

200 YEARS AGO THE OLD WORLD ENDED IN NUCLEAR FIRE, AND A NEW ONE WAS BORN. You now roam the radiation blasted wastes of this new world, confident in only your wits and the gun at your side. You've banded together to seek adventure and earn some caps - but the wasteland is a cruel place, and things are already in motion that could change everything...

## Players: Create Characters

- Choose a style for your character: **Stoic, Grizzled, Mysterious, Honorable, Sneaky, or Psychopath.**
- Choose or roll an origin: **Raider, Robot, Vault dweller, Ghoul, Super mutant, or Brotherhood of steel.**
- Choose your **number**, from 2 to 5, and mark it on your character sheet. A higher number means you are better at **ATOM** (technology, diplomacy, stealth, being smart). A lower number means you are better at **PUNK** (Athletics, fighting, charisma, being a badass).
- Give your character a **cool Wastelander name** like Diesel, Scar, Furiosa, Dead Eye Jones, etc.

**You have:** 1 stimpack, d6x10 Caps, A gun with ammo, A melee weapon, A small backpack, Another piece of gear of your choice.

**Player goal:** Get your characters involved in crazy wasteland adventures and try to make the best of them.

**Character goal:** Choose one or create your own: **Find your place in the world, Get revenge on someone, Kill a Deathclaw, Uncover a secret, Prove your worth, or Strike it rich.**

## Players: Create The Camp

Traveling the wasteland with companions is just smart, but why is your character with this particular group? Is it purely for convenience, or are you traveling for a reason? Have you all just met, or did some of you already know each other?

As a group, pick two strengths for your wasteland camp: **Near a larger settlement, Nicely stocked armory, Workable farmland, Electricity/generator, Near a busy trade route, Loveable guard dog, Sheet metal walls.**

Also, pick one problem: **Frequent radiation storms, Arid (water can be a problem), Enemies know where it is, Insufficient medical supplies, Something's always breaking.**

## GM: Run the Game

**Play to find out** how they defeat the threat. Introduce the threat by showing evidence of its recent badness. Before a potential threat does something to the characters, show signs that it's about to happen, then ask what they do.

**Call for a roll when the situation is uncertain.** Don't pre-plan outcomes. Let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for better or for worse.

**Ask questions and build on the answers.** "Have any of you encountered a Deathclaw before? When? What happened?"



## GM: Create an Adventure

Choose or roll on the tables below.

A Threat	
1. Raider Warlord	4. Slagg the Super Mutant
2. Children of Atom	5. Brotherhood Rogue
3. Sentient Wartime AI	6. Mad Genius
Want(s) to	
1. Destroy / Corrupt	4. Sabotage / Disarm
2. Steal / Manipulate	5. Build / Utilize
3. Locate	6. Defend / Exploit
The	
1. Secret Utopia	4. Unexploded atomic bomb
2. Deathclaw Nesting Grounds	5. Sealed Vault
3. Old-World Super Weapon	6. City / Resource
Which Will	
1. Destroy a City/Settlement	4. Cause a Genocide
2. Unleash a Virus	5. Restart a Doomsday Device
3. Poison the Water Supply	6. Eliminate Resources

## Rolling the Dice

When you do something risky, **roll 1d6** to find out how it goes. Roll **+1d** if you're **prepared** and **+1d** if you're an **expert**. (*The GM tells you how many dice to roll, based on your character and the situation.*)

**Roll your dice and compare each result to your number.**

- ▽ If you're using **ATOM** (technology, persuasion, being smart) you want to roll **under** your number.
- △ If you're using **PUNK** (survival, fighting, being badass) you want to roll **over** your number.

**0** | If none of your dice succeed, it goes wrong. The GM says how things get worse. In combat, you might take damage, or your gun might jam at a horrible moment.

**1** | If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost. In combat, you might damage your opponent but take some damage yourself, or your position may suddenly be compromised.

**2** | If two dice succeed, you do it well. Good job! In combat, you damage your opponent and manage to avoid any damage.

**3** | If three dice succeed, you get a critical success! The GM tells you some extra effect you get.

**!** | If you roll your number exactly, you're a real **ATOMPUNK!** You can do one of the following:

- Ask the GM a question and they'll answer you honestly.
- Add something to the scene, like a convenient item.
- Change a future roll by 1 (expires after the encounter).

**HELPING:** If you want to help someone else who's rolling, say how you try to help and make a roll. If you succeed, give them **+1d**.

**COMBAT:** If you roll to avoid damage and fail, you are **wounded**. You can heal with a stimpack, which is then used up. If you're hit while wounded, you are **unconscious**. An ally can fully heal you with a stimpack, or stabilize you with a successful **ATOM** roll; a stabilized character is still wounded, and must rest in order to fully recover. With 3 wounds you are at death's door.

Most enemies will die if they take damage, but tougher or bigger foes may require multiple hits before they go down.

## Character Sheet

[Name]		[Style / Background]
2	[Goal / Notes]	[Inventory]
3		-----
4		-----
5		-----
		-----
[Wounds] [ ] [ ] [ ]		

# GM Tables/Oracles

D6 Yes/No Oracle					
1	2	3	4	5	6
No, and	No	No, but	Yes, but	Yes	Yes, and

Quick Map Generator	
To get a sense of what's around, or come up with a really quick map of the player's surroundings, grab a handful of polyhedral dice of various sizes and roll them all at once. Leave them where they fall or arrange them however you like, and check the table below to populate your map.	
1. City / Ruins	11. Farm / Radio Station
2. Trader / Outpost	12. Radiation Storm
3. Road / Ruined Road	13. Desert Wasteland
4. Dry Gulch / Dead Forest	14. Subway / Tunnels
5. Abandoned Supermarket	15. Old Fallout Shelter
6. Underground Bunker	16. Irradiated Lake / Swamp
7. Camp / Settlement	17. Impact Crater
8. Industrial Ruins	18. Stronghold
9. Distress Beacon	19. Vault / Secret
10. Oddity	20. Deathclaw Lair

What's in Here?	
1-2. Empty / Dead end	4. Bodies (Fresh)
3. NPCs / Loot	5-6. Enemy

What Kind of Enemy?	
1. Raider	4. Feral Ghoul
2. Super Mutant	5. Robot
3. Animal	6. Deathclaw

"Dungeon" Generator	
A dungeon could be pretty much anything: a bunker, a raider stronghold, or some tunnels. Just like with the map generator, grab a few d6s (1 for each room you'd like the dungeon to have) and roll them all at once. Arrange them in whatever formation you'd like, and draw some halls or corridors connecting them.	
1. Jail / Grave	4. Kitchen / Workshop
2. Armory / Laboratory	5. Storage / Stash
3. Bedrooms / Radio	6. Stairs / Toilets

Hazards	
1. Rubble	6. Tripwire
2. Flooded	7. Poison
3. Rad Roaches	8. Enemy Patrol
4. Hidden Door	9. Locked / Passcode
5. Radiation	10. Guarded

Environmental Events	
1. Dust Storm	4. Rain / Flood
2. Wildfire	5. Eclipse
3. Rad Storm	6. Meteor

Oddities	
1. Sentient Deathclaw	4. Comic Store Cult
2. Assaultron Detective	5. GrognaK Impersonator
3. Crashed Saucer	6. Rockabilly Raiders

Twists	
1. You were deceived	4. The real threat is revealed
2. Enemies to allies/vice versa	5. Back to the beginning
3. The balance shifts	6. Unexpected reunion

Local Rumors/Hooks
1. There's a sealed pre-war safe house somewhere nearby that may contain valuables.
2. Settlement is being held hostage by raiders, who demand steep tribute for their "protection".
3. Nearby tunnels are home to a cannibalistic cult.
4. A radio signal broadcasts prophecies of doom, but nobody has been able to identify the source.
5. A prominent local figure is believed to be a synth.
6. Brotherhood of Steel vertibirds have recently been seen flying in the area, and everyone's on edge.
7. A lone survivor of a patrol returned, half dead from radiation and screaming about glowing people.
8. Families have been going missing; authorities blame raiders, but the locals fear something much worse.
9. A local man has gone missing; his room has photos and extremely detailed dossiers on each of the Players.
10. While digging a well, a farmer struck what appears to be several hidden crates of Nuka Cola Quantum.

NPC Generator (roll twice)	
1. Human / Farmer	4. Mr. Handy / Mechanic
2. Ghoul / Trader	5. Human / Raider
3. Human / Guard	6. Synth / Civilian

NPC Temperament	
1. Hostile	4. Indifferent
2. Unfriendly	5. Talkative
3. Wary	6. Helpful

## CREDITS:

ATOMPUNK is a hack of Lasers & Feelings by Philip Miranda  
 Lasers & Feelings was created by John Harper  
 Fallout is the property of Bethesda Softworks  
 Typefaces: Racing Sans One, Roboto, Courier New