

THE ARCADE ARCADE

# ***Fallout*** ***TTRPG***



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# Character Creation

**Creating a Level 1 Character.** When creating your character at Level 1, Choose your Race and Background. Then assign your special, your skill points, and pick 1 optional trait.

## Human Character Creation Checklist.

- Choose your Background.
- Assign your SPECIAL.
- Assign your three Tag! skills (Tagged skills gain a +2).
- Add half your Luck modifier (rounded down) to all skills.
- (Optional) Choose your Trait.
- Calculate your Stamina Points (Agility Mod + 10)
- Calculate your Hit Points (Endurance Mod + 10)
- Calculate your Agility Points (Agility Mod + 10)
- Calculate your Healing Rate (Half Endurance + Level)
- Calculate Rad Resist (Endurance Score Modifier)
- Calculate Carry Load (Strength Score x 10)
- Calculate Passive Perception (12 + Perception Mod)
- Add Equipment from Background.
- Calculate Party Nerve
- Calculate Party Luck

## Ghoul Character Creation Checklist.

- Choose your Background.
- Assign your SPECIAL.
- Assign your three Tag! skills (Tagged skills gain a +2).
- Add half your Luck modifier (rounded down) to all skills.
- (Optional) Choose your Trait.
- Calculate your Stamina Points (Agility Mod + 10)
- Calculate your Hit Points (Endurance Mod + 10)
- Calculate your Agility Points (Agility Mod + 10)
- Calculate your Healing Rate (Half Endurance + Level)
- Calculate Carry Load (Strength Score x 10)
- Calculate Passive Perception (12 + Perception Mod)
- Add Equipment from Background.
- Calculate Party Nerve
- Calculate Party Luck

## Robot Character Creation Checklist.

- Choose your Background.
- Assign your SPECIAL.
- Assign your three Tag! skills (Tagged skills gain a +2).
  - If you chose Mister Handy, you gain an extra Tag! skill.
- Add half your Luck modifier (rounded down) to all skills.
- (Optional) Choose your Trait.
- Calculate your Hit Points (Double Endurance Mod + 20)
- Calculate your Agility Points (Agility Mod + 10)
- Calculate your Repair Rate (Intelligence + Level)
- Calculate Carry Load (Strength Score x 10)
- Calculate Passive Perception (12 + Perception Mod)
- Add Equipment from Background.
- Calculate Party Nerve
- Calculate Party Luck

## Gen 2 Synth Character Creation Checklist.

*Reminder: If you chose Gen 3 synth, use the Human Character creation checklist but only assign two Tag! skills.*

- Choose your Background.
- Assign your SPECIAL.
- Assign your three Tag! skills (Tagged skills gain a +2).
- Add half your Luck modifier (rounded down) to all skills.
- (Optional) Choose your Trait.
- Calculate your Stamina Points (Agility Mod + 10)
- Calculate your Hit Points (Endurance Mod + 10)
- Calculate your Agility Points (Agility Mod + 10)
- Calculate your Repair Rate (Half Intelligence + Level)
- Calculate Carry Load (Strength Score x 10)
- Calculate Passive Perception (12 + Perception Mod)
- Add Equipment from Background.
- Calculate Party Nerve
- Calculate Party Luck

## Races

### Human

*"There are plenty of ways to die out here, and most of them, surprisingly, don't have anything to do with war. Just common human fragility" - Arcade Gannon.*

Humans are the dominant species of Earth. In the post-apocalyptic age, "human" is more specifically used to denote those that have been more-or-less unaffected by radiation as opposed to mutants like ghouls and super mutants, even though said mutant types originate from humans. Non-mutated humans are sometimes called normals, smoothskins, or bleeders by their mutant counterparts.

Humans didn't pop out of holes in the ground, each community comes from somewhere. The factions that make up the wasteland are numerous and most of them were started by humans. Many of those places on the West Coast include the New California Republic. Perhaps you've recently emerged from a Vault, or your Vaults people formed a tribe in the wasteland. See more in the factions section.

As a human you are susceptible to radiation, and most substances take effect in your body just dandy. You gain 3 tagged skills.

### Ghoul

*"Well, now that's a surprise! I'm used to every asshole smoothskin in this town giving me shit 'cause I look like a corpse." - Gob.*

Ghouls are mutated humans or animals affected by the phenomenon of ghoulfication. Despite their zombie-like appearance, the flesh of ghouls is not actually rotten. Intense and prolonged radiation has ravaged their skin, much of their flesh, and in some cases many of their ligaments. Despite their infertility and in some cases mental deterioration, they have greatly extended overall lifespans and are immune to (and sometimes even healed by) background radiation and/or nuclear fallout.

Ghouls typically can live well in human societies, but they are nevertheless a minority. There do exist Ghoul communities and cities. The Necropolis was once one, before it was partially destroyed by Super Mutants. Many pre-war farming cities in California including Broken Hills, Dayglow, and Gecko.

As a Ghoul you are completely immune to radiation, but you have a resilient body. All effects from chems and

drinks last half as long, additionally stimpaks only heal half as much. You gain 3 tagged skills.

### Robot

*"I spent the first ten years trying to keep the floors waxed, but nothing gets out nuclear fallout from vinyl wood. Nothing!" - Codsworth.*

A robot is a machine that is capable of autonomously completing tasks. Depending upon the robot, these tasks may be simple or complex and may require little human intervention or complete oversight. In the Fallout universe, robots had been constructed for many purposes, and many examples survived long enough to be a factor post-War.

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. Some of the robots in the Fallout universe will attack immediately but some will aid in battle or remain ambivalent.

#### *Inorganic Body*

You are immune to radiation, poison, and chems.

#### *Hardware*

Your base AC is 13 and you have a Damage Threshold of 2.

#### *Fixer-Upper*

Instead of a Healing Rate, you have a Repair Rate. This is equal to your Intelligence + Level.

#### *Fearless Tank*

As a Robot you do not have Stamina Points, instead you only have Hit Points. Whenever you would gain Stamina from leveling up you instead gain Hit Points.

#### *Old Software*

You do not need to eat or hydrate. You do, however, need to rest for 1 hour every 24 hours. During this time you repair and run diagnostics. When you finish this rest you regain all your stamina points and heal equal to your repair rate.

There are three subraces of Robot that you can choose from. Mister Handy, Protectron, and Robobrain.

#### **Mister Handy**

The Mister Handy robot is a maintenance and construction robot with multiple, multi-jointed appendages, which levitates thanks to its powerful jet-powered engine. They

were generally in use as butlers, maintenance workers and sometimes also employed as guards before the Great War.

In addition to your robot abilities, Mister Handy's gain one extra Tag! for being so resourceful (total of 4).

Mister Handy Weapons:

*Buzz Saw.*

4 Action Points. Uses your Melee Weapons skill to hit, and agility bonus to damage. Damage: 1d10 slashing. Crit chance and damage: 20, x3.

*Flamer.*

6 Action Points. Uses your Guns skill to hit, and agility bonus to damage. Range: 15 feet, hits all creatures in a line. Damage: 2d6 fire. Crit chance and damage: 20, x1. Ammo: Fuel, uses 1 per attack.

### **Protectron**

Protectrons have a glass dome on top of their heads that acts as an ocular lens that allows the Protectron to scan its surroundings and act accordingly. This glass dome also houses a laser emitter that shoots a high-powered laser beam. The same type of laser is mounted in both of the Protectron's "hands/claws". Although Protectrons are rather slow and ponderous, their upper body can swivel up to about 90 degrees to either side before having to step into a different position, which means that they can easily keep track of their target.

In addition to your robot abilities, Protectrons gain a +1 to AC and DT, but due to their slow, wobbly speed it costs 2 AP to move 5 feet. You gain three tagged skills.

Protectron Weapons:

*Fist.*

4 Action Points. Uses your Unarmed skill to hit, and strength bonus to damage. Damage: 1d6 bludgeoning. Crit chance and damage: 20, x3.

*Laser.*

4 Action Points. Uses your Energy Weapons skill to hit, and perception bonus to damage. Range: 30 feet. Damage: 2d6 energy. Crit chance and damage: 20, x2. Ammo: Fusion Cell, uses 1 per attack.

### **Robobrain**

The Robobrain was designed from the ground up as a multirole platform for use by military and civilian clients. They are more flexible and powerful than robots due to the fact that their central control and processing unit is an actual brain, rather than an artificial facsimile. Coupled with a robust, all-terrain tracked chassis and powerful

armaments, the Robobrain was on the forefront of a new revolution in combat robotics.

Robobrain are the only type of Robot that can use any kind of Gun or Energy Weapon. However they still cannot use armor, or substances. Robobrain can also move up to 10 feet with 1 action point. However they are vulnerable to Electricity damage.

## **Synth**

*"What they wanted was the perfect machine. So they followed the best example thus far - the human being. Walking, talking, fully articulate. Capable of anything."*

- Father.

Synth (short for synthetic humanoids, also called androids or artificial humans) is a common term used to refer to biological and mechanical robots manufactured within the Institute laboratories. These range from skeletal early models, to those nearly indistinguishable from human beings save for small mechanical components in the brain.

Synths in extremely rare cases can escape the clutches of the Institute and live their own lives. Sometimes even having their memory erased and filled with new ones to live out their lives. Gen 2 Synths however are a different story, they are much more clear to be androids with plastic like skin, exposed insides, and metal pieces.

There are two subraces of Synth that you can choose from. Gen 2 or Gen 3.

### **Gen 2**

The most common variant of mechanical synth. Gen-2s still possess limited A.I. and superficially resemble a mannequin more than a human. You gain the following traits.

*Inorganic Body*

You are immune to radiation, poison, and chems.

*Fixer-Upper*

Instead of a Healing Rate, you have a Repair Rate. This is equal to half your Intelligence + Level.

*Barely Human*

You do not need to eat or hydrate. You do, however, need to rest for 1 hour every 24 hours. During this time you repair and run diagnostics. When you finish this rest you regain all your stamina points and heal equal to your repair rate.

*Records.*

Due to your artificial memories you can only Tag! two skills.

### **Gen 3**

The most advanced synthetics created by the Institute are fundamentally different from their predecessors. Despite the sequential numbering, they are unrelated to their mechanical counterparts.

As a Gen 3 Synth you are indistinguishable from a regular human. You do not age or require sleep, due to your artificial memories you can only Tag! two skills. You are considered Human for the purposes of Perk requirements.

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## Backgrounds

Your background determines your place in the world, your job, profession, and personality. Your background also provides you with your starting equipment.

### Citizen

A down to earth, working person who survives day to day with a few bottle caps (maybe NCR dollars). You live an ordinary life in the wastes, which is still far from ordinary.



#### Equipment:

- (a) a knife or (b) a switchblade
- (a) light leather armor, (b) medium cloth armor
- (a) a 9mm pistol (1 pack of 9mm rounds) or (b) Varmint Rifle (12, 5.56mm rounds)
- a canteen, a sleeping bag, two Salisbury steaks, three purified waters.
- 100 caps.

#### Job:

What do you do? What allows you to get by day to day.

Barber  
Cook  
Courier  
Escort  
Journalist  
Retiree  
Shopkeeper  
Student  
Teacher

#### Personality Traits:

1. I judge people by their actions, not their words.
2. When I set my mind to something, I follow through no matter what gets in my way.
3. I have a strong sense of fair play and always try to find the most equitable solution to arguments.
4. I'm confident in my own abilities and do what I can to instill confidence in others.
5. Thinking is for other people. I prefer action.
6. I misuse long words in an attempt to sound smarter.

#### Ideal:

1. Respect. People deserve to be treated with dignity and respect.
2. Fairness. No one should get preferential treatment before the law, and no one is above the law.
3. Freedom. Tyrants must not be allowed to oppress the people.

4. Might. If I become powerful, I can take what I want and what I deserve.
5. Sincerity. There's no good in pretending to be something I'm not.
6. Destiny. Nothing and no one can steer me away from my higher calling.

#### Bond:

1. I have a family, but I have no idea where they are. One day, I hope to see them again.
2. I dearly love the place I call home, and I will die to protect it.
3. Someone stronger than me once gave me a horrible beating, and I will take my revenge on any bully I encounter.
4. My tools are symbols of my past life, and I carry them so that I will never forget my roots.
5. I protect those who cannot protect themselves.
6. I wish my childhood sweetheart had come with me to pursue my destiny.

#### Flaw:

1. I owe a deep debt to a merchant from my city.
2. I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.
3. The people who knew me when I was young know my shameful secret, so I can never go home again.
4. I have a weakness for the vices of the wasteland.
5. Secretly, I believe that things would be better if I were a tyrant who controlled everything.
6. I have trouble trusting in my allies.

## Doctor

You help treat patients who are sick, dying, or otherwise in pain. You're often paid well for your services that are very much needed. Work is hard, you see little breaks, and people are desperate. Such is the life of a Doctor in the wasteland.

#### Equipment:

- (a) a 9mm pistol (1 pack of 9mm rounds) or (b) Single Shotgun (One pack of 20 gauge rounds)
- (a) a doctor's bag or (b) a two first aid kits
- (a) light cloth armor or (b) medium cloth armor
- a stimpak, two noodle cups, two purified waters.
- 150 caps.

#### Medical Field:

What sort of Doctor are you?

Basic Health  
Combat Medic  
Nurse  
Surgeon  
Therapist  
Researcher



**Personality Traits:**

1. I am cold and calculating in my every word and action, even when furious or frightened.
2. I am constantly pointing out the flaws in others and their arguments, as if diagnosing an illness.
3. I am actively involved in the medical society and engage in theoretical discourse and debate.
4. I save lives. What others do is probably not as important.
5. I know there's a pattern to everything, even if others don't see it.
6. I'll settle for nothing less than absolute perfection in my work.

**Ideal:**

1. Right. Everyone deserves to live.
2. Survival. We are all in this together, for better or for worse.
3. Profit. Is it really my fault that all who come to me suffering also come bearing compensation?
4. Altruism. I have been given a gift to share with others, not for my own personal gain.
5. Experiment. Old rules and traditions will not keep me from trying new things in pursuit of greater truths.
6. Logic. Logic can explain everything and I can't let emotions get in the way of that.

**Bond:**

1. I've been searching my whole life for the cure to the sickness that killed someone close to me.
2. I owe everything to the Doctor that taught me everything I know.
3. I took up the profession because someone close to me died of something treatable.
4. I was pushed, or encouraged, into the field by my parents, one of whom may have been a doctor.

**Flaw:**

1. I often complicate simple situations in hopes that there's more than meets the eye.
2. I let my need to win arguments overshadow friendships and kindness.
3. I often don't believe people when they explain their symptoms.
4. I can't bear a patient that whines and complains.
5. I won't work until I see caps.
6. Nothing is done correctly until I take a look at it.

## Explorer

You travel long distances in search for hidden treasures or dangerous beings in the wasteland.

**Equipment:**

- (a) a hatchet or (b) a crowbar.
- (a) light scrap metal armor, (b) medium leather armor.
- (a) a Cowboy Repeater (14, .357 rounds) or (b) Lever Action Shotgun (Two Packs of 20 gauge rounds)
- Binoculars, bedroll, tent (one person), canteen, flashlight, backpack, rope, lockpicks.
- 20 caps.

**Type:**

What sort of Explorer are you?

Scavver  
Prospector  
Scout  
Old World Collector  
Vault Hunter  
Archeologist  
Guide  
Hunter

**Personality Traits:**

1. I'm driven by a wanderlust that led me away from home.
2. I once ran twenty-five miles without stopping to warn my people of an approaching raider gang. I'd do it again if I had to.
3. I have a lesson for every situation, drawn from observing the awful terrible wasteland.
4. I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry Deathclaw.
5. I spent so much time alone in old ruins that I often talk to myself.
6. I often get lost in my own thoughts and contemplation, becoming oblivious to my surroundings.

**Ideal:**

7. Change. Life is like the seasons, in constant change, and we must change with it.
8. Logic. Emotions must not cloud our sense of what is right and true, or our logical thinking.
9. Free Thinking. Inquiry and curiosity are the pillars of progress.
10. Power. Solitude and contemplation are paths toward mystical or magical power.
11. Live and Let Live. Meddling in the affairs of others only causes trouble.



- Self-Knowledge. If you know yourself, there's nothing left to know.

**Bond:**

- My family, people, or tribe is the most important thing in my life, even when they are far from me.
- I am the last of my people, and it is up to me to ensure their names enter legend.
- My family never had enough, I make sure I always have everything I need and more.
- I made a discovery. An old piece of tech, information, or old documents. Should my discovery come to light, it could bring ruin to many people.
- I have a lucky charm I take on all my expeditions.
- I am fascinated by the beauty of the old world.

**Flaw:**

- There's no room for caution in a life lived to the fullest.
- Violence is my answer to almost any challenge.
- Don't expect me to save those who can't save themselves. It's the way of the wastes that the strong thrive and the weak perish.
- I am slow to trust members of other races, tribes, and societies.
- I'd risk too much to uncover a lost bit of knowledge.
- I like keeping secrets and won't share them with anyone.

**Farmer**

You work the land to bring one of the most valuable resources in the wasteland, food.

**Equipment:**

- (a) a pitchfork or (b) a shovel.
- (a) heavy cloth armor, (b) light leather armor.
- (a) a Cowboy Repeater (14, .357 rounds) or (b) Lever Action Shotgun (Two Packs of 20 gauge rounds)
- Binoculars, bedroll, tent (one person), canteen, flashlight, backpack, rope, lockpicks.
- 20 caps.

**Farm:**

What kind of Farm do you have?

Rancher  
Grazier  
Stockman  
Planter  
Forester

**Personality Traits:**

- I'm always early to bed and early to rise.
- I keep my gear and supplies in careful check.
- I always save up as much as I can, spending and consuming only what I must.
- When work needs doing, I do the work.
- I keep constant track of the sun, moon, stars, seasons, and weather.
- I'm always chewing on a sprig of grass, a toothpick, tobacco, seeds, or preserved meat.

**Ideal:**

- Needs. There are a lot of hungry mouths in the world, with enough hands the world can feed them all.
- Livelihood. I do what I'm good at because what I'm good at is good for me.
- Practicality. Bury a fish or bury a man, just get the job done.
- Labor. A labor of love is a purpose and meaning.
- Simplicity. If it ain't broke, don't fix it!
- Amusement. Playing a hand in the growth and development of things delights me.

**Bond:**

- I want to find that special someone and raise a home full of children.
- I'll never forget the family farm I grew up on.
- Some day, I'll be the mayor of my own town.
- I want to become the biggest or best example of my profession to prove that I am the best!
- My son was sent to war and never returned. I must find him!
- I am out to start a homestead of my own in unexplored territory.

**Flaw:**

- I can be lazy and sleepy, sneaking off to take naps when work can wait.
- I am absurdly isolated, innocent, or pious.
- I believe in and obey my nation's laws blindly.
- I abandoned my home to avoid taxation, conscription, or marriage and cannot return.
- I am not used to being wealthy and tend to overindulge.
- I show off to attractive people too much.



## Mercenary

You protect civilians, guard caravans, or stop people from going into places they shouldn't be. All for caps.

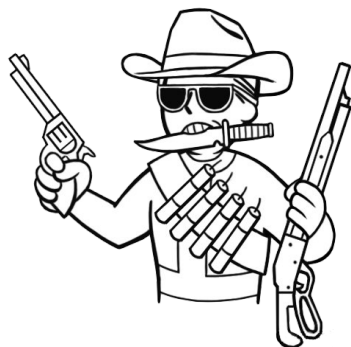
### Equipment:

- (a) a knife or (b) two throwing knives.
- (a) medium scrap metal armor, (b) medium leather armor.
- (a) a Lever Action Rifle (1 pack of 10mm rounds) and 9mm Pistol (1 pack of 9mm rounds) or (b) Trail Carbine (1 pack of .44 rounds)
- Backpack, Range Bag, Canteen, Two Instamash, two purified waters.
- 40 caps.

### Work:

What kind of Mercenary were you?

Gun for Hire  
Assassin  
Caravan Guard  
Gate Guard  
Bouncer



### Personality Traits:

1. I like to show off, particularly if there's a chance to get a job offer in it.
2. I am always gregarious and cheerful, no matter the situation, as long as I am paid well.
3. To me, the hum of a laser or the smell of gunpowder is just as pleasing as any amount of gold.
4. I always train. Practice makes one prepared. Even in a moment of respite or weakness.
5. I hold myself to a strict code of ideals.
6. I keep my personal possessions in secret places which are known only to me.
7. I would do anything to protect my weapons of arm, for I know they will protect me in return.
8. I do nothing unless I hear the jingling sound of coins.

### Ideal:

1. Golden Soul. I fight for caps, and nothing else.
2. Great Publicity. I will be known for my deeds, sooner rather than later.
3. Power or Death. In my line of profession, the strong live and the weak starve.
4. Honor. I never break my promises. Never.
5. War and Crime. Whenever chaos flourishes, so too does my work.
6. Good for Sale I am a merc who works only in the name of good.

### Bond:

1. I became a mercenary to support my family, who would have probably starved in a slum somewhere if not for me.
2. I fight for a lover that knows little if not nothing of me.
3. I was inspired by a great hero to become a mercenary.
4. I treat my valued comrades like brothers, and I will let no insult or injury fall upon them.
5. I seek to protect something of great importance to me by keeping it a secret.
6. I never disrespect an employer so long if they never disrespect me.

### Flaw:

1. I'll do anything for caps, damn the consequences.
2. I enjoy watching people die.
3. I have crippling debts that my work barely pays off.
4. I never fail at my tasks, even if I have to resort to less honourable means to complete them.
5. I would send an innocent to face his death if it means I will win the fight.
6. Someone powerful would do anything to have my head, so I seek to gain their head first.

## Scientist

You are someone who loves to find reason in everyday occurrences, whether it be from physics, chemistry, biology or anything in between.

### Equipment:

- (a) medium cloth armor, (b) light leather armor.
- (a) a Laser Pistol (One pack of Energy Cells) or (b) Plasma Pistol (One Pack of Microfusion Cells)
- Backpack, first aid kit, geiger counter, flashlight, two noodle cups, two purified waters.
- 50 caps.

### Field of Study:

What kind of Scientist are you?

Biologist  
Botanist  
Chemist  
Computer Science  
Ethologist  
Meteorologist  
Physicist  
Radiobiologist  
Robotics Engineer



### Personality Traits:

1. My research is of dire importance and will always come before everything else.
2. I am very secretive and strive to protect all that I know from unsavory characters.

3. I'm stubborn. If something catches my eye, nothing will sway me from it until I have thoroughly investigated it.
4. Nobody understands me or my research. It makes me feel lonely, knowing I'm on this journey alone.
5. I'm overly enthusiastic about the prospect of learning new things.
6. I know everything there is to know about anything. You think you know more than me? Don't make me laugh.

**Ideal:**

1. Selfless. I want to find out everything I can to benefit the world.
2. Selfish. Knowledge is power, and that power will be mine.
3. Thoughtful. I want to learn the history of everything.
4. Power. Science should be used to make others stronger than our enemies.
5. Collector. If everyone knows everything, then I won't be special.
6. Seller. My knowledge and research is the only thing keeping me afloat.

**Bond:**

1. My mother/father died soon after I was born, I will finish the research that they started.
2. I do everything to impress the lover I met during school.
3. Those who allow to work in peace have my utmost respect
4. My mentor disappeared after making a breakthrough discovery, I aim to find out what happened.
5. My home could greatly benefit from scientific advancements.
6. I've always been gifted, I want to live up to my expectations.

**Flaw:**

1. I will bulldoze through anyone that stands between me and my research.
2. I often become distracted by the promise of information.
3. I indirectly insult others without meaning to.
4. I'm always correcting others on how to do things they already know how to do.
5. I think very little of those who cannot comprehend the universe on my level.
6. If anyone ever says NOT to do something, I cannot help but do it.

## Soldier

War never changes. It has been your life for as long as you care to remember. You either trained as a youth, studied the use of guns and tactics, learned basic survival techniques, including how to stay alive on the battlefield. Or were recruited later on and have seen the horrors or deep repetition of armies.

**Equipment:**

- (a) medium scrap metal armor, (b) light plastic polymer armor.
- (a) a Lever Action Rifle (1 pack of 10mm rounds) and 9mm Pistol (1 pack of 9mm rounds) or (b) 9mm SMG (2 packs of 9mm rounds)
- Backpack, range bag, binoculars, sleeping bag, one person tent, first aid kit, two crams, two purified waters.
- 50 caps.

**Rank:**

What kind of Soldier were you?

General  
Scout  
Infantry  
Recon  
Support staff (cook, armorer, or the like)

**Personality Traits:**

1. I'm always polite and respectful.
2. I'm haunted by memories of war. I can't get the images of violence out of my mind.
3. I've lost too many friends, and I'm slow to make new ones.
4. I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.
5. I can stare down a Super Mutant without flinching.
6. I enjoy being strong and like breaking things.
7. I have a crude sense of humor.
8. I face problems head-on. A simple, direct solution is the best path to success.

**Ideal:**

1. Greater Good. Our lot is to lay down our lives in defense of others.
2. Responsibility. I do what I must and obey just authority.
3. Independence. When people follow orders blindly, they embrace a kind of tyranny.
4. Might. In life as in war, the stronger force wins.
5. Live and Let Live. Ideals aren't worth killing over or going to war for.
6. Nation. My city, nation, or people are all that matter.

**Bond:**

1. I would still lay down my life for the people I served with.
2. Someone saved my life on the battlefield. To this day, I will never leave a friend behind.
3. My honor is my life.
4. I'll never forget the crushing defeat my company suffered or the enemies who dealt it.
5. Those who fight beside me are those worth dying for.
6. I fight for those who cannot fight for themselves.

**Flaw:**

1. The enemy we faced in battle still leaves me with a deep fear.
2. I have little respect for anyone who can't handle the wasteland.
3. I made a terrible mistake in battle that cost many lives—and I would do anything to keep that mistake secret.
4. My hatred of my enemies is blind and unreasoning.
5. I obey the law, even if the law causes misery.
6. I'd rather eat my armor than admit when I'm wrong.

## Trader

You sell and buy goods. Taking them from town to town, gaining a profit and helping other settlements.

**Equipment:**

- (a) a knife or (b) a switchblade
- (a) light leather armor, (b) medium cloth armor
- (a) a 9mm pistol (1 pack of 9mm rounds) or (b) Varmint Rifle (12, 5.56mm rounds)
- a canteen, a sleeping bag, two Salisbury steaks, three purified waters.
- 200 caps.

**Business:**

What kind of Business do you run?

Bar or Restaurant  
Chem Seller  
Junk Shop  
Relics  
Resource Trade  
Building Supplies  
Weapons Depot

**Personality Traits:**

1. I have a cutthroat attitude, it's the only way to succeed.
2. I'm a snob who looks down on those who can't appreciate fine art.
3. I'm rude to people who lack my commitment to hard work and fair play.
4. The customer is always right.
5. I often cut corners and break deals to maximize profit.

6. I like to talk at length about my trade.
7. I don't part with my money easily and will haggle tirelessly to get the best deal possible.
8. I'm well known for my work, and I want to make sure everyone appreciates it. I'm always taken aback when people haven't heard of me.

**Ideal:**

1. Community. It is the duty of all civilized people to strengthen the bonds of community and the security of civilization.
2. Generosity. People helped me when I was down. Now that I'm back on my feet, I'll always help others.
3. Excitement. Caution got me nowhere in my previous business. I'm not going to let it hold me back now.
4. Wealth. With enough caps, I can buy comfort, power, and knowledge. Nothing will stand between me and money.
5. People. I'm committed to the people I care about, not to ideals.
6. Aspiration. I work hard to be the best there is at my trade.

**Bond:**

1. The workshop where I learned my trade is the most important place in the world to me.
2. I created a great work for someone, and then found them unworthy to receive it. I'm still looking for someone worthy.
3. I owe my guild a great debt for forging me into the person I am today.
4. I pursue wealth to secure someone's love.
5. One day I will return to my guild and prove that I am the greatest artisan of them all.
6. I will get revenge on the evil forces that destroyed my place of business and ruined my livelihood.

**Flaw:**

1. I'll do anything to get my hands on something rare or priceless.
2. I'm quick to assume that someone is trying to cheat me.
3. Why spend 10 caps here when you can buy the same thing for 5 caps in the next town?
4. I'm never satisfied with what I have — I always want more.
5. I find that most people are trustworthy. Hey, where's my belt pouch?
6. Nothing gets between me and danger except my fellow adventurers. So I'll be sure to put them there.

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

SPECIAL is a representation of your character's abilities. Every character has a 5 in each ability, and gains 3 points to adjust your abilities up or down to a maximum of 10 and a minimum of 1.

You can even subtract points from your base 5 to gain more points to add into other abilities.

Each ability after adjusting your points gains a modifier that affects your skills. Your modifiers for your abilities are equal to the difference below or above 5.

For example: an 8 in agility grants a modifier of +3. While a strength of 4 has a -1.

That maximum score you can have in an ability is 10, and the minimum is 1.

### Strength

*Raw physical strength. A high Strength is good for physical characters*

Strength affects: Carry Load, Requirements for Weapons, Melee Weapons, Unarmed, and Intimidation.

### Perception

*The ability to see, hear, taste and notice unusual things. A high Perception is important for a sharpshooter.*

Perception affects: Combat Sequence, Energy Weapons, Explosives, Lockpick, and Medicine.

### Endurance

*Physical toughness. A character with a high Endurance will survive where others may not.*

Endurance affects: Hit Points, Healing Rate, Radiation Resistance, and Survival.

### Charisma

*A combination of appearance and charm. A high Charisma is important for characters that want to influence people with words.*

Charisma affects: Party Nerve, Barter, Intimidation, Persuasion, and Deception.

### Intelligence

*Knowledge, wisdom and the ability to think quickly. A high Intelligence is important for any character.*

Intelligence affects: Skill Points on Leveling Up, Crafting, and Science.

### Agility

*Coordination and the ability to move well. A high Agility is important for any active character.*

Agility affects: Stamina Points, Action Points, Guns, Sneak.

### Luck

*Fate. Karma. An extremely high or low Luck will affect the character - somehow. Events and situations will be changed by how lucky (or unlucky) your character is.*

Luck affects: All skills, Crit Chance, Loot, ???.

## Skills

These are all the special talents your character has... or ya know, hard earned and learned skills. Each skill has a bonus equal to your SPECIAL modifier. This bonus is added to any checks or DC's involved.

You can Tag! a number of skills based on your Race, which instantly raises the skill by 2 points.

Half of your Luck modifier rounded down is added to ALL of your skills!

### Guns (AGI)

Your expertise in the use of firearms. Anything that uses bullets.

### Energy Weapons (PER or AGI)

Your expertise in the use of weapons that use batteries or cell charging! Or anything that shoots lasers, plasma, electricity, stuff like that. (including grenades)

### Explosives (PER)

How good you are are throwing grenades, arming mines, or lighting dynamite.

### Melee Weapons (STR)

Your ability to chop, stab, bludgeon with anything that isn't your fists!

### Unarmed (STR or AGI)

Your ability to smack, throw hands, punch, karate chop, or grapple with your meaty knubs.

### Medicine (PER or INT)

Your know-how of the body... typically humans. Medicine can help you heal others, yourself, align bones, perform surgery, and what all those strange symptoms mean.

### Lockpick (PER)

How good you are at picking locks! This skill is a bit of an art and needs a bit of know-how. Which is why it's a whole ass skill.

### Crafting (INT)

Your knowledge of weapons, items, armor, etc. How they work, how they're built, and how TO build them. But most importantly; how to repair broken stuff.

**Science (INT)**

Your knowledge of computers, electronics, and sparky nerdy things. You can hack terminals, restore a power grid, reprogram a robot, reset the mainframe, all that stuff.

**Sneak (AGI)**

How quiet you are. How unseen you can be. Also coincides with blending in and keeping a low profile.

**Survival (INT or END)**

Unlike other games, Survival in Fallout determines your outdoors-y aptitude. Finding water, hunting food, and finding shelter. Knowledge of wasteland creatures also falls under survival!

**Barter (CHA)**

Your knowledge of trading, sales, business, and spending your caps. You can get better deals with Barter and have a fine know-how of trade.

**Persuasion (CHA)**

How good you are at talking, convincing, speech, reading others, and generally conveying information.

**Deception (CHA)**

Your ability to lie, bend the truth, withhold information, or mask your intentions.

**Intimidation (CHA or STR)**

How scary you are, with either your words or physique your intimidation will terrify those around you.

## Traits

Traits are ability-like perks that flavor up your character in the wasteland. You can choose one trait for your character.

**Wild Wasteland.** For a truly ridiculous experience, any character can choose this option which modifies their chosen trait. All of the numerical values, positive and negative, in your trait are doubled.



**Bruiser:** A little slower, but a little bigger. You may not hit as often, but they will feel it when you do! Your Combat Sequence is decreased by 2, but your damage with unarmed and melee weapon attacks are increased by 1.

**Built to Destroy:** The flamer that burns twice as bright burns half as long. Your crit chance increases by 1, but your weapons decay at half as many reloads. (With Wild Wasteland, a quarter of the reloads)

**Chem Reliant:** You are more easily addicted to chems. The DC to be addicted to chems is increased by 2, but you recover in 2 days less than normal.

**Claustrophobia:** You have a fear of enclosed spaces (probably because of the mutants that live there). You gain 1 Action Points when outside, but have 1 less while indoors.

**Early Bird:** Hey early risers! You have a +1 to all skills in the morning (6am to 12pm), but a -1 during the night (6pm to 6am).

**Clean Living:** You try to avoid the quick thrills of chemical enhancements. Chems effects last for half as long, but the DC to be addicted to chems is decreased by 2. (With Wild Wasteland, Chems last a quarter of the time)

**Fast Metabolism:** Your metabolic rate is increased. You are less resistant to radiation, but your body heals faster. Your base radiation resistance is halved (rounded down), but you gain a bonus to your healing rate equal to your level. (Cannot be modified by Wild Wasteland.)

**Fast Shot:** You don't have time to aim because you attack faster than normal people. You have a permanent -2 to all ranged weapon attacks, but all ranged weapons have a -1 to Action Point Cost to a minimum of 3. (Cannot be modified by Wild Wasteland.)

**Feral Kid:** You grew up in the heart of the savage wasteland. You are powerful, but you tend to shun the company of others. You gain a +1 to Strength-Based Skills, but you do not gain the benefits from Party Nerve. (Cannot be modified by Wild Wasteland.)

**Finesse:** You have a permanent -2 to damage, but your crit chance increases by 1 for all weapons.

**Four Eyes:** While wearing glasses, you gain a +1 to Perception. If you are ever successfully hit by a headshot, the damage is reduced by 1 but your glasses break. (Cannot be modified by Wild Wasteland.)

**Gifted:** You have more innate abilities than most, so you have not spent as much time honing your skills. All your ability scores increase by 1, but you cannot tag any skills. (Cannot be modified by Wild Wasteland.)

**Good Natured:** You studied less-combative skills as you were growing up. You gain a +2 to Medicine, Speech, and Barter. But a -1 to Guns, Energy Weapons, Melee Weapons, Unarmed, and Explosives.

**Heavy Handed:** You swing harder, not better. Your attacks are very brutal, but lack finesse. You gain a +2 to all damage with Unarmed and Melee Weapons, but you deal no extra damage when critically hitting. However, other effects still apply. (Cannot be modified by Wild Wasteland.)

**Hoarder:** You gain +50 to your carrying load, but suffer a -2 to all skills any time the Load you're carrying drops below 100. (With Wild Wasteland, you gain +80 to your carrying load, but suffer a -4 to all skills any time the Load you're carrying drops below 150. )

**Hot Blooded:** When your Stamina Points reach 0 you gain a +1 to damage with all weapons but a -1 to attack rolls with all weapons.

**Jinxed:** The good thing is that everyone around you has more critical failures in combat, the bad thing is - so do you! The critical failure chance for everyone (including NPC's and monsters) is increased by 1. (Cannot be modified by Wild Wasteland.)

**Kamikaze:** By not paying attention to any threats, you can act a lot faster in a turn. You gain a +1 to Combat Sequence, but have a -2 to your Stamina Points.

**Logan's Loophole:** You'll never again become addicted to chems, they last twice as long, and your crit chance is doubled. But when you reach Level 15, your character dies. It is up to you on how your character goes to great beyond. (Cannot be modified by Wild Wasteland.)

**Loose Cannon:** All thrown weapons cost 1 less action point to use to a minimum of 3, but their range is halved. (With Wild Wasteland, the range is quartered)

**Night Person:** As a night-time person, you are more awake when the sun goes down. You're not a morning person. You have a +1 to all skills at night (6pm to 6am), but a -1 in the morning (6am to 12pm)

**One Hander:** You gain +1 to hit with one-handed weapons, but -1 to hit with two-handed weapons.

**One in a Million:** You're not particularly lucky or unfortunate, but when lightning strikes, it strikes hard! When you critically hit or fail with a weapon attack, you must roll another attack roll to confirm the crit. If you crit

again, the damage or negative effects are quadrupled. (With Wild Wasteland, you must confirm a third time, in which your crit is octupled)

**Red Score:** You are paranoid in the extreme and think that everyone around you may be trying to do you in. You gain a +1 to Combat Sequence, but your Persuasion, Deception, and Barter skills have a -2.

**Skilled:** You often spread yourself too thin. You gain 1 extra Tag! only if one of your SPECIAL abilities is equal to 3 or lower. (With Wild Wasteland, You gain 2 extra Tags! if one of your SPECIAL abilities is equal to 1)

**Small Frame:** You are not quite as big as other people, but that never slowed you down. You gain a +1 to AC, but your Strength or Endurance is reduced by 1. (With Wild Wasteland, Strength or Endurance can be reduced by 2, or both by 1)

**Trigger Discipline:** You take your time to attack allowing you to be more accurate. You have a permanent +1 to all ranged weapon attacks and damage but all ranged weapons have a +2 to Action Point Cost to a maximum of 6.

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## Leveling Up.

Each time you reach a new level you gain the following benefits, use the table for reference.

**Skill Points.** You can use these points to increase your skills by the listed value, if you have a positive intelligence score you gain an extra skill point. If you have a negative intelligence score, you subtract one point from the total gained.

**Benefit.** Each level gains a benefit.

- **Perks.** You can choose one new perk in which you meet the requirements for.
- **SPECIAL.** You can increase any of your SPECIAL abilities by 1 to a maximum of 10.
- **Skill Points.** You can use these points to increase your skills by the listed value, if you have a positive intelligence score you gain an extra skill point. If you have a negative intelligence score, you subtract one point from the total gained.
- **HP and SP.** At level 1 your Hit Points have a base value of 10 + your Endurance modifier and your Stamina Points have a base value of 10 + your Agility modifier. Each time you gain a bonus to your HP or SP they are modified by their corresponding Ability.

### Gaining XP

Levels are a measurement of your character's experience and adaptation to the wasteland. All party members share the same number of XP, defaulting to the member with the highest XP.

Your party can gain XP in a number of ways.

#### Encounters and Quests.

XP is not rewarded by killing people or monsters, it is instead rewarded for surviving encounters in the wasteland. Sometimes failure is the best teacher. Every member gains XP equal to the difficulty of the encounter when completed, including added modifiers. These modifiers are explained below.

**Reaching 0 Hit Points.** If any party member during the encounter or quest reaches 0 hit points, a 20% bonus of XP is added for each character that went down.

**Death.** If any characters permanently die during the quest or encounter, a bonus equal to the XP needed to level up is added.

**Walking Away.** If the quest or encounter is ignored, and no skill checks are rolled to avoid the encounter or quest. No XP is rewarded.

**Discovery.** If the party discovers a new location or creature, each character gains 100xp.

## Human/Ghoul/Synth Level Up Table

Level	SP and HP	Perk or SPECIAL	Skill Points (INT)		
			-1	0	+1
1	10 SP 10 HP	-	-	-	-
2	10 SP 10 HP	1	-	-	-
3	15 SP +AGI mod x1 15 HP +END mod x1	2	-	-	-
4	15 SP +AGI mod x1 15 HP +END mod x1	3	-	-	-
5	20 SP +AGI mod x2 20 HP +END mod x2	3	4	5	6
6	20 SP +AGI mod x2 20 HP +END mod x2	4	4	5	6
7	25 SP +AGI mod x3 25 HP +END mod x3	5	4	5	6
8	25 SP +AGI mod x3 25 HP +END mod x3	6	4	5	6
9	30 SP +AGI mod x4 30 HP +END mod x4	6	8	10	12
10	30 SP +AGI mod x4 30 HP +END mod x4	7	8	10	12
11	35 SP +AGI mod x5 35 HP +END mod x5	8	8	10	12
12	35 SP +AGI mod x5 35 HP +END mod x5	9	8	10	12
13	40 SP +AGI mod x6 40 HP +END mod x6	9	12	15	18
14	40 SP +AGI mod x6 40 HP +END mod x6	10	12	15	18
15	45 SP +AGI mod x7 45 HP +END mod x7	11	12	15	18
16	45 SP +AGI mod x7 45 HP +END mod x7	12	12	15	18
17	50 SP +AGI mod x8 50 HP +END mod x8	12	16	20	24
18	50 SP +AGI mod x8 50 HP +END mod x8	13	16	20	24
19	55 SP +AGI mod x9 55 HP +END mod x9	14	16	20	24
20	55 SP +AGI mod x9 55 HP +END mod x9	15	16	20	24



21	60 SP +AGI mod x10 60 HP +END mod x10	15	20	25	30
22	60 SP +AGI mod x10 60 HP +END mod x10	15	20	25	30
23	65 SP +AGI mod x11 65 HP +END mod x11	16	20	25	30
24	65 SP +AGI mod x11 65 HP +END mod x11	17	20	25	30
25	70 SP +AGI mod x12 70 HP +END mod x12	17	24	30	36
26	70 SP +AGI mod x12 70 HP +END mod x12	18	24	30	36
27	75 SP +AGI mod x13 75 HP +END mod x13	19	24	30	36
28	75 SP +AGI mod x13 75 HP +END mod x13	20	24	30	36
29	80 SP +AGI mod x14 80 HP +END mod x14	20	28	35	42
30	80 SP +AGI mod x14 80 HP +END mod x14	21	28	35	42

## Robot Level Up Table

Level	HP	Perk or SPECIAL	Skill Points (INT)		
			+1	0	-1
1	20	-	-	-	-
2	20	1	-	-	-
3	30 +END mod x1	2	-	-	-
4	30 +END mod x1	3	-	-	-
5	40 +END mod x2	3	4	5	6
6	40 +END mod x2	4	4	5	6
7	50 +END mod x3	5	4	5	6
8	50 +END mod x3	6	4	5	6
9	60 +END mod x4	6	8	10	12
10	60 +END mod x4	7	8	10	12
11	70 +END mod x5	8	8	10	12
12	70 +END mod x5	9	8	10	12
13	80 +END mod x6	9	12	15	18
14	80 +END mod x6	10	12	15	18
15	90 +END mod x7	11	12	15	18
16	90 +END mod x7	12	12	15	18
17	100 +END mod x8	12	16	20	24
18	100 +END mod x8	13	16	20	24
19	120 +END mod x9	14	16	20	24
20	120 +END mod x9	15	16	20	24
21	130 +END mod x10	15	20	25	30
22	130 +END mod x10	15	20	25	30
23	140 +END mod x11	16	20	25	30
24	140 +END mod x11	17	20	25	30
25	150 +END mod x12	17	24	30	36
26	150 +END mod x12	18	24	30	36
27	160 +END mod x13	19	24	30	36
28	160 +END mod x13	20	24	30	36
29	170 +END mod x14	20	28	35	42
30	170 +END mod x14	21	28	35	42

## Perks

### The “No Requirement!” Perks

**Swift Learner:** *Requirements: None.* This perk gives you and your party members an additional +10% bonus whenever you earn experience points. This perk can be taken by multiple party members to a maximum of three.



**Deadeye:** *Requirements: None.* This perk increases all attack and damage rolls with ranged weapons by 1. You can take this perk up to three times.

**Duelist:** *Requirements: None.* This perk increases all attack and damage rolls with melee weapons by 1. You can take this perk up to three times.

**Here and Now:** *Requirements: None.* You and your party immediately gain an additional level, complete with all the advantages that it brings. Once this perk has been taken, it can not be taken again by any other character.

**Purifier:** *Requirements: None.* As a purifier of the wasteland, you deal an extra 3 damage with melee and unarmed weapons against abominations, like spore plants, deathclaws, and super mutants (not ghouls!).

**Entomologist:** *Requirements: None.* You know the anatomy of bug-types and ignore damage threshold when damaging a mutated insect, like the radroach, giant ant, or radscorpion.

**Sneering Imperialist:** *Requirements: None.* You don't take kindly to raiders, junkies, or freeloaders. Whenever you deal damage to criminals, raiders, or anyone without faction affiliations (that still have intelligence); you deal an extra 1 damage when damaging them and have no negatives to targeted shots against them.

**Fight the Power!:** *Requirements: None.* You've had enough of these so-called "authorities" pushing poor folks around! Whenever you take damage from anyone wearing the faction armor of the NCR, Legion, or Brotherhood Of Steel; you gain a +2 to your Damage Threshold. Additionally your crit chance increases by 1 when attacking the aforementioned people.

**Cowboy:** *Requirements: None.* Whenever you attack using revolvers, lever-action firearms, or dynamite; the crit chance for each weapon is increased by 1 and the AP to use each weapon decreases by 1 (to a minimum of 3.)

**Educated:** *Requirements: None.* If you have a negative intelligence modifier, you no longer gain one less Skill Point upon leveling up.

**Explorer:** *Requirements: Level 5.* You want to explore the wasteland! Whenever you discover a new location, you and your party gain an extra 50% XP. Additionally; you can learn the location of any three named places, to the GM's discretion.

## Strength Perks

**Butcher:** *Requirements: Strength 4.* You're hackin', whackin', and choppin' that meat! You gain a +3 to targeted attacks made with melee weapons.

**Fisticuffs:** *Requirements: Strength 4.* Give 'em the one-two! When dealing damage with Unarmed Strikes against Stamina Points, you deal 3 extra damage.



**Heave Ho!:** *Requirements: Strength 5.* What a pitch! The range of any thrown weapon, explosive, or object is doubled for you.

**Weapon Handling:** *Requirements: Strength 5.* It's not about size, it's about how you use it. You ignore the strength requirement for all weapons.

**Super Slam!:** *Requirements: Strength 5.* If you spend your action points to move at least 15 feet in a straight line, your next melee weapon attack has advantage. If this attack hits, the target loses 3 of their action points on their next turn.

**Strong Back:** *Requirements: Strength 5.* Your carry load increases by 50.

**Stonewall:** *Requirements: Strength 6.* You gain a natural +1 to your Damage Threshold and you have advantage on all rolls against being restrained or knocked prone.

**K.O.:** *Requirements: Strength 6.* When you first deal damage to a target's hit points, they are immediately knocked prone. This effect only works on a target creature once per combat sequence.

**Piercing Strikes:** *Requirements: Strength 7.* You know how to make devastating attacks *through* armor. Whenever you deal damage with a melee weapon attack, you ignore up to 2 points of Damage Threshold.

**Heavyweight:** *Requirements: Strength 7.* Have you been working out? You no longer can become Encumbered! You can, however, become Heavily Encumbered.

**Paralyzing Palm:** *Requirements: Strength 8.* When performing an unarmed targeted attack; you can, instead of choosing one of the conditions, paralyze the target creature until the end of their next turn. After a creature has been paralyzed in this way, they cannot be affected by it again until 1 hour later.

**Rooted:** *Requirements: Strength 8.* You're part tree! If you do not spend action points to move on your turn, you gain +5 Damage Threshold and your melee and unarmed attacks deal 5 extra damage.

**Unstoppable Force:** *Requirements: Strength 9.* Your martial might is truly legendary. When you attack a target who is blocking with a melee weapon attack or unarmed strike, you ignore their damage threshold granted by their blocking bonus equal to your Strength modifier.

**Slayer:** *Requirements: Strength 10.* The slayer walks the earth. Your melee weapon attacks and unarmed strikes deal an extra 5 damage and their crit chance is increased by 3.

## Perception Perks

**Careful Handling:** *Requirements: Perception 4.* Explosives no longer detonate in your face when rolling a 1 on your explosives roll. Instead they're just a dud! (unless you're throwing an already live explosive)

**Hobbler:** *Requirements: Perception 4.* When making a targeted attack at the legs, you suffer no penalty to your attack roll.

**Alertness:** *Requirements: Perception 5.* You've learned to keep your senses alert to any danger. If you do not move from an area for at least one hour; you gain a +10 to your

Passive Perception to help you find enemies before they find you. You lose this bonus when leaving this area.

**Infiltrator:** *Requirements: Perception 5.* You can get in and out of places with ease. You have advantage on Lockpicking checks, and can lockpick with 3 Action Points instead of 6.

**Friend of the Night:** *Requirements: Perception 5.* Your eyes or sensors adapt quickly to low-light conditions and you know how to utilize the darkness to your advantage. You no longer have disadvantage on perception checks in low-light conditions and if you and another creature are both in lowlight or darkness (and they cannot see in the dark), you gain advantage on your attack rolls.

**Standoff:** *Requirements: Perception 5.* You've got a nose for trouble. You gain advantage on your combat sequence rolls.

**Efficient Diagnosis:** *Requirements: Perception 5.* You know where and why it hurts. Whenever you heal another creature of their hit points, you heal an extra 1 point per level of the creature.

**Pack Rat:** *Requirements: Perception 6.* Items that have a load less than 5 are all reduced to 1 for you.

**Hit the Deck:** *Requirements: Perception 6.* You react very quickly to the word "incoming". You take half as much damage to your stamina points from explosions.

**Sniper:** *Requirements: Perception 7.* The range for all ranged weapons are doubled. Additionally, you gain a +3 to targeted attacks made with ranged weapons.



**Demolitions Expert:** *Requirements: Perception 7.* You are an expert when it comes to the fine art of handling explosives. All damage from Explosive weapons that you deal is increased by 1 dice. You can take this perk to a maximum of three times.

**Meltdown:** *Requirements: Perception 8.* When you bring a creature to 0 HP with laser or plasma damage, you can choose to have all creatures within 5 feet of that creature take the same damage.

**Splash Damage:** *Requirements: Perception 8.* When you're deep in enemy territory, you just start chucking grenades and hope for the best. All "area of effects" from explosions you detonate are increased by half their original size.

**Flash! Bang! Alakazam!** *Requirements: Perception 9.* When you successfully damage a creature with a targeted shot to the head with either laser or plasma damage, they are blinded until the start of your next turn. (This replaces the possible rolled or chosen effects)

**Oracle:** *Requirements: Perception 10.* Your predictions for trouble are supernatural. Whenever Combat Sequence is rolled, you can treat any one roll (including your own) as a 20.

## Endurance Perks

**Hunter:** *Requirements: Endurance 4.* Your crit damage is doubled against all mutated animals (geckos, yao guai, brahmin, etc.)

**Light Protection:**  
*Requirements: Endurance 4.* When you take cover it only costs 1 AP.

**Lifegiver:**  
*Requirements: Endurance 5.* You gain 10 Hit Points to your maximum and a +3 to your healing or repair rate.



**Toughness:** *Requirements: Endurance 5.* You gain a natural +1 to your damage threshold and have advantage on checks against being frightened.

**Beyond the Sea:** *Requirements: Endurance 5.* Due to either upgrades or a strange mutation; you can breathe underwater or you don't short circuit while in water! You also do not need to spend extra AP to move in water.

**Rad-Tastic!** *Requirements: Endurance 5.* You gain a +3 to your Rad Resist bonus. If you are immune to Radiation, you instead grant all creatures within 10 feet of you a +2 to their Rad Resist.

**Home on the Range:** *Requirements: Endurance 6.* You don't need a sleeping bag, bedroll, mattress, or even cover to fall asleep! The ground is cozy enough. If you are a robot, you can move, speak, and do anything else besides combat while resting.

**Long Haul:** *Requirements: Endurance 6.* You have learned how to pack mountains of gear for the long haul. Everyone in your party gains a +20 to Carry Load.

**Solar Powered:** *Requirements: Endurance 7.* If you are standing in direct sunlight, you regain HP equal to your Healing or Repair Rate every 30 minutes. Additionally; your energy weapons get extra charge and deal 1 extra dice of damage.



**Roughin' It:** *Requirements: Endurance 7.* You're more at home under the open stars than under a roof. When you successfully rest outside, under the sun or the stars, you gain temporary HP equal to your level for the next 8 hours.

**Atomic!** *Requirements: Endurance 8.* When in radiation infested zones, you gain extra action points equal to your endurance modifier to a maximum of 15. If your stamina points are already 15, all actions that cost more than 3 AP cost 1 less.

**Nuclear Reactor:** *Requirements: Endurance 8.* While in a radiation infested zone you have advantage on all Strength and Endurance checks. Additionally, you gain temporary HP equal to your level.

**Armor Up:** *Requirements: Endurance 9.* You can spend 3 AP to gain resistance to all damage types for 1 minute. You can use this ability again only after you rest.

**PHOENIX Implant:** *Requirements: Endurance 10.* You've finally given yourself the ultimate implant or upgrade. You heal 5 HP at the start of each of your turns.

## Charisma Perks

**Savvy Salesman:** *Requirements: Charisma 4.* Prices for all items are reduced by 10% for you.

**Party Animal:** *Requirements: Charisma 4.* Nobody has a good time like you! You cannot become addicted to Alcohol. Additionally while Drunk you have advantage on all Charisma checks.

**Flaunt 'n Taunt:** *Requirements:*

*Charisma 5.* You're good at causing a scene! You can spend 6 action points on your turn to taunt a target creature. Roll a Charisma check, that creature must succeed a Endurance check with the DC being equal to your check total. If they fail they next attack against the creature that isn't from you has advantage. Additionally on their next turn they can only target you with their attacks. If you try to taunt a creature you have previously taunted, they have advantage on their Endurance check. You cannot taunt a creature more than twice.



**Cap Collector:** *Requirements: Charisma 5.* You've got a way with selling even the most useless scrap. When selling an item, you can sell it for half the price instead of a quarter.

**Poker Face:** *Requirements: Charisma 5.* You are totally unreadable. If you roll a deception check lower than 9, the rolls total is equal to 9 + your deception bonus. Additionally and can add your charisma bonus to Luck checks when playing games.

**Comedian:** *Requirements: Charisma 5.* You crack great jokes at allies but debilitating ones on enemies. You can spend 3 AP to quip away at hostile creatures with an Intelligence higher than 2. They must succeed an Endurance check of 10 + your persuasion or find your jokes amusing. On a failed save, the chosen enemy won't attack you until the start of your next turn. On a success, the enemy becomes enraged and has advantage on the next attack against you.

**Animal Friend:** *Requirements: Charisma 6.* Mutated Animals will never attack you, unless the animal is threatened or attacked first.

**Ferocious Loyalty:** *Requirements: Charisma 6.* The power of your personality inspires die-hard loyalty from

your followers. Once per combat encounter; when you first take damage to your hit points, your party members can regain all their stamina points.



**Big Ego:** *Requirements: Charisma 7.* With all that charm, even YOU know why you're so great! Your Party Nerve benefits are doubled for you.

**Terrifying Presence:** *Requirements: Charisma 7 or Strength 7.* During the first round of combat, regardless if you are first, you intimidate your opponents with threats. Each enemy in the combat sequence with an intelligence higher than 2 must succeed an Endurance Check equal to 10 + your Intimidation bonus. If they fail they are frightened until the start of their next turn.

**Legend of the Wastelander:** *Requirements Charisma 8.* Stories of you are heard from around the wasteland. Your Party Nerve negatively affects any enemies' Stamina Points that you are in combat with. Yes, even if they're a creature incapable of comprehending the idea of a legend.

**Inspirational:** *Requirements: Charisma 8.* Your lead by example, your Party Nerve also grants everyone a bonus to Damage equal to half your charisma modifier.

**Commander:** *Requirements: Charisma 9.* You can spend 3 AP to give any allied creature within 60 feet of you a command. That creature immediately gains 6 AP to complete the described action immediately. These action points do not remain after the command is completed.

**Celebrity:** *Requirements: Charisma 10.* Everybody knows who you are! People around the wasteland go crazy just to meet you! You can recruit any non-player character that isn't in a rival faction of yours. Roll a 1d20, as long as you don't roll a 1 the NPC joins your party and will follow you until you dismiss them. You also get free drinks at bars.

## Intelligence Perks

**Retention:** *Requirements: Intelligence 4.* Skill Magazines grant you double the bonus for double as long.

**Math Wrath:** *Requirements: Intelligence 4.* You have advantage on targeted attacks.

**First Aid:** *Requirements: Intelligence 5.* You can patch up minor wounds. You can heal a creature up to their healing or repair rate. Once you heal in this way, that creature can only be healed again after resting.

### Computer Whiz:

*Requirements: Intelligence 5.* Fail a hack attempt and get locked out of a computer? Not if you're a computer whiz! You'll never get locked out of a Computer while trying to hack it.



**Weatherboy!:** *Requirements: Intelligence 5.* You always know which way is north, what the weather will be for the next three days, and whether the area you're travelling in is populated or empty (which determines encounters).

**On-the-Go Mechanic:** *Requirements: Intelligence 5.* You no longer need a workbench to craft or upgrade items.

**Light Touch:** *Requirements: Intelligence 6.* You know how to specially craft your armor to fit you to grant you more flexibility and protection. Your crit chance with all weapons increases by 1. Additionally when taking damage to your Hit Points you can have your armor absorb the blow, decaying it by 1 level but reducing the damage to zero.

**Chemist:** *Requirements: Intelligence 6.* You know exactly what they put in these chems. Any chems you take last twice as long and you have advantage on resisting addiction.

**Nerd Rage!:** *Requirements: Intelligence 7.* You've been pushed around long enough! Whenever you are Mortal for the first time on a turn, the next attack you make is a crit. You also gain a +2 DT.

**In Shining Armor:** *Requirements: Intelligence 7.* Beams reflect off the mirror-like finish of your gleaming armor! You have resistance to laser and plasma damage. Additionally;

each time you are hit with laser or plasma damage; roll a Luck check. On an 19 or higher the beam refracts and hits the attacker, dealing the same damage to them.

**Living Anatomy:** *Requirements: Intelligence 8.* You have a better understanding of living creatures and their strengths and weaknesses. On your turn in combat you can spend 2 action points to learn one creature's Hit Points and Damage Threshold.

**Robotic Expert:** *Requirements: Intelligence 8.* You ignore 2 points of damage threshold when dealing damage to Robots. Additionally, you can attempt to shut down robots with a successful Science check, the DC is equal to the Robots Intelligence score + 10. You cannot shut down robots if you are in combat with them.

**Medicinal Master:** *Requirements: Intelligence 9.* While another creature is resting, you can use a Stimpak or Robot Repair Kit to heal them of all their HP.

**Expert Engineer:** *Requirements: Intelligence 10.* All craftable items materials cost 2 less to build to a minimum of 1.

## Agility Perks

### Quick Draw:

*Requirements: Agility 4.* Drawing or changing weapons costs you no action points.



### Action Hero:

*Requirements: Agility 4* You gain 2 extra action points to spend each turn.

**Rapid Reload:** *Requirements: Agility 5.* It costs you 3 Action Points to reload any weapon instead of 6.

**Reaction Reactor:** *Requirements: Agility 5.* If you had at least 3 unused action points from your last turn; you can use them at the end of another creature's turn.

**The Dance:** *Requirements: Agility 5.* You can use your Agility bonus instead of your Strength bonus on all Bladed Melee Weapon attack rolls (not damage!).

**Grunt:** *Requirements: Agility 5.* Just good, honest infantry work! You're prepared to take the first hits. The first

damage you take in Combat Sequence to your Stamina Points is reduced to zero.

**Gunslinger:** *Requirements: Agility 6.* While using a pistol, you gain a +2 to hit and your crit chance increases by 2.

**And Stay Back:** *Requirements: Agility 6.* You ignore 2 points of Damage Threshold when using Shotguns, and when you critically hit with any type of Shotgun you knock the target back 15 feet and they fall prone.

**Ninja:** *Requirements: Agility 7.* The Ninja perk grants you the power of the fabled shadow warriors. When attacking with Melee and Unarmed attacks, your crit chance increases by 2. Additionally, Sneak attack criticals deal double damage they normally would.



**Concentrated Fire:** *Requirements: Agility 7.* When you make a successful targeted attack, the negative modifier for that body part decreases by 2.

**Mister Sandman:** *Requirements: Agility 8.* Bring me a dream! If you attack an unconscious creature, they instantly die.

**Ranger's Deadly Aim:** *Requirements: Agility 8.* If you are ever first in the Combat Sequence, your first attack is a crit.

**Efficient Speedster:** *Requirements: Agility 9.* You recycle ALL your unused Action Points on your turn.

**Nerves of Steel:** *Requirements: Agility 10.* You can add half your Agility Bonus (rounded down) to your AC.

## Luck Perks

**Scrounger:** *Requirements: Luck 4.* When finding ammo in loot rolls, you find double the amount.

**Better Criticals:** *Requirements: Luck 4.* The critical hits you cause in combat are more devastating. Your weapon crit multiplier increases by 1, if your crits are die rolls increase the die count by 1.

**Bloody Mess:** *Requirements: Luck 5.* You gain a +1 to damage with all weapons, and when killing an enemy roll a d20, on a 20 the target explodes into a violent gory red paste jumbled with limbs and bits spattering across the floor, walls, and anyone nearby. All creatures within 30 feet of the explosion are frightened for 1 round. After 8 levels of having this perk, your party is used to the bloody explosions at this point and is no longer frightened when it happens.



**Fortune Finder:** *Requirements: Luck 5.* When rolling for random loot, you find double the amount of bottle caps.

**Make it Double:** *Requirements: Luck 5.* You have two Karma caps instead of one!

**On a Fluke!:** *Requirements: Luck 5.* You can use your Karma Cap *after* you roll. Additionally, you can use your Karma Cap on rolls other than your own!

**Grim Reaper's Sprint:** *Requirements: Luck 6.* If you kill a creature with a targeted attack, you regain all of your Action Points.

**Spray and Pray:** *Requirements: Luck 6.* Your attacks, explosions, lasers, and even bullets no longer harm your companions if you so choose. Allowing you to liberally blast an area with reckless abandon.

**Critical Banker:** *Requirements: Luck 7.* Whenever you roll a critical hit you can treat the roll as a normal attack and save the crit for a later attack. Whenever you attack with any weapon you can use your saved crit to treat the attack as a crit. You can only save one crit at a time.

**Ricochet:** *Requirements: Luck 7.* What goes around comes around! When an enemy crit fails on their ranged attack against you, the projectile ricochets back and hits them instead. If you are mortal, the ricochet is a crit.

**Mysterious Stranger:***Requirements: Luck 8.*

You have gained the attention of a Mysterious Stranger, who will appear to help you from time to time. When you roll a natural 10 on a d20 for an attack roll, the mysterious stranger appears and attacks, dealing half the target creature's Hit Points in damage. The Mysterious Stranger can only appear once a day.



**Dumb Luck:** *Requirements: Luck 8.* There is no sense to your life's aptitude. You can add your full Luck modifier to all skill bonuses instead of half.

**Four Leaf Clover:** *Requirements: Luck 9.* Every member of your party gains a +2 to Luck Checks.

**Fortune Favors the Bold:** *Requirements: Luck 10.* You can use your Karma cap to make any roll a Natural 20. However, the GM may inflict a Natural 1 to flip it back over.

## Race Perks

**Cannibal:** *Requirements: Human/Ghoul.* You dine on the most taboo of meats. When you consume fresh human flesh (died within the past 15 minutes) you heal up to your healing rate, if you consume prepared human flesh you gain 5 temporary stamina points that last for 1 hour. However it is a crime against nature you sicko!

**Old World Gourmet:** *Requirements: Human/Ghoul.* Thanks to unclean living you've learned the secrets of the lounge lizards! Pre-made food is no longer considered irradiated for you!

**Tribal Wisdom:** *Requirements: Human/Ghoul.* You take half as much damage against targeted attacks made from animals, mutated animals, or mutated insects. When you consume fresh animal, mutated animal, or mutated insect flesh (died within the past 15 minutes) you heal up to your healing rate, if you consume prepared flesh you gain 5 temporary stamina points that last for 1 hour.

**Ghastly Scavenger:** *Requirements: Human/Ghoul, Cannibal Perk.* You dine on the rarest and most refined of strange meats. When you consume fresh super mutant or feral ghoulish flesh (died within the past 15 minutes) you heal

half your HP, if you consume prepared super mutant or feral ghoulish flesh you gain temporary stamina points equal to your level that last for 1 hour. However... god can't even help you at this point.

**Them's Good Eatin':** *Requirements: Human/Ghoul.*

When you consume fresh flesh from any living creature (died within the past 15 minutes) you gain 5 temporary stamina points that last for 1 hour.

**Rad Absorption:** *Requirements: Human.* With the Rad Absorption perk, your radiation level slowly decreases on its own over time. Every time you sleep, and you are not in a radiation infested zone, your rad level decreases by one.

**Rad Resistance:** *Requirements: Human.* Your base rad resistance is doubled.

**Rad Child:** *Requirements: Human.* The negative effects of Radiation Sickness are halved, rounded down.

**Lead Belly:** *Requirements: Human.* You take half as much rads when you drink irradiated water or eat irradiated food.

**Holey Moley:** *Requirements: Ghoul.* Your arms have some extra holes for aerodynamics! Your unarmed strikes cost 1 less Action Point.

**Chem Resistant:** *Requirements: Ghoul.* You have advantage on checks to become addicted to chems.

**Eye for Eye:** *Requirements: Ghoul.* For each limb condition you have, you gain +2 to damage with all weapons.



**How do you do fellow Ghouls?:**

*Requirements: Ghoul.* While in Combat, you will not be targeted by Feral Ghouls unless all other targets are out of sight or unconscious.

**Can't put me down:** *Requirements: Ghoul, Level 5.* You're one tough cookie. You gain a natural +1 to DT.

**Reanimated:** *Requirements: Ghoul, Level 10.* When you stabilize from death saving throws, you gain half your maximum hit points.



**Pain Train:** *Requirements: Robot.* Choo Choo! All aboard! You can charge into enemies and knock them off their feet. If you use your action points to move 15 feet, you can run into another creature's space that has a strength score equal to or less than yours. When you do they are knocked prone.

**Hardware Upgrade:** *Requirements: Robot.* You can choose any weapon to become one of your Robot weapons, though you need to own the weapon to apply this perk.

**Software Upgrade:** *Requirements: Robot, Level 5.* All your weapons deal one extra die of damage and your crit chance is increased by 1.

**Thick Plating:** *Requirements: Robot, Level 8.* For each level of this perk, increase your AC and DT by 1.

**Determination is not a Malfunction:** *Requirements: Robot, Level 10.* You are immune to the frightened condition. Additionally, when you have unused action points at the end of your turn, you recycle all of them on your next turn.

**Adamantium Skeleton:**

*Requirements: Synth.*  
When taking damage from targeted attacks, the damage is reduced by half.



**Light Step:**

*Requirements: Synth.*  
You have advantage on checks to avoid traps, mines, and floor based explosions. If you take this perk again, you never set off all of the described explosive device

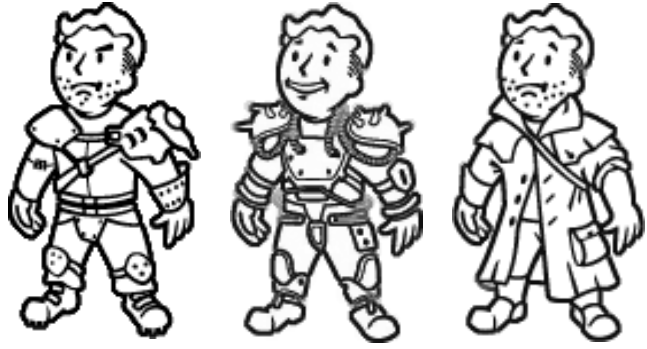
**Computer Cousin:** *Requirements: Synth.* While in Combat, you will not be targeted by Robots unless all other targets are out of sight or unconscious. You can also successfully hack any computer with a DC less than 10.

**Pump the Coolant:** *Requirements: Synth, Level 5.* Once per rest, you can spend 6 Action Points to gain back all your Stamina Points.

**Partition Reset:** *Requirements: Synth/Robot, Level 10.* When you take this perk, you can change two previously chosen perks or SPECIAL bonus.

**Factory Reset:** *Requirements: Synth/Robot, Level 10.* When you take this perk, you can change all your previously chosen Perks, Skill Points, and SPECIAL. However, you remember nothing up to the time taking this perk

# Equipment



## Armor

“Got... cooked by those flames, but... thanks to my power armor I'm still in one piece.” - Paladin Danse.

Armor is an important thing in the wasteland. There are no sets of specific armors and their unique properties, instead all apparel falls under the categories of it's class and type. All armor can be upgraded to improve its ability to protect. It's up to you on how your armor looks!

**Armor Class:** While wearing the armor, this details the minimum armor class while wearing it.

**Damage Threshold:** When taking Hit Point damage, subtract the total from your damage threshold.

**Carry Load and Strength Requirement:** This is how much Load your armor has, and the minimum required strength to wear the armor. *If you are not wearing the armor you are carrying, the Load is doubled.* If you do not meet the strength requirement, you are considered Heavily Encumbered.

**Decay.** Armor decays when taking a critical hit, or when reaching 0 hit points.

Type	Cost	AC	DT	No. of Upgrades	Load. and STR Req.
<b>Cloth</b>	10c	10	0	5	Load: 1, STR req: 1
<b>Leather</b>	70c	10	1	5	Load: 5, STR req: 3
<b>Scrap Metal</b>	100c	11	0	4	Load: 20, STR req: 5
<b>Plastic-Polymer</b>	140c	10	2	4	Load: 10, STR req: 3
<b>Ballistic Weave</b>	270c	12	0	3	Load: 5, STR req: 3
<b>Steel</b>	220c	11	1	3	Load: 15, STR req: 5

**Upgrades.** All armor can be customized with Upgrades. Each upgrade has a rank and effect. Upgrades can be purchased by vendors or merchants who sell Armor. Each type of armor can only have a certain amount of upgrades attached to it (this does not include rank). Upgrades can also be crafted (see crafting).

Upgrade Name	Cost	Rank 1 Effect	Rank 2 Effect	Rank 3 Effect
<b>Camouflage</b>	100c	You gain advantage on sneak checks relying on sight.	You gain advantage on sneak checks relying on sound.	You cannot be detected when in Dim Light or Darkness.
<b>Light</b>	100c	Load and STR Req. are reduced by 2. DT or AC (your choice) is decreased by 1.	Rank 1 Effect + Load is halved.	Load and STR Req. are halved.
<b>Fitted</b>	300c	You gain advantage on Agility Checks.	You gain advantage on Combat Sequence and Agility Checks.	Rank 2 Effect + You gain +2 AP. (max. 15)
<b>Lead Lined</b>	300c	Gain a +3 to Rad Resist.	Gain a +6 to Rad Resist.	Gain a +9 to Rad Resist.
<b>Strengthened</b>	500c	When you take damage from a critical hit or targeted shot, the damage is halved.	Rank 1 Effect + You cannot suffer the effects of a Severe Injury from one chosen limb.	Rank 1 Effect + You only suffer the effects of a Severe Injury from one chosen limb.

<b>Sturdy</b>	500c	Whenever your Armor would decay, it does not. When this effect triggers a total of 5 times, it ceases function.	Whenever your Armor would decay, it does not. When this effect triggers a total of 10 times, it ceases function.	Your armor only ever decays if you are the target of two critical hits before the start of your text turn.
<b>Pocketed</b>	500c	Your carry load is increased by 10.	Your carry load is increased by 20.	Your carry load is increased by 40.
<b>Reinforced</b>	1000c	+1 bonus to DT	+2 bonus to DT	+3 bonus to DT
<b>Hardened</b>	1000c	+1 bonus to AC	+2 bonus to AC	+3 bonus to AC

## Power Armor

Power armor is heavy duty armor that requires training, strength, and fusion cores to use. Power Armor isn't something you slip on to feel comfortable, it's a hydraulically engineered body vehicle that keeps bullets and anything else from piercing your flesh. It's impossible to properly use power armor without the proper training. Many people who have the training can teach you how to use it, or with enough knowledge of science you can take the perk and learn yourself.



**Increased Strength:** Your strength is considered a 10 while in Power Armor.

**Calibrated Impact Servos:** You take one quarter fall damage you normally would and cannot fall prone.

**Automatic Injector:** Chems do not cost AP to use while in Power Armor.

**Limb Shield:** You take half as much damage to your limbs when taking damage from targeted attacks, and your limbs cannot be severed while in power armor.

**Oxygen Tank:** You can breathe underwater and your Rad resist is doubled while in Power Armor.

**Minimum AC (Armor Class):** While wearing the armor, this details the minimum armor class while wearing it.

**DT (Damage Threshold):** When taking damage to HP, subtract the total from your damage threshold.

**Material:** What the armor is made of and what is needed to repair it.

**Repair DC:** The crafting role you must beat in order to repair armor.

**Carry Load and Strength Requirement:** This is how much Load the armor has while not being worn, Power Armor doesn't count against your load while you wear it. Power Armor also does not have a strength requirement.

Name	Cost	AC	DT	Repair material and DC	Fusion Core Usage	Load. and STR Req.
<b>T-45</b>	4,050c	14	4	Steel, DC 18	4 hours.	Load: 80, STR req: 1
<b>T-51</b>	20,250c	15	6	Steel, DC 19	6 hours.	Load: 80, STR req: 1
<b>T-60</b>	133,000c	16	8	Steel, DC 20	4 hours.	Load: 80, STR req: 1
<b>X-01</b>	133,500c	16	8	Steel, DC 22	3 hours.	Load: 80, STR req: 1
<b>X-02</b>	135,000c	16	8	Steel, DC 22	3 hours.	Load: 80, STR req: 1

## Melee Weapons

*"Why humans need big strong weapons? Humans so easy to kill." - Strong.*



Melee Weapons are anything you can hold in your hands and slice, gut, or bonk someone with. All melee weapons add your Strength modifier to damage to a minimum of 0.

**Cost.** This is base measurement of the weapon's value while fully repaired.

(Note, this can vary from vendor to vendor...)

**AP.** How many Action Points you must use to attack with the weapon once on your turn.

**Damage.** The damage the weapon deals if it meets or beats your targets AC, you always add your associated SPECIAL modifier to damage. You always deal a minimum of 1 damage.

**Crit Chance and type.** The first number indicated is the natural number you must roll on an attack roll to critically hit. The second is the calculation for the crit after rolling damage. (Example: You roll a 20 on your attack roll with a 10mm pistol, you roll damage and it equals 5. The crit modifier is x2, so you would instead do 10 damage.)

**Special Properties.** Some weapons have special properties that do neat things!

**Carry Load and Strength Requirement.** This is how much Load your weapon has, and the minimum required strength to operate the weapon. If you do not meet the strength requirement, you have disadvantage on attack rolls with the weapon and you do not add your strength bonus to damage.

**Decay.** On a critical miss, the weapon decays 1 level.

## Melee Weapon Modifications

All melee weapons can be customized with the following modifications, whether or not a weapon can use the mods (for example, a serrated baseball bat, or double sided shivs) is up to your GM. You can purchase the mods for their listed price, or you can craft them.

**Crafting Mods.** To craft a weapon modification you **must** have the required crafting bonus and materials based on it's level. If a mod requires more materials than what is listed in the item's crafting materials section, then you must use extra materials equal to the difference of what is listed. (Example, The Heavy mod requires 4 materials, a Bumper Sword only has two materials, Car Bumper and Steel. You must provide two extra of any of the two materials to craft the mod.)

Mod Name	Description	Cost	Crafting Skill	Required Materials for Crafting
<b>Durable</b>	Weapon will not decay for 3 crit fails.	25% of base weapon cost.	+6	Three different materials listed in the crafting materials.
<b>Double Sided</b>	Attach two weapons together that are not two-handed. Weapon gains two-handed, uses the AP of the highest AP weapon. Gain disadvantage on all attack rolls, but can use either weapon for attacks and gain a +1 to AC while holding the weapon. Weapon decays when taking critical hits.	-	+6	A copy of the weapon, Adhesive (1).
<b>Heavy</b>	Crit damage dice increase by 1, or multiplier increase by 1. Load increases by half.	35% of base weapon cost.	+8	Four different materials listed in the crafting materials.
<b>Upgraded</b>	Gain a +2 to damage rolls.	35% of base weapon cost.	+8	Three different materials listed in the crafting materials.
<b>Light Build</b>	Reduces AP by 1 to a minimum of 3. Reduces STR req. and Load by 1. Weapon decays on attack rolls 4 or lower.	25% of base weapon cost.	+13	-
<b>Barbed/ Sharpened/ Spiked</b>	Damage increases by 1 die rank. <i>Example: a Baseball bat with barbs would deal 3d6 damage instead of 3d4.</i>	50% of base weapon cost.	+13	Steel (3)
<b>Serrated</b>	Weapon causes bleeding when dealing damage.	50% of base weapon cost.	+15	-
<b>Ergonomic</b>	Crit Chance increases by 1.	50% of base weapon cost.	+15	Three different materials listed in the crafting materials.

## Bladed Weapons

Name	Cost	AP	Damage	Crits	Special Properties	Carry Load and Strength Req.
<b>Shiv</b>	5c	3 AP	1d4 piercing	20, x2	Decays on attack rolls 3 or below.	Load: 1, STR req: 1
<b>Knife</b>	20c	3 AP	1d6 piercing or slashing	20, x3	-	Load: 1, STR req: 2
<b>Switchblade</b>	25c	3 AP	2d3 piercing or slashing	20, x2	-	Load: 1, STR req: 1
<b>Sharpened Pole</b>	15c	4 AP	2d2 piercing	20, x3	10ft melee range. Decays on attack rolls 3 or below.	Load: 2, STR req: 2
<b>Combat Knife</b>	80c	3 AP	2d4 piercing or slashing	20, x4. Bleeding.	-	Load: 1, STR req: 2
<b>Throwing Knife</b>	25c	4 AP	1d6 piercing	20, x3. Bleeding.	Thrown, Range: PER x4/x8	Load: 1, STR req: 2
<b>Spear</b>	25c	4 AP	1d10 piercing or slashing	20, x3	10ft melee range. Thrown, Range: PER x5/x10	Load: 2, STR req: 2
<b>Chinese Officer Sword</b>	30c	4 AP	2d6 piercing or slashing	20, x3.	Decays on attack rolls 3 or below.	Load: 2, STR req: 3
<b>Bumper Sword</b>	30c	6 AP	3d6 slashing	20, x3	Two Handed	Load: 6, STR req: 5
<b>Cleaver</b>	30c	5 AP	3d2 slashing	20, x3	Deals full damage to Limbs.	Load: 2, STR req: 4
<b>Fire Axe</b>	40c	6 AP	2d10 slashing	20, x3	Two Handed	Load: 5, STR req: 6
<b>Hatchet</b>	30c	4 AP	2d6 piercing	20, x3	Thrown, Range: PER x4/x8	Load: 2, STR req: 4
<b>Machete</b>	50c	4 AP	2d4 slashing	20, x3. Bleeding.	-	Load: 3, STR req: 4
<b>Assaultron Blade</b>	100c	5 AP	3d4 piercing or slashing	20, x3. Bleeding.	-	Load: 4, STR req: 5
<b>Mr. Handy buzz blade</b>	60c	5 AP	1d10 slashing	20, x3. Bleeding.	-	Load: 4, STR req: 5
<b>Guitar Sword</b>	100c	5 AP	1d8 slashing	20, x3. Deafened.	On a crit fail a string snaps and deals 2 damage to the user. After 6 crit fails, this property no longer functions and the crits don't deafen.	Load: 5, STR req: 5
<b>Sickle</b>	50c	4 AP	1d8 piercing	19-20, x3. Bleeding.	-	Load: 2, STR req: 2
<b>Ski Sword</b>	100c	4 AP	2d4 slashing.	20, x4.	If you have two, you can ski.	Load: 4, STR req: 5
<b>Pickaxe</b>	80c	6 AP	3d6 piercing	20, x3	Two Handed	Load: 5, STR req: 6
<b>Pitchfork</b>	50c	5 AP	4d4 piercing	20, x3	-	Load: 5,

			or slashing			STR req: 3
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## Blunt Weapons

Name	Cost	AP	Damage	Crit Chance and type	Special Properties	Carry Load and Strength Requirement.
<b>Police Baton</b>	15c	4 AP	1d6 bludgeoning	20, 1d6.	-	Load: 1, STR req: 1
<b>Wrench</b>	25c	4 AP	2d3 bludgeoning	20, 1d3.	-	Load: 1, STR req: 1
<b>Crowbar</b>	30c	4 AP	1d10 bludgeoning	20, 1d6.	Opens stuff.	Load: 1, STR req: 1
<b>Sledgehammer</b>	75c	6 AP	1d12 bludgeoning	20, Stuns.	Two Handed	Load: 5, STR req: 6
<b>Baseball Bat</b>	50c	5 AP	3d4 bludgeoning	20, 2d4.	Two Handed	Load: 4, STR req: 5
<b>Super Sledge</b>	200c	6 AP	3d12 bludgeoning	20, 1d12. Stuns.	Two Handed	Load: 8, STR req: 8
<b>9 iron</b>	50c	5 AP	2d6 bludgeoning	20. 1d6. Prone.	Two Handed	Load: 4, STR req: 4
<b>Dress cane</b>	80c	4 AP	3d4 bludgeoning	20. 1d4.	-	Load: 2, STR req: 3
<b>Lead pipe</b>	20c	4 AP	2d6 bludgeoning	20. 1d6.	Deals full damage to the head.	Load: 3, STR req: 4
<b>Rolling pin</b>	8c	4 AP	1d3 bludgeoning	20, 2d6.	-	Load: 3, STR req: 4
<b>Shovel</b>	20c	4 AP	2d4 bludgeoning or slashing.	20, x3.	Two Handed	Load: 4, STR req: 4
<b>Tire iron</b>	15c	4 AP	2d3 bludgeoning	20. 1d3. Prone.	-	Load: 2, STR req: 4
<b>Pool cue</b>	15c	5 AP	2d3 bludgeoning	20, 1d3.	Two Handed	Load: 2, STR req: 3
<b>Bone Club</b>	50c	4 AP	2d6 bludgeoning	20, 1d6.	Deals full damage to arms and legs.	Load: 2, STR req: 4
<b>Commie Whacker</b>	5c	4 AP	1 bludgeoning	20, +2.	If the target admits they are a communist, the weapon always crits.	Load: 2, STR req: 1
<b>Paddle Ball</b>	5c	3 AP	1d2 bludgeoning	20. 1d6.	On a crit fail the string snaps and deals 1 damage to the user.	Load: 1, STR req: 1
<b>Board</b>	10c	4 AP	1d8 bludgeoning	20, 1d8.	Two Handed	Load: 5, STR req: 4
<b>Board with a nail</b>	11c	4 AP	1d8 + 1 bludgeoning	20, 1d8.	Two Handed. Decays on attack rolls 3 or below.	Load: 5, STR req: 4

<b>Protest Sign</b>	15c	5 AP	1d4 bludgeoning	20. Stuns.	Two Handed. Decays on attack rolls 3 or below.	Load: 6, STR req: 3
<b>Stop Sign</b>	10c	6 AP	1d8 bludgeoning	20. Prone.	Two Handed	Load: 8, STR req: 6
<b>War Drum</b>	50c	4 AP	1d10 bludgeoning	20, 1d10. Deafens.	Two Handed. When the weapon crits, the drums batter head breaks and no longer deafens.	Load: 5, STR req: 6





## Mechanical Weapons

Name	Cost	AP	Damage	Crit Chance and type	Special Properties	Carry Load and Strength Req.
<b>Cattle Prod</b>	350c	4 AP	1d8 bludgeoning 2d8 electricity.	20, stuns.	Uses Energy Cells, 10 rounds.	Load: 4, STR req: 4
<b>Ripper</b>	750c	3 AP	3d8 slashing.	19-20, Bleeding.	Uses Energy Cells, 10 rounds.	Load: 5, STR req: 6
<b>Chainsaw</b>	550c	6 AP	6d8 slashing.	19-20, Bleeding.	Uses Energy Cells, 5 rounds.	Load: 8, STR req: 6
<b>Drill</b>	200c	4 AP	1d8 slashing.	17-20, 2d8 slashing.	Uses Energy Cells, 20 rounds.	Load: 5, STR req: 6
<b>Plasma Cutter</b>	800c	4 AP	4d8 plasma	20, severs limb.	Uses Microfusion Cells, 5 rounds. Deals full damage to Limbs.	Load: 5, STR req: 6
<b>Shishkebab</b>	500c	4 AP	2d6 slashing, 2d6 fire.	20, ignites. (1d6 damage per turn)	Uses Flamer Fuel, 10 rounds.	Load: 3, STR req: 4

## Unarmed Weapons

Name	Cost	AP	Damage	Crit Chance and type	Special Properties	Carry Load and Strength Req.
<b>Brass Knuckles</b>	20c	3 AP	2d4 bludgeoning.	20, 1d4.	-	Load: 1, STR req: 2
<b>Spiked Knuckles</b>	50c	3 AP	2d6 piercing or slashing.	20, Bleeding.	-	Load: 1, STR req: 2
<b>Boxing Gloves</b>	20c	3 AP	1d4 bludgeoning.	20, 1d4.	Increases DT from blocking by 2.	Load: 3, STR req: 3
<b>Boxing Tape</b>	10c	3 AP	1d4 bludgeoning.	19-20, 1d4.	-	Load: 1, STR req: 1
<b>Death Tambo</b>	75c	3 AP	3d6 piercing or slashing.	20, deafens.	-	Load: 5, STR req: 3
<b>Bear Skull Arm</b>	100c	3 AP	3d6 piercing or slashing.	20, bleeding.	-	Load: 6, STR req: 5
<b>Deathclaw Gauntlet</b>	200c	3 AP	3d12 slashing.	20, 1d12.	-	Load: 4, STR req: 5
<b>Bear Trap Fist</b>	100c	4 AP	3d4 piercing.	20, x2.	Dealing HP damage causes targets to be grappled (escape DC 15)	Load: 8, STR req: 7
<b>Power fist</b>	350c	4 AP	4d6 bludgeoning.	20, prone, knockback 15 feet.	Uses energy cells, 20 rounds.	Load: 5, STR req: 5.

## Ranged Weapons

*"For the stranger there among them had a big iron on his hip" -  
Marty Robbins.*

Ranged Weapons include firearms, launchers, and energy weapons.  
All ranged weapons add your Agility modifier to damage to a minimum of 0.

**Cost.** This is the base measurement of the weapon's value while fully repaired.

(Note, this can vary from vendor to vendor...)

**AP.** How many Action Points you must use to attack with the weapon once on your turn.

**Damage.** The damage the weapon deals if it meets or beats your targets AC, you always add your associated SPECIAL modifier to damage. You always deal a minimum of 1 damage.

**Range.** The distance in which you could reasonably hit a target. The range lists two calculations that use your Perception score. (Example: If you have a 5 perception, your range with a 10mm pistol is 4x5, and 12x5. Which would equal 20/60) The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

**Crit Chance and type.** The first number indicated is the natural number you must roll on an attack roll to critically hit. The second is the calculation for the crit after rolling damage. (Example: You roll a 20 on your attack roll with a 10mm pistol, you roll damage and it equals 5. The crit modifier is x2, so you would instead do 10 damage.)

**Ammo and Reload.** This is the type of ammo your weapon uses, and how many attacks you can make before you must reload. Reloading uses 6 Action Points.

**Special Properties.** Some weapons have special properties that do neat things!

**Carry Load and Strength Requirement.** This is how much Load your weapon has, and the minimum required strength to operate the weapon. If you do not meet the strength requirement, you have disadvantage on attack rolls with the weapon and you do not add your strength bonus to damage.

**Decay.** On a critical miss, the weapon decays 1 level.

## Ranged Weapon Modifications.

All ranged guns can be customized with the following mods, whether or not a weapon can use the mods (*for example, a revolver with a quick eject mag, or a fat man with a silencer.*) is up to your GM. You can purchase the mods for their listed price, or you can craft them.

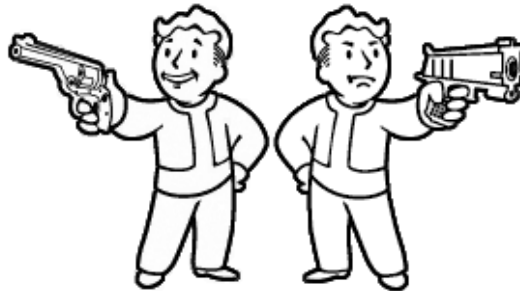
**Crafting Mods.** To craft a weapon modification you **must** have the required crafting bonus and materials based on it's level. If a mod requires more materials than what is listed in the item's crafting materials section, then you must use extra materials equal to the difference of what is listed. (*Example, a Hardened Receiver mod requires five materials, a 10mm pistol only has four materials. You must provide two extra of any of the four materials to craft the mod.*)

Mod Name	Description	Cost	Crafting Skill	Required Materials for Crafting
<b>Scoped</b>	Range modifiers are doubled.	25% of base weapon cost.	+6	Adhesive (2) Steel (2) Fiber Optics (1)
<b>Silenced</b>	Silences the weapon. In combat: firing in stealth no longer reveals your position. Damage is reduced by 1 die rank. <i>Example: a silenced 9mm pistol would deal 1d4 damage instead of 1d6.</i>	25% of base weapon cost.	+6	Steel (5) Oil (1)
<b>Quick Eject Mag.</b>	Reduces AP cost for reloading by 2 (min. 1)	30% of base weapon cost.	+8	Adhesive (1) Gears (2) Oil (1) Steel (3) Spring (2)
<b>Durable</b>	The weapon no longer Crit Fails. This mod lasts for five total crit fails, after which the mod ceases to function.	35% of base weapon cost.	+8	One of each different material listed in the crafting materials.
<b>Muzzle Brake</b>	The weapons' long range no longer imposes disadvantage.	45% of base weapon cost.	+13	Steel (5) Oil (1)
<b>Compensator</b>	Crit Chance increases by 1.	45% of base weapon cost.	+13	Steel (5) Oil (1)
<b>Hardened Receiver</b>	Damage increases by 1 die rank. <i>Example: a 9mm pistol with a hardened receiver would deal 1d8 damage instead of 1d6.</i> Load is increased by half.	60% of base weapon cost.	+15	Five different materials listed in the crafting materials.
<b>Upgraded Grip</b>	AP cost reduced by 1 to a minimum of 3.	50% of base weapon cost.	+15	Three different materials listed in the crafting materials.

## Pistols

**Decay.** Pistols decay every 10 reloads. On a Crit Fail, the weapon decays 1 level.

Name	Cost	AP	Damage	Range	Crit Chance and type	Ammo and Reload	Carry Load and Strength Requirement.
<b>10mm Pistol</b>	350c	4 AP	2d4 ballistic	x4/x12	20, x2.	10mm, 12 rounds.	Load: 4, STR req: 4
<b>9mm Pistol</b>	200c	5 AP	1d6 ballistic	x4/x12	20, x2	9mm, 13 rounds.	Load: 3, STR req: 3
<b>.357 Magnum Revolver</b>	250c	5 AP	1d8 ballistic	x6/x18	20, x2	.357, 6 rounds.	Load: 3, STR req: 3
<b>.44 Magnum Revolver</b>	320c	5 AP	2d8 ballistic	x4/x14	20, x2	.44, 6 rounds.	Load: 4, STR req: 4
<b>.32 Pistol</b>	120c	5 AP	1d6 ballistic	x3/x6	20, x2	.32, 5 rounds.	Load: 1, STR req: 1
<b>Flare Gun</b>	110c	5 AP	1d4 fire	x4/x10	20, 1d4 fire each turn.	Flares, 1 round.	Load: 1, STR req: 1
<b>Ranger Sequoia</b>	500c	6 AP	3d10 ballistic	x6/x18	19 - 20, x3	.45-70 Gov't, 5 rounds.	Load: 4, STR req: 4



## SMGs

**Decay.** SMG's decay every 5 reloads. On a Crit Fail, the weapon decays 1 level.

**Automatic.** All SMGs have this feature. These attacks can target one creature, or multiple. If the attacks target multiple creatures, they must be within 10 feet of the previously attacked creature.

Name	Cost	AP	Damage	Range	Crit Chance and type	Ammo and Reload	Carry Load and Strength Requirement.
<b>10mm SMG</b> Automatic	310c	5 AP	1d4 ballistic per attack, up to 3.	x4/x8	20, x2.	10mm, 30 rounds.	Load: 5, STR req: 4
<b>9mm SMG</b> Automatic	250c	5 AP	1d3 ballistic per attack, up to 3.	x4/x8	20, x2.	9mm, 30 rounds.	Load: 5, STR req: 4
<b>H&amp;K P90c</b> Automatic	580c	5 AP	1d8 ballistic per attack, up to 4.	x6/x10	20, x2.	10mm, 24 rounds.	Load: 6, STR req: 5
<b>H&amp;K G11</b> Automatic	930c	5 AP	1d10 ballistic per attack, up to 5.	x6/x10	20, x2.	4.7mm, 50 rounds.	Load: 8, STR req: 5
<b>Thompson SMG</b> Automatic	480c	5 AP	1d4 ballistic per attack, up to 5.	x4/x8	20, x2.	.45, 50 rounds.	Load: 7, STR req: 6
<b>H&amp;H Tools nail gun</b> Automatic	90c	6 AP	1 ballistic per attack, up to 3.	x2/x4	20, x4.	Nails, 90 rounds.	Load: 5, STR req: 4

## Rifles

**Decay.** Rifles decay every 10 reloads. On a Crit Fail, the weapon decays 1 level.

**Automatic.** Any rifle with the Automatic property makes multiple attacks when firing. These attacks can target one creature, or multiple. If the attacks target multiple creatures, they must be within 10 feet of the previously attacked creature. Automatic rifles also decay every 5 reloads.

Name	Cost	AP	Damage	Range	Crit Chance and type	Ammo and Reload	Carry Load and Strength Requirement.
<b>Hunting Rifle</b>	390c	5 AP	2d10 ballistic	x8/x18	20, x2.	.308, 10 rounds.	Load: 10, STR req: 5
<b>Assault Rifle</b> Automatic	490c	5 AP	1d6 ballistic per attack, up to 4.	x8/x18	20, x2	5mm, 24 rounds.	Load: 10, STR req: 5
<b>Cowboy Repeater</b>	200c	6 AP	2d6 ballistic	x8/x18	20, x2	.357, 7 rounds.	Load: 8, STR req: 4
<b>Sniper Rifle</b>	400c	6 AP	2d12 ballistic	x10/x30	19-20, x4	.308, 6 rounds.	Load: 12, STR req: 5.
<b>Chinese Assault Rifle</b> Automatic	320c	5 AP	1d8 ballistic per attack, up to 2.	x8/x18	20, x3	10mm, 10 rounds.	Load: 10, STR req: 5
<b>Varmint Rifle</b>	220c	5 AP	2d4 ballistic	x8/x18	20, x2	5.56mm, 5 rounds.	Load: 6, STR req: 3
<b>Trail Carbine</b>	330c	5 AP	2d8 ballistic	x8/x18	20, x2	.44, 8 rounds.	Load: 8, STR req: 5

<b>Lever Action Rifle</b>	160c	6 AP	2d6 ballistic	x6/x18	20, x3	10mm, 10 rounds.	Load: 10, STR req: 5
<b>Railway Rifle</b>	380c	5 AP	2d10 piercing	x3/x8	19-20, x4.	Railway Spike, 10 rounds.	Load: 12, STR req: 6.
<b>Anti-Material Rifle</b>	600c	6 AP	5d8 ballistic	x16/x40	19-20, x4	.50, 6 rounds.	Load: 18, STR req: 6.

## Shotguns

**Decay.** Shotguns decay every 10 reloads. On a Crit Fail, the weapon decays 1 level.

**Short-Range.** All Shotguns have the Short-Ranged property. Attack rolls in the second range increment do not have disadvantage, instead damage dealt from the shotgun is halved to targets within the second range increment.

**Spread.** Any Shotgun with the spread property can hit multiple targets. When you attack a creature with a Shotgun with Spread, the attack also targets any creatures within 5 feet of the original target.

Name	Cost	AP	Damage	Range	Crit Chance and type	Ammo and Reload	Carry Load and Strength Requirement.
<b>Combat Shotgun</b>	440c	5 AP	2d12 ballistic	x5/x7	20, 2d12.	12 gauge, 12 rounds.	Load: 12, STR req: 5
<b>Double Barrel Shotgun</b> Spread	320c	5 AP	2d10 ballistic	x3/x6	20, 3d10	12 gauge, 2 rounds.	Load: 8, STR req: 5
<b>Sawed-off Shotgun</b> Spread	360c	5 AP	2d10 ballistic	x2/x4	20, 4d10	12 gauge, 2 rounds.	Load: 6, STR req: 4
<b>Lever-action Shotgun</b>	250c	5 AP	3d4 ballistic	x4/x6	20, 5d4	20 gauge, 5 rounds.	Load: 6, STR req: 5
<b>Single Shotgun</b>	260c	5 AP	3d6 ballistic	x4/x6	20, 3d6	20 gauge, 1 round.	Load: 6, STR req: 5
<b>Hunting Shotgun</b>	450c	5 AP	3d6 ballistic	x4/x6	20, 6d6	20 gauge, 5 rounds.	Load: 6, STR req: 5
<b>H&amp;K CAWS</b>	500c	5 AP	2d12 ballistic	x4/x6	20, 4d12.	12 gauge, 10 rounds.	Load: 8, STR req: 5



## Big Guns

**Decay.** Big Guns decay every 10 reloads. On a Crit Fail, the weapon decays 1 level.

**Automatic.** Any big gun with the Automatic property makes multiple attacks when firing. These attacks can target one creature, or multiple. If the attacks target multiple creatures, they must be within 10 feet of the previously attacked creature. Automatic big guns also decay every 5 reloads.

**Area of Effect.** Any big gun with the Area of Effect hits all creatures that are in its area. For the Flamer and Fat-Man; instead of rolling attack to beat your target's AC, all creatures caught in the area take damage. For the Missile Launcher, you must still beat an AC 15 to hit your target. If you miss, the attack hits in a random spot 1d8 hexes away from your designated spot.

Name	Cost	AP	Damage	Range	Crit Chance and type	Ammo and Reload	Carry Load and Strength Req.
<b>Minigun</b> Automatic	1,000c	6 AP	5d6 ballistic per attack, up to 3.	x8/x12	20, 5d6.	5mm, 120 rounds (uses 30 per attack)	Load: 50, STR req: 7
<b>Flamer</b> Area of Effect 15 foot line.	520c	6 AP	2d10 fire	x3	18 - 20, 1d10 fire damage each turn.	Flamer Fuel, 5 rounds.	Load: 35, STR req: 6
<b>Missile Launcher</b> Area of Effect 10 foot radius.	800c	6 AP	8d6 explosive	x8/x20	20, x4	Missile, 1 round.	Load: 40, STR req: 4
<b>Fat-Man</b> Area of Effect 30 foot radius.	2,000c	6 AP	12d10 explosive, Area of effect becomes a Level 5 irradiated zone.	x10	20, x1.	Mini Nuke, 1 round.	Load: 40, STR req: 5



## Energy Weapons

**Decay.** Shotguns decay every 10 reloads. On a Crit Fail, the weapon decays 1 level.

### Energy Weapon Modifications.

All energy weapons can be customized with the following mods, whether or not a weapon can use the mods (*for example, a revolver with a quick eject mag, or a fat man with a silencer.*) is up to your GM. You can purchase the mods for their listed price, or you can craft them.

**Crafting Mods.** To craft a weapon modification you **must** have the required crafting bonus and materials based on it's level. If a mod requires more materials than what is listed in the item's crafting materials section, then you must use extra materials equal to the difference of what is listed. (*Example, a Hardened Receiver mod requires five materials, a 10mm pistol only has four materials. You must provide two extra of any of the four materials to craft the mod.*)

Mod Name	Description	Cost	Crafting Skill	Required Materials for Crafting
<b>Scoped</b>	Range modifiers are doubled.	25% of base weapon cost.	+6	Adhesive (2) Steel (2) Fiber Optics (1)
<b>Quick Eject Cell.</b>	Reduces AP cost for reloading by 2 (min. 1)	30% of base weapon cost.	+6	Adhesive (1) Gears (2) Oil (1) Steel (3) Spring (2)
<b>On-Board Target Tracking</b>	Attack rolls within the second range increment no longer has disadvantage.	50% of base weapon cost	+8	Scope Mod. (1) Circuitry (3) Fiber Optics (3)
<b>Durable</b>	The weapon no longer Crit Fails. This mod lasts for five total crit fails, after which the mod ceases to function.	35% of base weapon cost.	+8	One of each different material listed in the crafting materials.
<b>Long Barrel</b>	The weapons' long range no longer imposes disadvantage.	45% of base weapon cost.	+13	Steel (5) Adhesive (1) Oil (1)
<b>Compensator</b> (Incompatible with Laser Weapons)	Crit Chance increases by 1.	45% of base weapon cost.	+13	Steel (5) Oil (1)
<b>Boosted Capacitor</b>	Damage increases by 1 die rank. <i>Example: a 9mm pistol with a hardened receiver would deal 1d8 damage instead of 1d6.</i> Load is increased by half.	60% of base weapon cost.	+15	Five different materials listed in the crafting materials.
<b>Upgraded Grip</b>	AP cost reduced by 1 to a minimum of 3.	50% of base weapon cost.	+15	Three different materials listed in the crafting materials.





Name	Cost	AP	Damage	Range	Crit Chance and type	Ammo and Reload	Carry Load and Strength Req.
<b>Laser Pistol</b>	350c	5 AP	1d8 laser	x6/x12	20, x2, 2d4 fire damage	Energy Cell, 30 rounds.	Load: 3, STR req: 1
<b>Laser Rifle</b>	400c	5 AP	2d6 laser	x8/x16	20, x2, 2d4 fire damage	Energy Cell, 24 rounds.	Load: 5, STR req: 1
<b>Laser Rifle Automatic</b>	400c	5 AP	1d4 laser per attack, up to 3.	x6/x12	20, x2, 2d4 fire damage	Energy Cell, 24 rounds.	Load: 5, STR req: 1
<b>Tri-Beam Laser Rifle Spread</b>	400c	5 AP	3d6 laser	x3/x6	20, x4, 2d4 fire damage	Energy Cell, 8 rounds.	Load: 6, STR req: 1
<b>Plasma Pistol</b>	250c	6 AP	1d12 plasma	x4/x8	20, x3.	Microfusion Cell, 16 rounds.	Load: 4, STR req: 3
<b>Plasma Rifle</b>	280c	6 AP	2d8 plasma	x6/x12	20, x3.	Microfusion Cell, 12 rounds.	Load: 6, STR req: 4
<b>Multiplas Rifle Spread</b>	180c	6 AP	4d4 plasma	x2/x4	20, x4.	Microfusion Cell, 4 rounds.	Load: 7, STR req: 4
<b>Gauss Pistol</b>	400c	5 AP	2d10 ballistic	x8/x16	20, x2.	2mm EC, 12 rounds.	Load: 6, STR req: 5.
<b>Gauss Rifle</b>	450c	5 AP	4d6 ballistic	x10/x20	20, x2	2mm EC, 6 rounds.	Load: 10, STR req: 6.
<b>Gatling Laser Automatic</b>	1,500c	6 AP	2d10 laser per attack, up to 5.	x8/x12	20, 2d10 fire.	Fusion Core, 100 rounds.	Load: 40, STR req: 5.
<b>Solar Scorcher</b>	200c	5 AP	1d6 fire	x6/x12	20, 1d4 fire each turn.	Sunlight.	Load: 2, STR req: 1



## Ammunition

**Cost:** How much it costs to buy a pack. In parentheses is the cost for 1 round.

**Load:** How much space a pack of the ammo takes up, a single round of ammo has no load until it reaches its pack size.

Name	Cost	Load
.308	72c (4c)	Pack of 18.
.32	34c (1c)	Pack of 34.
.357	56c (2c)	Pack of 28.
.44.	69c (3c)	Pack of 23.
.45	45c (3c)	Pack of 15.
.45-70 Gov't.	60c (4c)	Pack of 15.
.50	24c (6c)	Pack of 4.
10mm.	60c (2c)	Pack of 30.
12 gauge.	24c (2c)	Pack of 12.
20 gauge.	15c (1c)	Pack of 15.
2mm EC.	70c (10c)	Pack of 7.
5.56mm.	76c (2c)	Pack of 38.
5mm.	58c (1c)	Pack of 58.
9mm.	34c (1c)	Pack of 34.
Energy Cell.	24c (2c)	Pack of 12.
Flamer Fuel.	50c	1 tank.
Flares.	12c (1c)	Pack of 12.
Fusion Core.	200c	5 Load.
Microfusion Cell.	30c (3c)	Pack of 10.
Mini Nuke.	(250c)	12 Load.
Missile.	(50c)	7 Load.
Nails.	20c (1c)	Pack of 100.
Railway Spike.	5c (1c)	Pack of 5.



# Explosives

*"Too dangerous, sorry. Blow yourself up, blow your neighbor up, blow the whole town up." - Easy Pete.*

Explosives are any kind of device that goes boom.

Unlike melee and ranged weapons, you do not add any modifiers to damage. All explosives have the Deafness property, unless otherwise stated.

**Deafness.** Any creature within 10 feet of any explosive is deafened for 4 - END mod (min. 1) rounds.

**Timing Detonations.** Instead of making an attack roll to beat your targets AC, you instead need to handle the explosive carefully. Explosives have a range in which you can throw them. When you throw an explosive you must roll an Explosives check. All explosives have an AC of 18, and detonate immediately after taking damage.

1	The explosive goes off in your face.
2 - 5	The explosive goes half the distance you designated and explodes at the start of your next turn.
6 - 14	The explosive lands where you designated, but explodes at the start of your next turn.
15+	The explosive lands where you designated, and explodes at the end of your turn.



If you throw an explosive that has already been charged, use the following table instead.

1 - 5	The explosive goes off in your face.
6 - 12	The explosive goes half the distance you designated and explodes on it's original time.
13+	The explosive lands where you designated and explodes on it's original time.
20	The explosive lands where you designated, and explodes at the end of your turn.



## Thrown Explosives

**Explosion Radius.** An explosive with this property deals damage over a radius. If a creature is within the first measurement, they take full damage from the explosion. If a creature is within the second measurement, they take half damage. If they are outside the second measurement, they take no damage. If only one measurement is listed, creatures take full damage while in the area, and none if they are outside it.

Name	Cost	AP	Damage	Range	Special Properties	Load
<b>Dynamite</b>	50c	5 AP	3d6 explosive	STR x 6 20ft radius	Explosion Radius: 5ft, 15ft.	Load: 2.
<b>Molotov Cocktail</b>	20c	5 AP	3d10 fire, 1d10 each turn.	STR x 6 10ft radius	Always explodes at the end of your turn. Does not inflict deafness.	Load: 3.

<b>Frag Grenade</b>	150c	4 AP	5d6 explosive	STR x 10 30ft radius	Explosion Radius: 10ft, 20ft.	Load: 2.
<b>Plasma Grenade</b>	250c	4 AP	6d8 plasma	STR x 10 10ft radius	Explosion Radius: 10ft. Does not inflict deafness.	Load: 2.
<b>Pulse Grenade</b>	150c	4 AP	3d8 electricity	STR x 10 10ft radius	Robots are stunned for 4 - END mod (min. 1) rounds. Does not inflict deafness.	Load: 2.
<b>Incendiary Grenade</b>	125c	4 AP	2d6 explosive and 3d6 fire.	STR x 10 10ft radius	Explosion Radius: 10ft.	Load: 2.
<b>Flash Bang</b>	25c	4 AP	1 explosive	STR x 10 20ft radius	All creatures are blinded for 4 - END mod (min. 1) rounds.	Load: 2.
<b>Cryogenic Grenade</b>	125c	4 AP	2d6 explosive and 3d6 cold.	STR x 10 10ft radius	Explosion Radius: 10ft. All creatures are slowed for 4 - END mod (min. 1) rounds. Does not inflict deafness.	Load: 2.

## Placed Explosives

Placed explosives operate differently than thrown ones. You no longer need to roll to throw, instead you have three properties; Explosion Time, Proximity, and Detonator. Placed Explosive can only be placed within 5 feet of you. Any creature can try to disarm an explosive, they must succeed an Explosives skill check equal to the explosives Disarm DC.

**Explosion Time.** A placed explosive with this property explodes at a certain time designated by you. You can choose any time up to its maximum.

**Proximity.** Any explosive with this property detonates when any creature is within its area, in which it explodes at the end of that creature's turn.

**Detonator.** With a detonator, you can detonate the explosive at any time, or on your turn for 3 AP.

Name	Cost	AP	Damage	Range	Special Properties	Load
<b>Long Fuse Dynamite</b>	100c	6 AP	3d6 explosive	20ft radius	Disarm DC: 13. Explosion Time: 5 rounds, or 32 seconds.	Load: 2.
<b>Frag Mine</b>	140c	6 AP	4d6 explosive	10ft radius	Proximity. Disarm DC: 15. If the damage is more than half targets HP, random leg condition.	Load: 2.
<b>Plasma Mine</b>	180c	6 AP	4d8 plasma	10ft radius	Proximity. Disarm DC 17.	Load: 2.
<b>Pulse Mine</b>	80c	6 AP	1d8 electricity	20ft radius	Proximity. Disarm DC 17. Robots are stunned for 4 - END mod (min. 1) rounds.	Load: 2.
<b>Bottlecap Mine</b>	250c	6 AP	8d6 explosive	15ft radius	Proximity. Disarm DC: 13. If the damage is more than half targets HP, random leg condition.	Load: 4.
<b>Cryo Mine</b>	140c	6 AP	4d6 cold.	10ft radius	Proximity. Disarm DC: 15. All creatures are slowed for 4 - END mod (min. 1) rounds.	Load: 2.
<b>C-4 Plastic Explosive</b>	350c	6 AP	10d6 explosive	25ft radius	Detonator. Disarm DC: 20. If the damage is more than half targets HP, random leg condition.	Load: 4.

<b>Nuke Mine</b>	600c	6 AP	12d10 explosive, Area of effect becomes a Level 5 irradiated zone.	50ft radius	Proximity. Disarm DC: 18. You're fucked.	Load: 8.
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## Items & Gear

Name	Cost	Effect	Load
<b>Bag, Backpack.</b>	20c	Increase your Carry Load by 50.	-
<b>Bag, Camping Backpack.</b>	100c	Increase your Carry Load by 100.	-
<b>Bag, Range.</b>	50c	You can store up to three weapons in this bag, in which their Carry Load is halved.	-
<b>Ball Bearings</b>	10c	You can spend 3 Action Points to scatter these across the ground in a 5 foot radius. Any creature who moves through the area must succeed an Agility check of 14 or fall prone.	1
<b>Bear Trap</b>	60c	You can spend 6 Action Points to arm this bear trap on a hex. Anyone who walks on the trap takes 3d4 piercing damage to their Hit Points and is grappled. You can disarm an untriggered bear trap with 6 AP and a Crafting check of 15. You can pry open a camped Bear Trap with 6 AP and a Strength check of 15.	30
<b>Binoculars</b>	90c	Allows you to see far distances, gain advantage on any Perception checks when looking far away.	2
<b>Caltrops</b>	50c	You can spend 3 Action Points to scatter these across the ground in a 5 foot radius. The area is considered difficult terrain and anyone who walks through a hex of caltrops takes 1d4 piercing damage to their HP.	1
<b>Canteen</b>	10c	Holds 32 oz. of liquid.	1, 2 when full.
<b>Chain</b>	15c	You can use this to bind things, people, you name it! A chain can be broken with ballistic damage. You also have advantage on Strength checks used to Strangle or Grapple.	8
<b>Electronic Lockpick</b>	500c	Opens locks with a DC of 10 or below. Requires 1 Energy Cell to operate. However it will trigger traps if there are any.	2
<b>Electronic Lockpick Mk II</b>	750c	Opens locks with a DC of 15 or below. Requires 2 Energy Cells to operate. However it will trigger traps if there are any.	3
<b>Flare</b>	10c	Creates bright/dim light out to 30/30 feet for 1 hour.	1
<b>Flashlight</b>	100c	Lets you see in the dark at an angle. In combat you must spend 1 AP to illuminate any target you wish to attack, otherwise you are considered Blinded. Requires 1 Energy Cell for 8 hours of use.	1
<b>Gas mask</b>	80c	While being worn you gain a +2 to Rad Resist. However, you have Disadvantage on Perception Checks relying on sight and a -3 to your Passive Perception.	5
<b>Geiger Counter</b>	200c	Clicks and ticks and informs you on if you are in an irradiated area, and the Radiation Severity score in the area.	4
<b>Grappling Hook</b>	50c	Lets you hook a rope, chain, or anything onto <i>other things!</i>	5
<b>Hazmat Suit</b>	10c	This suit can be worn over armor, or without armor. It takes 1 minute to don this suit. You cannot use any gear that you did not take out before putting on the suit. While wearing the suit, you gain a +2 and advantage on Rad Resist checks. Additionally the DC for successful Rad Resist checks only increases by 1 instead of 2. If worn over armor, all actions cost 1 more point to use to a maximum of 6.	

<b>Lockpicks</b>	100c	Allows you to pick locks with advantage.	3
<b>Rope</b>	10c	You can use this to bind things, people, you name it! A rope can be easily cut with a bladed weapon with 6 AP. You also have advantage on Strength checks used to Strangle or Grapple.	6
<b>Sleeping Bag</b>	25c	Allows you to sleep wherever you are.	10
<b>Stealth Boy</b>	500c	A RobCo Stealth Boy 3001 personal stealth device. Generates a modulating field that transmits the reflected light from one side of an object to the other. You are considered invisible when activating it, it lasts for 1 minute.	6
<b>Tent (one person)</b>	20c	Grants you shelter when outdoors.	8
<b>Tent (two person)</b>	25c	Grants you shelter when outdoors.	10
<b>Walkie-Talkie</b>	120c	A communications device that emits a radio signal. They fail to operate when more than 3 miles away.	1
<b>Water Skin</b>	30c	Holds 64 oz. of liquid.	2, 4 when full.
<b>Weapon Repair Kit</b>	90c	Repairs a weapon 1 decay level.	10

## Food

**Irradiation:** When you consume ten irradiated Foods, you take one level of Rads.

**Effect:** The effects of food are different and unlike every other consumable, do not take effect immediately.

Food items take 1 minute until their effects take place.

## Pre-Made Food

Name	Cost	Irradiation	Effect	Load
<b>BlamCo Mac &amp; Cheese</b>	15c	Irradiated	Reduces Hunger. If Hunger Level is already 0, gain Full. You regain a number of Stamina Points equal to 1d4 x your level.	1.
<b>Canned Dog Food</b>	15c	Irradiated	Reduces Hunger. If Hunger Level is already 0, gain Full. You regain a number of Stamina Points equal to 1d4 x your level.	1.
<b>Cram</b>	15c	Irradiated	Reduces Hunger. If Hunger Level is already 0, gain Full. You regain a number of Stamina Points equal to 1d4 x your level.	1.
<b>Dandy Boy Apples</b>	5c	Irradiated	Reduces Hunger. You regain a number of Stamina Points equal to your level.	1.
<b>Fancy Lads Snack Cakes</b>	15c	Irradiated	Reduces Hunger. If Hunger Level is already 0, gain Full. You regain a number of Stamina Points equal to 1d4 x your level.	1.
<b>InstaMash</b>	15c	Irradiated	Reduces Hunger. If Hunger Level is already 0, gain Full. You regain a number of Stamina Points equal to 1d4 x your level.	1.
<b>Noodle cup</b>	15c	-	Reduces Hunger. If Hunger Level is already 0, gain Full. You regain a number of Stamina Points equal to 1d4 x your level.	1.

<b>Pork n' Beans</b>	15c	Irradiated	Reduces Hunger. If Hunger Level is already 0, gain Full. You regain a number of Stamina Points equal to 1d4 x your level.	1.
<b>Potato Crisps</b>	5c	Irradiated	Reduces Hunger. You regain a number of Stamina Points equal to your level.	1.
<b>Salisbury Steak</b>	15c	Irradiated	Reduces Hunger. If Hunger Level is already 0, gain Full. You regain a number of Stamina Points equal to 1d4 x your level.	1.
<b>Sugar Bombs</b>	5c	Irradiated	Reduces Hunger. You regain a number of Stamina Points equal to your level.	1.
<b>Yum Yum Deviled Eggs</b>	5c	Irradiated	Reduces Hunger. You regain a number of Stamina Points equal to your level.	1.

## Cooked Food

Name	Cost	Effect	Load
<b>Baked Bloatfly</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d6 x your level. You gain a +1 on Rad Resist for 2 hours.	1.
<b>Bighorner steak</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d8 x your level.	1.
<b>Bloodbug Steak</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d6 x your level. You gain temporary Hit Points equal to your level.	1.
<b>Deathclaw Egg Omelette</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 2d8 x your level. You regain Hit Points equal to your healing rate every 10 minutes for 2 hours.	1.
<b>Deathclaw Steak</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 2d6 x your level. Gain +2 AP (max. 15) for 6 hours. If AP is already equal to 15, you recycle all AP at the beginning of each turn.	1.
<b>Desert Salad</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. Regain all Stamina Points.	1.
<b>Fire ant fricassée</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d8 x your level. Gain resistance to Fire damage for 2 hours.	1.
<b>Gecko steak</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d6 x your level.	1.
<b>Grilled Radroach</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d6 x your level. You gain a +1 on Rad Resist for 2 hours.	1.

<b>Grilled Radstag</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d6 x your level. Gain a +25 to Carry Load for 6 hours.	1.
<b>Iguana on a Stick</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d4 x your level.	1.
<b>Mole rat chunks</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d4 x your level. Gain +1 AP (max. 15) for 1 hour.	1.
<b>Mole rat stew</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d6 x your level. Gain a +10 to Carry Load for 6 hours.	1.
<b>Mutt chops</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d6 x your level.	1.
<b>Radscorpion egg omelette</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d4 x your level. Cures one addiction.	1.
<b>Radscorpion steak</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d6 x your level. +1 DT for 1 Hour.	1.
<b>Radstag stew</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d6 x your level. +1 DT for 1 Hour.	1.
<b>Ribeye steak</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d6 x your level.	1.
<b>Roasted ant</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d4 x your level.	1.
<b>Roasted mirelurk meat</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d4 x your level. Gain +1 AP (max. 15) for 1 hour.	1.
<b>Vegetable soup</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to your level. Gain +2 to Rad Resist.	1.
<b>Wasteland omelet</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d8 x your level. You regain Hit Points equal to your healing rate at the start of each of your turns for 10 minutes.	1.
<b>Yao guai roast</b>	10c	Reduces Hunger. If Hunger is reduced to 0, gain Full. You regain a number of Stamina Points equal to 1d6 x your level. Gain +2 Damage to Melee Weapon Attacks for 1 hour.	1.



## Drinks

**Effect:** A drinks effects happen immediately and are detailed in this section.

**Addiction Chance:** If a drink has an addiction chance you must roll an Endurance check against the Addiction Chance DC when you drink it. If you fail you gain the effects of alcohol addiction.

**Alcohol Addiction.** Your gain disadvantage on Charisma checks.

**Irradiation:** When you consume ten irradiated Drinks, you take one level of Rads

**Load:** How much space the drink takes up.

Name	Cost	Effect	Addiction Chance.	Irradiation	Load
<b>Absinthe</b>	20c	Drunk for 2 hours - END modifier. While Drunk you gain advantage on all Charisma checks.	DC: 2	-	1
<b>Atomic Cocktail</b>	25c	Removes 2 levels of Exhaustion for 4 hours, gain 4 more afterwards.	-	Irradiated	1
<b>Beer</b>	3c	Drunk for 1 hour, -15 minutes per level of END modifier.	DC: 1	-	1
<b>Coffee</b>	2c	Gain temporary SP equal to your level. If you have a level of exhaustion, it is removed for 6 hours but returns after that time.	-	-	1
<b>Dirty Wastelander</b>	10c	Drunk for 2 hours - END modifier. While Drunk you gain advantage on all Strength checks and attack rolls.	DC: 3	-	1
<b>Dirty water (8oz)</b>	5c	Drinking 2 removes 1 level of Thirst.	-	Irradiated	1
<b>Moonshine</b>	20c	Drunk for 2 hours - END modifier. While Drunk you gain advantage on all Luck checks.	DC: 3	-	1
<b>Nuka-Cola</b>	20c	Remove 1 level of Exhaustion for 2 hours, gain 1 more afterwards. You regain a number of Stamina Points equal to your level.	-	Irradiated	1
<b>Nuka-Cola Cherry</b>	40c	Remove 1 level of Exhaustion for 1 hour, gain 1 more afterwards. You regain a number of Stamina Points equal to your level.	-	Irradiated	1
<b>Nuka-Cola Quantum</b>	100c	Remove 1 level of Exhaustion for 2 hours, gain 1 more afterwards. You regain a number of Stamina Points equal to your level. Recycle all your Action Points for 1 minute.	-	Irradiated	1
<b>Purified water (8oz)</b>	10c	Removes 1 Level of Thirst.	-	-	1
<b>Rum</b>	8c	Drunk for 1 hour, -15 minutes per level of END modifier. While Drunk, you gain advantage on all Charisma checks.	DC: 1	-	1
<b>Scotch</b>	10c	Drunk for 1 hour, -15 minutes per level of END modifier. While Drunk you gain advantage on all Luck checks.	DC: 1	-	1
<b>Sunset Sarsaparilla</b>	3c	Heals your level number of d4's to Stamina Points.	-	Irradiated	1
<b>Vodka</b>	5c	Drunk for 1 hour, -15 minutes per level of END modifier. While Drunk you gain advantage on all Endurance checks.	DC: 1	-	1
<b>Wasteland Tequila</b>	20c	Drunk for 1 hour, -15 minutes per level of END modifier. While Drunk you gain advantage on all Luck checks.	DC: 2	-	1
<b>Whiskey</b>	10c	Drunk for 1 hour, -15 minutes per level of END modifier. While Drunk you gain advantage on all Luck checks.	DC: 1	-	1

<b>Wine</b>	10c	Drunk for 1 hour, -15 minutes per level of END modifier.	DC: 1	-	1
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## Skill Magazines

Reading a Skill Magazine can give you some tips and grant an edge on your skill rolls.

Skill Magazines are typically found or bought in issues, it takes 30 minutes to read.

Once you read an issue of a skill magazine you can no longer gain its benefits. Be sure to keep track of which issues you've read after reading them. (Example: ¡La Fantoma! issue #4 read.)

Name	Cost	Effect	Load
<b>Milsurp Review</b>	50c	+1 to Guns for 1 hour. After reading 5 different issues Gain a Permanent +1 to Guns.	1
<b>Future Weapons Today</b>	50c	+1 to Energy Weapons for 1 hour. After reading 5 different issues Gain a Permanent +1 to Energy Weapons.	1
<b>Patriot's Cookbook</b>	50c	+1 to Explosives for 1 hour. After reading 5 different issues Gain a Permanent +1 to Explosives.	1
<b>Tæles of Chivalrie</b>	50c	+1 to Melee Weapons for 1 hour. After reading 5 different issues Gain a Permanent +1 to Melee Weapons.	1
<b>Boxing Times</b>	50c	+1 to Unarmed for 1 hour. After reading 5 different issues Gain a Permanent +1 to Unarmed.	1
<b>Today's Physician</b>	50c	+1 to Medicine for 1 hour. After reading 5 different issues Gain a Permanent +1 to Medicine.	1
<b>Locksmith's Reader</b>	50c	+1 to Lockpick for 1 hour. After reading 5 different issues Gain a Permanent +1 to Lockpick.	1
<b>Fixin' Things</b>	50c	+1 to Crafting for 1 hour. After reading 5 different issues Gain a Permanent +1 to Crafting.	1
<b>¡La Fantoma!</b>	50c	+1 to Sneak for 1 hour. After reading 5 different issues Gain a Permanent +1 to Sneak.	1
<b>Lad's Life</b>	50c	+1 to Survival for 1 hour. After reading 5 different issues Gain a Permanent +1 to Survival.	1
<b>Lawyer Inquirer</b>	50c	+1 to Deception for 1 hour. After reading 5 different issues Gain a Permanent +1 to Deception.	1
<b>Salesman Weekly</b>	50c	+1 to Barter for 1 hour. After reading 5 different issues Gain a Permanent +1 to Barter.	1
<b>Horror Comics</b>	50c	+1 to Intimidation for 1 hour. After reading 5 different issues Gain a Permanent +1 to Intimidation.	1
<b>Meeting People</b>	50c	+1 to Persuasion for 1 hour. After reading 5 different issues Gain a Permanent +1 to Persuasion.	1
<b>Programmer's Digest</b>	50c	+1 to Science for 1 hour. After reading 5 different issues Gain a Permanent +1 to Science.	1
<b>True Police Stories</b>	50c	+1 Crit Chance with all weapons After reading 10 different issues Gain a Permanent +1 to Crit Chance with all weapons.	1



# Chems

*"So many chems, such varieties! Whenever I take Mentats, I can feel my entire chassis breeeeeathe like a big spherical lung.\*coughs\*." - Doctor Mobius.*

Chem (a truncation of "chemical") is a slang term for a drug. A chem is any chemical or medicine that is used to cause changes in a person's behavior or biological systems.

**Effect:** A chem's effects happen immediately and are detailed in this section.

**Duration:** How long the effects of the Chem last.

**Addiction Chance:** Each time you use a chem, you must roll an Endurance check against the Addiction Chance DC. If you fail you become addicted to the chem. If you ever roll a 1 on this check, you become addicted.

**Addiction Side Effect:** If you are addicted to a chem and not under its effects, you suffer from the addiction side effect. Addictions can be cured with Fixer, Addictol, or by waiting it out. After suffering the side effects for one week you will no longer be addicted.

**Load:** How much space the chem takes up.

Name	Cost	Effect	Length	Addiction Chance	Addiction Side Effect	Load
<b>Buffout</b>	20c	Gain advantage on all Strength and Endurance checks. Gain temporary HP equal to x2 your END score.	1 hour.	DC: 5	Disadvantage on all Strength and Endurance checks.	1 (10)
<b>Buffjet</b>	50c	Gain advantage on all Strength and Endurance checks. Gain temporary HP equal to x3 your END score. Regain Stamina Points equal to your healing rate each turn.	1 hour.	DC: 6	Disadvantage on all Strength and Endurance checks.	1 (10)
<b>Bufftats</b>	50c	Gain advantage on all Strength, Intelligence, and Endurance checks. Gain temporary HP equal to x2 your END score. Gain a +5 to passive perception.	1 hour.	DC: 6	Disadvantage on all Strength and Endurance checks.	1 (10)
<b>Calmex</b>	100c	Gain a +5 to passive perception and damage from sneak attack crits are doubled.	1 hour.	DC: 5	Disadvantage on all Agility Checks.	1
<b>Coyote tobacco chew</b>	1c	Gain advantage on combat sequence checks and remove one level of exhaustion. If you had removed a level of exhaustion, you gain two more after the effects of this chem end.	6 hours.	DC: 5	Disadvantage on all Perception checks.	1 (10)
<b>Daddy-O</b>	50c	Gain advantage on all Perception and Intelligence checks, +5 to passive perception and combat sequence. Gain disadvantage on all Charisma checks.	1 hour.	DC: 6	-5 to Passive Perception.	1 (10)
<b>Day Tripper</b>	40c	You gain advantage on all checks and you may flip your Karma Cap.	1 hour.	DC: 5	Your Karma Cap grants you no benefit.	1 (10)
<b>Fury</b>	60c	Gain disadvantage on all attacks, but +10 damage with melee weapons.	15 minutes.	DC: 5	-2 to base AC.	

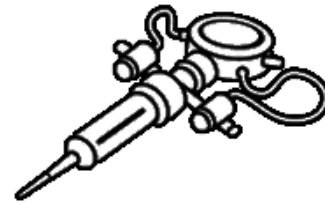
<b>Hydra</b>	55c	Heals all Limb Conditions.	1 hour.	DC: 5	Your maximum HP is reduced by a number equal to your level.	1
<b>Jet</b>	20c	You gain an extra 10 action points to use on your turn.	Instantaneous	DC: 3	Disadvantage on all Agility checks and attack rolls.	1
<b>Jet Fuel</b>	30c	Regain all your Action Points.	Instantaneous	DC: 3	Disadvantage on all Agility checks and attack rolls.	
<b>Rocket</b>	50c	Your total action points are equal to 15.	1 minute.	DC: 6	Disadvantage on all Agility checks and attack rolls.	1
<b>Ultrajet</b>	80c	Regain all Stamina and Action Points.	Instantaneous	DC: 6	Disadvantage on all Agility checks and attack rolls.	1
<b>Med-X</b>	50c	Gain resistance to all damage dealt to you HP.	15 minutes.	DC: 3	Every time you take damage to your HP, you take 1 more.	1
<b>Mentats</b>	40c	All Crafting DC's are lowered by 2 and whenever you heal yourself or another creature of their hit points, you heal a bonus equal to their level.	1 hour.	DC: 3	Disadvantage on Charisma checks.	1 (10)
<b>Berry Mentats</b>	60c	You gain advantage on all Intelligence checks.	1 hour.	DC: 3	Disadvantage on Charisma checks.	1 (10)
<b>Grape Mentats</b>	60c	You gain advantage on Barter checks and item costs are reduced by 10%.	1 hour.	DC: 3	Disadvantage on Charisma checks.	1 (10)
<b>Orange Mentats</b>	60c	You gain a +3 to targeted attack rolls.	1 hour.	DC: 3	Disadvantage on Charisma checks.	1 (10)
<b>Overdrive</b>	55c	You gain a +5 to damage and crit chance with any weapon.	15 minutes.	DC: 5	-2 to base AC.	1
<b>Psycho</b>	50c	You gain a +5 damage with all weapons and a +2 to Damage Threshold.	15 minutes.	DC: 5	-2 to base AC.	1
<b>Psycho buff</b>	80c	You gain a +5 damage with all weapons and temporary HP equal to x2 your END score.	1 hour.	DC: 6	-2 to base AC.	1
<b>Psycho jet</b>	80c	You gain an extra 10 action points to use on your turn and a +5 damage with all weapons	1 hour.	DC: 6	-2 to base AC.	1
<b>Rebound</b>	20c	Recycle all your unused action points at the end of your turn.	1 hour.	DC: 5	Disadvantage on all Agility checks and attack rolls.	1
<b>Steady</b>	50c	Double your range with all weapons and gain advantage on all attack rolls	1 hour.	DC: 5	Disadvantage on all attack rolls.	1
<b>X-cell</b>	100c	Gain advantage on all checks and attack rolls.	1 hour.	DC: 5	Gain disadvantage on all checks and attack rolls.	1

# Medicine

**Effect:** What effects happen immediately and are detailed in this section.

**Duration:** Length of the effect

**Load:** How much space the item takes up.



Name	Cost	Effect	Duration	Load
<b>Addictol</b>	125c	Cures all addictions.	6 seconds.	1
<b>Antivenom</b>	25c	Cures poison.	6 seconds.	3
<b>Cateye</b>	20c	Gain low-light vision out to 60 feet.	2 minutes.	1 (10)
<b>Doctor's Bag</b>	150c	Heal yourself or another creature of their limb condition or a number of d4's equal to your level + double your Medicine bonus. This process takes 1 hour.	1 hour.	8
<b>Fixer</b>	50c	Cures one addiction.	6 seconds.	1 (10)
<b>First Aid Kit</b>	80c	Use 5 AP to immediately stop bleeding, or with 15 minutes heal HP equal to a number of d4's equal to your level. Plus a modifier equal to your Medicine bonus.	Instantaneous or 15 minutes.	4
<b>Healing Powder</b>	5c	Heal HP equal to half your Level.	18 seconds (3 rounds).	3
<b>RadAway</b>	80c	Decrease Rads by one Level. Gain one level of fatigue and thirst.	1 hour.	2
<b>Rad-X</b>	40c	Gain a +2 to Rad Resist	1 hour.	1 (10)
<b>Robot Repair Kit</b>	75c	Heal HP equal to your Repair Rate.		
<b>Stimpak</b>	75c	Heal HP equal to your Healing Rate.	6 seconds.	2
<b>Super Stimpak</b>	150c	Heal HP equal to double your Healing Rate. Gain one level of Thirst.	6 seconds.	2
<b>Auto-Inject Stimpak</b>	150c	Heal HP equal to your Healing Rate when you are Mortal.	6 seconds.	2
<b>Auto-Inject Super Stimpak</b>	300c	Heal HP equal to double your Healing Rate when you are Mortal. Gain one level of Thirst.	6 seconds.	2

## Equipment Decay Levels

When weapons or armor decay, they take on the effects of each level. These conditions do not stack, when your equipment reaches its next level of decay it takes on the new effects regardless of it's previous ones.

Weapons and armor also have a reduced cost based on their decay level.

Level	Description	Weapon Effect	Armor Effect	Cost Reduction
0	Pristine	None	None	Full.
1	Scuffed up	-1 to Damage	-1 AC (min. 10)	5%
2	Worn	-1 to Damage -1 to Attack	-1 AC (min. 10) -1 DT	15%
3	Worse for Wear	-2 to Damage -1 to Attack	-2 AC (min. 10) -1 DT	30%
4	Dilapidated	-3 to Damage -2 to Attack +1 AP (max. 6)	-2 AC (min. 10) -2 DT	50%
5	Wrecked	-3 to Damage -3 to Attack +1 AP (max. 6)	-2 AC (min. 10) -2 DT	75%
6	Falling Apart	-3 to damage -3 to attack +1 AP (max. 6) Disadvantage on all Attack Rolls	-3 AC (min. 10) -3 DT	80%
7	Broken	Ceases function.	Ceases function.	90%
8	Destroyed	Ceases function. Cannot be repaired.	Ceases function. Cannot be repaired.	-

## Crafting and Repairing

### Crafting Items

Deciding to get handy? So long as you're at a Workbench or Campfire; You can craft a weapon so long as you have the listed materials and your Crafting skill bonus is equal to the listed requirement. *If your crafting skill does not meet the required amount*, you can instead roll a crafting check with the DC equal to 10 + the Crafting DC in an attempt to craft the item. Consult the table below for your result.

Craft Check Total	Result
Failed by 5 or more.	You fail to craft the item, and you lose all your materials.
Failed by 3 or more.	You fail to craft the item, and you lose half your materials.
Success.	You successfully craft the item, but with two levels of decay.
Succeeded by 3 or more.	You successfully craft the item, but in double the normal time.

### Repairing Items

Most weapons and armor can break whether you take a bad hit or the gun decides to jam at the worst time. You can repair a weapon so long as you have the listed materials and your Crafting skill bonus is equal to the listed requirement. *If your crafting skill does not meet the required amount*, you can instead roll a crafting check with the DC equal to 10 + the Repair DC in an attempt to repair the item. Consult the table below for your result. You do not need a Workbench to repair items.

Repair Check Total	Result
Failed by 5 or more.	You fail to repair the item. You lose half your materials and it gains two levels of decay.
Failed by 3 or more.	You fail to repair the item, and it gains one level of decay.
Success.	You successfully repair the item, but in double the normal time.
Succeeded by 3 or more.	You successfully repair the item.



## Vault-Tec's Giant List of Craftable Items!

Can I craft Mods?

Yes! The rules are detailed under the Modifications section of each weapon type in Equipment.

ARMOR	Repair DC	Repair Materials	Crafting DC	Crafting Materials	Repair/Crafting time
<b>Cloth</b>	+0	A copy of the armor or Cloth (2)	+1	Cloth (10)	10 minutes/2 hours.
<b>Leather</b>	+1	A copy of the armor or Leather (2)	+3	Leather (10)	10 minutes/2 hours.
<b>Scrap Metal</b>	+1	A copy of the armor or Steel (2)	+3	Steel (10)	10 minutes/2 hours.
<b>Plastic-Polymer</b>	+3	A copy of the armor or Plastic (2)	+5	Plastic (15)	10 minutes/2 hours.
<b>Ballistic Weave</b>	+10	A copy of the armor or Ballistic Fiber (2)	+20	Ballistic Fiber (15)	10 minutes/2 hours.
<b>Steel</b>	+5	A copy of the armor or Steel (2)	+10	Steel (20) Screws (10)	10 minutes/2 hours.

ARMOR UPGRADES	Crafting DC	Crafting Materials	Crafting time
<b>Camouflage</b>	Rank 1: +1 Rank 2: +3 Rank 3: +10	Rank 1: Oil (4) Rank 2: Cloth (8) Rank 3: Circuitry (1), Nuclear Material (3), Stealth Boy (1).	1 hour.
<b>Light</b>	Rank 1: +5 Rank 2: +10 Rank 3: +15	Rank 1: - Rank 2: - Rank 3: -	1 hour.
<b>Fitted</b>	Rank 1: +5 Rank 2: +10 Rank 3: +15	Rank 1: Leather (4) Rank 2: Leather (4), Gears (2) Rank 3: Leather (5), Gears (2), Spring (6), Screws (8)	1 hour.
<b>Lead Lined</b>	Rank 1: +1 Rank 2: +3 Rank 3: +5	Rank 1: Lead (5), Adhesive (3) Rank 2: Lead (10), Adhesive (5) Rank 3: Lead (15), Adhesive (10)	1 hour.
<b>Strengthened</b>	Rank 1: +5 Rank 2: +10 Rank 3: +15	Rank 1: Leather (5) Steel (5), Adhesive (5) Rank 2: Leather (8) Steel (8), Adhesive (8) Rank 3: Leather (10) Steel (10), Adhesive (10)	1 hour.
<b>Sturdy</b>	Rank 1: +5 Rank 2: +10 Rank 3: +15	Rank 1: Adhesive (8) Rank 2: Adhesive (12) Rank 3: Adhesive (18)	1 hour.

<b>Pocketed</b>	Rank 1: +5 Rank 2: +10 Rank 3: +15	Rank 1: Cloth (5) Adhesive (5) Rank 2: Cloth (10) Adhesive (10) Rank 3: Cloth (15) Adhesive (15)	1 hour.
<b>Reinforced</b>	Rank 1: +10 Rank 2: +15 Rank 3: +20	Rank 1: Crafting Material (5) Adhesive (5), Screws (5) Rank 2: Crafting Material (10) Adhesive (10), Screws (10) Rank 3: Crafting Material (20) Adhesive (20), Screws (20)	1 hour.
<b>Hardened</b>	Rank 1: +10 Rank 2: +15 Rank 3: +20	Rank 1: Crafting Material (5) Adhesive (5), Screws (5) Rank 2: Crafting Material (10) Adhesive (10), Screws (10) Rank 3: Crafting Material (20) Adhesive (20), Screws (20)	1 hour.

<b>MELEE WEAPONS (BLADED)</b>	Repair DC	Repair Materials	Crafting DC	Crafting Materials	Repair/Crafting time
<b>Knife</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Adhesive (1) Wood (2) Steel (3)	5 minutes/1 hour.
<b>Switchblade</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Adhesive (1) Gear (1) Screw (2) Steel (3)	5 minutes/1 hour.
<b>Sharpened Pole</b>	+1	A copy of the weapon or Wood (1)	+1	Wood (2)	6 AP/15 minutes.
<b>Combat Knife</b>	+3	A copy of the weapon or any two different materials listed in the crafting materials.	+10	Adhesive (1) Gear (1) Wood (2) Steel (3)	5 minutes/1 hour.
<b>Throwing Knife</b>	+1	A copy of the weapon or Steel (1)	+5	Steel (4)	5 minutes/1 hour.
<b>Spear</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+1	Adhesive (1) Wood (2) Steel (2)	5 minutes/1 hour.
<b>Chinese Officer Sword</b>	+3	A copy of the weapon or one of each material listed in the crafting materials.	+10	Aluminum (4) Oil (4) Steel (3)	10 minutes/2 hours.
<b>Bumper Sword</b>	+3	A copy of the weapon or one of each material listed in the crafting materials.	+5	Car Bumper (1) Steel (3)	5 minutes/1 hour.
<b>Cleaver</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Wood (2) Screw (2) Steel (3)	5 minutes/1 hour.

<b>Fire Axe</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Oil (2) Steel (7) Wood (5)	5 minutes/1 hour.
<b>Hatchet</b>	+3	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Oil (1) Screw (1) Steel (3) Wood (2)	5 minutes/1 hour.
<b>Machete</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Leather (1) Plastic (5) Screw (3) Steel (8)	5 minutes/1 hour.
<b>Assaultron Blade</b>	+5	A copy of the weapon or any three different materials listed in the crafting materials.	+10	Aluminum (4) Assaultron circuit board (1) Gear (4) Oil (4) Plastic (6) Screw (7) Steel (13)	15 minutes/2 hours.
<b>Mr. Handy buzz blade</b>	+5	A copy of the weapon or any three different materials listed in the crafting materials.	+10	Aluminum (5) Gear (4) Mr. Handy fuel (1) Plastic (4) Rubber (4) Screw (5) Steel (9)	15 minutes/2 hours.
<b>Guitar Sword</b>	+5	A copy of the weapon or any three different materials listed in the crafting materials.	+10	Adhesive (8) Oil (1) Screw (8) Steel (10) Wood (5)	10 minutes/2 hours.
<b>Sickle</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Adhesive (1) Wood (2) Steel (3)	5 minutes/1 hour.
<b>Ski Sword</b>	+3	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Ski (1) Oil (2) Steel (5)	5 minutes/1 hour.
<b>Pickaxe</b>	+3	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Adhesive (2) Oil (2) Screw (3) Steel (11) Wood (3)	5 minutes/1 hour.
<b>Pitchfork</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Adhesive (1) Oil (1) Screw (1) Steel (6) Wood (4)	5 minutes/1 hour.

<b>MELEE WEAPONS (BLUNT)</b>	Repair DC	Repair Materials	Crafting DC	Crafting Materials	Repair/Crafting time
<b>Police Baton</b>	+3	A copy of the weapon or any two different materials listed in the crafting materials.	+10	Plastic (3) Rubber (1) Steel (5)	10 minutes/2 hours.
<b>Wrench</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Gear (2) Oil (1) Steel (7)	5 minutes/1 hour.
<b>Crowbar</b>	+1	A copy of the weapon or Steel (1)	+5	Steel (7)	5 minutes/1 hour.
<b>Sledgehammer</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Screw (3) Steel (10) Wood (6)	5 minutes/1 hour.
<b>Baseball Bat</b>	+1	A copy of the weapon or Wood (1)	+5	Wood (5)	5 minutes/1 hour.
<b>Super Sledge</b>	+3	A copy of the weapon or any three different materials listed in the crafting materials.	+10	Aluminum (7) Gear (7) Plastic (10) Screw (6) Spring (9) Steel (17)	10 minutes/2 hours.
<b>9 iron</b>	+1	A copy of the weapon or any three different materials listed in the crafting materials.	+10	Gear (1) Screw (8) Steel (10) Steel (5)	5 minutes/2 hours.
<b>Dress cane</b>	+1	A copy of the weapon or any one material listed in the crafting materials.	+5	Rubber (1) Wood (3)	5 minutes/1 hour.
<b>Lead pipe</b>	+1	A copy of the weapon or Steel (1)	+5	Steel (7)	5 minutes/1 hour.
<b>Rolling pin</b>	+1	A copy of the weapon or Wood (1)	+5	Wood (5)	5 minutes/1 hour.
<b>Shovel</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Screw (3) Steel (5) Wood (6)	5 minutes/1 hour.
<b>Tire iron</b>	+1	A copy of the weapon or Steel (1)	+5	Steel (7)	5 minutes/1 hour.
<b>Pool cue</b>	+1	A copy of the weapon or any one material listed in the crafting materials.	+5	Plastic (2) Wood (8)	5 minutes/1 hour.
<b>Bone Club</b>	+1	A copy of the weapon.	+0	Large Animal Bone (1)	5 minutes/ You... you just pick it up.
<b>Commie Whacker</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Plastic (5)	5 minutes/1 hour.

<b>Paddle Ball</b>	+1	A copy of the weapon or any one material listed in the crafting materials.	+5	Wood (1) Plastic (2)	5 minutes/1 hour.
<b>Board</b>	+0	A copy of the weapon.	+0	Wood (1)	It's just a board!
<b>Board with a nail</b>	+0	A copy of the weapon.	+0	Wood (1) Nail (1)	The time it takes you to hammer that board with a nail.
<b>Protest Sign</b>	+1	A copy of the weapon or one of each materials listed in the crafting materials.	+1	Wood (1) Cardboard (1)	5 minutes/1 hour.
<b>Stop Sign</b>	+1	A copy of the weapon or Steel (1)	+5	Steel (6)	5 minutes/1 hour.
<b>War Drum</b>	+3	A copy of the weapon or any three different materials listed in the crafting materials.	+10	Aluminum (4) Leather (3) Screw (5) Steel (14) Tin can (5)	10 minutes/2 hours.

<b>MELEE WEAPONS (MECHANICAL)</b>	Repair DC	Repair Materials	Crafting DC	Crafting Materials	Repair/Crafting time
<b>Cattle Prod</b>	+3	A copy of the weapon or any four different materials listed in the crafting materials.	+10	Adhesive (1) Aluminum (1) Circuitry (2) Plastic (2) Rubber (2) Spring (2) Steel (4)	10 minutes/2 hours.
<b>Ripper</b>	+3	A copy of the weapon or any four different materials listed in the crafting materials.	+10	Aluminum (7) Fuel (10) Gear (11) Oil (7) Screw (10) Steel (23)	10 minutes/2 hours.
<b>Chainsaw</b>	+3	A copy of the weapon or any three different materials listed in the crafting materials.	+5	Aluminum (10) Fuel (15) Gear (14) Oil (9) Screw (14) Steel (28)	10 minutes/1 hour.
<b>Drill</b>	+3	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Aluminum (2) Gear (2) Screw (3) Steel (10)	10 minutes/1 hour.
<b>Plasma Cutter</b>	+5	A copy of the weapon or any three different materials listed in the crafting materials.	+15	Aluminum (5) Nuclear Component (7) Circuitry (5) Rubber (8) Steel (10)	10 minutes/3 hours.

<b>Shishkebab</b>	+3	A copy of the weapon or any three different materials listed in the crafting materials.	+10	Aluminum (9) Copper (6) Leather (9) Gear (8) Steel (15) Screw (9) Fuel (5)	10 minutes/2 hours.
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<b>MELEE WEAPONS (UNARMED)</b>	Repair DC	Repair Materials	Crafting DC	Crafting Materials	Repair/Crafting time
<b>Brass Knuckles</b>	+1	A copy of the weapon or Steel (1)	+5	Steel (3)	5 minutes/1 hour.
<b>Spiked Knuckles</b>	+1	A copy of the weapon or Steel (1)	+5	Steel (3) Nails (4)	5 minutes/1 hour.
<b>Boxing Gloves</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Leather (3) Rubber (1) Screw (3)	5 minutes/1 hour.
<b>Boxing Tape</b>	+1	A copy of the weapon or Tape (1)	+5	Tape (3)	5 minutes/1 hour.
<b>Death Tambo</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Copper (5) Oil (3) Rubber (4) Steel (9)	5 minutes/1 hour.
<b>Bear Skull Arm</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Aluminum (1) Bear or Yao Guai Skull (1) Adhesive (1) Steel (1) Screw (1)	5 minutes/1 hour.
<b>Deathclaw Gauntlet</b>	+1	A copy of the weapon or any three different materials listed in the crafting materials.	+5	Adhesive (1) Plastic (2) Rubber (1) Spring (1) Steel (3) Deathclaw hand (1) Screw (3)	5 minutes/1 hour.
<b>Bear Trap Fist</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Adhesive (2) Bear Trap (1) Spring (1) Steel (2) Screw (2)	5 minutes/1 hour.
<b>Power fist</b>	+1	A copy of the weapon or any four different materials listed in the crafting materials.	+5	Aluminum (6) Gear (9) Oil (6) Plastic (12) Rubber (11) Screw (10) Steel (14)	5 minutes/1 hour.

<b>PISTOLS</b>	Repair DC	Repair Materials	Crafting DC	Crafting Materials	Repair/Crafting time
<b>10mm Pistol</b>	+3	A copy of the weapon or any three different materials listed in the crafting materials.	+10	Adhesive (3) Oil (3) Screw (7) Steel (18)	10 minutes/2 hours.
<b>9mm Pistol</b>	+1	A copy of the weapon or any three different materials listed in the crafting materials.	+5	Adhesive (2) Oil (2) Screw (6) Steel (16)	5 minutes/1 hour.
<b>.357 Magnum Revolver</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Adhesive (2) Oil (2) Screw (6) Steel (16)	5 minutes/1 hour.
<b>.44 Magnum Revolver</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+10	Adhesive (3) Oil (3) Screw (7) Steel (18)	5 minutes/1 hour.
<b>.32 Pistol</b>	+1	A copy of the weapon or any three different materials listed in the crafting materials.	+5	Adhesive (2) Oil (2) Screw (6) Steel (16)	5 minutes/1 hour.
<b>Flare Gun</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Aluminum (7) Asbestos (2) Rubber (3) Screw (6)	5 minutes/1 hour.
<b>Ranger Sequoia</b>	+3	A copy of the weapon or any three different materials listed in the crafting materials.	+15	Adhesive (5) Oil (5) Screw (12) Steel (20) Wood (9)	10 minutes/2 hours.

<b>SUB-MACHINE GUNS</b>	Repair DC	Repair Materials	Crafting DC	Crafting Materials	Repair/Crafting time
<b>10mm SMG Automatic</b>	+5	A copy of the weapon or any four different materials listed in the crafting materials.	+15	Adhesive (3) Aluminum (4) Gear (5) Oil (3) Screw (6) Spring (5) Steel (25)	10 minutes/3 hours.
<b>9mm SMG Automatic</b>	+5	A copy of the weapon or any four different materials listed in the crafting materials.	+10	Adhesive (2) Aluminum (3) Gear (3) Oil (2) Screw (4) Spring (2) Steel (23)	10 minutes/2 hours.

<b>H&amp;K P90c Automatic</b>	+10	A copy of the weapon or any four different materials listed in the crafting materials.	+20	Adhesive (6) Aluminum (7) Gear (9) Oil (6) Screw (10) Spring (11) Steel (30)	10 minutes/4 hours.
<b>H&amp;K G11 Automatic</b>	+10	A copy of the weapon or any four different materials listed in the crafting materials.	+20	Adhesive (8) Aluminum (9) Gear (11) Oil (8) Screw (12) Spring (14) Steel (32)	10 minutes/4 hours.
<b>Thompson SMG Automatic</b>	+5	A copy of the weapon or any four different materials listed in the crafting materials.	+10	Gear (4) Oil (3) Screw (14) Spring (8) Steel (30) Wood (7)	10 minutes/2 hours.
<b>H&amp;H Tools nail gun Automatic</b>	+1	A copy of the weapon or any two different materials listed in the crafting materials.	+5	Aluminum (2) Gear (2) Screw (3) Steel (10)	5 minutes/1 hour.

<b>RIFLES</b>	Repair DC	Repair Materials	Crafting DC	Crafting Materials	Repair/Crafting time
<b>Hunting Rifle</b>	+3	A copy of the weapon or any four different materials listed in the crafting materials.	+10	Adhesive (4) Gear (4) Oil (3) Screw (9) Spring (6) Steel (11) Wood (7)	5 minutes/2 hours.
<b>Assault Rifle Automatic</b>	+5	A copy of the weapon or any four different materials listed in the crafting materials.	+10	Adhesive (2) Aluminum (3) Gear (3) Oil (2) Screw (4) Spring (2) Steel (23)	10 minutes/2 hours.
<b>Cowboy Repeater</b>	+3	A copy of the weapon or any four different materials listed in the crafting materials.	+5	Adhesive (3) Gear (2) Oil (2) Screw (7) Spring (3) Steel (9) Wood (5)	5 minutes/1 hour.
<b>Sniper Rifle</b>	+3	A copy of the weapon or any four different materials listed in the crafting materials.	+15	Adhesive (7) Gear (4) Oil (4) Screw (11) Spring (7) Steel (24) Wood (7)	5 minutes/3 hours.



<b>Chinese Assault Rifle Automatic</b>	+5	A copy of the weapon or any four different materials listed in the crafting materials.	+10	Adhesive (3) Aluminum (4) Gear (5) Oil (3) Screw (6) Spring (5) Steel (25)	5 minutes/2 hours.
<b>Varmint Rifle</b>	+1	A copy of the weapon or any three different materials listed in the crafting materials.	+5	Adhesive (6) Gear (7) Oil (5) Screw (12) Spring (10) Steel (20) Wood (10)	5 minutes/1 hour.
<b>Trail Carbine</b>	+3	A copy of the weapon or any four different materials listed in the crafting materials.	+10	Adhesive (8) Gear (9) Oil (7) Screw (14) Spring (12) Steel (23) Wood (13)	5 minutes/2 hours.
<b>Lever Action Rifle</b>	+1	A copy of the weapon or any three different materials listed in the crafting materials.	+5	Adhesive (5) Gear (5) Oil (4) Screw (10) Spring (7) Steel (18) Wood (8)	5 minutes/1 hour.
<b>Railway Rifle</b>	+3	A copy of the weapon or any four different materials listed in the crafting materials.	+15	Adhesive (8) Gear (7) Nuclear material (6) Oil (8) Plastic (7) Screw (16) Steel (46)	10 minutes/3 hours.
<b>Anti-Material Rifle</b>	+5	A copy of the weapon or any four different materials listed in the crafting materials.	+15	Adhesive (9) Gear (10) Nuclear material (3) Oil (8) Screw (15) Spring (15) Steel (28) Wood (14)	15 minutes/2 hours.

<b>SHOTGUNS</b>	Repair DC	Repair Materials	Crafting DC	Crafting Materials	Repair/Crafting time
<b>Combat Shotgun</b>	+3	A copy of the weapon or any four different materials listed in the crafting materials.	+10	Adhesive (8) Gear (6) Oil (6) Screw (11) Spring (9) Steel (24) Wood (9)	5 minutes/2 hours.

<b>Double Barrel Shotgun Spread</b>	+1	A copy of the weapon or any four different materials listed in the crafting materials.	+5	Adhesive (4) Gear (3) Oil (4) Screw (7) Steel (16) Wood (7)	5 minutes/1 hour.
<b>Sawed-off Shotgun Spread</b>	+1	A copy of the weapon or any four different materials listed in the crafting materials.	+5	Adhesive (4) Gear (3) Oil (4) Screw (7) Steel (16) Wood (7)	5 minutes/1 hour.
<b>Lever-action Shotgun</b>	+1	A copy of the weapon or any four different materials listed in the crafting materials.	+5	Adhesive (2) Oil (2) Screw (6) Steel (16) Wood (5)	5 minutes/1 hour.
<b>Single Shotgun</b>	+1	A copy of the weapon or any four different materials listed in the crafting materials.	+5	Adhesive (6) Gear (4) Oil (4) Screw (9) Spring (6) Steel (22) Wood (7)	5 minutes/1 hour.
<b>Hunting Shotgun</b>	+3	A copy of the weapon or any four different materials listed in the crafting materials.	+10	Adhesive (8) Gear (6) Oil (6) Screw (11) Spring (9) Steel (24) Wood (9)	10 minutes/2 hours.
<b>H&amp;K CAWS</b>	+5	A copy of the weapon or any four different materials listed in the crafting materials.	+20	Adhesive (8) Aluminum (9) Gear (11) Oil (8) Screw (12) Spring (14) Steel (32)	5 minutes/4 hours.

<b>BIG GUNS</b>	Repair DC	Repair Materials	Crafting DC	Crafting Materials	Repair/Crafting time
<b>Minigun</b>	+5	A copy of the weapon or any four different materials listed in the crafting materials.	+20	Adhesive (8) Aluminum (9) Gears (19) Oil (10) Screw (14) Spring (19) Steel (46)	15 minutes/4 hours.
<b>Flamer</b>	+3	A copy of the weapon or any four different materials listed in the crafting materials.	+15	Adhesive (11) Asbestos (15) Copper (10) Rubber (13) Screw (12) Spring (11) Steel (34)	5 minutes/3 hours.

<b>Missile Launcher</b>	+5	A copy of the weapon or any four different materials listed in the crafting materials.	+20	Adhesive (7) Aluminum (10) Gear (12) Leather (8) Screw (20) Spring (17) Steel (39)	15 minutes/4 hours.
<b>Fat-Man</b>	+3	A copy of the weapon or any four different materials listed in the crafting materials.	+10	Aluminum (10) Screw (30) Nuclear material (5) Steel (40) Spring (20) Rubber (15) Circuitry (8)	5 minutes/2 hours.

<b>ENERGY WEAPONS</b>	Repair DC	Repair Materials	Crafting DC	Crafting Materials	Repair/Crafting time
<b>Laser Pistol</b>	+3	A copy of the weapon or any three different materials listed in the crafting materials.	+10	Aluminum (4) Circuitry (4) Crystal (4) Fiber optics (3) Glass (7) Screw (6) Steel (20)	5 minutes/2 hours.
<b>Laser Rifle</b>	+3	A copy of the weapon or any four different materials listed in the crafting materials.	+10	Aluminum (4) Circuitry (4) Crystal (4) Fiber optics (4) Glass (7) Screw (7) Steel (24)	5 minutes/2 hours.
<b>Laser Rifle Automatic</b>	+5	A copy of the weapon or any four different materials listed in the crafting materials.	+15	Aluminum (4) Circuitry (4) Crystal (4) Fiber optics (5) Glass (7) Screw (7) Steel (24)	15 minutes/3 hours.
<b>Tri-Beam Laser Rifle Spread</b>	+5	A copy of the weapon or any four different materials listed in the crafting materials.	+15	Aluminum (4) Circuitry (4) Crystal (6) Fiber optics (5) Glass (10) Screw (7)	15 minutes/3 hours.
<b>Plasma Pistol</b>	+3	A copy of the weapon or any three different materials listed in the crafting materials.	+10	Adhesive (4) Circuitry (4) Fiber optics (3) Glass (4) Nuclear material (3) Screw (7) Steel (24)	5 minutes/2 hours.

<b>Plasma Rifle</b>	+5	A copy of the weapon or any four different materials listed in the crafting materials.	+15	Adhesive (5) Circuitry (5) Fiber optics (4) Glass (5) Nuclear material (4) Screw (9) Steel (26)	15 minutes/3 hours.
<b>Multiplas Rifle Spread</b>	+5	A copy of the weapon or any four different materials listed in the crafting materials.	+15	Adhesive (5) Circuitry (5) Fiber optics (4) Glass (5) Nuclear material (4) Screw (9) Steel (26)	15 minutes/3 hours.
<b>Gauss Pistol</b>	+3	A copy of the weapon or any four different materials listed in the crafting materials.	+15	Aluminum (8) Circuitry (4) Nuclear material (4) Screw (11) Silver (2) Spring (2) Steel (10)	10 minutes/3 hours.
<b>Gauss Rifle</b>	+5	A copy of the weapon or any four different materials listed in the crafting materials.	+15	Aluminum (10) Circuitry (6) Nuclear material (6) Screw (15) Silver (4) Spring (5) Steel (20)	15 minutes/3 hours.
<b>Gatling Laser Automatic</b>	+5	A copy of the weapon or any four different materials listed in the crafting materials.	+20	Aluminum (15) Circuitry (12) Crystal (9) Fiber optics (12) Gears (12) Plastic (21) Steel (32)	15 minutes/4 hours.
<b>Solar Scorcher</b>	+3	A copy of the weapon or any four different materials listed in the crafting materials.	+10	Aluminum (4) Circuitry (4) Glass (7) Screw (6) Steel (20) Solar Panel (2)	5 minutes/2 hours.

<b>EXPLOSIVES</b>	Crafting DC/Explosives DC	Crafting Materials	Crafting time
<b>Dynamite</b>	+5/+3	Adhesive (2) Fertilizer (2) Oil (2)	30 minutes
<b>Molotov Cocktail</b>	+3/+1	Adhesive (1) Glass (2) Cloth (1) Oil (2)	30 minutes
<b>Frag Grenade</b>	+10/+5	Adhesive (2) Aluminum (1) Fertilizer (2) Oil (2) Spring (1)	30 minutes
<b>Plasma Grenade</b>	+10/+5	Adhesive (2) Aluminum (2) Circuitry (1) Nuclear material (3) Plasma cartridge (1) Spring (1)	30 minutes
<b>Pulse Grenade</b>	+10/+5	Aluminum (2) Circuitry (1) Adhesive (2) Nuclear Material (2) Spring (1)	30 minutes
<b>Incendiary Grenade</b>	+5/+3	Adhesive (2) Aluminum (2) Oil (1) Spring (2)	30 minutes
<b>Flash Bang</b>	+5/+3	Adhesive (2) Aluminum (1) Fertilizer (1) Spring (1)	30 minutes
<b>Cryogenic Grenade</b>	+15/+10	Acid (2) Adhesive (2) Aluminum (2) Cryo cell (2) Nuclear material (2) Spring (1)	30 minutes
<b>EXPLOSIVES (PLACED)</b>	Crafting DC/Explosives DC	Crafting Materials	Crafting time
<b>Long Fuse Dynamite</b>	+5/+3	Adhesive (2) Fertilizer (2) Oil (2)	1 hour.
<b>Frag Mine</b>	+10/+5	Adhesive (2) Aluminum (1) Fertilizer (2) Oil (2) Spring (1)	1 hour.
<b>Plasma Mine</b>	+10/+5	Adhesive (2) Aluminum (2) Circuitry (1)	1 hour.

		Nuclear material (3) Plasma cartridge (1) Spring (1)	
<b>Pulse Mine</b>	+10/+5	Aluminum (2) Circuitry (1) Adhesive (2) Nuclear Material (2) Spring (1)	1 hour.
<b>Bottlecap Mine</b>	+5/+3	Lunchbox (1) Bottle caps (10) Sensor module (1) Cherry bombs (5)	1 hour.
<b>Cryo Mine</b>	+10/+5	Acid (2) Adhesive (2) Aluminum (2) Cryo cell (2) Nuclear material (2) Spring (1)	1 hour.
<b>C-4 Plastic Explosive</b>	+15/+10	Adhesive (2) Aluminum (5) Fertilizer (6) Circuitry (3) Oil (2) Spring (1) Plastic (4)	1 hour.
<b>Nuke Mine</b>	N/A	N/A	N/A
<b>GEAR</b>	Crafting DC	Crafting Materials	Crafting Time
<b>Bag, Backpack.</b>	+3	Adhesive (2) Cloth (6)	1 hour.
<b>Bag, Camping Backpack.</b>	+3	Adhesive (2) Cloth (8) Plastic (4)	1 hour.
<b>Bag, Range.</b>	+3	Adhesive (2) Cloth (6) Plastic (2)	1 hour.
<b>Ball Bearings</b>	+1	Steel (5)	1 hour.
<b>Bear Trap</b>	+5	Spring (3) Steel (8) Screw (6)	1 hour.
<b>Binoculars</b>	+5	Glass (3) Plastic (4)	1 hour.
<b>Caltrops</b>	+1	Steel (5)	1 hour.
<b>Canteen</b>	+3	Aluminum (4) Tin (3)	1 hour.
<b>Chain</b>	+3	Steel (5)	1 hour.
<b>Doctors Bag</b>	+3 or Medicine +1	Forceps (1) Medical brace (1) Scalpel (1) Surgical tubing (1)	1 hour.

<b>Electronic Lockpick</b>	+5	Adhesive (2) Aluminum (5) Circuitry (3) Spring (4)	1 hour.
<b>Electronic Lockpick Mk II</b>	+10	Adhesive (4) Aluminum (7) Circuitry (5) Spring (6)	1 hour.
<b>First Aid Kit</b>	+3 or Medicine +1	Antiseptic (2) Cloth (4) Adhesive (3)	1 hour.
<b>Flare</b>	+5	Acid (2) Aluminum (1) Plastic (5) Steel (5)	1 hour.
<b>Flashlight</b>	+3	Glass (5) Steel (4) Circuitry (1)	1 hour.
<b>Gas mask</b>	+5	Plastic (6) Rubber (3) Glass (2) Leather (5)	1 hour.
<b>Geiger Counter</b>	+10	Circuitry (2) Steel (2) Plastic (2) Ceramic (4) Tungsten (1)	1 hour.
<b>Grappling Hook</b>	+1	Steel (5)	1 hour.
<b>Hazmat Suit</b>	+5	Lead (10) Rubber (10) Plastic (5) Glass (2) Leather (8)	1 hour.
<b>Lockpicks</b>	+3	Steel (3) Aluminium (3)	1 hour.
<b>Rope</b>	+3	Cloth (15)	1 hour.
<b>Sleeping Bag</b>	+1	Cloth (8)	1 hour.
<b>Stealth Boy</b>	+20	Circuitry (10) Crystal (5) Glass (5) Nuclear material (4) Screw (8) Plastic (4)	1 hour.
<b>Tent (one person)</b>	+3	Cloth (10)	1 hour.
<b>Tent (two person)</b>	+3	Cloth (15)	1 hour.
<b>Walkie-Talkie</b>	+5	Circuitry (6) Plastic (4), Glass (2)	1 hour.
<b>Water Skin</b>	+3	Leather (3)	1 hour.

<b>Weapon Repair Kit</b>	+5	Adhesive (8) Circuitry (4) Steel (6) Screws (6)	1 hour.
<b>CHEMS</b>	Crafting DC/Science DC	Crafting Materials	Crafting Time
<b>Berry Mentats</b>	+3/+1	Acid (2) Plastic (2) Mentats (1) Tarberry (2)	10 minutes
<b>Buffjet</b>	+3/+1	Buffout (1) Jet (1)	10 minutes
<b>Bufftats</b>	+3/+1	Buffout (1) Mentats (1)	10 minutes
<b>Fury</b>	+5/+3	Acid (2) Plastic (2) Bourbon (1) Dirty water (1) Steel (1)	10 minutes
<b>Grape Mentats</b>	+5/+3	Hubflower (2) Mentats (1) Whiskey (1)	10 minutes
<b>Hydra</b>	+5/+3	Brain fungus (1) Nightstalker blood (2) Radscorpion poison gland (1)	10 minutes
<b>Jet</b>	+3/+1	Fertilizer (2) Plastic (1)	10 minutes
<b>Jet Fuel</b>	+5/+3	Flamer fuel (5) Jet (1)	10 minutes
<b>Mentats</b>	+5/+3	Acid (1) Antiseptic (2) Fiberglass (1) Brain fungus (2) Lead (1)	10 minutes
<b>Orange Mentats</b>	+5/+3	Asbestos (1) Carrot (3) Mentats (1)	10 minutes
<b>Overdrive</b>	+5/+3	Acid (2) Nuka-Cola (1) Psycho (1)	10 minutes
<b>Psycho</b>	+5/+3	Acid (1) Circuitry (1) Hubflower (2) Stimpak (1)	10 minutes
<b>Psycho Jet</b>	+3/+1	Jet (1) Psycho (1)	10 minutes
<b>Psychobuff</b>	+3/+1	Buffout (1) Psycho (1)	10 minutes
<b>Turbo</b>	+5/+3	Broc flower (1)	



		Cazador poison gland (1) Jet (1) Oil (1)	
<b>Ultra Jet</b>	+5/+3	Bloodleaf (1) Fertilizer (1) Jet (1) Plastic (2)	10 minutes
<b>MEDICINE</b>	Crafting DC/Science DC	Crafting Materials	Crafting Time
<b>Antivenom (2)</b>	+3/+1	Nightstalker blood (1) Radscorpion poison gland (2)	1 hour
<b>Auto-inject stimpak</b>	+3/+1	Circuitry (2) Stimpak (1)	1 hour
<b>Auto-inject super stimpak</b>	+3/+1	Circuitry (2) Super stimpak (1)	1 hour
<b>Healing powder</b>	+3/+1 or Medicine +1	Broc flower (1) Xander root (1)	10 minutes
<b>Stimpak</b>	+3/+1 or Medicine +1	Empty syringe (1) Healing powder (1)	10 minutes
<b>Super stimpak</b>	+3/+1 or Medicine +1	Leather (1) Mutfruit (1) Nuka-Cola (1) Stimpak (1)	10 minutes
<b>FOOD</b>	Survival DC	Crafting Materials	Crafting Time
<b>Baked Bloatfly</b>	+1	Bloatfly meat (2)	30 minutes
<b>Bighorner steak</b>	+3	Bighorner meat (1)	30 minutes
<b>Bloodbug Steak</b>	+3	Bloodbug meat (1)	30 minutes
<b>Deathclaw Egg Omelette</b>	+5	Deathclaw egg (1)	30 minutes
<b>Deathclaw Steak</b>	+3	Deathclaw meat (1)	1 hour
<b>Desert Salad</b>	+1	Barrel cactus fruit (1) Brahmin steak (1) Pinyon nuts (1)	10 minutes
<b>Fire ant fricassée</b>	+5	Cram (1) Fire ant meat (1) Flour (1)	1 hour
<b>Gecko steak</b>	+3	Gecko meat (1)	30 minutes
<b>Grilled Radroach</b>	+3	Radroach meat (3)	30 minutes
<b>Grilled Radstag</b>	+3	Radstag meat (1)	30 minutes
<b>Iguana on a Stick</b>	+3	Iguana bits (1) Wood (1)	30 minutes
<b>Mole rat chunks</b>	+1	Mole rat meat (2)	30 minutes
<b>Mole rat stew</b>	+1	Beer (1) Maize (1), Mole rat meat (1)	30 minutes

<b>Mutt chops</b>	+3	Dog meat (1)	30 minutes
<b>Noodle cup</b>	+3	Purified water (1) Razorgrain (1)	30 minutes
<b>Radscorpion egg omelette</b>	+5	Purified water (1) Radscorpion egg (1)	30 minutes
<b>Radscorpion steak</b>	+3	Radscorpion meat (1)	30 minutes
<b>Radstag stew</b>	+1	Gourd (1) Radstag meat (1) Vodka (1)	30 minutes
<b>Ribeye steak</b>	+3	Brahmin meat (1)	30 minutes
<b>Roasted ant</b>	+3	Ant meat (3)	30 minutes
<b>Roasted mirelurk meat</b>	+3	Mirelurk meat (2)	30 minutes
<b>Vegetable soup</b>	+1	Carrot (1) Dirty water (1) Tato (1)	30 minutes
<b>Wasteland omelet</b>	+5	BlamCo Mac & Cheese (1) Mutfruit (1) Deathclaw egg (1) Lakelurk meat (1)	30 minutes
<b>Yao guai roast</b>	+3	Carrot (1) Tato (1) Yao guai meat (1)	30 minutes
<b>DRINKS</b>	Survival DC	Crafting Materials	Crafting Time
<b>Dirty Wastelander (2)</b>	+3	Mutfruit (1) Nuka-Cola (1) Whiskey (1)	5 minutes
<b>Purified water</b>	+1	Dirty Water (2)	6 hours
<b>Atomic Cocktail (4)</b>	+3	Mentats (1) Nuka-Cola (1) Vodka (1)	5 minutes

# Gameplay

## Carry Load

Your carry load is a combination of space and weight. In general, a measurement of how much stuff you can keep on you at a time. Your base carry load is equal to 10 times your Strength Score. If you exceed this amount you gain the condition: encumbered. If you exceed 15 times your strength score, you gain the condition: heavily encumbered

## Survival

Can't survive out here without food, water, or sleep! That is unless you're a robot...

### **Food and Water.**

If you go 12 hours without water, you take a level of dehydration.

Every 12 hours you go without food, you must succeed an Endurance check of 10 or take a level of starvation.

If you succeed the check, the DC increases by 2.

### **Sleep.**

In order to properly sleep, one must sleep on a mattress, sleeping bag, or similar soft surface under shelter. Every 16 hours you go without sleep, you must succeed an Endurance check of 10 or take a level of exhaustion. If you succeed the check, the DC increases by 2. If you sleep outside without shelter or a sleeping bag, you must succeed a DC 10 Endurance check or take a level of exhaustion when you wake up. If you sleep with a sleeping bag outdoors without shelter, you do not recover all of your stamina points. If you sleep indoors on a mattress or in a similar comfortable environment you gain the condition: Well Rested.

Robots and Gen 2 Synths can also gain the Well Rested condition. During the time where their human friends need sleep they can power down, run diagnostics, and oil their gears.

**Shelter.** Shelter is anything that covers you from wind, rain, or the elements. A tent, cave, ruined building, or really big rock all count as shelter. Finding shelter is typically done during travel and the rules go into further detail in the GM's handbook.

## Radiation

Ever since the bombs fell the wasteland has been covered in Radiation. Radiation is a senseless, invisible poison that degrades living cells into chemical soup. Though radiation occasionally takes on strange and even mystical properties at times.

The GM decides the severity of Radiation in an area using the Radiation Severity Score table. If a character possesses a geiger counter or pip-boy, the GM informs the character on the Radiation Severity Score. When a creature who can take rads enters an irradiated zone they must succeed a DC 12 Endurance Check or take one level of Rads. Each time a creature succeeds on this Endurance check, the DC increases by 2. The DC only resets back to 12 if a character Rests for 1 hour outside an irradiated zone. Creatures in an irradiated area will continue to roll Endurance saving throws after a certain amount of time dictated by the Radiation Severity Score.

**Rad Resist.** Rad resist is your bonus to resisting radiation which can be modified by chems, perks, and equipment. It's base is equal to your Endurance Modifier.

### Levels of Rads

Level 1	<b>Headache</b>	No immediate effect
Level 2	<b>Fatigued</b>	-2 Healing Rate
Level 3	<b>Nauseous</b>	-4 Healing Rate, -1 END
Level 4	<b>Cell Degradation</b>	-6 Healing Rate, -3 END, -1 AGI & STR
Level 5	<b>Skin is falling off</b>	-6 Healing Rate, -5 END, -3 AGI & STR. Roll a d20, on a 10 to 20 the character turns into a ghoul over the course of 1d10 days.
Level 6	<b>Intense agony</b>	If not cured within 24 hours, the character dies. If the character dies, roll a d20, on a 10 to 20 the character turns into a feral ghoul.

### Radiation Severity Score

Severity	END Check Frequency	RADS Per Second
Level 1	<b>1 hour</b>	<b>0.05/second</b>
Level 2	<b>30 minutes</b>	<b>0.1/second</b>
Level 3	<b>10 minutes</b>	<b>0.3/second</b>
Level 4	<b>3 minutes</b>	<b>1/second</b>
Level 5	<b>1 minute</b>	<b>3/second</b>
Level 6	<b>30 seconds</b>	<b>5/second</b>
Level 7	<b>6 Seconds</b>	<b>30/second</b>

## Party Nerve

Your charm and influence has an effect on your party, making them more diehard, determined, or even just plain focused. Every member of your party (including yourself) gains a bonus equal to half your Charisma Modifier to Hit Points and Death Saving Throws.

## Karma Caps

Every player has a two sided cap that allows them to gain advantage on any d20 roll. When this happens the cap is flipped and can no longer be used. Any player with a flipped karma cap is at risk of something bad happening to them, and at any point during the game the GM can flip a player karma cap back over to gain advantage on a d20 roll made against the player.

If a player with a flipped cap ever rolls a Natural 1, they can flip their cap over again. If the GM ever rolls a critical hit against a player with a flipped cap, they can flip their cap back over again.

## Rest

At any time a character may rest. The character may choose how long they would like to rest. This can be anywhere from 10 minutes to 1 week.

While resting, the players heal HP equal to their healing rate every 6 hours. Resting does not have to be sleep, but could be light activity, downtime, or any light activity in sanctuaries.

1 hour of rest restores half of your maximum Stamina Points. 6 hours of rest restores Hit Points equal to your healing rate.

**Sanctuaries.** Sanctuaries are places in the wasteland where people can relax and not worry about the impending doom of the rest of the world. Sanctuaries are typically safe places, but one may find trouble in even the goodest of places. The DM deems when a location is a "sanctuary". And typically must fall under three requirements:

1. Easy access to food and water.
2. A place to sleep comfortably.
3. Defenses, such as a wall, guards, or turrets.

## Health and Stamina

Every character has Stamina Points and Health Points. Stamina Points are a measurement of your exhaustion, dodging abilities, and fortitude. Your hit points are a measurement of your bodily health and willpower. Whenever you take damage, you first subtract that

damage from your Stamina Points. Though damage taken from stamina points is not in many ways considered bodily harm, but a near graze, a dodged blow, or a quick juke. Some abilities may require you to physically damage your opponent, in which you must damage their Hit Points.

**Every character starts with 10 Hit Points + their Endurance Modifier and 10 Stamina points + their Agility modifier.**

### What the heck are stamina points?

Stamina points are not the same as Hit points. In other RPG systems, your dexterity, agility, or "move fast" ability is tied to your AC. Allowing heroes to dodge bullets, backflip over fireballs, and run away from anything! In Fallout, you're a bit more mortal. Stamina Points are a measurement of this ability, but fighting is exhausting and pacing yourself is important in the wasteland. Dodging a near life ending bullet is harrowing, sometimes you can shrug off a punch, but as battle continues you grow weary and thus your stamina points drain. Stamina Points are a combination of exhaustion, fortitude, and your acrobatic abilities.

### Healing Rate.

Your healing rate is equal to half your endurance score + your level.

Bloodied and Mortal, these are conditions signified by levels of health.

A creature is bloodied when they first take damage to their hit points.

A creature is mortal when they are below half of their maximum hit points.

## Death Saves

When a character reaches 0 hit points via a source of damage, they immediately lose all stamina points and fall unconscious. At the start of each of their turns they roll a d20 + their luck modifier. If they roll a 1, they fail 2 death saving throws. If they roll a 2 to 9, they fail one death saving throw. If they roll 10 to 19 they succeed one death saving throw. If they roll a natural 20 they regain 1 hit point.

# Combat

## Combat Sequence

Those of you familiar with D&D, this is basically initiative. When combat is started every acting creature rolls Perception to determine their combat sequence. Alternatively, you can choose to go last.

**Surprise.** Surprised is a condition that can be given to creatures who are unaware of their attackers. To determine surprise, contest Sneak and Perception.

## Action Points

Every creature has Action Points that determine how much they can do in a turn.

**Your Action Points are Equal to 10 + your Agility Modifier.**

When Combat Sequence is rolled you can spend Action Points on your turn to move, attack, interact with objects, etc. Ranged and Melee weapons will detail how many Action Points it costs to attack with them. Others are detailed below.

## Recycling Action Points

If you don't use all your action points on your turn, you can recycle half of them for your next turn!

Example: You have 10 AP. You move 30 feet on your turn which costs 6ap, leaving 4 left over. You then end your turn. On your next turn you will gain 2 extra AP and have a total of 12 AP

## Dodge

You prepare to move quickly out of the way of an attack or explosion. Before the start of your next turn all attacks made against you have disadvantage, and at the beginning of any other creature's turn you can move 15 feet in any direction.

## Equip a weapon

You take a weapon from your inventory and prepare to attack with it.

## Escape a Grapple

If you are grappled, you make another contested Strength or Agility check against your grapplers Strength to escape.

## Grapple

You use your appendages to hold someone in place, you must contest a Strength check against their Strength or Agility.

## Help

You distract, help, or otherwise aid in assistance to another creature. Any one creature you can see within 30 feet gains advantage on their next d20 roll.

## Hide

You attempt to act unpredictably to confuse your enemy. When you hide, it must be in full cover. Roll a Sneak check, the DC is equal to the target passive perception. If you succeed you have advantage on your next attack roll against those you succeeded against. However enemies who saw your move to your hiding spot still know your position and if they move around cover to see you, you lose your hide.

## Interact with an object.

Interacting with an object falls under many categories of things you can do.

- open or close a door
- withdraw something from your backpack
- pick up a dropped shiv
- take a bottle cap from a table
- eat some nutritious food
- drink all the nuka cola in a bottle
- pushing a button
- extinguish a small flame
- don a mask
- pull the hood of your jacket up and over your head
- put your ear to a door
- kick a small stone
- turn a key in a lock
- hand an item to another character

## Move 5 feet.

You can move 1 hex.

## Ready

You prepare an action with a trigger. You must specify what the trigger is and you cannot use the action for a different trigger. This action is different because you take it on another character's turn, it's action points are equal to 2+ the original action points.

## Reload

You reload your weapon so long as you have the ammunition.

## Search

You make an active perception check to look for hiding creatures.

## Shove

You push someone within 5 feet of you. Contest Strength, if you succeed the target moves back 1 hex and is prone.

## Stand up from Prone

You stand back up from being prone.

## Stow an weapon

You take a weapon and put it into your inventory

## Take Cover

You move into cover. You are effectively blind to any creatures you are attacking while in cover.

## Unarmed Strike.

You punch, kick, jab, slap, or perform any kind of attack to another creature within 5 feet of you.

## Use a Chem

You use a chem and take on the effects.

Action	AP Cost
Dodge	6 AP
Equip an item	3 AP
Escape a Grapple	5 AP
Grapple	3 AP
Help	6 AP
Hide	6 AP
Interact with an object.	3 AP
Move 5 feet.	1 AP
Ready	+2 AP
Reload	6 AP
Search	3 AP
Shove	4 AP
Stand up from Prone	5 AP
Stow an item	3 AP
Take Cover	3 AP
Unarmed Strike.	3 AP
Use a Chem	5 AP

## Attacks

On your turn you can spend action points to use a weapon or your fists to attack. When you make an attack you choose a target within range, then roll a d20 with whatever skill that associates with the weapon you're using to beat your target's AC.

If you beat it, resolve damage.

**Unarmed and Melee Weapon Attacks.** Unarmed attacks cost 3 AP. They deal 1d4 + STR or AGI Mod bludgeoning damage.

**Blocking.** While unarmed or wielding a melee weapon, you can spend 3 AP to block. Blocking increases your damage threshold by 2 + your Endurance modifier against other melee attacks. Your block lasts until you attack again.

**Sneak Attacks.** If an enemy cannot sense you (being invisible, heavily obscured, full cover) and are unaware of your presence. Your attacks are critical hits and ignore

Stamina Points. However you still must roll attack and beat the target's AC.

## Targeted Attacks

When you attack with any weapon, you can instead choose to perform a Targeted Attack. Choose a limb to attack and subtract the modifier from your roll. If you hit; roll a d4, the target is afflicted with the corresponding condition. If you critically hit, you may choose the condition, including a severe injury.

If a player character ever takes damage equal to double their HP, they take a severe injury; their choice or randomly rolled.

**Head.** -6 to attack roll.

1. **Nicked jugular.** Target bleeds profusely, taking 1d6 damage at the start of their turn until fully healed.
2. **Concussion.** Target is stunned until the end of their next turn, or until healed.
3. **Blurry Vision.** Gain disadvantage on attack rolls until fully healed.
4. **Knocked Out.** Target falls to 0 HP (severe injury is not inflicted)

**Severe Injury.** You shot (or stabbed... or poked) their eye out! They go into shock for a number of rounds equal to their endurance. Target gains a permanent -2 to perception. If the target is already missing one eye, they are permanently blinded.

**Arms.** -4 to attack roll.

1. **Disarm.** The target drops their weapons 1d4 x 5 feet away from them and their weapon decays by 1 level.
2. **Broken Arm.** Disadvantage on all attack rolls until fully healed.
3. **Shattered Cartilage.** Disadvantage on all agility checks until fully healed.
4. **Torn Muscles.** Disadvantage on all strength checks until fully healed.

**Severe Injury.** The target loses one of their arms (your choice) and gains a permanent -1 to Strength and Agility. They go into shock for a number of rounds equal to their endurance; they take a -2 to strength and agility, and cannot wield two handed weapons.

**Legs.** -3 to attack roll.

- 1 - 2. **Knock Down.** The target falls to the ground prone.
- 3 - 4. **Into the Knee.** Moving 5 feet requires 3 action points. If the target already has a broken knee, they instead cannot walk and can only crawl.

**Severe Injury.** The target loses one of their legs (your choice). They go into shock for a number of rounds equal to their endurance, they take a -2 to strength and agility, and cannot walk without support.

# Conditions

## Thirst

Going periods without drinking water will cause you to be dehydrated.

Level	Description	Effect
0	Hydrated	None
1	Parched	Disadvantage on Intelligence and Perception checks and skills.
2	Thirsty	Cannot Regain Stamina Points
3	Mildly Dehydrated	Stamina Point maximum reduced by half
4	Dehydrated	Hit Point maximum reduced by half
5	Severely Dehydrated	All ability scores become equal to 2.
6	Death	You die of dehydration.

## Fatigue

Travelling in extreme weather, or not sleeping can lead to exhaustion.

Level	Description	Effect
0	Refreshed	None
1	Tired	Disadvantage on Combat Sequence checks.
2	Worn Out	AP reduced by 2 (min. 6)
3	Exhausted	Disadvantage on all skills, checks, and attack rolls.
4	Weary	AP reduced to 6.
5	Debilitated	AP reduced to 0.
6	Death	You die of exhaustion.

## Hunger

Going periods without eating will cause you to be starving.

Level	Description	Effect
Special.	Full	Gain temporary stamina points equal to your endurance score. This benefit lasts for 2 hours.
0	Satisfied	None

1	Peckish	Disadvantage on Endurance checks and skills
2	Hungry	Disadvantage on Charisma and Strength checks and skills
3	Famished	Carry Load maximum reduced by half
4	Ravenous	Charisma, Strength, and Endurance are equal to 2.
5	Starving	Cannot regain Hit Points or Stamina Points.
6	Death	You die of hunger.

## Blinded

A blinded creature can't see and automatically fails any ability check that requires sight.

Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

## Bleeding

A bleeding creature has an open wound that they suffer from. Bleeding creatures take 1d4 + their level in damage at the start of their turns.

A creature who falls unconscious while bleeding has disadvantage on death saving throws.

Bleeding can be stopped by conventional methods (bandages, cloth, etc) or by healing any number of hit points.

## Deafened

A deafened creature can't hear and automatically fails any ability check that requires hearing.

## Drunk

A drunk creature can move only falteringly (2 AP per 5 feet).

The creature gains temporary stamina points equal to their endurance score.

The creature has disadvantage on all checks relying on perception.

## Encumbered

An encumbered creature moves slowly (2 AP per 5 feet). The creature's travel pace is halved.

## Frightened

When a creature fails a saving throw and becomes frightened they must decide whether they will stay and fight or run from the threat. If a creature fails a save by 5 or lower they gain the "Frightened - Flight" condition. If



they fail by 4 or more they can choose to either gain “Frightened - Flight” or “Frightened - Fight”.

**Frightened - Flight.** A creature with this condition must use their action points on their turn to move as far away from the source of their fear as possible.

**Frightened - Fight.** A creature with this condition must use their action points on their turn to attack with intent to kill towards the source of their fear.

### **Grappled**

A grappled creature cannot move.

The condition ends if the grappler is incapacitated (see the condition).

The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.

### **Invisible**

An invisible creature is impossible to see. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.

Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

### **Poisoned**

A poisoned creature has disadvantage on attack rolls and skill checks.

### **Prone**

A prone creature's only movement option is to crawl (2 AP per 5 feet), unless it stands up and thereby ends the condition.

The creature has disadvantage on attack rolls.

An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

### **Restrained**

A restrained creature cannot move.

When a restrained creature takes damage, it must be subtracted from their hit points.

### **Heavily Encumbered**

A heavily encumbered creature moves slowly (3 AP per 5 feet).

The creature's travel pace is halved.

Every hour a heavily encumbered creature travels reduces their maximum stamina points by 2 (resets upon sleeping)

Every day a heavily encumbered creature travels reduces their carry load capacity by 10 (resets upon travelling a day without being encumbered)

### **Incapacitated**

An incapacitated creature can't use action points except to try and escape.

### **Slowed**

A slowed creature must spend 2 extra action points when performing any actions to a maximum of 6.

### **Stunned**

A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.

When a stunned creature takes damage, it must be subtracted from their hit points.

Attack rolls against the creature have advantage.

### **Shock**

A creature in shock's stamina points drop to 0 and can only use their action points to move.

### **Unconscious**

An unconscious creature is incapacitated, can't move or speak, and is unaware of its surroundings.

The creature's stamina points drop to 0.

The creature drops whatever it's holding and falls prone.

Attack rolls against the creature have advantage.

Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

