

Follower Rules Consolidation

- You may only have a single companion. (Settler pg 60)
- **Outside of combat** a companion will follow your orders, but must be able to perceive and understand these orders.
 - If your companion's action requires a test, it is treated as if it were a player character within the group (including being able to spend AP to purchase additional dice).
 - If you can see your companion when it attempts a test, you may assist these tests using CHA + Speech, representing you keeping your companion focused on the task and providing directions.
 - Similarly, your companion may assist your skill tests in various ways. (Settler pg 60)
- **In combat**, a companion may take any action that their owner determines for them, but they are only able to perform a limited range of actions, as follows:
 - **Initiative**: A companion does not take a separate turn during a combat. Rather, it counts as having the same Initiative as you, and it will take actions as part of your turn each round.
 - **Minor Actions**: Companions will perform whatever minor actions are necessary to follow your orders. If you don't give any orders, a companion will use whatever minor actions are needed to move to your zone. They do not have to spend AP to perform extra minor actions.
 - You cannot take more than one movement action per turn. (Core pg 25)
 - **Major Actions**: A companion cannot attempt a major action that requires a test with a Difficulty above 0, and they may not roll dice for the skill tests they attempt. If they are ever required to attempt a skill test for another reason, they automatically generate 0 successes. Your companion may use the assist action to aid you when you attempt a skill test, however.
 - **Direction**: You may use the Command as an NPC major action to let your companion perform any major action. This is the only circumstance in combat in which they roll for the skill tests they attempt. (Core pg 338)
- **Ammunition**: When making a ranged attack for an NPC, you do not have to track how much ammunition the NPC is using. Indeed, you don't even determine how much ammo an NPC is carrying until they're dead and being looted, and even that only determines how much ammunition they had left when they died.
 - However, an NPC cannot spend ammunition to increase the attack's damage, and they do not benefit from the Burst damage effect. (Core pg 337)
 - *The table may want to make the wasteland feel riskier and require ammunition tracking.
- **Reduced to 0 HP**, companions are not treated as dying; rather, they are defeated, knocked down, and unable to contribute to the fight, but there's no risk of them dying. At the end of a fight, they recover with 1 HP remaining after a minute or so.
 - The table may want to make the wasteland feel riskier by allowing companions to be killed. If this is the case, then companions can suffer the same injuries as player characters and are dying when at 0 HP and must make tests to remain alive unless stabilized.
 - **If your character starts dying**, you may immediately take control of your companion for the remainder of the scene, controlling them as if they were a normal character. (Settler pg 60)
- Companions **Leveling up** at the same time players do and are always the same level.
 - **Character** companions gain +1 to one of their S.P.E.C.I.A.L. attributes at 3rd level and every odd-numbered level. They also gain +1 health point, plus any increases from their END, and +1 to a single skill.
 - **Creature** companion's Body or Mind is increased by +1 at 3rd level and every odd-numbered level after that and gain +1 HP every level gained along with any increases to its Body.
 - **Perks** for companions are gained at level 5 and every fifth level beyond that. (Settler pg 62)
- NPCs do not generally track their Hunger, Thirst, Sleep or Fatigue.
 - *The table may want to make the wasteland feel more punishing and require Survival tracking.

Items with a "*" next to them means that they are homebrew rules.