the damage.

Big Guns deal full damage during Suppressing Fire, rather than half.

Suppressing Fire can also be taken as a preparatory action in an ambush scenario, similar to Overwatch wherein a full turn of AP is pre-emptively spent and only triggered when an enemy enters the cone of fire.

Dual Wielding Ranged



You have two hands, and on both hands, you have one gun. If the guns you are wielding are similar enough, and carry the exact same Action Point cost to shoot, you can fire both of the weapons at once, much like taking a double shot. Accuracy takes a great penalty because of this and taking Targeted Shots is impossible. When firing both weapons at once you only deduct Action Points as if you were taking a single shot. Damage is calculated separately. Both of the shots when wielding guns Akimbo can critically hit and fail. The penalty for firing whilst dual wielding is -80%. To successfully akimbo fire, you must have high skill and good luck or dedicated perk investment.

Dual Wielding Melee



It is possible to wield two melee weapons at once, one in both hands, if your character has a high enough Strength statistic, and the two weapons they are attempting to wield are nearly identical. When dual wielding, you are attacking with both weapons at once, which incurs a total penalty of -80% to hit. The damage of a successful hit is calculated by adding the two damage numbers together, or in the case of two identical weapons, by merely doubling the final damage output. In order to properly dual-wield weapons, you need to have a Strength statistic equal to 1.5x the Minimum Strength requirement of the weapon(s), rounded up. You cannot do targeted hits while Dual Wielding

Hip Firing



When shooting with fast firing semi-automatic handguns such as a .45 Auto Pistol or a Laser Pistol, it is possible to forego precision for indiscriminate rapid fire from the hip. This is similar to "fanning" in Old Westerns.

For an additional 2 AP and a -20% Aim Penalty, it is possible to land multiple shots. If a hip fire attack is successful, for each 20% under the margin of success the attack roll is, an additional shot lands with the weapon's minimum damage. Regardless of a hit or a miss, this attack expends 5 shots of ammo (potentially more if any applicable bonuses allow you to hit beyond 5 shots). You cannot Aim or negate the 20% penalty or critically hit whilst Hip Firing. Trigger Discipline does not affect Hip Firing.

For example, a Vault Dweller Hip Firing a .45 Auto Pistol with 100% Small Guns at a Desert Raider wearing Leather Armor (AC 15) has a margin of success of 65%. This means that he could potentially land 4 shots in one attack. The Vault Dweller rolls 17 for his attack, meaning he is 48% under the attack margin, resulting in the attack landing 3 shots. The first for passing the margin, and the other two for reaching 40% under. Thus dealing 21 damage in a single attack.

Taking Aim



A character may spend Action Points to take aim with ranged weapons before they fire. Aiming is only possible with standard weapon loadouts, and not when one is going to dual wield guns. For every Action Point a character spends aiming, they increase their chance to hit by 3%. This bonus to hit is capped at 35% and is lost if the character takes any other action, or their concentration is broken. They will likely lose concentration if they are hit by an attack, even if they don't take damage, or they are sufficiently distracted.

Unlike most other effects, this Aim Bonus can be saved from a previous round, but not any longer than that. The character may only take a shot with the Aim Bonus at something on their line of sight and it is lost if they would need to turn to fire at their target. The aim bonus is also lost if the character switches stances.

Flush



Explosives and Shotgun users have the unique ability to act against enemy targets in Partial or Greater Cover. When they are within 5 Hexes of an enemy in cover, they are granted a 20% aim bonus but any damage dealt is halved. Whether or not the attack hits or misses, the enemy is forced out of their cover and must move one hex in any direction.

With 45% Throwing or Big Guns Skill, Explosive Weapons can do this at their normal range.

Overwatch



Single Shot weapons can be set up prior to the beginning of a combat, pre-emptively spending a full round of AP beforehand in order to spring an ambush by creating a cone of fire. When an enemy target enters this cone of fire, the shooter in Overwatch automatically triggers a reflexive shot. Disregarding AC, the chance to hit for the reflexive shot is calculated by the shooter's weapon skill x 0.7. Once the first shot is made, Overwatch is ended.

Theoretically it is possible to do this during combat, but it requires for the enemy to remain unaware of the shooter's existence until Overwatch is triggered and is largely up to GM discretion.

Targeted Shot



Instead of simply pointing your gun and shooting, you can also do a Targeted Shot. Targeting different parts of the body increases the critical hit chance and usually costs more AP, since you're trying to line up your shot better. If a targeted shot becomes a Critical Hit, you roll on the Hit Location Critical Table. Note that the Attack, even as a Critical Hit, must do Damage in order to have an effect. If a shot that is not a Targeted Shot becomes a Critical Hit, you roll on the Generic Critical Hit Table instead, which has a wide variety of effects.

The Head

The head is the most sensitive of all the body parts, and trashing someone's head usually makes sure that they're dead.

Hit Penalty	Effect	Crippling Penalty
40%	Initial Damage +50%	Perception & Intelligence reduced by 1. All Social Skills are penalized by 15%.

The Eyes

The basis of most actions, vision is very important in seeing, aiming and hitting a target.

Hit Penalty	Effect	Crippling Penalty
60%	+100% of Initial Damage Critical Hits ignore all-Natural Resistance, but not Armor.	Perception reduced by 1. Vision Penalty increased by 25%. These can only be removed with a Critical Success using the Doctor Skill, or Cybernetic Replacements.

The Torso

The torso is the largest of the body parts, and as such it is the easiest to hit. There's generally no positive side to targeting just the torso, unless you are using a Pip-Boy or a Laser Sight.

Hit Penalty	Effect	Crippling Penalty
None		Carry Weight halved and All Skills reduced by 5%.

The Groin

We're not going to discuss this one. Let's just say that it's very painful to get hit here.

Hit Penalty	Effect	Crippling Penalty
30%	Initial Damage +30%	Movement Costs are doubled. Knockdown.

The Leg

Most humanoid targets have two of these, but some legs are different than others, such as cyber-legs. For the sake of simplicity, the leg described here is considered a normal humanoid ambulatory limb.

Hit Penalty	Effect	Crippling Penalty
30%	Initial Damage + 30%	Movement Costs increased by 1 Action Point. If both Legs are crippled, the Victim is forced to Crawl, costing 4 Action Points to move one Hex.

The Arm

The arms are used to perform most actions, and while having one arm can be a lifestyle a player can adjust to with some practice, having two crippled arms can make things very difficult.

Hit Penalty	Effect	Crippling Penalty
30%	Initial Damage +30%	Cannot use two handed weapons or items. Penalty of 15% on use of Skills and Disadvantage on all Melee and Unarmed attacks. When both Arms are crippled, you cannot use Skills

Melee Actions



With a high enough Unarmed, or Melee Weapons score, it's possible to execute certain moves during combat to subdue or incapacitate enemies. These Melee Actions, excluding *Grapple*, can be executed while wielding any melee or unarmed weapon. *Grapple* can only be used while wielding no weapon at all, or just an *unarmed* weapon, such as Brass Knuckles.

Grapple: 4 AP Cost

Against a similar-sized opponent an Unarmed roll is made with a 40% penalty, with every point of Strength the opponent has increasing this penalty by 10%. If your Strength is higher than the Strength of the target, you reduce this penalty by 10% for each Strength point. This means that if your Strength is at least twice as high as your target's, you suffer no Strength-based penalty for grappling them. When grappled, it's impossible to execute any other actions but struggle and try and break free with a successful Strength roll, or attack with one-handed attacks with a 40% penalty. It's nearly impossible to grapple larger-sized opponents. Grappled enemies, or player characters, cannot execute special unarmed attacks.

Grappling also removes the penalty for performing other Melee Actions on enemy targets, including the enemy being able to make a knockdown resistance roll. It is also possible use Grapple to wrestle an enemy from Partial Cover whilst in the hex directly surrounding them, including directly in front of their cover.

Grapple can only be attempted once per turn.

**Push/Toss: 3 AP**

To relocate an opponent, such as down a conveniently placed hole or over the ledge, a successful Unarmed or Melee Weapons roll at a penalty of 25% including their AC. An opponent can resist this displacement with a successful "Knockdown Resistance" (END roll with +1 or -1 Modifiers assigned by points below or above the pusher's STR). The number of hexes an opponent can be pushed is equal to STR/4, with a minimum of 1.

Trip: 3 AP

A specific attack, such as a well-placed leg sweep, or a sweeping attack with a Sledgehammer, can easily knock an opponent over. An Unarmed / Melee Weapons roll with a 35% penalty must succeed in order to trip an opponent, thus forcing them into a Knockdown state. A successful Knockdown Resistance roll by the opponent negates this move.

Steal: 4 AP

Not pickpocketing, but openly grabbing the weapon your opponent is holding in an attempt to disarm them. A Steal melee action requires both hands free and an Unarmed roll with a penalty of 50%. If successful, you have stolen your opponent's weapon. This can be attempted with one free hand, but in this case the penalty to the roll is 100%. Every point of Strength the opponent has above the thief increases this penalty by 5%, and conversely every point of Strength the thief has above the target reduces this penalty by 5%.

Section 4: Criticals and Death



Critical Hit Table

Roll	Head (Accuracy -40%)	Torso	Eyes (Accuracy -60%)	Groin (Accuracy -30%)	Arms (Accuracy -30%)	Legs (Accuracy -20%)
1-20	Damage x 2.0	Damage x 1.5	Damage x 2.0 Roll LK with +4 bonus or get blinded	Damage x 1.5	Damage x 1.5	Damage x 1.5 knockdown
21-45	Damage x 2.0 Ignores armor Roll EN, or get knocked out	Damage x 1.5 Ignores armor	Damage x 2.0 Ignores armor Roll LK +3 or get blinded	Damage x 1.5 Ignores armor Roll EN -3 or get knocked down	Damage x 1.5 Lose turn	Damage x 1.5 knockdown Roll EN or get Crippled
46-70	Damage x 2.5 Ignores armor Roll EN with -3 penalty, or get knocked out	Damage x 2.0 Ignores armor knockdown	Damage x 3.0 Ignores armor Roll LK +2 or get blinded	Damage x 1.5 knockdown Roll EN -3 or get knocked out	Damage x 2.0 Roll EN -3 or get Crippled	Damage x 2.0 knockdown Roll EN -3 or get Crippled
71-90	Damage x 2.5 Ignores armor knockdown Roll EN with -3 penalty, or get knocked out	Damage x 2.0 Ignores armor knockdown	Damage x 3.0 Ignores armor Blindness Lose turn	Damage x 2.0 Knockout	Damage x 2.0 Ignores armor Crippled	Damage x 2.0 Ignores armor knockdown Crippled
91-100	Damage x 3.0 Ignores armor Knockout Roll LK or get blinded	Damage x 3.0 Ignores armor knockout	Damage x 4.0 Ignores armor Blindness Knockout	Damage x 2.0 Ignores armor knockdown> Roll EN or get knocked out	Damage x 2.0 Ignores armor Crippled	Damage x 2.0 Ignores armor knockdown Crippled Roll EN, or get knocked out
101+	Damage x 3.0 Instant death	Damage x 3.0 Instant death	Damage x 4.0 Instant death	Damage x 3.0 Ignores armor Knockout	Damage x 2.0 Ignores armor Crippled	Damage x 2.0 Ignores armor Knockout Crippled

Critical Failure Table

Number	Result
1	Weapon jam - The gun does not fire, and the magazine must be discarded. If melee attacking the attack misses.
2	Weapon Explodes - The weapon in your hand explodes and is useless and deals 1d10 Explosive Damage. Melee weapons shatter into pieces. If Unarmed you cripple the body part you attacked with.
3	Hit Something Else - You didn't hit what you were aiming for, but you nailed your nearest ally. If Unarmed re-roll
4	Lesser Weapon Condition - Requires 1 successful repair roll to fix, 12-hour cooldown on failure. Can be repaired in combat If Unarmed re-roll
5	Medium Weapon Condition - Requires 2 successful repair rolls to fix. 24hr cooldown on failure. Two failures after cooldown means complete break. If Unarmed, re-roll
6	Greater Weapon Condition - Requires 3 successful Repair rolls to fix. One failure means complete break, must be repaired by mechanic or gunsmith. If Unarmed, re-roll
7	Dropped Weapon - Your weapon flies out of your hands and hits the ground. If un-armed, re-roll
8	Environmental hazard - a local environment hazard, a stray rock or a bursting pipe, causes you 5 True Damage.
9	Lose Turn - In a moment of confusion, you forgot what you were doing. You lose your next turn.
10	Knockdown - You slip and fall, your AC becomes zero on the ground and you must spend AP to get back up.

Death Saves



When a character's HP is reduced to zero, they begin to make Death Saves. Each character starts off with 25% Death Save chance, and this score is directly modified by Luck. The player must subtract their Death Save Chance % from 100, and then roll a 1d100. If they score at or above their subtracted number, they succeed. The player must continue to make this roll until there have been three successes or three failures. In the case of successes, they are placed back at 1HP, but are downed and injured. They cannot move but can attack, until they are 'revived' or combat ends. In the case of failure, the Death Save fails and the character dies. In "Hyper-Lethal" scenarios as determined by the GM, only a single roll is made. Success means fluke survival; failure means instant death.

Welcome to the Wasteland.



Chapter 5: Life in the Wasteland

Section 1: Radiation



Centuries may have passed but the scars left by the War have not yet healed, and the Earth has not forgotten. Across the Wasteland, blasted craters, charred ruins and stretches of poisoned soil still linger with radiation, and pose a constant threat to your character as much as any bullet, knife or grenade. All characters barring Ghouls (who start with 100) start with 0 Rads. Super Mutants and Ghouls are immune to Radiation Poisoning (until it becomes lethal). Your radiation resistance is subtracted from RADS taken on.

Radiation Severity	Rads	Penalty
Minor	150	-1 AGL, -1 END, -5 HP Maximum Character begins to feel weak and achy. Skin itches slightly. Copper taste in the mouth. A blotchy sunburn-like rash appears towards moderate border as well as vomiting
Moderate	250	-1 STR -2 END -2 AGL, -30% to all skills. -10 HP Maximum Character feels physically weaker and faint. Muscles and joints hurt. More vomiting. The skin itches and small, open sores begin to develop. Some hair begins to fall out. Even with RADAWAY, general life expectancy has reduced.
Severe	450	-2 STR, -3 END -1 INT -3 AGL -50% to all skills. -15 HP Maximum Character begins to vomit with some blood in it and experience diarrhoea (also bloody). Joints and muscles still hurt, but that's the least of their problems at this point. Large Open sores appear across the skin, and hair falls out in large clumps.

Critical	650	<p>-5 STR, -5 END, -3 CHR -4 AGL -70% to all skills, poison and toxin effect doubled, all resistances halved, -20 HP Maximum</p> <p>Character vomits mostly blood, as well as experiences bloody diarrhoea. 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. Ghouls start going Feral. Post-treatment, symptoms de-escalate 1 severity level every three days.</p>
Lethal	1000	<p>-6 to all SPECIAL (except Luck), -100% to all skills, -25 to HP Maximum</p> <p>Victim is in constant extreme agony, unable to move independently outside of basic gestures (which cause them pain). Body is more open sore than normal flesh at this point, extreme emaciation and bloodied red eyes. All orifices bleeding. 24-hour time limit to receive advanced medical treatment or death. Just Rad-Away won't save them.</p> <p>Super-Mutants receive effects of Moderate Rad Sickness</p> <p>Humans must make Endurance checks to survive throughout the 24 hours, the number of which is 10 minus their END score, minimum 1.</p>
Insta-Lethal	1500	<p>Humans die instantly. 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 in the aftermath of a nuclear blast or the exposed core of a nuclear reactor. Instant Death Roll. If you live, you come back as a ghoul. If it fails, you die in horrible pain. Make a new character.</p> <p>Super Mutants experience Severe Rad Sickness</p>
Ultra-Lethal	5000	<p>Humans instantly melt. Ghouls become instantly feral and likely glowing ones, Super Mutants die instantly, Robots short-circuit.</p>

Rads can only be monitored with equipment. Either a Pip-Boy or a Geiger Counter. Pip-Boys are passive and will constantly monitor rads, Geiger Counters must be specifically used to detect Rads. Without any of this equipment, the GM will track player Rad intake and only inform them of symptoms when they appear.

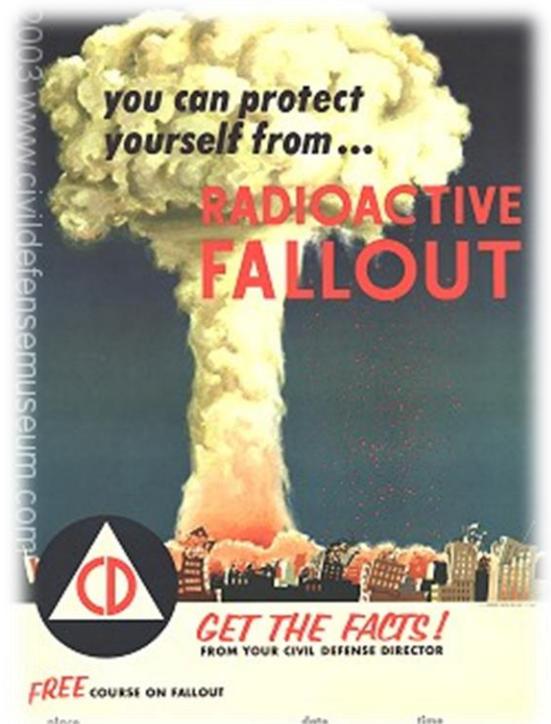
Radioactive Areas

Some areas of the Wasteland are still highly radioactive. There are four basic levels of Radiation Intensity. Low, Medium, High and Lethal. Whilst in zones of these intensities, character take on Rads every 30 seconds they stay in the location.

Radiation Intensity	Immediate Dose	Rads Per 30 Seconds
Low	5	1d6
Medium	10	6+1d10
High	25	17+1d12
Critical	50	30+1d20
Lethal	100	60+1d100

Recovering from Radiation

Although in the wastes there are a few who survive even minor radiation exposure due to the inability of the body to function properly, some extremely expensive drugs, certain mysterious fruits and fungus can all reduce the amount of rads and radiation damage in an individual's body. Certain drugs and consumables will have their own rules to remove rads, but rest will also help.



Section 2: Bartering



Bartering is a key part of the universe of Fallout, the markets of the Wasteland aren't cut and dry (even in places with more stable currencies like NCR or Caesar's Legion) and often rely on guts and charisma to get a decent deal.

When a character begins to barter with a merchant, the Overseer must make the following calculation(s):

$$\text{Sale Value} = \text{Item Value} \times (0.45 + (\text{Barter Skill}/100 \times 0.45)) \times 100\%$$
$$\text{Buy Value} = \text{Item Value} \times (1.55 - (\text{Barter Skill}/100 \times 0.45)) \times 100\%$$

Section 3: Travelling and Survival



When the bombs fell, it didn't just end the Old World, it created a new one. A map of post-nuclear America would reveal a much different landscape from the world that came before it: far reaching deserts where once stood forests, great tall sand dunes where once stood grassy plains and stretches of charred, twisted metal where once stood communities. Settlements in the new world are often dozens, if not hundreds, of miles apart. Your character and your party will have to traverse the Wasteland as part of their adventure, wandering between towns and exploring the depths of Old-World ruins.

Transport is sparse in the world of Fallout, only the most powerful nations of the Wasteland have any forms of mechanized vehicles and even then, they are rare and difficult to maintain. Walking (usually accompanied by Pack Brahmin) is the primary mode of transport in the Wastes. The **Average Rate of Travel** in the Wasteland is **13 Miles Per Day**. Mountainous or otherwise "difficult" terrain (e.g canyonlands) increases what would usually take one day of travel, up to three. In particularly confusing or *excessively* difficult terrain, the "leader" of the party must make successful Survival checks or risk getting the party lost and extending travel by a further day.

Heat & Cold

The human body can withstand some pretty extreme conditions, and human innovation makes up for lack of natural fur. Humans do have a cooling system in the form of sweating, but sometimes that isn't enough, as the wastes can be a cruel and unforgiving place. When temperatures climb, characters must find a way to keep cool or suffer the effects of heatstroke. When temperatures climb above 40 Celsius, about 104 American, characters must make Survival checks. Upon failure, they must begin making Endurance checks. This check is done at a Penalty of 2 if they're doing anything other than resting. Characters wearing Power Armor do not have to make these checks. If a character is wearing leather armor, they add another -1 penalty to their rolls. If they're wearing metal armor, add a Penalty of 2.

Failing an Endurance check means a character suffers 1d4 points of damage from heatstroke. Note that these Hit Points will not recover, even with medical attention, not until the character can cool off and get out of the heat. To recover, characters must make successful Survival or First Aid checks. If they succeed, the suffering character will be ready to travel after a single day of rest, but upon failure the character must make the same check the following day, with the same results on success or failure.

Cold works much in the same way: When temperatures fall below 5 Centigrade, about 36 American, characters must begin making Endurance checks every ten minutes. Again, Power Armor and other isolated environmental suits negate the need for this check, as well as the proper kind of winter garb. If a character is engaged in some kind of activity, the check gets a Bonus of 1. If the character is wearing leather armor, they get an additional Bonus of 1. Metal armor, because it retains cold as well as heat, means a Penalty of 1 to the Endurance check.

Failure of this roll means the character suffers 1d4 points of damage from frostbite or hypothermia. If the character takes more than 7 points of damage this way without first getting warm, then that character suffers frostbite and loses a finger or a toe. For every 3 damage beyond the initial digit loss, the character loses another finger or toe. These digits must be amputated. Doing so without medical knowledge can result in more HP loss, and allowing dead digits to remain will result in diseases like gangrene. It's not a good idea to go tromping around in the cold for very long without protection.

Like heat stroke, hypothermia and frostbite cannot be cured by time or medical attention until the character is out of the cold.

Random Encounters

Much of the world has fallen into a state of complete disrepair in the years since the War. Safe travel is never guaranteed in the wastes. When travelling between locations, there is a chance for random encounters. Random encounters can break up the monotony of long travel, provide combat and experience points, loot, introduce factions, friends or merchants and even serve as comic relief. In general, random encounters are usually terrain-specific.

When travelling the Wasteland, a party typically has **two encounters per week of travel**. This is **halved** to just one when travelling on major **Interstates or Highways**.

Parties that meet random encounters will start at a position 5 hexes,

multiplied by the *party leader's* Perception from the middle of the group, or object of interest, the party is encountering. This means that if the leader's Perception is 6, the party starts 30 hexes from the centre 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 everything. Starting position in random encounters doesn't matter as much when encountering peaceful things, but it matters a lot if you wandered into a radscorpion nest.¹



Swimming and Wading

It doesn't happen very often, but every now and then the party may find itself neck-deep in the wet-stuff. Whether it's because their boat capsized, or they are forced to cross a large river or lake without a floatation device, swimming is a fairly simple concept. Water presents some problems, however. The first is that most things in the post-nuclear universe aren't really designed to float, including weapons, armours, food, and robots. The second is that these things can weigh a character down or sink him in a matter of seconds. A character can safely hold approximately 10 x STR worth of their carry weight. In addition, the character must have at least one hand free. If the character is weighed down any more, they begin to sink along with their precious gear. Staying afloat requires a Endurance check. Failing this check means dumping your inventory or making Death Saves to avoid drowning. Swimming requires a roll against Endurance every minute. Movement in the water restricted to one hex for every 3 Action Points spent moving. This applies to any amount of water knee-deep or above. You do not have to do Endurance checks to wade through waist-deep water, as long as you can stand on the bottom, unless it happens to be fast-moving water.

Food, Water & Rest

Human conflict and struggle have always centred around resources. In the Old World, it was petroleum and uranium. In the Wasteland, it's food and water. Your character will require food, water and adequate rest to be able to survive. You must find some food, any food, and eat. Find a drink, any drink, and drink. It sounds simple, but in the Wastes such simple necessities can be hard to come by. You may encounter entire settlements and armies built by the fact that they are the only ones with clean water or a stable source of food.



Hunger

Each character needs to consume food to survive, even Ghouls.

If you do not eat for a day, you're only slightly famished, and on the second day you're really hungry. On the third day without food your Strength and Endurance are penalized by 1 each. If your Strength or Endurance drops below your Racial Minimum because of this, you are paralyzed by hunger, and someone else must feed you. If you are three days without food again, you die of hunger. Sometimes you may need a bit more than one meal to replenish lost energy, such as if you're exerting yourself too much

Thirst



Water is much more precious in the Wasteland when compared to food. If it's not scarce, it's irradiated. If it's not irradiated, it's being guarded. And if it's not being guarded, then you'd best hope you can bottle up as much as you can before someone better armed comes to claim it.

The average Wastelander can only go for about 3 days without water before they die. On the first day without water your Maximum Hit Points drop by 5. On the second day your Maximum Hit Points drop by an additional 10, bringing the total to 15. On the third day without water you die of thirst. Sometimes you might need more water to survive the day, such as if you're travelling through the desert.



Rest

Every single being in the Wasteland, except for Robots, require some sleep. The average Wastelander can exert themselves for 12 hours before they need some sort of downtime. This downtime is usually about 2-6 hours, which can be used for menial work, crafting skills, survival, cooking and so forth. At least 6 hours must be spent for rest, or otherwise you'll incur Fatigue. Fatigue penalizes all of your Skills by 10%. Fatigue can stack up to two, and on the third day you simply collapse from exhaustion and must sleep for at least 6 hours. You can be woken up during this time, but you'll three stages of Fatigue and you easily doze off if there is no-one to keep you awake for longer. If you have four stages of Fatigue, you die of exhaustion.

Well-Rested

If you sleep in a luxury manner, you gain 10% more Experience from the next encounter. If it's a big battle, you might be looking at a big bounty of Experience.

Food and Water Items:

Organic foods

The term Organic in the fallout world does not carry the same meaning as it does in real life. When a food item is Organic, it means that it has been raised free of radiation and thus carries no RADs when consumed. As decades, and then centuries, have passed the average person can rely on local farming to produce relatively clean meat and produce, but availability of water is always a problem. For travellers and explorers of the Wasteland however, purchasing clean and quality meals on the go can be somewhat pricey.

Hunting



Hunting wildlife is a part of survival in the Wasteland, and provides an income for many hunters and trappers. When travelling a **Survival** roll can be made to attempt to track nearby animals. When an animal is killed, a further **Survival** roll can be made to harvest meat from the creature.

Lbs of Meat Harvested	Animal Size	Harvest Duration
1d4	Small	5 Minutes
1d20	Medium	15 Minutes
4d10	Large	30 Minutes

Meat



There are many different critters that can be eaten in fallout, but not all beasts are created equal. Some are better for eating than others. There are six general varieties of meat that can be hunted in the fallout world. Each listed here represents roughly 1lb of cooked meat, equivalent to a good-sized burger patty, table steak or dinner helping.

NOTE: Eating meat raw incurs a -1 STR penalty for the next 12 hours.

Domesticated

- Brahmin, Pigrats, Domesticated Bighorner, etc.
- This animal has been raised and fattened. Typically, some of the best and safest meat you can get. Though the flavour and quality may vary region to region, its one purpose stays the same: it goes down, stays down, and won't have you sitting on the john for two hours when it bids farewell.
- Rads, 0
- 5 Caps a lb

Game

- Wild Bighorner, Mirelurk, Gecko, Fish (Clean), Rabbit, Etc
- A typical game animal, not as juicy as a brahmin steak, but cooked and cleaned this will be more than enough. These are animals you would expect to hunt.
- Rads 2
- 4 Caps a lb

Alternate Game

- Dogs, Squirrels, Iguanas, Crows, Giant Insects etc.
- These are animals that are more for protein than for enjoying. Though not as desirable, it is palatable when your belly is rumbling.
- Rads 3
- 3 Caps a lb

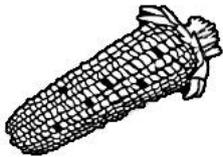
Mutated Animal

- Greater Molerats, Deathclaws, Wanamingos, etc
- These animals are a bit tougher (both to eat and to kill) but much meatier. The trade-off for the protein rich meal is that due to the very nature of their existence (mutation through radiation) the meat of these animals is slightly more irradiated. Not tasty, but It will keep you going strong.
- Rads 10
- 2 Caps a lb

Cannibalism

- People, Ghouls, Super Mutants
- Hey, it's a tough world out there, sometimes you gotta' do what you gotta' do. If you eat this meat you drop one point of END for 12 hours due to the body having to digest Human flesh.
- -1 END for 12 hours, 10 RADS
- 15 Caps a lb (why would you?)

Produce



This represents either one apple sized fruit, or one fist sized helping of berries or veggies. Any type of edible plant can apply.

Produce

- Fruits and Veggies; a carrot or apple, a pear (prickly included), Mutfruit (crunchy included), agave fruit, a few chunks of melon, a fist-full of peas or berries, various peppers.
- RAD 0
- 5 Caps a lb

Dry Produce

- Honey Mesquite, Nuts, Beans, Maize, Dried Fruit, Mushrooms ETC.
- RAD 0
- 3 Caps a lb

Man Made



This simply covers items such as bread, cooked meals, and preserved goods. 1 serving.

Hearty Meal

- Rich soup, a steak and potato dinner, chili or stew, MRE, quality dinner, etc.
- RADS 0
- 9 Caps

Average Meal

- Gecko or Coyote Steak, Molerat casserole, Bread, etc
- RADS 1
- 6 Caps

Meager Meal

- Iguana-On-A-Stick, gruel/slop etc.
- RADS 4
- 3 Caps

Old World Food Item

- Pork n' Beans, Salisbury Steak, Instamash, Blam-Co. Mac & Cheese etc.
- RADS 10
- 10 Caps

Old World Snacks

- Fancy Lad Snack Cakes, Sugar Bombs, Potato crisps, Dandy Boy Apples, Gumdrops, Etc.
- Though these don't fill you up very much, they are EXTREMELY delicious and highly sought after by many Old-World snack cravers.
- RADS 2
- 40 Caps

Cram!

- Rads 20
- Essentially an odd assortment of pre-war animal cuts packed into a tin, this meat-stuff is so infused with preservatives that it tastes almost the same as the day it was sealed. It is salty, fatty and delicious- but most of all, highly sought after.
- 75 Caps

Trail Rations



This covers rations used by travellers of the Wasteland, mostly Caravaners and Mercenaries, to keep themselves fed and supplied on the long trails. They act as a combination of water and food supplies. Each is a day's worth of food and drink.

Clean Trail Ration

Typically used by the biggest and wealthiest Caravan Companies such as Crimson Caravan or the New Canaanites.

- Brahmin Meat, Maize, Purified Water, etc.
- RADS 0 (0 RADs per week on the trail consumed)
- 25 Caps (175 per Week on the trail)

Average Trail Ration

Used by the majority of normal Caravan Companies or travelling groups, such as Happy Trails or the Snake River Traders.

- Gecko Meat, Mutfruit, Unfiltered Water, etc.
- RADS 2 (14 RADs per week on the trail consumed,)
- 18 Caps (126 per week)

Cheap Trail Ration

Used by Raiders, the impoverished or Prospectors down on their luck

- Squirrel Chunks, gruel, dirty water etc.
- RADS 6 (42 RADs per week on the trail consumed)
- 7 Caps

Drink

A water bottle, a beer bottle or a Nuka-Cola are all pints. All containers should be multiples of pints. Each pint of water restores 5 H2O to hydration.

Container	Pints
Pint , Nuka-Cola, Beer, Water Bottle, Drinking Glass	1
Quart , Fifth of Booze, Canteen	2
Gallon , Milk Jug, Average Bucket, Camel Pack	8
Drum , Industrial Barrel, Bathtub	336

Types of water

Since the bombs have fallen, all but the most remote water supplies have been contaminated by fallout. Drink at your own risk, for chances are your beverage is irradiated. The following is the typical price for water at most given merchants. However, local supply and demand can alter this.

Water Purity	RADS per Pint/Bottle	RADS per Gallon	Price per Gal. (8 Pints)	Price Per Bottle
Pure	0	0	160 caps	20
Unfiltered	2	16	80 caps	10
Dirty	6	48	40 caps	5
Irradiated	15	120	24 caps	3

Section 4: Chems and Toxins



Chems :

The Wasteland is a rough place, why not lighten things up a little? Chems are an integral part of life in the Wastes Whether you're using, selling or facing a fellow user running at you, teeth chattering, spear in hand.

Stats cannot exceed past the racial max even with buffs. Upon each use of an addictive chem, you roll 1d100. Your Endurance helps you protect against addiction. Your Endurance is multiplied by 2 then subtracted from the addiction percentage. In this case, you need to roll outside of the addiction range.

If you have 10 Endurance, your resistance is 20. If the addiction rate is 80%, you subtract by 20 and you have a 60% chance of being addicted.

If you're addicted, you take the withdrawal effects till you break your habit on your own or a doctor fixes you up. Addiction debuffs are cumulative so don't overdo it.

Upon use of any drug that has an addiction chance, you need at least an hour to get back to your senses.

Drug benefits from the same drug don't stack, but Debuff Effects do stack and go as low as your minimum.

In order to kick the habit, you need to roll against Endurance every day for 16 Days minus your Endurance score. Successful usage of the Doctor skill in conjunction with his can allow for an additional +1 to the Endurance roll.

E.G A Vault Dweller with 7 Endurance trying to buck their Jet addiction must pass 9 Endurance checks over a period of 9 days.

Using the same chem during this period puts you back at the start.

Poison, Venom and Toxins:

Poison, when crafted, can be applied to bladed weapons. Outside of combat, for a poison to not be **immediately** detectable by its target it also must be crafted in the same fashion. When a target is poisoned, they make a roll against their **Poison Resistance**. If they succeed, the poison is ineffective and they take no damage. When poison is applied outside of combat (and the target has failed their Poison Resistance roll), if it is a poison (*Bleak Venom, Annoyance Itch, Silver Sting*) the target has hours equal to their END until they are rendered comatose, if they do not receive treatment using the Doctor skill or cure from Anti-Venom, they must make an Instant Death Save.

If it is applied out of combat and it is a toxin (*Old World Kiss, Mother Darkness, Cazadore Venom*) the target has END/2 hours until comatose state and then death, but can only be cured by the application of Anti-Toxin or Serum, both of which require usage of the Doctor skill.

Chem List:

Healing Chem	Cost	Weight	Duration	Details	Addiction
Blood Pack	5	1	Instant	Restores 1 Hit Point	N/A
Med-X	20	1	4 Minutes	Damage Threshold +2 (+Doctor Skill/50)	25% Rate Agility -1 -10% to Skills Intelligence -1
Bandage Kit	25	1	Instant	Allows usage of First Aid Skill	N/A
Anti-Venom	35	0.5	Instant	Cures Poison up to Silver Sting	N/A
Healing Powder	45	1	Instant	Restores 1d10 Hit Points	N/A -1 Perception for 1 Hour after usage
Rad-X	300	0.25	1d6 Hours	Radiation Resistance +25% per dose, (+Doctor Skill/4) Does not stack.	N/A
Fixer	50	0.5	1 Day	Alleviates Addiction for Duration	N/A

				(+ Doctor/50 Days)	
Healing Powder Pouch	80	3	1+1d6 Rounds	Restores 2 HP per round	N/A -1 Perception for 1 Hour
Expired or Homemade Stimpak	100	0.25	Instant	Restores 1d6+6 Hit Points	N/A
Anti-Toxin	100	0.5	Instant	Cures Poisons up to Cazadore Venom Requires Doctor to use.	N/A
Stimpak	175	0.25	Instant	Restores 1d8+11 Hit Points	N/A
First-Aid Kit	150	3	Instant	Requires First Aid Restores 1d10+10 Hit Points 5 Uses	N/A
Super Stimpak	225	1	Instant	Restores 3d6+8 Hit Points	N/A Strength -1 Endurance - 1 For 1 Hour After usage
Doctor's Bag	300	5	Instant	Requires Doctor Restores 2d10+10 Hit Points and heals Crippled Limbs	N/A
Ultra-Stimpak	400	1	Instant	Restores 3d6+12 Hit Points	N/A Strength -1 Endurance -1 Intelligence -1 For 1 Hour after usage
Serum	400	1	Instant	Cures all Poison and Toxins Requires usage of Doctor skill	N/A
Rad-Away	425	1	Instant	Reduces Radiation level by 150	N/A

				(+Doctor Skill) Rads	
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Party Chems	Cost	Weight	Duration	Details	Addiction
Jet	25	0.5	5 Minutes	+2 Action Points +1 Perception +1 Strength General euphoria, passage of time seems slowed. Burst of physical energy. Ghouls unaffected	60% Addiction Rate Strength -1 Agility -1 Action Points -1 Can't be cured by Doctors outside of NCR. Can be bucked "cold turkey"
After Burner Gum	50	0.25	10 Minutes	+1 Strength +1 Perception Hyper-Alertness, feeling of total infallibility Ghouls Unaffected	40% Addiction Rate Strength -1 Perception -2
Mentats	280	1	1 Day	Perception +2 Charisma +1 Intelligence +2 Feeling of hyper-awareness and necessity to work/focus on something	60% Addiction Rate Perception -2 Intelligence -1 Charisma -1
Psycho	50	1	4 Hours	+25% Damage +25% Damage Resistance Intelligence -3	45% Addiction Rate -10% Damage Resistance -5 HP

				Feeling of extreme anger/rage Ghouls Unaffected	Intelligence -2
Buffout	200	1	6 Hours	Strength +3 Endurance +2 Intelligence -1 Feeling of strength/vigor	35% Addiction Rate Strength -2 Endurance -2 Agility -2
Ant Nectar (Tribal)	75	1	1 Hour	+4 Melee Damage Similar to Psycho	40% Addiction Rate Strength -2 Agility -2 Charisma -2
Hydra	125	1	4 Hours	Ignores Crippled Limbs Total numbness	25% Addiction rate Endurance -2 Strength -2
Blood Shield (Tribal)	50	1	1 Hour	+50% Poison Resistance Acidic burning/itch Underneath skin	N/A
Burned Hands Brew (Tribal)	100	1.5	30 Minutes	+2 DT +4 Melee Damage	50% Strength -3 -15% Damage Resistance
Hecate's Gift (Tribal)	400	3	30 Minutes	Luck +3 Strength +3 Critical Chance +20% +10% DR	20% -20% Critical Chance -10% DR
Devilthorn (Tribal)	666	6	1d6 Rounds	+3 Strength +60% DR	N/A

Toxins	Cost	Weight	Duration	Details	Addiction
Bleak Venom	80	0.25	2+1d4 Rounds	+2 Damage Per Round	N/A
Annoyance Itch	165	0.25	2+1d8 Rounds	+1 Damage Per Round	N/A
Silver Sting	320	0.25	1+1d4 Rounds	+4 Damage Per Round	N/A

Old World Kiss	350	0.25	1+1d4 Rounds	+5 Damage Per Round	N/A
Mother Darkness	365	0.25	1+1d4 Rounds	+6 Damage Per Round	N/A
Cazadore Venom (Potent)	420	0.25	1+1d6 Rounds	+8 Damage Per Round	N/A

Drinks	Cost	Weight	Duration	Details	Addiction
Beer	8	1	1 Hour	+1 Charisma -1 Intelligence +2 Rads	5% Strength -2 Intelligence -2
Scotch	40	1	1 Hour	+2 Charisma -2 Intelligence +2 Rads	20% Charisma -3
Whiskey	40	1	1 Hour	+2 Charisma -2 Intelligence +2 Rads	25% Charisma -3
Vodka	100	1	1 Hour	+1 Strength +1 Charisma +2 Rads	20% Strength -3
Moonshine	80	1	1 Hour	+2 Charisma -3 Intelligence +1 Strength +2 Rads	25% Strength -2 Charisma -2 Endurance -1
Rotgut	120	1	1 Hour	Strength +1 +10% DR +2 Rads	40% -10% DR Poison Resistance -25%
Cactus Water	15	1	N/A	+2 Rads +2 HP	N/A
Nuka-Cola	5	1	N/A	+1d4 HP +4 Rads	N/A
Pure Water	60	1	N/A	+4 HP	N/A
Dirty Water	8	1	N/A	+3 HP +5 Rads	N/A
Brahmin Milk	40	1	N/A	+2 HP +1 Rads	N/A
Sunset Sarsaparilla	9	1	N/A	+1d4 HP +3 Rads	N/A
Black Coffee	50	1	1 Hour	+2 Perception +1 AP	N/A
Rum&Nuka-Cola	45	1	1 Hour	+1d4 HP +6 Rads +2 Charisma -2 Intelligence	15% -2 Charisma -1 Endurance
Nuka-Cola Victory	200	1	1 Hour	+6 HP +8 Rads +2 AP	

Section 5: Traps and Explosives



Noticing, Setting, Disarming, and Setting Off Traps

Traps are a basic part of life in the wastes. Tribals use them to keep animals and raiders at bay, evil genius' use them to keep intrepid adventurers out of their compounds, and clever people can use them to get the drop on an enemy.

When walking into an area with traps, the GM should make a secret roll against each character's Perception statistic. Those who succeed, notice the traps. Those who don't are going to run into some problems.

Remember that the characters can only see traps (or mines, see below) that are within their line of sight. If a character has no way of seeing a tripwire, the roll against Perception isn't going to matter. However, if another part of the trap's mechanism is visible, the character could detect the trap from that. For more information on detecting mines, see Mines, below.

After a character has seen a trap, he or she can attempt to disarm it. This requires another roll against the Traps skill. If the roll fails, then the trap goes off in the character's face. It takes approximately 1 turn of combat (10 seconds) to disarm a trap.

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 shotgun that fires when someone walks across a pressure plate, they need a little bit of time. At the end of that time, the GM makes a secret roll against Traps. Success means that the character has set the trap correctly. Failure means that the character messed up somehow, and the trap will either misfire or not go off at all. The character will always assume he or she set the trap correctly.

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. Unfortunately, if a character fails the roll against Agility, it means the trap was sprung that that character and anyone else in the trap's range is subject to the trap's nasty effects, be that damage, poison, or worse.

Setting and Disarming Explosives

Explosives are a lot like traps, except that they use a timer and are usually much more destructive. 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 takes 1 round (10 seconds). It requires a roll against the Traps skill. 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 GM to determine if the explosives are going to go off early, late, or not at all. If the roll against Traps critically fails then the explosives go off in the character's face. Oops.

Disarming explosives works the same way that disarming a trap does. It takes 10 seconds, but if the character fails, the explosive doesn't necessarily go off right away. Like setting an explosive, only a critical failure will make the bomb explode. A disarmed explosive device can still be used, if the character finds another timer for it. 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.

Detecting, Laying, and Disarming Mines

Mines are a cowardly way to fight a battle, but have become quite common in the wastes both as a weapon of fear and a practical way to defend an area when manpower is low. Detecting mines works in exactly the same way as detecting a trap, except that the character can *only* see mines in a hex-radius equal to half of their Perception. Once the Traps roll is made, if successful all mines within the radius are revealed/marked to the character. Perceptive characters had better tell their friends about mines as quickly as possible.

Laying mines counts as setting explosives, except that the mine has no timer, and therefore will not go off improperly - it just won't function correctly (or it will hurt the minelayer). The same goes for disarming mines - but the character needs to know if a mine is there in the first place. Unfortunately, unless a character is looking for mines, that usually means someone will have to walk over one first. A defused mine is useless and cannot be reused.

When a mine detonates, it damages everything in a certain radius, depending on the device. In addition, any other mine within the *blast* radius has a 80% chance of detonating. Intelligent raiders have been known to rig elaborate - and devastating - traps with mines.

Chapter 6: Crafting, Modifications and Items

Section 1: Crafting



Basics of Crafting

In Pre-War America, most goods and products were produced en-masse by large companies or the government, and often the process was automated. All for the convenience of the average citizen. In the Wasteland, things are a little different and many things produced before the War can no longer be replicated and those that can must be repaired or made from scratch.

To construct, or "craft", an item, you must have:

- Resources
- Relevant **Skill** and/or **Expert Training**
- Tools or a Workstation
- Recipe or Blueprint

Expertise

In the Wasteland, education is rare and those skilled in practical trades and professions are of high value. Gunsmiths, Weaponsmiths, Armorers, Chemists, Roboticists and Demolitions Experts are oftentimes high-ranking or valued members of their respective communities or groups. **Expertise**, when learnt, allows a character to craft using **Advanced** workstations in their respective field, as well as halving existing crafting penalties (Barring Roboticists). Advanced Workstations remove all crafting penalties. To learn an Expertise, a character must either take the relevant **Perk** or find a willing and trained **Expert**. To study under an Expert, they must be paid to teach and typically learning takes anywhere from 1-4 weeks.

Expertise	Training Value	Study Time
Gunsmith	3000	2 Weeks
Armorer	3000	1 Week
Weaponsmith	3000	1 Week
Chemist	3000	3 Weeks
Demolitions Expert	3000	2 Weeks
Roboticist	3000	4 Weeks

Instructions

Recipes or Blueprints are the instructions for how to construct various goods, and are a prerequisite for crafting items in the fields of Gunsmithing (barring ammunition), Armory, Weaponsmithing and Chemistry. They can be bought, taught by somebody else or learnt independently. To learn instructions independently, you must have an already existing quantity of an item. For weapons and armor you must then **deconstruct** using a relevant workstation and **Skills**, for Gunsmithing this is **Small Guns**, for Weaponsmithing and Armor this is **Repair**. If this roll fails, you have successfully deconstructed the item however upon reconstruction it is non-functional.

After this is complete, you must **study** the item. For Chems this is **Science** and for Armor and Weapons this is **Repair**. If this is successful, you have learnt how to construct the item without being taught or purchasing instructions of any type.

Chems, Medicine and Poisons

Chemical goods have an important role in the Wasteland, from healing to poisoning or just getting high. Medical textbooks still exist in the wastes, although they are quite rare, which has made it possible for intelligent Wastelanders to manufacture their own chems with the right resources. However, long after the bombs fell due to the loss of culture and industrial practices, some people turned to herbalism to create medicine and get their fix. Most practitioners of herbalism that one can find around the wastes are, in-fact, Tribals, but there are more than a few that practice it in more civilized settlements.

Certain types of Chem require certain levels of workstation. Simpler recipes can be prepared at more complex stations (For instance, a Campfire recipe can be performed and an Advanced Lab, but an Advanced Lab recipe cannot be performed at a Campfire.). All types of Chems require a **Container** to craft, such as a hypodermic syringe or a bottle.

Campfire

The most common form of workstation, found basically everywhere in the Wasteland. If you're travelling the desert, you've most likely got a campfire.

Chem	Amount	Skill	Container	Ingredients	Penalty	Recipe Price
Blood Pack	1	First Aid / Doctor	Empty Blood Pack	Anything with Human Blood	25%	N/A
Bandage Kit	1	Survival	N/A	Any clothes or suitable fabric	0%	N/A
Anti-Venom	1	Survival	Empty Bottle	Any Poison Source + Tribal Herb	0%	70
Healing Powder	1	Survival/First Aid	N/A	Xander Root + Broc Flower	0%	90
Blood Shield	1	Survival	Empty Bottle	Datura Root + Cave Fungus	30%	100
Burned Hands Brew	1	Survival	Empty Bottle	Black Isle Stem + Psycho + Med-X	55%	N/A
Hecate's Gift	1	Survival	Empty Bottle	Black Isle Stem + Xander Root + Broc Flower + Datura Root + Blood Pack	80%	N/A
Devilthorn	1	Survival	Empty Bottle	Devilthorn Herb + 4x Psycho	90%	N/A
Bleak Venom	1	Survival	Empty Bottle	Radscorpion Tail + Xander Root	25%	160
Annoyance Itch	1	Survival	Empty Bottle	Radscorpion Tail	15%	N/A
Silver Sting	1	Survival	Empty Bottle	2x Radscorpion Tail + Datura Root	40%	640

Basic Lab

A workstation with some chemistry equipment and a few materials. Somewhat uncommon in the Wasteland. Typically used by town Doctors or Chem cooks.

Chem	Amount	Skill	Container	Ingredients	Penalty	Recipe Price
Homemade Stimpak	1	Science	Syringe	Broc Flower + Xander Root + Blood Pack	25%	250
After Burner Gum	1	Science	N/A	Bubble Gum + Tribal Herbs	25%	100
Psycho	3	Science	Syringe	2 x Chemical Components	35%	100
Homemade Nuka-Cola	1	Science	Empty Bottle	Nevada Agave Fruit + Barrel Cactus Fruit	0%	Perk
Homemade Moonshine	1	Survival	Empty Bottle	Maize + Barrel Cactus Fruit + Vodka + Fission Battery	25%	N/A
Old World Kiss	1	Science	Empty Bottle	2 x Abraxo Cleaner + Turpentine + 2 x Chemical Components	45%	700
Mother Darkness	1	Survival	Empty Bottle	3 x Radscorpion Tail + Black Isle Stem	50%	730
Cazadore Venom	1	Survival	Empty Bottle	Cazadore Poison + Datura Root	65%	840
Jet	10	Science	Empty Jet Inhaler	Brahmin Dung + 2x Chemical Components	30%	1000

Advanced Lab

A highly advanced scientific workstation equipped with the best technology of the 21st Century, usually takes up an entire room. Extremely rare. Found only within well-preserved advanced Old-World ruins or amongst technologically advanced groups such as the Brotherhood of Steel, the Enclave or the New California Republic.

Chem	Amount	Skill	Container	Ingredients	Penalty	Recipe Price
Super-Stimpak	1	Doctor	Syringe	Stimpak + 2 x Bio-Med Gel + x 5 Chemical Components	N/A	500
First Aid Kit	1	Doctor	N/A	3 x Bandage Kit + Bio-Med Gel + Chemical Components + Blood Bag	N/A	1000
Doctor's Bag	1	Doctor	N/A	First Aid Kit + 2 x Bio-Med Gel + 5 x Chemical Components	N/A	N/A



Basic Workshop

A workstation with basic worker's tools and some raw materials.
Somewhat uncommon, typically found in well-equipped general stores.

Item	Amount	Skill	Expertise	Ingredients	Penalty	Recipe Price
Leather Armor, Reinforced	1	Repair	Armorer	Leather Armor + Fibers + Tanned Golden Gecko Hide	30%	600
Metal Armor, Heavy	1	Repair	Armorer	Metal Armor + Fibers + 5 x Metal Parts	15%	650
Metal Armor, Reinforced	1	Repair	Armorer	Metal Armor + Fibers + 2 x Good Quality Metal Parts	30%	750
Plated Leather Armor	1	Repair	Armorer	Leather Armor, Reinforced + Fibers + 2 x Good Quality Metal Parts	35%	900
Handmade Pistol	1	Repair	Gunsmith	3 x Metal Parts 1 x Good Quality Metal Parts	25%	50
Tin Grenade	1	Traps	Demolitions Expert	1 x Cherry Bomb + 50 x Pistol Powder + 1 x Tin Can	Requires Demolition Expert	Perk
Sawed-Off Shotgun	1	Repair	Gunsmith	Double-Barrelled Shotgun	15%	N/A
Spear	1	Repair	Weaponsmith	2x Wood + Fibers + 1 x Metal Parts	15%	N/A
Sharpened Spear	1	Repair	Weaponsmith	Spear + 1 x Metal Parts + Flint	15%	N/A
Knife	1	Repair	Weaponsmith	1x Wood + Fibers + Metal Parts	0%	N/A
Combat Knife	1	Repair	Weaponsmith	Knife + 3 x Good Quality Metal Parts	25%	50
Spiked Knuckles	1	Repair	Weaponsmith	Brass Knuckles + Good Quality Metal Parts	10%	N/A
Bladed Gauntlet	1	Repair	Weaponsmith	Brass Knuckles + Blade (Giant Mantis, Sword etc) + 2 x Fibers	30%	N/A

Advanced Workshop

An advanced workstation that holds functional industrial machinery and tools. Typically takes up a whole room, if not building. Only found with technologically advanced groups or those who lucked out enough to get an old-world facility of similar calibre, such as the Brotherhood of Steel, the Enclave or the Gun Runners.

Item	Amount	Skill	Expertise	Ingredients	Penalty	Blueprint Price
9mm Pistol	1	Repair	Gunsmith	Good Quality Metal Parts + 3 x Metal Parts + 1 x Wood	N/A	1500
10mm Pistol	1	Repair	Gunsmith	2 x Good Quality Metal Parts + 3 x Metal Parts	N/A	2000
1911	1	Repair	Gunsmith	2 x Good Quality Metal Parts + 5 x Metal Parts + 1 x Wood	N/A	3000
Hunting Rifle	1	Repair	Gunsmith	1 x Wood + 3 x Metal Parts + 4 Good Quality Metal Parts	N/A	2250
Double-Barrelled Shotgun	1	Repair	Gunsmith	1 x Wood + 5 x Metal Parts	N/A	1650
Service Rifle	1	Repair	Gunsmith	2 x Wood + 5 x Metal Parts + 1 x Good Quality Metal Parts	N/A	1500
Super Sledge	1	Repair	Weaponsmith	3 x Good Quality Metal Parts + Electronic Parts + Sledgehammer	N/A	7000
Displacer Glove	1	Repair	Weaponsmith	Power Fist + 2 x Electronic Parts + 2 x Good Quality Metal Parts	N/A	5000
Spiked Tesla Knuckles	1	Repair	Weaponsmith	3 X Good Quality Metal Parts 2 x Electronic Parts	N/A	2000
Rad Scrubbers	1	Repair	Armorer	3 x Electronic Parts	N/A	1250
Overdrive Leg Servos	1	Repair	Armorer	3 x Electronic Parts + 3 x	N/A	2500

				Good Quality Metal Parts		
Motion Assist Servos	1	Repair	Armorer	3 x Electronic Parts + 3 Good Quality Metal Parts + 5 Metal Parts	N/A	2200
Targeting HUD	1	Repair	Armorer	4 x Electronic Parts	N/A	2500
Sensor Array	1	Repair	Armorer	2 x Electronics Parts	N/A	2000
Tesla Coils	1	Repair	Armorer	5 x Electronic Parts, 3 x Good Quality Metal Parts	N/A	5000

Reloading Bench:

A workstation used for recycling and chambering ammunition. Typically found in most decent quality gun stores or armed camps. In constructing ammunition, you need to be a trained **Gunsmith** and you must have the correct **Casing, Lead, Powder and Primer**. In order to breakdown or construct Ammunition, you must make either a Repair roll or a Small Guns roll.

Ammo Breakdown Table:

Ammunition	Casing	Primer	Lead	Powder
.223	.223	Primer, Small Rifle	9	Rifle, 3
.308	.308	Primer, Large Rifle	15	Rifle, 4
.32	.32	Primer, Small Pistol	3	Pistol, 3
.357	.357	Primer, Large Pistol	14	Pistol, 6
.44	.44	Primer, Large Pistol	27	Pistol, 8
.221r (3)	.221r (3)	Primer, Small Pistol	2	Pistol, 3
.45	.45	Primer, Large Pistol	16	Pistol, 8
.45-70 Gov't	.45-70 Gov't	Primer, Large Rifle	27	Rifle, 3
.50	.50	Primer, .50 MG	64	Rifle, 20
5mm	5mm	Primer, Small Rifle	11	Rifle, 4
5.56	5.56	Primer, Small Rifle	10	Rifle, 3
7.62	7.62	Primer, Large Rifle	16	Rifle, 4
9mm	9mm	Primer, Small Pistol	11	Pistol, 5
10mm	10mm	Primer, Large Pistol	15	Pistol, 7

12.7mm	12.7mm	Primer, Large Pistol	28	Pistol, 10
12 Gauge	12 Gauge	Primer, Shotshell	37	Pistol, 26
20 Gauge	20 Gauge	Primer, Shotshell	26	Pistol, 18

Ammo Production Table:

Ammunition	Casing	Primer	Lead	Powder
.223	.223	Primer, Small Rifle	11	Rifle, 4
.308	.308	Primer, Large Rifle	17	Rifle, 5
.32	.32	Primer, Small Pistol	5	Pistol, 4
.357	.357	Primer, Large Pistol	16	Pistol, 8
.44	.44	Primer, Large Pistol	30	Pistol, 10
.22lr (3)	.22lr (3)	Primer, Small Pistol	6	Pistol, 4
.45	.45	Primer, Large Pistol	16	Pistol, 8
.45-70 Gov' t	.45-70 Gov' t	Primer, Large Rifle	30	Rifle, 4
.50	.50	Primer, .50 MG	70	Rifle, 22
5mm	5mm	Primer, Small Rifle	13	Rifle, 5
5.56	5.56	Primer, Small Rifle	12	Rifle, 4
7.62	7.62	Primer, Large Rifle	18	Rifle, 5
9mm	9mm	Primer, Small Pistol	13	Pistol, 6
10mm	10mm	Primer, Large Pistol	17	Pistol, 9
12.7mm	12.7mm	Primer, Large Pistol	31	Pistol, 12
12 Gauge	12 Gauge	Primer, Shotshell	40	Pistol, 30
20 Gauge	20 Gauge	Primer, Shotshell	30	Pistol, 20

Section 2: Modifications



Weapon Modification:

With access to a workbench, a character must have a weapon and a compatible mod.

Weapon Mods	Cost	Weight	Bonus	Weapon Type
Lead Weights	50	12	Incurs -3 on enemy knockdown resistance	Heavy Blunt Melee
Barbed Wire	75	1	+3 Damage	Blunt Melee
Foregrip	100	1	-1 Min STR Requirement	Assault Rifles
Ammo Rack	160	2	Reload AP Cost reduced by 1	Shotguns
Bipod	180	2	-2 Min STR +20% to aim whilst Prone or Crouched	Small Guns Rifles
Under-Barrel Flashlight	150	1	Reduces darkness penalty by 10%	Small Guns Energy Weapons Big Guns
Extended Magazine	250	1	+50% Magazine Capacity	Small Guns and Big Guns
Sawblades	175	2	+6 Damage	Blunt Melee Weapons
Tripod	280	3	-2 STR requirement when Prone +30% to aim when Prone	Rifle-Grip Big Guns
Long Barrel	190	1	+3 Damage, +5% Aim	Revolvers
Advanced Calibration	250	1	Magazine Capacity +50%	Energy Weapons
Silencer	220	1	Silences Weapon. -5 Damage	Handgun and lower calibre rifles
Spiked Tesla Knuckles	600	2	+4 Melee Damage	Power Fists
Tesla Coil Amplifiers	500	2	+5 Damage	Energy Weapons
Fuzzy Dice	420	1	+7% Critical Chance	Big Guns
Scope	450	1	+5% Aim, +5 Range	All Rifles
Advanced Sniper Scope	550	1	Overwatch Aim is x 1 rather than 0.7	Sniper Rifles

			and +10% to Targeted Shots Prone only.	
Duckbill	800	1	+5 Damage	Shotguns
Laser Sights	1000	1	+10% Aim Bonus +10% to Targeted Shots +3% Critical Chance	Small Guns Energy Weapons

Power Armor Modification:

With access to an Advanced Workshop and Power Armor Training, suits of Power Armor can be modified.

Power Armor Mods	Cost	Weight	Bonus	Power Armor Type
Rad Scrubbers	1250	3	+20% Radiation Resistance	All
Overdrive Leg Servos	2500	8	+ 4 Hexes of free movement	All
Motion Assist Servos	2200	10	+2 Strength, +1 AP	All
Targeting HUD	2500	3	+10% Aim Bonus	T-51b and APA
Sensor Array	2000	3	+2 Perception	T-51b and APA
Tesla Coils	5000	3	Re-enables DT against Energy Weapons, when hit by Melee or Unarmed, Attacker receives +3 Damage	T-51b and APA

Section 3: Robotics

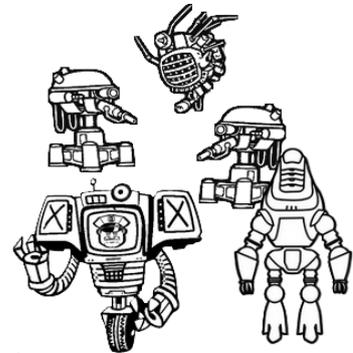


Robotics

The Old World before the Great War was flush with scientific wonders, alongside nuclear fusion and next-generation weaponry, robotics flourished. Robots had been constructed by Pre-War society to fill all niches and occupations. From general-purpose utility droids to full-fledged military battle machines, robots could be found in almost any environment and function. In the Wasteland, these robots can be found as either non-functional relics or purposeless remnants performing their old tasks. A scarce few in the Wasteland have learnt to utilize and salvage this mostly lost technology, reverse engineering and repairing it for their own purposes, and even creating their own robots. This task is arduous, requiring heavy amounts of knowledge and technology, it is not possible to create robots from rudimentary parts such as dinner plates and scrap metal. To build a Robot, you must be a trained **Roboticist**.

To participate in Robotics, you must possess:

- **Science Skill**
- **Repair Skill**
- **Robot Frame**
- **Robot Innards**
- **Robotic Workshop**
- **A Computer**



First, the robot itself must be constructed by using the Robot Frame, Robot Innards. The quality of the final product is dependent on the quality of the parts used to create it. The model of the robot is usually determined by the Frame used for it. It is not possible to create a Sentry Bot using the frame of an Eyebots, but it is possible to stick Eyebot Electronics into a Sentry Bot.

Constructing the Robot

A roll against Repair, with varying difficulty, is required when assembling the frame, taking up to 6 hours.

- **Eyebot (40% Penalty)**
- **Protectron (50% Penalty)**
- **Mr. Handy (50% Penalty)**
- **Robobrain (80% Penalty)**
- **Sentry Bot (100% Penalty)**

Assembling the electronics of the Robot requires a Science roll and takes up an additional 4 hours. The same penalties as with Repair apply to the Science rolls as well, increasing in difficulty with more advanced electronics. If all rolls are successful, it's now possible to program the Robot using a computer and an additional Science roll, taking up to 2 hours. Additional penalties may be applied to this, explained below. If all rolls are successful, you have created a functioning Robot with functional innards and programming.

If you fail one roll during the construction of the robot, you must roll a **1d4** for consequence.

- 1- Delay setback, construction takes an additional day
- 2- Undetectable failure - You believe you have completed the stage successfully, and are only made aware of the fault upon completion. You must rebuild the Robot entirely
- 3- Damaged part, you must make a Repair (Or
- 4- Science in case of Programming Stage) roll to repair the damaged section, if it fails then it is scrapped.
- 5- Critical failure - the component in the stage is destroyed entirely and is rendered unusable.

If you fail a second roll, you are unable to construct the Robot. The components can still be disassembled for scrap.

Robot Component	Value	Weight
Eyebot Frame	20	5
Eyebot Innards	250	20
Protectron Frame	350	225
Protectron Innards	700	50
Mr Handy Frame	275	80
Mr Handy Innards	550	30
Robobrain Frame	450	N/A
Robobrain Innards	1000	50
Sentry Bot Frame	1500	N/A
Sentry Bot Innards	600	100

Skills

The creator of the Robot can decide the three Tag Skills that the Robot has, giving it 20% in those allotted skills. In order to allocate extra Skill Points, the creator of the Robot can apply Penalties to their Roll for better results.

- **Simple Programming (0% Penalty, 0 Extra Skill Points)**
- **Fine-Tuned Programming (40% Penalty, 50 Extra Skill Points)**
- **Advanced Programming (80% Penalty, 100 Extra Skill Points)**
- **Esoteric Programming (90% Penalty, 150 Extra Skill Points)**

Robots do not gain experience and can only be modified by changing their programming with a Science roll.

For hacking friendly Robots, their level of Programming, and other safety measures, work as a penalty towards any potential hacker. A Robot with Esoteric Programming is much more difficult to crack into when compared to a Robot with Simple Programming.



Section 4: Item Lists



Resource	Cost	Weight	Effect	Uses
Bubble Gum	1	1	Pre-War candy, used for crafting.	1
Brahmin Dung	0	2	This is...obviously, Brahmin crap	1
Flint	7	2	Rock, used for crafting	1
Broc Flower	10	1	Tribal Herb used for crafting	1
Xander Root	10	1	Tribal Herb used for crafting	1
Abraxo Cleaner	15	3	Box of Pre-War Detergent, used for cleaning clothes and poison	1
Nevada Agave Fruit	3	1	Desert fruit, used for crafting and eating	1
Barrel Cactus Fruit	5	1	Desert fruit, used for crafting and eating	1
Maize	5	1	Vegetable, used for crafting and eating	1
Fibres	40	1	Assorted pre-war fibres used for crafting	1
Metal Parts	80	5	Assorted Pre-War metallic components and parts. Used for crafting	1
Good Quality Metal Parts	113	8	Assorted high quality Pre-War metallic components and parts. Used for crafting	1
Wood	9	3	It's wood. Used for crafting	1
Empty Bottle	3	1	Used for crafting	
Bio-Med Gel	250	1	Pre-War medical resource	1
Chemical Components	57	1	Assorted Pre-War chemical components	1
Electronic Parts	40	1	Assorted Pre-War electrical scrap	
Radscorpion Tail	10	20	Tail from a Radscorpion, used for sale or poison crafting.	1
Silver Gecko Hide	50	2	Hide taken from a Silver Gecko. Used for sale or tanning.	1
Tanned Silver Gecko Hide	80	2	Tanned Silver Gecko hide. Used for sale or armouring.	1
Brahmin Hide	80	5	Leather from a Brahmin	1
Tanned Brahmin Hide	160	5	Tanned Brahmin leather	
Datura Root	15	1	Tribal Herb used for crafting	1

Black Isle Stem	25	3	Tribal Herb, used for crafting	1
Golden Gecko Hide	175	5	Hide taken from Golden Gecko, used for sale or tanning.	1
Tanned Golden Gecko hide	250	5	Used for sale or crafting.	
Turpentine	20	5	Used for poison	1
Syringe	3	N/A	Used for medical treatments, chems and crafting	1
Deathclaw Hide	400	12	Used for sale	
Pack of Syringes	30	1	Pack of 10 Syringes	1

Misc. Items	Cost	Weight	Effect	Uses
Empty Blood Pack	1	0.25	Can be filled with Blood	1
Bobby Pin	1	N/A	Lockpick +5% when used with Screwdriver	1
Screwdriver	1	N/A	Lockpick +5% when used with Bobby Pin	∞
Cherry Bomb	5	N/A	Used for explosives	1
Magazine or Comic Book	5	N/A	Pre-War pulp fiction	1
Vault-Tec Lunchbox	15	2	Can be used to store your Lunch! Also used for making bombs.	1
Flare	10	1	Reduces darkness penalty by 20% within a 2 Hex radius	1 Hour
Lighter	10	N/A	Reduces darkness penalty by 10% within a 1 Hex radius	N/A
Flashlight	15	1	Reduces darkness penalty by 30% in a 10 Hex radius	1 Day
Rope	25	10	10 meters long.	3
Duct Tape Roll	28	1	Can be used to stick stuff together. Useful for repair.	10
Wasteland Backpack	50	N/A	Increases weight capacity by 20 lbs	∞
Shopping Cart Backpack	100	15	Increases weight capacity by 50 lbs. Requires 6 STR	∞
Pin Trigger	45	N/A	Can be used for traps and explosives	1
Remote Detonator	55	2	Can be used to detonate explosives from up to 20 hexes away. Uses 1 Small Energy Cell	∞
Rubber Boots	65	3	Can walk in hazardous areas safely	30 Mins
Climbing Kit	95	15	AGL +2 when climbing	∞
Fission Battery	80	5	Can be jury rigged to provide power to small items/systems	5
Electronic Timer	85	N/A	Can be used to set timed explosives	1
Wasteland Instrument	95	8	Can used to play music!	∞

Remote Trigger	120	2	Can be used in conjunction with the Remote Detonator and Plastic Explosives	∞
Scalpel	140	1	+10% Doctor, can be used as a melee weapon	∞
Radio	350	1	Requires 2 Small Energy Cells Can be used to tune to the radio	72 Hours
Proximity Trigger	300	3	Turns regular explosives into proximity mines	1
Tragic the Gathering Card Set	50	3	A card game played in the Wasteland, though not often.	∞
Poker Set	50	3	Gambling game often played in the Wasteland	∞
Bedroll	25	3	Basic bedroll for sleeping in the Wasteland	∞
Camping Kit	300	22	Full tent and camping set used for camping in the Wasteland	∞
Big Book of Science	400	5	Increases Science Skill (100 - Skill, divided by 10)	1
Guns and Bullets	425	2	Increases Small Guns Skill (100 - Skill, divided by 10)	1
First Aid Book	175	2	Increases First Aid Skill (100 - Skill, divided by 10)	1
Dean's Electronics	130	2	Increases Repair Skill (100 - Skill, divided by 10)	1
Scout Handbook	200	3	Increase Survival Skill (100 - Skill, divided by 10)	1
Skill Magazine	20	1	Increases relevant skill by 10 for one check. Expires after an hour.	1
Preserved Pre-War Instrument	2000	7	Perfectly preserved pre-war instrument. Typically used by collectors and esoteric musicians.	∞

Tools	Cost	Weight	Effect	Uses
Pip-Boy Medical Enhancer	200	4	When installed on a functional Pip-Boy, provides +10% to Doctor	∞
Pip-Boy Diplomatic Translator	200	4	When installed on a functional Pip-Boy, provides assistance in translating foreign language and ciphers/code. Also provides +10% Speech	∞
Pip-Boy Mechanic's Assistant	200	4	When installed on a functional Pip-Boy, provides +10% to Repair	∞
Garrotte Wire	300	1	Can be used to silently assassinate targets with a successful Sneak Attack. Requires Sneak, Melee and Strength checks.	∞

Geiger Counter	650	5	Detects Radiation on activation. Requires 1 Small Energy Cell	1 Hour
Pip-Boy Motion Sensor	800	7	When installed on a functional Pip-Boy, allows detection of nearby moving lifeforms. +20% Sneak	∞
Stealth-Boy	1800	1	+40% Sneak Powered by Small Energy Cells	1 Usage/Cell
Pip-Boy 2000	2250	N/A	Holotape player Science +5%, Basic Map System (Reduces mountain and tribal territory travel time by 1 day per square.)	∞
Can of Gasoline	7000	12	Fuel for several uses.	5
Pip-Boy 3000	6000	N/A	Geiger Counter Radio Flashlight +10% Science +10% for Targeted Shots Map System (Reduces Mountain and Tribal Territory time by 1 day per square)	∞
Repair Tool	250	7	+20% to Repair	∞
Super Tool Kit	1000	12	Highly sought after by mechanics. +40% to Repair	∞
Lockpicking Kit	250	1	Lockpick +20%	5
Safecracking Kit	300	5	+50% Lockpicking when opening safes	1
Electronic Lockpicks	375	2	+50% Lockpick against Electronic Doors	5
Expanded Lockpicking Kit	450	2	+40% Lockpicking	5
Chemistry Supplies	600	12	+20% Science during Crafting	1
Gunsmithing Kit	800	12	Allows user to modify guns without a weapon bench	∞
Disguise Kit	350	5	Allows user to construct disguises using collected items	∞
Bomb Disposal Kit	2000	12	Traps +25% when disarming bombs	5
Portable Lab	2280	15	Acts as a Basic Lab	5
Robotic Diagnostic Kit	3200	18	+20% Repair, +20% Science when performing robotics	5

Explosives	Cost	Weight	Damage (Used by remote or timed trigger)	Radius
Blasting Powder	300	3	3d6 Can also be lit with Lighter	2
Shaped Charge	400	3	2d6 More effective for breaking down obstacles and architecture	1
Plastic Explosives	1200	4	5d12 Requires remote detonation	3
Gas-Explosive	2400	8	N/A, produces Sleep or Poison Gas	10
Gasoline Bomb	2800	6	4d10, bonus 3d6 damage from Fire	3
Jury Rigged Mini-Nuke	20k	15	IMMEDIATE IMPACT: +650 Rads 40 + 4d20 Damage Outer Impact +250 Rads, 40+d20 Damage	Death Save Radius: 3 Hexes Immediate Impact: 10 Hexes Outer Impact: 30 Hexes
Jury-Rigged Nuclear Bomb	N/A	250	Instant Death	Too big

Traps:

Traps can be crafted, set and disarmed all using the Traps skill. Traps are almost universally used outside of active combat scenarios. Some Traps are more difficult to handle than others, and as such have **Difficulty Penalties** that are applied for each stage of the process regarding the device. If you are **Demolitions Expert**, these penalties are halved. To craft explosives, you need a Basic Workshop.

Traps	Cost	Weight	Details and Damage	Difficulty Penalty
Tripwire	40	N/A	N/A Spool of wire used for tripwire traps.	SET: 0% DISARM: 0%
Snare	66	2	N/A Snare used for Snare traps Takes	SET: 0% DISARM: 0%

Pressure Plate	75	3	A pressure plate that can be used for Pressure-activated traps	SET: 0% DISARM: 0%
Coyote Trap	200	6	1d12+3 Sharp trap that snaps shut on anyone who steps on it. Requires successful Strength or Traps roll to pry off.	SET: 10% DISARM: 15%
Bear Trap	350	8	1d12+12 Snaps shut anyone who steps on it, requires a successful Strength/Traps roll to pry off.	SET: 15% DISARM: 20%
Deathclaw Trap	1500	25	2d12+16 Huge, intricate metal death trap that snaps shut anything that steps on it. Requires successful Strength/Traps check to pry off. Cripples limb affected, ignores 10% DR	SET: 25% DISARM: 30%
Gas Trap	2000	10	Can be filled with any type of gas.	SET: 50% DISARM: 55%
Explosive Tripwire	N/A	N/A	Combination of a Tripwire or Snare, Trigger mechanism and any set Explosive	CRAFT: 20% SET: 10% DISARM: 15%
Landmine	N/A	N/A	A combination of a Pressure Plate, trigger mechanism and any set Explosive. 1 Hour to create	CRAFT: 30% SET: 10% DISARM: 15%
Box Bomb	N/A	N/A	Combination of a Radio or Lunchbox, a trigger mechanism and any set explosive. Explodes when interacted with. 1 Hour to create	CRAFT: 70% SET: 30% DISARM: 40%
Time Bomb	N/A	N/A	Combination of a Timed Trigger and any set Explosive 1 Hour to create	CRAFT: 60% SET: 35% DISARM: 40%

Chapter 7: Prospecting and Looting



The Great War destroyed human civilization, but it didn't wipe away all traces. The Wasteland exists upon the carcass of the Old World, and many in it live as vultures picking away at whatever is left. To some they are salvagers or scroungers. They, however, prefer to call themselves Prospectors.



When in an area that you believe may have items you can loot, ask your Overseer if you can take a look around. Provided your hunch was somewhat correct, you'll be able to roll your **Prospecting Skill**. In the case of a failure, turns out you were wrong and the area is derelict. In the case of **Prospecting Skill** success, you have found something to loot. Depending on the area, this could be a **1d4** or **1d20** roll for the amount of **Junk Items** you have discovered. Your **Luck** modifier is subtracted or added to your Junk roll. Some items from the Junk List might be of actual value, but the majority is useless Junk universally worth **3 Caps**.

Salvage Prospecting



In certain key areas of the Wasteland, namely in certain spots within the ruins of large Pre-War cities or locations of specific value, there exists "**Hotspots**" of valuable salvage (such as Robotic Parts or Medical Supplies) that can be Prospected in bulk. Often times in the Wasteland you will find entire crews and companies of Prospectors establishing claims and making a living picking apart these "**Hotspots**". This bulk salvage can either be sold as such to willing buyers, or picked apart for useful items.

To participate in **Salvage Prospecting**, you must first find a **Salvage Hotspot**, typically this information is learnt from other Wastelanders, identified from Prospector Claims or a usage of the **Prospecting Skill** with the intention of locating one whilst looking at something such as a city map. A further usage of the **Prospecting Skill** identifies the type of salvage and its potential value. You must then spend a large amount of time, typically a day or over, Prospecting the spot. A **Prospecting Skill** roll is made, and if it is successful, you will receive bulk salvage. Some salvage is harder to safely recover or more difficult to find and as such will incur difficulty penalties that are subtracted from your **Prospecting Skill**.

Transportation is necessary for bulk salvage, there are three types of Bulk Salvage weight:

Light - Takes up 50% of individual carry capacity

Medium - Takes up 75% of individual carry capacity

Heavy - Too heavy for an individual to carry, requires outside transportation

Heavy transportation can come in various contextual forms from reinforced shopping carts, mine carts, Pack Brahmin or even refitted trains.

Salvage	Bulk Value	Weight	Salvage Difficulty
Remains	250	Light	0%
Junk refuse	500	Light	5%
Wood	650	Light	10%
Quality Scrap	800	Medium	20%
Light Mechanical	1000	Medium	25%
Medium Mechanical	1300	Medium	35%
Heavy Mechanical	1900	Heavy	40%
Medium Electronic Scrap	2200	Medium	50%
Heavy Electronic Scrap	3000	Heavy	60%
Robotic Parts	3500	Medium	75%
Military Scrap	4500	Medium	85%
Medical Supplies	6000	Medium	90%
Enclave Scrap	9000	Medium	95%

Chapter 8: Weapons and Armor

Section 1: Armor



Name	<i>Regular Clothes</i>	<i>Robes</i>	<i>Tribal Clothes</i>	<i>Vault-Tec Jumpsuit</i>
Value	10	90	15	100
Armor Class	5	5	5	5
Weight	3	5	3	3
Armor	0%	0%	10%	10%



Name	<i>Army Jumpsuit</i>	<i>Anti-Rad Suit</i>	<i>Tribal Armor</i>	<i>Leather Jacket</i>
Value	200	500	90	90
Armor Class	5	5	10	10
Weight	10	20	7	5
Armor	10%	10% +40% RR	13% Can be worn over clothes and jumpsuits	15% Can be worn over clothes and jumpsuits



Name	<i>Legionary Recruit Armor</i>	<i>Prime Legionary Armor</i>	<i>Decanus Legionary Armor</i>	<i>Centurion Legionary Armor</i>
Value	200	220	300	800
Armor Class	15	20	20	25
Weight	7	10	12	20
Armor	15%	25%	30%	35%



Name	<i>Leather Armor</i>	<i>Leather Armor, Reinforced</i>	<i>Soldier Armor</i>
Value	160	300	280
Armor Class	15	20	15
Weight	8	10	7
Armor	20% DR Can be worn over clothes and jumpsuits to make "Armored" variant	25%	25%



Name	<i>Plated Leather Armor</i>	<i>Metal Armor</i>	<i>Metal Armor, Reinforced</i>	<i>Metal Armor, Heavy</i>
Value	380	450	550	545
Armor Class	18	10	15	10
Weight	15	30	35	40
Armor	30%	30% -20% Sneak +5% EDR	35% -20% Sneak +5% EDR	40% -25% Sneak +10% EDR



Name	<i>Mutant Rag Armor</i>	<i>Mutant Plate Armor</i>	<i>Unity Armor</i>
Value	100	2000	3500
Armor Class	20	35	35
Weight	15	40	23
Armor	10% Super Mutant Only	20% Super Mutant Only +5% EDR	30% Super Mutant Only



Name	<i>Combat Armor</i>	<i>Advanced Combat Armor</i>	<i>Desert Ranger Armor</i>
Value	670	750	1250
Armor Class	20	25	35
Weight	20	25	20
Armor	35%	40% +5% ER 3 DT	35% 4 DT Gas Immune RR 15%



Name	<i>Salvaged Power Armor</i>	<i>T-45d Power Armor</i>	<i>T-51b Power Armor</i>	<i>Advanced Power Armor</i>
Value	2150	3500	5200	6500
Armor Class	15	35	40	45
Weight	80	50	42	40
Armor	50% 6 DT +5%ER -50% Sneak RR 20%	50% +10% ER 8 DT Gas Immune STR+2 AGL -2 -45% Sneak RR 30%	55% +10% ER 10 DT Gas Immune STR+3 RR 45%	60% +10% ER 12 DT Gas Immune STR+4 CHR -1 RR 50%



Section 2: Weapons and Ammunition



Unarmed Weapons



<i>Name</i>	<i>W</i>	<i>Value</i>	<i>Min. ST</i>	<i>Dmg</i>	<i>Rng</i>	<i>S</i>	<i>T</i>	<i>B</i>	<i>Description</i>
<i>Fist and Feet</i>	N/A	N/A	1	1d4+MD (1-4)	1	3	3	N/A	Normal Damage.
<i>Brass Knuckles</i>	1	40	2	1d4+2+MD (3-6)	1	3	3	N/A	Normal Damage.
<i>Spiked Knuckles</i>	1	60	2	1d6+4+MD (5-10)	1	3	3	N/A	Normal Damage.
<i>Boxing Gloves</i>	5	10	1	1d2+MD (1-2)	1	3	3	N/A	Normal Damage.
<i>Plated Boxing Gloves</i>	10	20	2	1d4+1+MD (2-5)	1	3	3	N/A	Normal Damage.
<i>Punching Blade (Trench Knife, Mantis Gauntlet, Bladed Gauntlet etc.)</i>	4	100	1	1d8+4+MD (5-12)	1	3	3	N/A	Normal Damage.
<i>Punch Gun</i>	7	400	2	1d4+1+MD +2d6 (4-17)	1	3	4	N/A	2 shotgun shells in the chamber. Reload is 1 AP. Normal Damage.
<i>Power Fist</i>	7	1500	5	3d4+15+MD (18-27)	1	3	4	N/A	Cannot do any grab action while wearing it.

									Normal Damage.
<i>Displacer Glove</i>	12	2200	6	2d8+20+MD (22-36)	1	4	5	N/A	Cannot do any grab action while wearing it. Normal Damage.
<i>Ballistic Fist</i>	15	2500	7	4d6+20+MD (24-44)	1	4	5	N/A	Cannot do any grab action while wearing it. Normal Damage.

Melee Weapons



*Special moves that don't specify a targeted area can do targeted attacks but cost 1 AP more.
Non-Targeted Special Moves cost the same as a Targeted Attack.*

Some Melee Weapons have "Knockback", with these weapons for every 5 points of damage dealt the target is pushed back 1 Hex.

Name	W	Value	Min . ST	Dmg	Rng	S	T	B	Description
<i>Police Baton (can be non-lethal for K/O) (Knockback)</i>	3	10	3	1d6+MD (1-6)	1	3	4	N/A	Type: Bludgeon Normal Damage.
<i>Knife</i>	2	10	1	1d6+MD (1-6)	1	3	4	N/A	Type: Dagger Normal Damage.
<i>Wrench</i>	4	5	2	1d4+1+M D (2-5)	1	3	4	N/A	Type: Bludgeon Normal Damage.
<i>Shovel</i>	8	15	5	1d4+2+M D (3-6)	1	3	4	N/A	Type: Bludgeon SM: Dig Your Own Grave!-

									20% Chance to knockdown when targeting the head. Normal Damage.
<i>Combat Knife</i>	2	80	2	1d8+2+M D (3-10)	1	3	3	N/ A	Type: Dagger Normal Damage.
<i>Crowbar</i> <i>(Knockback)</i>	5	25	5	1d8+4+M D (5-12)	1	4	5	N/ A	Type: Bludgeon SM: Bird Down- When hitting a prone target, +25% Critical Hit Chance. Normal Damage.
<i>Claw Hammer</i>	4	30	2	1d6+2+M D (3-8)	1	3	4	N/ A	Type: Bludgeon SM: Hammer Time- Ignore DT and -20 DR and hit them where it hurts! Normal Damage.
<i>Baseball Bat</i> <i>(Knockback)</i>	4	50	4	1d8+6+ MD (7-14)	2	3	4	N/ A	Type: Bat Normal Damage.
<i>Spear</i>	4	35	4	1d8+4+M D (5-12)	2	4	5	N/ A	Type: Spear Normal Damage.
<i>Axe</i>	7	200	5	1d6+10+ MD (11-16)	2	4	4	N/ A	Type: Axe Normal Damage.
<i>Knife-Spear</i>	4	70	4	1d10+6+ MD (7-16)	2	4	4	N/ A	Type: Spear

									Normal Damage.
<i>Machete</i>	3	50	4	1d12+2+MD (3-14)	1	4	4	N/A	Type: Sword Normal Damage.
<i>Sledgehammer</i> (Knockback)	12	120	6	1d6+3+MD (4-9)	2	4	5	N/A	Type: Bludgeon Normal Damage.
<i>Wakizashi Blade</i>	2	180	2	1d12+4+MD (5-16)	1	3	4	N/A	Type: Sword Normal Damage.
<i>Machete Gladius</i>	4	200	4	1d12+8+MD (9-20)	1	4	5	N/A	Type: Sword Normal Damage.
<i>Brotherhood Blade</i>	3	225	2	1d12+8+MD (9-20)	1	4	4	N/A	Type: Sword SM: Stealth Slash - When sneak attacking, get a -10% Hit Chance and a Critical Chance +15%. Normal Damage.
<i>Stun-Tec Super Taser!</i>	8	500	4	1d4+8+MD (9-12)	1	2	3	N/A	Type: Electricity
<i>Cattle Prod</i>	3	230	4	2d6+8+MD (10-20)	1	4	4	N/A	Type: Bludgeon Biological critters hit have a 30% chance of being knocked unconscious. Hit or miss it uses

									an Energy Cell Normal Damage.
<i>Super Cattle Prod</i>	3	800	4	4d4+16+MD (20-32)	1	4	4	N/A	Type: Bludgeon Biological critters hit have a 50% chance of being knocked unconscious. Hit or miss it uses an Energy Cell. Two Handed. Normal Damage.
<i>Ripper</i>	2	700	4	2d10+12+MD (14-32)	1	4	4	N/A	Type: Dagger 30 charges of Energy Cells. Normal Damage.
<i>Katana</i>	5	500	3	4d6+6+MD (10-30)	1	4	4	N/A	Type: Sword Normal Damage. Two handed
<i>Louisville Slugger</i> (Knockback)	4	650	4	2d10+10+MD (12-30)	1	3	4	N/A	Type: Bludgeon SM: Homerun!-When targeting only for the head, get a +30% Critical Chance Bonus. Hardwood. Rarely found as

									steel or another metal alloy. Normal Damage.
<i>Chainsaw</i>	15	700	6	3d10+10 + MD (13-40)	1	4	N/A	N/A	Type: Axe Normal chainsaws require ethanol and has to be scrounge up. A tank can last you 20 attacks. Electrical chainsaws have a rechargeable battery that holds 25 charges of Energy Cell. Two Handed. Normal Damage.
<i>Bumper Sword</i>	14	650	10	4d6+10+ MD (14-34)	2	5	6	N/A	Type: Sword A massive two ended blade from a bumper, flattened and sharpened with a bumper stick on the side. Perfect for your battle ready Super Mutant. Two Handed.

									Normal Damage.
<i>Super Sledge (Knockback)</i>	12	800	6	3d6+15+ MD (18-36)	2	3	4	N/ A	Type: Bludgeon Normal Damage.
<i>Verti-Claymore</i>	14	1450	10	6d6+15+ MD (21-51)	2	5	6	N/ A	Type: Sword Two Handed. Normal Damage.
<i>Bows/Pistols/ SMG</i>	N/ A			1d6+MD (1-6)	1	3	4	N/ A	Type: Bludgeon Normal Damage.
<i>Rifle/Assault Rifle/Shotgun/ Grenade Launcher/Laser/Plasma/S pecial Weapons</i>	N/ A	N/A	N/A	1d8+MD (1-8)	1	4	5	N/ A	Type: Bludgeon Normal Damage.
<i>LMG/Minigun/ Rocket Launcher/ Anti-Tank Rifle/Flame Weapons</i>	N/ A	N/A	N/A	1d10+MD (1-10)	1	5	6	N/ A	Type: Bludgeon Normal Damage.

Throwing Weapons



When a thrown weapon misses, it travels 1d10 Hexes in a random direction.

The target of a thrown explosive (or anyone within full damage range) can make an AGL-3 roll in order to evasively manoeuvre and only take half damage, however in doing so is forced to move one hex in a random direction away from the explosion. If the roll fails, they take the full damage but they also do not move.

The thrower can negate this by taking an extra moment to "cook" the explosive before throwing, costing an additional AP. However, if this action is taken and then Critically Fails, the explosive goes off in the throwers hand for full damage, crippling the user's arm.

Name	W	Value	Min. ST	Dmg	Rng	S	T	B	Description
Rock	1	N/A	1	1d4+MD (1-4)	10	4	5	N/A	Normal Damage.
Bola	5	50	4	N/A	20+STR	6	N/A	N/A	When hit, the target rolls AGL. If they fail, they are put into a knockdown state and must roll STR to break free and destroy the Bola.
Throwing Knife	1	35	3	1d4+2+MD (3-6)	ST*2	5	6	N/A	Normal Damage.
Throwing Spear	4	20	4	1d8+2+MD (3-10)	ST+8	5	6	N/A	Normal Damage.

<i>Throwing Knife-Spear</i>	1	70	3	1d10+3+ MD (4-13)	ST+8	5	6	N/A	Normal Damage.
<i>Tin Grenade</i>	1	25	3	1d10+10 (11-20)	ST+12	4	N/A	N/A	Normal Damage. Everyone within 1 Hex takes half damage.
<i>Molotov Cocktail</i>	1	50	3	4d4+4 (8-20) 1d6 Fire Damage in following turn	ST+12	5	N/A	N/A	Fire Damage. Everyone within 1 Hex takes half damage and full Fire Damage
<i>Flash Grenade</i>	1	100	4	N/A	ST+15	4	N/A	N/A	Anyone facing a flash grenade who doesn't know to look away will suffer blindness for 1d4 rounds after it explodes. Anything within two spaces is also subject to 1d6 of concussion damage. No Damage.
<i>Smoke Grenade</i>	1	100	4	N/A	ST+15	4	N/A	N/A	In a radius of 5 spaces, a smoke causes choking, coughing and blindness for 1d4 rounds to any biological creature within it.
<i>Dynamite</i>	1	150	4	1d20+15 (16-35)	ST+15	4	N/A	N/A	Everyone within 1 Hex takes full Damage Everyone within 4 Hexes takes

									1d6 concussive damage
<i>Fragmentation Grenade</i>	3	400	1	1d10+26 (27-36)	ST+15	4	N/A	N/A	Anything within 2 Hexes of the explosion suffers half damage. Anything within 4 Hexes takes 1d6 fragmentation damage
<i>Incendiary Grenade</i>	1	500	4	1d10+28 (29-38) 1d6 Fire Damage following turn.	ST+15	4	N/A	N/A	Anything within two hexes adjacent to the explosion is subject to full damage, and anything within 2 spaces after that suffers half damage.
<i>Pulse Grenade</i>	1	700	4	1d10+50 (51-60)	ST+15	4	N/A	N/A	ONLY NON-BIOLOGICALS TAKE DAMAGE Any non-biological critters within 5 hexes of the explosion are affected by the blast. Power Armor is shut down for 1 turn by this.
<i>Plasma Grenade</i>	1	1000	4	3d10+27 (30-57) Ignores DT	ST+15	4	N/A	N/A	Anything within two hexes takes full damage. Anything within four Hexes takes half.

Small Guns Pistols



Name	W	Value	Min. ST	Dmg	Rng	S	T	B	Description
<i>Light Crossbow</i>	5	50	5	1d6 (1-6)	30	4	4	N/A	Magazine Size: 1 Ammo: Bolt
<i>Handmade Pistol</i>	5	70	3	1d4 (1-4)	15	3	4	N/A	Magazine Size: 1 Ammo: .32
<i>9mm Pistol</i>	3	100	3	1d4+4 (5-8)	25	4	5	N/A	Magazine Size: 12 Ammo: 9mm
<i>10mm Pistol</i>	4	250	3	2d4+4 (6-12)	20	5	6	N/A	Magazine Size: 12 Ammo: 10mm
<i>.32 Snub Nose Revolver</i>	4	200	3	1d10+3 (4-13)	10	4	5	N/A	Magazine Size: 6 Ammo: .32
<i>Walther PPK (Silenced)</i>	4	400	2	1d6+9 (10-15)	20	4	5	N/A	Magazine Size: 9 Ammo: 9mm
<i>.45 Auto Pistol</i>	4	400	3	1d8+6 (7-14)	17	4	5	N/A	Magazine Size: 7 Ammo: .45
<i>.357 Revolver</i>	6	300	5	1d12+4 (5-16)	19	4	5	N/A	Magazine Size: 6 Ammo: .357 "Cowboy Gun"
<i>.44 Magnum</i>	5	450	5	1d12+8 (9-20)	15	5	6	N/A	Magazine Size: 6 Ammo: .44 "Cowboy Gun"
<i>.44 Desert Eagle</i>	9	1500	5	1d12+6 (7-18)	19	4	5	N/A	Magazine Size: 8 Ammo: .44
<i>Chinese Pistol</i>	3	400	3	1d4+7 (8-11)	22	3	4	N/A	Magazine Size: 7 Ammo: 9mm
<i>12.7mm Pistol</i>	10	1100	5	2d8+12 (14-28)	24	5	6	N/A	Magazine Size: 6 Ammo: 12.7mm
<i>Needler Pistol</i>	4	500	3	1d4+3 (4-7)	24	3	4	N/A	Magazine Size: 10 Ammo: HN Needler
<i>.223 LAPD Blaster</i>	5	700	5	1d10+20 (21-30)	30	5	6	N/A	Magazine Size: 5 Ammo: .223

Rifles



Name	W	Value	Min. ST	Dmg	Rng	S	T	B	Description
<i>BB Gun</i>	5	50	1	+0	22	4	5	N/A	Magazine Size: 100 Ammo: BB
<i>Varmint Rifle</i>	10	75	5	1d4+6 (7-10)	20	4	5	N/A	Magazine Size: 5 Ammo: 22lr
<i>Heavy Crossbow</i>	8	100	6	1d8 (1-8)	50	4	5	N/A	Magazine Size: 1 Ammo: Bolt
<i>Hunting Rifle</i>	6	400	4	1d12+7 (8-19)	30	5	6	N/A	Magazine Size: 8 Ammo: .223
<i>Service Rifle</i>	7	350	4	1d8+7 (8-15)	25	5	6	N/A	Magazine Size: 20 Ammo: 5.56 "Infantry Rifle" No Burst, but can utilize Suppressing Fire
<i>Trail Carbine</i>	9	450	5	2d8+6 (8-22)	40	5	6	N/A	Magazine Size: 5 Ammo: .44 "Cowboy Gun"
<i>M1 Battle Rifle</i>	8	600	5	1d8+15 (16-23)	35	5	6	N/A	Magazine Size: 8 Ammo: .308 "Infantry Rifle"
<i>M16 Marksman Carbine</i> (Burst)	9	500	6	1d10+4 (5-14)	20	5	6	6	Magazine Size: 20 Ammo: 5.56 3 Shot Burst "Infantry Rifle"
<i>Spear Gun</i>	10	1400	4	3d4+2 (5-14)	15	5	6	N/A	Magazine Size: 1 Ammo: Spear
<i>Brush Gun</i>	10	800	5	1d12+20 (21-32)	35	5	6	N/A	Magazine Size: 10 Ammo: .45-70 Gov't "Cowboy Gun"
<i>Sniper Rifle</i>	12	1000	5	2d12+10 (12-34)	50	6	7	N/A	Magazine Size: 6 Ammo: .223

<i>Anti-Materiel Rifle</i>	20	2500	7	4d8+16 (20-48)	120	6	7	N/A	Magazine Size: 5 Ammo: .50 MG IGNORES DT Requires 30% Big Guns or Bipod and prone stance to use
<i>Gauss Rifle</i>	13	2600	5	1d10+33 (34-43)	50	5	6	N/A	Magazine Size: 10 Ammo: 2mm EC
<i>AK-112 Assault Rifle (Burst)</i>	10	1500	5	1d12+6 (7-18)	30	4	5	6	Magazine Size: 24 Ammo: 5mm 4 Shot Burst "Infantry Rifle"
<i>R91 Combat Rifle (Burst)</i>	8	2250	6	2d8+8 (10-24)	35	5	6	6	Magazine Size: 24 Ammo: 7.62 5 Shot Burst "Infantry Rifle"
<i>Railway Rifle</i>	8	4500	5	1d20	35	5	6	N/A	Magazine Size: 10 Ammo: Railway Spike Ignores DT and 20% DR except for Power Armor.

Shotguns



Name	W	Value	Min. ST	Dmg	Rng	S	T	B	Description
<i>Double-Barrelled Shotgun</i>	5	180	4	2d6+2 (4-14)	10	5	6	6	Magazine Size: 2 Ammo: 20 Gauge Double Blast
<i>Sawed-off Shotgun</i>	4	315	4	2d6+6 (8-18)	5	4	5	6	Magazine Size: 2 Ammo: 20 Gauge Double Blast
<i>Hunting Shotgun</i>	4	500	5	2d6+10 (12-22)	20	5	6	N/A	Magazine Size: 5 Ammo: 12 Gauge
<i>'City Killer' Combat Shotgun (Burst Fire)</i>	6	2000	6	1d10+15 (16-25)	15	5	6	6	Magazine Size: 6 Ammo: 12 Gauge 3 Shot Bust

Submachine Guns



Name	W	Value	Min. ST	Dmg	Rng	S	T	B	Description
9mm SMG	5	400	4	1d4+2 (3-6)	15	-	-	5	Magazine Size: 20 Ammo: 9mm Burst Only 4 Shot
10mm SMG	5	600	5	2d4+2 (4-10)	15	-	-	5	Magazine Size: 30 Ammo: 10mm Burst Only 4 Shot
Thompson SMG	7	750	6	1d10+3 (4-13)	15	-	-	5	Magazine Size: 40 Ammo: .45 Two Handed. Burst Only 4 Shot
12.7mm SMG	5	1200	5	2d8+2 (4-18)	20	-	-	5	Magazine Size: 30 Ammo: 12.7mm Burst Only 5 Shot

Big Guns

Anti-Tank Rifles



<i>Name</i>	<i>W</i>	<i>Value</i>	<i>Min. ST</i>	<i>Dmg</i>	<i>Rng</i>	<i>S</i>	<i>T</i>	<i>B</i>	<i>Description</i>
<i>Elephant Gun</i>	30	3250	6	2d10+28 (30-48)	60	5	6	N/A	Magazine Size: 10 Ammo: .50 Can only be fired while prone. IGNORES DT -10% DR Costs 2 AP to set up.
Gobi Campaign Power-Rifle	30	5500	7	1d20+45 (46-65)	80	5	6	N/A	Magazine Size: 5 Ammo: .50 Can only be fired while prone. IGNORES DT -20% DR Costs 2AP to set up

Light Machine Gun



Name	W	Value	Min. ST	Dmg	Rng	S	T	B	Description
<i>Light Support Weapon</i>	30	850	7	3d4+4 (7-16)	10	5	6	6	Magazine Size: 30 Ammo: 7.62 Minimum 3 Shot Burst
<i>Browning Automatic Rifle</i>	30	950	7	2d4+8 (10-16)	10	5	6	6	Magazine Size: 50 Ammo: .308 Minimum 4 Shot Burst
<i>Bozar</i>	20	5250	6	1d10+24 (25-34)	70	5	6	6	Magazine Size: 30 Ammo: .223 Can do up to a five-round burst.

Flame Weapons



<i>Name</i>	<i>W</i>	<i>Value</i>	<i>Min. ST</i>	<i>Dmg</i>	<i>Rng</i>	<i>S</i>	<i>T</i>	<i>B</i>	<i>Description</i>
<i>Flamer Pistol</i>	10	650	4	1d10+4 (5-14) 1d4 damage for an additional turn	5	5	N/A	N/A	Magazine Size: 3 Ammo: Fuel Canister Can be used as a Small Gun/Energy Weapons. One Handed.
<i>Flamer</i>	18	2000	6	3d10+10 (13-40) 1d6 for an additional turn	10	6	N/A	N/A	Magazine Size: 5 Ammo: Fuel Canister Fires into a cone that at the tip is 3 hexes wide. Suppressing Fire
<i>Heavy Incinerator</i>	19	3000	7	1d20+30 (31-50) 1d8 for an additional turn	10	6	N/A	N/A	Magazine Size: 5 Ammo: Fuel Canister Upon impact, everyone and everything one hex from the center of the splash of fire takes fire damage. The flames last for a turn and anyone that steps through or ends their turn on the fire suffers 1d8 Fire Damage.

Grenade Launchers



<i>Name</i>	<i>W</i>	<i>Value</i>	<i>Min. ST</i>	<i>Dmg</i>	<i>Rng</i>	<i>S</i>	<i>T</i>	<i>B</i>	<i>Description</i>
<i>Grenade Pistol</i>	5	450	4	1d12+4 (5-16) Adjacent hexes take half damage	12	5	N/A	N/A	Magazine Size: 1 Ammo: 40mm One Handed.
<i>Grenade Rifle</i>	12	650	5	1d12+9 (10-21) Adjacent hexes take half damage	20	5	N/A	N/A	Magazine Size: 1 Ammo: 40mm One Handed.
<i>Mounted Grenade Launcher</i>	70	850	7	1d20+20 (21-40) Adjacent hexes take half damage	25	6	N/A	N/A	Magazine Size: 5 Ammo: 40mm Take a turn to setup with a successful Big Guns roll. When setup your range increases to 110.
<i>Grenade Machinegun</i>	75	2000	6	3d12+4 (7-40) Adjacent hexes take half damage	20	6	N/A	4	Magazine Size: 30 Ammo: 25mm Grenades Suppressing Fire

Miniguns (Two Handed)



Name	W	Value	Min. ST	Dmg	Rng	S	T	B	Description
<i>Rockwell Minigun</i>	28	800	7	2d6+5 (7-17)	35	N/A	N/A	6	Magazine Size: 120 Ammo: 5mm Minimum Burst: 6 Maximum Burst: 10 When setup your range increases to 70.
<i>Mounted Turret</i>	80	950	10	1d12+12 (13-24)	45	N/A	N/A	6	Magazine Size: 100 Ammo: .50 Minimum Burst: 5 Maximum Burst: 8 When setup your range increases to 90.
<i>Shoulder Mounted Machine Gun</i>	12	5500	7	2d6+9 (11-21)	40	N/A	N/A	6	Magazine Size: 60 Ammo: 10mm Minimum Burst: 6 Maximum Burst: 10
<i>Avenger Minigun</i>	28	15250	7	2d6+13 (15-25)	30	N/A	N/A	6	Magazine Size: 100 Ammo: 5mm Minimum Burst: 6 Maximum Burst 10 When setup your range increases to 60.

Mortars (Two Handed)



Name	W	Value	Min. ST	Dmg	Rng	S	T	B	Description
<i>Portable Mortar</i>	40	930	5	1d20+19 (20-39)	150	5	N/A	N/A	Magazine Size: 1 Ammo: 60mm The explosion radius is 15 hexes from the centre and everyone at 13 or 14 hexes can roll an AGI-2 to avoid full damage. Can only be fired on the ground.
<i>Heavy Duty Mortar</i>	50	1000	6	1d20+22 (23-42)	175	5	N/A	N/A	Magazine Size: 1 Ammo: 81mm The explosion radius is 18 hexes from the centre and everyone at 16 or 17 hexes can roll an AGI-2 to avoid full damage. Can only be fired on the ground.
<i>Blastmaster Mortar</i>	60	1500	7	1d20+39 (40-59)	200	5	N/A	N/A	Magazine Size: 1 Ammo: 107mm The explosion radius is 20 hexes from the centre and everyone at 18 or 19 hexes can roll an AGI-2 to avoid full damage.

Rocket Launcher (Two Handed)



<i>Name</i>	<i>W</i>	<i>Value</i>	<i>Min. ST</i>	<i>Dmg</i>	<i>Rng</i>	<i>S</i>	<i>T</i>	<i>B</i>	<i>Description</i>
<i>RPG</i>	15	950	6	1d6+22 (23-28)	40	6	N/A	N/A	Magazine Size: 1 Ammo: RPG Ammo Enemy rolls AG -1. If you succeed to take half damage. If you fail you take full damage.
<i>Rockwell Rocket Launcher</i>	15	2300	6	1d6+45 (46-51)	40	6	N/A	N/A	Magazine Size: 1 Ammo: Rocket Enemy rolls AG -1. If you succeed to take half damage. If you fail you take full damage.
<i>Red Glare (Burst Fire)</i>	15	5000	6	3d8+20 (23-44)	40	6	N/A	7	Magazine Size: 1 Ammo: Rocket Enemy rolls AG -1. If you succeed to take half damage. If you fail you take full damage. 6 Shot Burst
<i>'Fatman' Mobile Nuclear Launcher</i>	25	9500	6	1d20+280 (281-300)	50	6	N/A	N/A	Magazine Size: 1 Ammo: Mini Nuke The mini nuke hits everything within 30 hexes of the explosion. At 29 hexes must roll AGI-2 in order to evade. The blast gives off 50 rads an hour.

Energy Weapons

Laser



Name	W	Value	Min. ST	Dmg	Rng	S	T	B	Description
<i>AEP7 Laser Sidearm</i>	4	250	3	2d8 (2-16)	35	5	6	N/A	Magazine Size: 12 Ammo: EC
<i>Wattz Laser Pistol</i>	4	950	3	1d12+9 (10- 21)	45	5	6	N/A	Magazine Size: 15 Ammo: EC
<i>Laser Rapid Capacitor Weapon (Burst)</i>	7	700	4	3d4 (3-12)	40	N/A	N/A	5	Magazine Size: 60 Ammo: EC Burst Fire Only (4 Round Burst) Two Handed.
<i>AER9 Laser Carbine</i>	11	800	5	3d8 (3-24)	35	5	6	N/A	Magazine Size: 20 Ammo: MFC Two Handed.
<i>Wattz Laser Rifle</i>	12	2200	6	5d6+20 (25- 50)	45	5	6	N/A	Magazine Size: 10 Ammo: MFC Two Handed.
<i>Gatling Laser (Burst)</i>	24	5000	6	3d8 (3-24)	40	N/A	N/A	6	Magazine Size: 50 Ammo: MFC Requires 25% in Big Guns to use Two Handed.
<i>Wattz Tri-Beam Laser Rifle (Burst)</i>	13	4000	6	4d6 (4-24)	25	N/A	N/A	5	Magazine Size: 25 Ammo: MFC Three Round Burst Only

									Spread Two Handed.
<i>Tesla Cannon</i>	20	8000	8	10d6 (10- 60)	50	6	N/A	N/A	Magazine Size: 1 Ammo: EPC Requires a 75% in Big Guns to use.

Plasma



<i>Name</i>	<i>W</i>	<i>Value</i>	<i>Min. ST</i>	<i>Dmg</i>	<i>Rng</i>	<i>S</i>	<i>T</i>	<i>B</i>	<i>Description</i>
<i>Plasma Pistol</i>	4	350	4	3d6+2 (5-20)	15	5	6	N/A	Magazine Size: 16 Ammo: EC
<i>Plasma Defender</i>	4	1200	4	1d20+10 (11-30)	20	5	6	N/A	Magazine Size: 12 Ammo: EC
<i>Plasma Rifle</i>	12	900	5	4d8 (4-30)	20	5	6	N/A	Magazine Size: 10 Ammo: MFC Two Handed.
<i>Plasma Caster</i>	14	4000	6	4d10+26 (30- 67)	25	5	5	N/A	Magazine Size: 10 Ammo: MFC Two Handed.

Ammunition	Value	Weight
.223	4	0.05
.308	4	0.05
.32	1	0.05
.357	2	0.05
.44	3	0.05
.221r	1	0.05
.45	3	0.05
.45-70 Gov' t	5	0.05
.50	7	0.05
5mm	1	0.05
5.56	2	0.05
7.62	4	0.05
9mm	1	0.05
10mm	2	0.05
12.7mm	5	0.05
HN Needler	10	0.5
Fuel Cannister	250	10
Small Energy Cell	150	0.5
Electron Charge Pack	600	1
Microfusion Cell	220	1
2mm Electromagnetic Cartridge	400	0.5
40mm Grenade	12	3
Rocket	400	5
60mm Shell	400	3
81mm Shell	400	3
107mm Shell	500	3
Mini Nuke	50000	10
12 Gauge	2	0.05
20 Gauge	1	0.05
BB	1	0.05
Bolt	3	0.1
Railway Spike	2	0.5

