



(Art from [Fernando Correa](#))

When using these rules refer to the Core Rule book for your S.P.E.C.I.A.L. attribute, Tag skills/values and Perk as normal from steps 2, 3, 4 & 5. These pages list the options you should take for step 1 (Choose Your Origin) & 6 (Choose Equipment) along with granting other specific bonuses.

Some of these origins can also be taken as a ghoul, but you do not gain the Survival tag and make sure you talk to your GM if it is appropriate for their game.

Let me know if you see a problem or a typo.

You can find more of my stuff [here](#).

Fallout 2d20 West Coast Origins

Eyebot

Eyebots, these sturdy little orbs are often associated with the old world broadcasts and the wonders of the old world. They gain the following Hit Locations, benefits and a designation.

Hit Location	Optics	Chassi (Torso)	Top Mount (Arm)	Base Mount (Arm)	Thruster (Locomotion)
Hit Location Number	1-2	3-11	12-14	15-17	18-20

Trait: Orotund Orb

- You can install up to 1 robot mod
- You have a built in radio transmitter
- Due to your size, your defense is 2, this cannot be increased
- You are unaffected by difficult terrain or obstacles
- You can use the Sprint action to fly, moving 1 zone up or down
- Your Carry weight is 75 lbs.
- Your weapon mounts cannot fit weapons with the 2-Handed quality
- You are a robot, you are immune to Radiation & Poison

Industrial Designation



- You gain the following Equipment:
 - ⊙ A Pincer attachment or Buzz Saw
 - ⊙ A 10mm Auto Pistol or Flamer & 20 shots of ammo for that weapon
 - ⊙ Factory Armor (All Locations)
 - ⊙ Hazard Detection Mod
 - ⊙ A Robot repair kit
 - ⊙ 10 caps

Combat Support Designation



- You gain the following Equipment:
 - ⊙ A Pincer attachment
 - ⊙ A 10mm Auto Pistol or Laser Emitter & 20 shots of ammo for that weapon
 - ⊙ Standard plating (All Locations)
 - ⊙ Recon Sensors
 - ⊙ A Stim pack
 - ⊙ 25 caps

See Mr Handy rules for integrated weapons and rules.

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Intelligent Deathclaw

Either descended from the FEV infused deathclaws of Vault 13 or having been spared the fate of their kin within, these abominations wander the wasteland in search of purpose.

Trait: Deadly Intelligence



You Are immune to Radiation.
No armor or clothing beyond loose fitting sheets/robes.

- Your gain +1 to your Melee Bonus Damage.
- Your tough hide grants +3 Damage Resistance to everything.
- You receive +1 additional Health Point per Level.
- You start with the **Unarmed** Skill tagged.
- Keen senses: You reduce the difficulty of all PER tests by 1 to a minimum of 0. You may also detect creatures or objects that characters normally cannot.
- Your chest height is higher than humans, reduce all applicable AP costs and challenges by 1 to climb.
- Your Defense is locked to 1, due to your size.
- You can only eat meat based foods.
- Similar to Ghouls, but due to your size, it takes 2 doses of chems to gain their effects, but you treat them as 1 chem when determining addiction. (excludes healing chems)

- You cannot have any ranks in **Lockpick, Medicine, Pilot, Repair, or Science.**
- You may not have more than 4 ranks in any Skill.
- You cannot tag: **Big Guns, Energy Weapons, or Small Guns.**
- If you are not disguised (such as wearing a loose robe), Humans will more than likely shoot you on sight or run away.
- Your torso is considered to be a weak spot. If an attacker chooses to target your torso Specifically, then their damage ignores your natural Damage Resistance.

S.P.E.C.I.A.L.	Starting	Limit	Hit Location	Hit Location Number
Strength	11	14	Head	1-2
Perception	5	10	Torso	3-8
Endurance	11	14	Left Arm	9-11
Charisma	2	5	Right Arm	12-14
Intelligence	5	10	Left Leg	15-17
Agility	4	10	Right Leg	18-20
Luck	2	5		

Optional Deathclaw Perks

Alarming Presence

Ranks: 2
Requirements: CHA 4, STR 13, Deathclaw

When you make a Speech test to threaten or scare someone, you may re-roll 1d20.

At rank 2, you may use a major action in combat to threaten an enemy within Medium range, using a STR + Speech test with a difficulty of 2. If you succeed, that enemy must move away from you during their next turn.

Alpha/Matriarch

Ranks: 1
Requirements: Deathclaw, Level 8+

You have truly become an apex predator. You gain +2 HP per level instead of +1. You also now only suffer a Critical Hit if an attack inflicts 5 + the following value, depending on your Endurance:

12 +1
13 +2
14 +3

In addition, Deathclaw will consider you a peer worthy of respect. They will not actively attack you or your allies unless you attack them first.

Chameleon

Ranks: 1
Requirements: Deathclaw, Level 1+

As a minor action you can change the color of your hide, increasing the difficulty of Perception tests to see you by +1.

Rending Strike

Ranks: 1
Requirements: STR 12, Deathclaw

You are capable of delivering a lethal blow more easily with your claws. You may increase the Difficulty of an unarmed attack by +1. If successful, the attack's damage increases by +2.

Important Note: Perks affected by or for Super Mutant are also available to Deathclaws.

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Klamath Trapper

These hardy survivors make their living hunting Geko's for their hides. While each is skilled in many ways, they are all excellent hunters. You may choose 1 of the following traits along with receiving the following.

Trait: Hide Hustler



- You gain the **Hunter** Perk, Reptile enemies provide Animal Hide after a successful butchery and you may choose 1 of the following traits.
- You gain the following Equipment:
 - ⊙ Tough Cloths
 - ⊙ A leather armor chest piece, or a leather armor arm & a leather armor leg
 - ⊙ A Machete, Baseball bat or Tire iron
 - ⊙ A 10mm automatic pistol, .44 pistol, hunting rifle or bolt-action pipe gun.
 - ⊙ 10+5 ▢ rounds of ammunition for the chosen ranged weapon
 - ⊙ 15 caps
 - ⊙ 5+2 ▢ Gecko Hides (Animal Hide)

(Animal Hide: 6 caps, 2 lbs & provide 3 ▢ Leather or 3 ▢ common junk)

TRAIT	BENEFIT	PENALTY
Fast Shot	If you take a second major action in combat, & use it to make a ranged attack, the additional major action only costs 1 AP, rather than 2.	You cannot benefit from the Aim minor action—you're too impatient.
Gifted	Choose two S.P.E.C.I.A.L. attributes and increase them by +1 each.	Your maximum number of Luck points is one fewer than your Luck attribute.
Heavy Handed	Your Melee & Unarmed Damage bonus increases by +1 ▢.	Your melee & unarmed attacks suffer a complication on a 19-20, rather than only a 20.
Trigger Discipline	When you make ranged attacks using small guns or energy weapons you may re-roll 1d20.	While you wield small guns and energy weapons, reduce their fire rate by 1.
Small Frame	You may re-roll 1d20 on all AGI tests which rely on balance or contortion.	Your carry weight is 150 + (5×STR) lbs., rather than 150 + (10×STR) lbs.

Fallout 2d20 West Coast Origins

New Reno Gangsters

The city of New Reno is firmly under the control of an assortment of gangs. These gangs all have a unique niche that they have carved out of New Reno and are at constant odds with one another, as all are vying for what the others have.

All Gang members start with a Friendly reputation with their gang and a Cautious Reputation with the other gangs which can not be improved while being a member of an opposing gang. Once you reach Allied with a gang you become a “Made Man” which doubles your gang related discounts and you may ask for a single (reasonable) favor without any drawbacks. They also gain one of the following Traits:

TRAIT	BENEFIT	PENALTY
Fast Shot	If you take a second major action in combat, & use it to make a ranged attack, the additional major action only costs 1 AP, rather than 2.	You cannot benefit from the Aim minor action—you’re too impatient.
Grunt	+1 ▢ damage with submachine guns, combat rifles, assault rifles, frag grenades, and combat knives.	The complication range of tests while making an attack with big guns or energy weapons is increased by 2.
Heavy Handed	Your Melee & Unarmed Damage bonus increases by +1 ▢.	Your melee & unarmed attacks suffer a complication on a 19-20, rather than only a 20.
Trigger Discipline	When you make ranged attacks using small guns or energy weapons you may re-roll 1d20.	While you wield small guns and energy weapons, reduce their fire rate by 1.

The **Bishops** are more of an extended family of hired thugs, mercenaries, whores, pushers, and slaves. They are the newest of the New Reno Gangs and have made it plain that they wish to upturn the status quo.

Trait: Takes King



- ⦿ Prices for Small Guns & Melee weapons are 20% better in New Reno, but your complication range is increased by +2 when interacting with other gangs in non combat situations.
- ⦿ You gain the following Equipment:
 - ⦿ Road Leathers
 - ⦿ A leather armor chest piece, or a leather armor arm & a leather armor leg
 - ⦿ A 10mm automatic pistol, .44 pistol or Combat rifle
 - ⦿ 10+4 ▢ rounds of ammunition for the chosen ranged weapon
 - ⦿ A Combat knife or Switchblade
 - ⦿ 30+3 ▢ Caps

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The **Mordinos** are known first and foremost for their chem peddling and the loyalty they show to one another. Closer to a drug cartel than, they make the bulk of income from the selling of narcotics and other mind-altering substances to the denizens of New Reno and the greater Northern California area.

Trait: Fly With Me



- Addictive Chems are 20% cheaper in New Reno, but suffering from an addiction around your superiors increase the complication range for your group by +2.
- You gain the following Equipment:
 - ⊙ A Formal Hat
 - ⊙ A Striped suit (Formal Clothes)
 - ⊙ A Submachine gun with a Full Stock mod & 8+4 ▢ rounds of .45 ammo
 - ⊙ A set of Knuckles or Switchblade
 - ⊙ 1+1 ▢ Jet or 1 RadAway
 - ⊙ 35 Caps

Reigning supreme over New Reno, The **Salvatores** rule with a laser fist, disintegrating their desenters. They control most of the services if not all of them in New Reno and will do absolutely anything to keep it that way.

Trait: At... Any... Cost...



- All services (not items) in New Reno are 20% cheaper, but failing to insure the smooth running of New Reno's businesses decreases your reputation with the Salvatores.
- You gain the following Equipment:
 - ⊙ A Suite (Formal Clothes) with Ballistic Weave 1
 - ⊙ Laser pistol and a fusion cell containing 10+5 ▢ shots
 - ⊙ A Combat knife or Switchblade
 - ⊙ 1 Stimpak
 - ⊙ 45 Caps

The **Wright** family is quite literally a family as it is almost entirely composed of siblings. The least powerful of the New Reno gangs, they make their income by manufacturing and distributing alcohol to the denizens of New Reno and the greater Northern California area.

Trait: Thicker Than Water



- Alcohol is 25% cheaper in New Reno, but being drunk around your family increases the complication range for your group by +2.
- You gain the following Equipment:
 - ⊙ Casual Clothes
 - ⊙ A 9mm Pistol with 8+6 ▢ 9mm Rounds or a Pump-Action Shotgun with 12+6 ▢ Shotgun Shells
 - ⊙ A Lead Pipe, Pool cue, or Tire Iron
 - ⊙ 1 roll on the Random Beverages Table
 - ⊙ 1+1 ▢ Molotov cocktail
 - ⊙ 30 Caps

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Shi

The Shi are a major faction in the San Francisco area. They are primarily reclusive researchers who prefer to stay out of wasteland politics. When their Chinese stealth submarine was stranded after the great war they used it to create their founding city, the Steel Palace and used its super computer to construct their new leader, the Shi Emperor. They now keep close to their ancestor's customs, such as clothing, language and demeanor.

Trait: 始皇帝



- You gain 1 of the following perks: **Iron Fist**, **Martial Artist** or **Ninja**.
- You have 1 additional tag skill in either **Melee**, **Sneak** or **Unarmed**.
- Speaking near old world tech, especially military ones may trigger deeply integrated defense mechanisms or trigger additional hazards. Your accent increase the complication range when interacting with old world robots: +2 with civilian & +4 if military.
- You gain the following Equipment:
 - ◎ Tough clothing
 - ◎ Knuckles, Walking Cane or Switchblade
 - ◎ 4+2▣ Throwing Knives
 - ◎ 1 roll on the random food table
 - ◎ 1 roll on the random beverage table
 - ◎ One personal trinket
 - ◎ 45 caps

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Slag

The Slag are a community of humans who locked themselves underground after the great war. Having acclimated and evolved to the darkness and confines of their subterranean life they have difficulty above ground. You may choose 1 of the following traits along with receiving the following.

Trait: Agoraphobia



- ⦿ You gain the **Night Person** Perk, but your complication range is increased by +1 when outside during the day.
- ⦿ You gain the following Equipment:
 - ⦿ A Gas mask
 - ⦿ Tough clothing
 - ⦿ Switchblade, Pipe Wrench, Rolling Pin or Knuckles
 - ⦿ A Pipe Gun, with 6 +3 ▣ rounds of .38 caliber ammunition
 - ⦿ 2 rolls on the random food table
 - ⦿ One personal trinket
 - ⦿ 35 caps

TRAIT	BENEFIT	PENALTY
Good Natured	Tag two of either Speech, Medicine, Repair, Science, and or Barter skills.	The maximum rating for the other skills listed is reduced from 6 to 4.
Home on the Range	Whenever you sleep by a campfire for at least 6 hours, the difficulty to recover from injuries through rest is decreased by 1.	You cannot gain a well rested bonus, as described in Fallout: The Roleplaying Game Core Rulebook p.35.
Rite of Passage	The first time you spend Luck in a scene, roll 1 ▣. If you roll an effect you have not spent that Luck point.	Everyone who hasn't gone through your rite of passage is lesser. You cannot assist another PC without spending 1 AP first.
Small Frame	You may re-roll 1d20 on all AGI tests which rely on balance or contortion.	Your carry weight is 150+(5×STR) lbs., rather than 150+(10×STR) lbs.

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Vault City Residents

Vault City Residents have a particularly cushy life. Able to dedicate their lives to less menial tasks thanks to their “indentured servants” they have become a powerhouse of medical and scientific power, all thanks to Vault-Tec’s infallible planning!

Trait: Privileged Power



- You gain the **Hired Help** perk. You have been provided a human Servant (Hired Gun) whose future residency in Vault City is completely dependent on you. Unfortunately, you will have to return to Vault City for a replacement and this perk cannot be exchanged. (The GM may decide otherwise, if you are able to offer Vault City residency without prior approval)
- You have 1 additional tag skill in either **Science** or **Medicine**.
- You gain the following Equipment:
 - Vault 8 jumpsuit
 - Vault-Tec branded canteen containing 1 purified water (holds 1 beverage)
 - Pip-Boy (Map & Radio functions only, you’re no First Citizen)
 - 10mm pistol with 6 +3 rounds of 10mm pistol ammunition
 - 2 stimpaks
 - 10 caps

West Coast Super Mutant

No longer the Master’s thralls, these massive brutes struggle to find a place in this world. Rightfully feared for their actions under the master, they have earned a fearful reputation, even after decades of their newfound, biological immortality.

Trait: My Own Master



You Are immune to Radiation & Poison.

Super mutants can only wear Raider Armor & headwear.

- +2 to your initial Strength & Endurance & their maximum is now 12, but your maximum Intelligence & Charisma are both reduced to 6.
- You also start with a Caution Reputation with all factions, but other Super Mutants see you as kin. (Friendly reputation)
- You may not have more than 4 ranks in any skill, but due to your age, 2 may have their limit increased by +1.
- After level 5 It takes 5+¼ your END to cripple a limb.
- You gain the following Equipment:
 - Raider armor torso and raider armor for 1 leg or arm
 - A Pipe rifle (pipe gun with long barrel and full stock mods), & 8+4 rounds of .308 ammunition
 - A Bumper Sword or Sledgehammer
 - A personal trinket
 - 2 rolls on the Random Food Table & 1 roll on the Random Beverages Table
 - 2d20 caps

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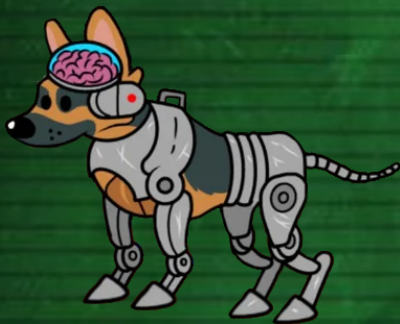
Cyberdog

Cyberdogs are cybernetically augmented dogs which incorporate both organic and mechanical parts in their being. Physically superior to their organic counterparts and far longer lived, they are intelligent enough for conversation and able to speak thanks to their upgrades. Requiring both a high degree of technical sophistication and generalized breeding and training programs most originate from technologically advanced organizations such as the pre-War US government, the Enclave and Big MT.

Hit Location Name	Head	Torso	Left Front Leg	Right Front Leg	Left Rear Leg	Right Rear Leg
Hit Location Number	1-2	3-8	9-11	12-14	15-17	18-20

Trait: Man's Better Best Friend

- ⊙ You have Keen Senses, both your hearing and smell allows you to attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0).
- ⊙ You have either an Auto-Repair System that can be used once per combat as a Minor action, regaining 2 ▢ (+1 per 4 levels) worth of health points or you have a Sonic Bark attack which has the same statistics and functions as the Laser Gun.
- ⊙ Your head and up to 2 ▢ of your legs are robotic, rendering them immune to Radiation and requiring a Repair test to be healed regardless of resting.
- ⊙ Your Unarmed attacks gain +1 ▢ of damage every 5 levels.
- ⊙ Your Carry weight is 75 lbs.
- ⊙ At least 2 of your legs must be broken for you to suffer from their effects.
- ⊙ Without functioning hands you cannot attempt tests that use the Lockpick, Repair, Melee or Throwing skills, though you can manipulate most things with your mouth, increasing your complications range by 2 when a test is required.



You can only wear dog armor

You are immune to Poison

⊙ You gain the following Equipment:

- ⊙ 10+5 ▢ fusion cell or 15 caps
- ⊙ 2 pieces of Light Dog Armor
- ⊙ A Robot repair kit
- ⊙ 1 Purified Water
- ⊙ 2 Dog Food
- ⊙ A Personal Trinket related to your original purpose.
(collar, labeled bowl, favorite toy, etc.)
- ⊙ 1+3 ▢ of Common Materials (bones)