

# Fallout RPG

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## **Basic Rules**

### **Tests**

The system works basically as follows: the player says which action their character wishes to perform; the supervisor determines which attribute or skill will be used to perform the action test and which modifier is applicable; the player checks how many points their character has in the attribute or skill used and applies the modifier; if the test uses an attribute, the player rolls a d10 or, if the test uses a skill, the player rolls a d100; if the number rolled is less than or equal to their attribute or skill after applying the modifier, the character will have passed the test and been successful in their action; otherwise, they will have failed the test and been unsuccessful in their action.

In attribute tests, you should apply a +2 modifier for very easy actions, +1 for easy actions, 0 for actions of medium difficulty, -1 for difficult actions, -2 for very difficult actions, and so on. In skill tests, you should apply a +20 modifier for very easy actions, +10 for easy actions, 0 for actions of medium difficulty, -10 for difficult actions, -20 for very difficult actions, and so on.

Example 1: a character wishes to move a heavy object; the supervisor determines the performance of a strength +1 attribute test; the player checks that their character has strength 6 and applies the +1 modifier, resulting in 7; the player rolls a d10 and obtains 5; since the number rolled (5) is less than or equal to their attribute after applying the modifier (7), the character passed the test and was successful in their action, managing to move the heavy object.

Example 2: a character wishes to repair a generator; the supervisor determines the performance of a repair -20 skill test; the player checks that their character has repair 45 and applies the -20 modifier, resulting in 25; the player rolls a d100 and obtains 32; since the number rolled (32) is not less than or equal to their skill after applying the modifier (25), the character failed the test and was unsuccessful in their action, not managing to repair the generator.

### **Attributes**

The attributes of the system are: strength, perception, endurance, charisma, intelligence, agility and luck. Each attribute will have the minimum value of 1 point and the maximum value of 10 points.

In character creation, the player must distribute 40 points among these attributes.

### **Skills**

The skills of the system are: melee weapons, unarmed, energy weapons, explosives, lockpick, survival, barter, speech, medicine, repair, science, guns and sneak. Each skill will have the minimum value of 1 point and the maximum value of 100 points.

In character creation, the value of each skill corresponds to the value of the attribute from which it derives multiplied by 5. From strength derive melee weapons and unarmed; from perception derive energy weapons, explosives and lockpick; from endurance derives survival; from charisma derive barter and speech; from intelligence derive medicine, repair and science; and from agility derive guns and sneak.

Example: a character who has endurance 6 will have survival 30 (6x5).

In character creation, the player must also choose 3 tag skills, which will have their value increased by 15 points.

### **Critical Die**

When performing actions, in addition to rolling the main test, one must also roll a d20, called the critical die. If the number 1 is rolled, in attribute test, the action is a critical success, which means it is a success regardless of the result of the main test. In skill tests, the action is a critical success if the number rolled is less than or equal to the character's critical chance. However, if the number 20 is rolled, in attribute or skill tests, the action is a critical failure, which means it is a failure regardless of the result of the main test. If the action is neither a critical success nor a critical failure, the result of the main test is used.

Critical chance derives from the character's luck: characters with luck 1 or 2 have critical chance 1; luck 3 or 4, critical chance 2; luck 5 or 6, critical chance 3; luck 7 or 8, critical chance 4; and luck 9 or 10, critical chance 5.

Example: a character wishes to pick a lock; the player checks that their character has critical chance 4; the player rolls a d20 and obtains 3; since the number rolled (3) is equal to their critical chance (4), the action is a critical success, causing the character to manage to pick the lock.

### **Action Points**

During combat, characters use action points (AP) to perform actions in their turns. At the beginning of combat, each character has 30 AP. At the beginning of a turn, each character recovers 15 AP. At the end of a turn, unused action points are stored to be used in the next turns, however the maximum limit of action points that a character can have is 30 AP; if the amount of stored action points at the end of a turn plus those recovered at the beginning of the next turn is over the maximum limit, the excess will be lost.

### **Initiative**

The order of turns during combat is determined according to the initiative of each character, this being the sum of their perception and their agility.

### **Attacks**

The amount of action points required to perform an attack and the skill used in the attack test depend on the weapon used.

The modifier of attack tests is determined by the ideal range of the weapon used and by the distance at which the target is from the character: short distance (1 to 25 feet), medium distance (26 to 50 feet), long distance (51 to 75 feet) or extreme distance (76 to 100 feet).

	Target at short distance	Target at medium distance	Target at long distance	Target at extreme distance
Short range weapon	0	-20	-40	-60
Medium range weapon	-20	0	-20	-40
Long range weapon	-40	-20	0	-20

Attacks with melee weapons or unarmed can only be performed against a target that is within 5 feet and have a modifier of 0.

If the character passes the test, the attack will have hit the target. When an attack hits the target, it deals damage. The amount of damage dealt corresponds to the number rolled on the weapon's damage die. This number is increased by a damage modifier according to the value that the character has in the skill used: if they have between 1 and 20, the modifier is +1; if

they have between 21 and 40, it is +2; if they have between 41 and 60, it is +3; if they have between 61 and 80, it is +4; and if they have between 81 and 100, it is +5.

Example: to perform an attack with a 10mm pistol, a character must use 11 AP and perform a guns test; since the 10mm pistol is a short range weapon and the character's target is at medium distance, the modifier of the test is -20; after passing the test, one rolls a d6, which is the damage die of the 10mm pistol, obtaining 2; since the character has 55 in guns, the damage modifier +3 is added, resulting in 5 (2+3) damage dealt.

### **Critical Hits**

When the action being performed is an attack and the player obtains a critical success, the attack is a critical hit. That means, it will deal additional damage, corresponding to another damage die of the weapon used.

Example: When obtaining a critical hit with a plasma pistol, the player must roll for a second time the d8, which is the plasma pistol's damage die, to determine the amount of additional damage dealt.

### **Movement**

For the character to move 5 feet, 1 AP is required. The maximum amount of action points that a character can use to move in the same turn is 10 AP, that is, the maximum distance that a character can move in the same turn is 50 feet.

### **Switch Weapons**

A character can use 3 AP to switch weapons.

### **Aim**

A character can use 3 AP to aim before attacking. Aiming allows the player to reroll the d100 used in the attack test.

Example: to attack, a character performs a melee weapons +0 test; the player checks that their character has melee weapons 60; the player rolls a d100 and obtains 73, which would mean that the character failed the test; however, since the character aimed before attacking, the player rerolls the d100 and, this time, obtains 11, causing the character to pass the test.

### **Hit Points**

When a character suffers damage, they lose hit points (HP). In character creation, hit points correspond to the character's endurance +15.

If a character loses all hit points, they become unconscious, not being able to perform any actions nor recovering action points at the beginning of their turns. They must, each turn, roll a d20. When rolling a number less than or equal to 10, they obtain a success. When rolling a number greater than or equal to 11, they obtain a failure. If they obtain 2 successes, consecutive or not, the character regains consciousness, rolling a d6 to determine the amount of hit points restored. If they obtain 2 failures, consecutive or not, the character dies.

### **Damage Resistance**

Damage resistance, provided by armors, makes a character lose fewer hit points when suffering damage. In this case, one must subtract the damage resistance from the damage suffered and the difference will correspond to the amount of hit points lost.

Damage resistance is divided between physical damage resistance (DR), applied to attacks that use guns, melee weapons and unarmed, and energy resistance (ER), applied to attacks that use energy weapons and explosives.

Example: a character suffers 7 damage in an attack that used guns; however, they have DR 3, which makes them lose only 4 HP (7-3).

### **Healing**

To heal yourself or an ally within 5 feet, a character may use a stimpack, using 6 AP, or perform first aid, using 12 AP and performing a medicine +0 test, or -10 if the character is performing first aid on themselves. The amount of hit points restored is determined by rolling a d10 and applying to the number rolled modifier according to the value that the character has in medicine: if they have between 1 and 20, the modifier is +1; if they have between 21 and 40, it is +2; if they have between 41 and 60, it is +3; if they have between 61 and 80, it is +4; and if they have between 81 and 100, it is +5.

Stimpacks and first aid can also be used to make an unconscious ally regain consciousness. In the case of first aid, the modifier of the test is -20.

### **Radiation**

Characters are exposed to radiation if they are in a radioactive environment. The supervisor must roll a d6 to determine the amount of *rads* to which the characters have been

exposed. While they remain in the environment, the supervisor should continue rolling the d6 as often as they deem appropriate.

As they accumulate radiation, characters begin to suffer side effects:

0-4 <i>rads</i>	-
5-9 <i>rads</i>	HP limited to 20 -1 to all attributes -5 to all skills
10-14 <i>rads</i>	HP limited to 15 -2 to all attributes -10 to all skills
15-19 <i>rads</i>	HP limited to 10 -3 to all attributes -15 to all skills

Example: a character who has 20 HP as their maximum had lost 9 HP, leaving them with 11 HP; then they accumulate 5 *rads*, which reduces their maximum to 15 HP (20-5), but does not reduce their current hit points, 11 HP; when they use a stimpack or receive first aid, their hit points will be restored up to the new maximum of 15 HP; if they had more than 15 HP as their current hit points, the radiation would not only reduce their maximum but would also lower their current hit points to 15 HP.

If a character has 20 *rads* or more they become unconscious, not being able to perform any actions nor recovering action points at the beginning of their turns. They must, each turn, roll a d20. When rolling a number less than or equal to 10, they obtain a success. When rolling a number greater than or equal to 11, they obtain a failure. If they obtain 2 successes, consecutive or not, the character transforms into a ghoul. If they obtain 2 failures, consecutive or not, the character dies.

Characters can also be exposed to radiation when being attacked by weapons with the “radioactive” characteristic, such as gamma gun and fat man, or when using consumables, such as dirty water and nuka cola.

Radiation resistance (RR), provided by armors, makes a character be less exposed to radiation. In this case, one must subtract the radiation resistance from the number of *rads* and the difference will correspond to how much they were exposed.

Exemplo: a character would be exposed to 4 *rads*; however, they have RR 2, which makes them be exposed to only 2 *rads* (4-2).

Radiation resistance does not apply when the character is exposed to radiation when using consumables.

Example 2: a character drinks dirty water, which makes them be exposed to 1 *rad*; although they have RR 3, radiation resistance does not apply, since they were exposed to radiation when using consumables.

To remove radiation from yourself or from an ally within 5 feet, a character may use a radaway, using 6 AP. The amount of *rads* is determined by rolling a d10 and applying to the number rolled a modifier according to the value that the character has in medicine: if they have between 1 and 20, the modifier is +1; if they have between 21 and 40, it is +2; if they have between 41 and 60, it is +3; if they have between 61 and 80, it is +4; and if they have between 81 and 100, it is +5.

If a character accumulated 20 *rads* or more, became unconscious, but, before dying or turning into a ghoul, received a radaway that reduced their radiation to below 20 *rads*, they regain consciousness.

### **Weapon Decay**

When the action being performed is an attack and the player obtains a critical failure, the weapon used decays, having its damage altered by -4, from the next attack onward.

To repair weapons, it is necessary to use a certain amount of scrap, according to the value that the character has in repair: if they have between 1 and 20, 7 scraps; between 21 and 40, 6 scraps; between 41 and 60, 5 scraps; between 61 and 80, 4 scraps; and between 81 and 100, 3 scraps.

### **Sneak Mode**

To enter sneak mode, a character must perform a sneak test, with a modifier determined by the supervisor. In sneak mode, for the character to move 5 feet, 2 AP are

required instead of 1 AP. An attack performed during sneak mode will deal additional damage, corresponding to another damage die of the weapon used.

## Character

### Character Creation

Character creation must follow the steps below:

- a. Choose an origin;
- b. Distribute 40 points among the attributes; no attribute may be lower than 1 or higher than 10;
- c. Calculate the skills, with the value of each skill corresponding to the value of the attribute from which it derives multiplied by 5;
- d. Choose 3 tag skills, which will have their value increased by 15 points;
- e. Calculate the hit points, corresponding to the character's endurance +15;
- f. Choose a perk;
- g. Add equipment to the inventory.

### Origins

- a. Vault Dweller: thanks to V.A.T.S., it is necessary to spend only 2 AP to aim, instead of 3 AP.
- b. Wastelander: may choose 2 perks at level 1.
- c. Brotherhood of Steel: may choose 4 tag skills, but must choose energy weapons and science.
- d. Ghoul: instead of suffering negative effects when exposed to radiation, restores 1 HP *per rad*; is not attacked by feral ghouls, unless the character attacks first.
- e. Supermutant: has 42 points to distribute among attributes, but must allocate at least 8 points in strength and 8 points in endurance; immune to radiation.
- f. Mr. Handy: cannot use consumables; when receiving first aid, the skill used is repair instead of medicine; has three arms, one for a pincer and two for weapons, from the following: 10mm submachine gun, buzz saw, laser pistol, plasma pistol, and flamer; do not need to use action points to switch weapons; cannot use armor, being protected by metal plating, which provide DR 3 and ER 2; immune to radiation

## Perks

Perk	Requirement	Bonus
Intense Training	-	Increases one attribute by 1 point; can be chosen more than once
Basher	Strength 5	The damage of the gun bash increases from d4 to d6 and, when switching weapons to attack with the gun bash, it is not necessary to use action points
Steady Aim	Strength 5	When making more than one attack in the same turn against the same enemy and aiming the first attack, it is not necessary to spend additional action points to aim subsequent attacks
Strong Back	Strength 6	+25 carry weight
Heavy Gunner	Strength 6	When using heavy weapons, you may reroll the weapon's damage die; the new rolled number must be used mandatorily, even if it is worse than the number initially rolled  Applicable to: 5.56 light machine gun, 7.62 light machine gun, minigun, flamer, cryolator, tesla cannon, gatling laser, plasma caster, grenade launcher, rocket launcher and fat man
Piercing Strike	Strength 7	When using piercing melee weapons or unarmed, ignores 2 points of enemy damage resistance instead of 1  Applicable to: switchblade, combat knife, machete, sword, shishkebab, throwing knife, throwing hatchet, throwing spear, buzz saw, bladed gauntlet and deathclaw gauntlet
Super Slam	Strength 7	When using staggering melee weapons or unarmed, when an attack hits an enemy, they recover -4 AP on their next turn instead of -2 AP

		Applicable to: tire iron, baton, board, baseball bat, sledgehammer, super sledge, gun bash, fist, brass knuckles, power fist and pincer
Rooted	Strength 8	When the character does not move in a turn before attacking with melee weapons or unarmed, the attack deals an additional 1d4 damage
Pain Train	Strength 8	May spend 12 AP to charge in a straight line up to 25 feet; all enemies in the path must make a strength or agility -2 test to resist or dodge, or take 1d8 physical damage plus unarmed damage modifier and recover -2 AP next turn
Refractor	Perception 5	+1 ER
Concentrated Fire	Perception 5	When making more than one attack in the same turn against the same enemy, from the second attack onward, the modifier of attack tests receives a bonus of +10
Demolition Expert	Perception 6	Explosive attacks deal damage to all enemies within a 10-foot radius instead of 5 feet
Rifleman	Perception 6	When using non-automatic rifles, the weapon gains the “piercing” quality Applicable to: double-barrel shotgun, pump-action shotgun, combat shotgun, lever action rifle, 5.56 assault rifle (semi-automatic mode), 7.62 assault rifle (semi-automatic mode), hunting rifle, sniper rifle, anti-material rifle, laser rifle (semi-automatic mode), plasma rifle (semi-automatic mode), laser musket, holorifle and gauss rifle
Awareness	Perception 7	The modifiers of sneak tests and mine attack tests against the character receive a penalty of -20
Infiltrator	Perception 7	When attempting to pick locks, may reroll the d100 used in the lockpick test
Trigger Discipline	Perception 8	When aiming, the modifier of the attack test receives a bonus of +10

Mad Bomber	Perception 8	Can craft explosives
Toughness	Endurance 5	+1 DR
Vitality	Endurance 5	+5 HP
Rad Resistance	Endurance 6	+1 RR
Hunter	Endurance 6	Attacks against animals deal an additional 1d4 damage
Fast Metabolism	Endurance 7	When the character restores hit points with stimpacks or first aid, restore +5 HP
Lead Belly	Endurance 7	Does not gain <i>rads</i> from consuming food or drinks
Still Alive	Endurance 8	When the character regains consciousness, restore +5 HP
Unstoppable	Endurance 8	To regain consciousness, the character needs only 1 success instead of 22
Master Trader	Charisma 5	Buying and selling prices are 10% better
Dogmeat	Charisma 5	Gain a dog companion
Animal Friend	Charisma 6	May spend 12 AP to make a survival test against an animal enemy, with a modifier determined by the supervisor; on success, the supervisor determines the enemy flees the combat or all its attacks start dealing -2 damage
Automaton Sympathy	Charisma 6	May spend 12 AP to make a science test against a robot enemy, with a modifier determined by the supervisor; on success, the supervisor determines the enemy flees the combat or all its attacks start dealing -2 damage
Terrifying Presence	Charisma 7	May spend 12 AP to make a speech test against a humanoid enemy, with a modifier determined by the supervisor; on success, the supervisor determines the enemy flees the combat or all its attacks start dealing -2 damage
Smooth Talker	Charisma 7	When attempting to persuade characters, may reroll the d100 used in the speech test

Inspiration	Charisma 8	May spend 12 AP to make a difficulty speech -10 test; on success, may distribute 12 AP among allies
Ferocious Loyalty	Charisma 8	After being hit by an enemy attack, the first attack made by an ally against that enemy deals an additional 1d4 damage
Scrapper	Intelligence 5	When finding junk, finds 25% more
ED-E	Intelligence 5	Gain an eyebot companion
Combat Medic	Intelligence 6	Performing first aid costs only 10 AP instead of 12 AP
Robotics Expert	Intelligence 6	Attacks against robots deal an additional 1d4 damage
Jury Rigging	Intelligence 7	When one of the character's weapons decays, its damage is altered by -2 instead of -4
Computer Whiz	Intelligence 7	When hacking terminals, may reroll the d100 used in the science test
Gun Nut	Intelligence 8	Can craft ammo
Chemist	Intelligence 8	Can craft medical supplies
Quick Draw	Agility 5	+5 initiative
Moving Target	Agility 5	When moving 25 feet or more in the same turn, the modifier of attack tests against the character receives a penalty of -20 until the start of the next turn
Gunslinger	Agility 6	When using pistols, the modifier of attack tests receives a bonus of +10 Applicable to: 9mm pistol, 10mm pistol, 5.56 pistol, .357 revolver, .44 revolver, laser pistol, plasma pistol, pulse pistol gamma pistol
Silent Running	Agility 6	In sneak mode, moving 5 feet costs 1 AP instead of 2 AP
Commando	Agility 7	When using automatic weapons and making more than one attack in a turn, attacks from the second onward cost -2 AP

		Applicable to: 9mm submachine gun, 10mm submachine gun, thompson submachine gun, 5.56 assault rifle (automatic mode), 7.62 assault rifle (automatic mode), laser rifle (automatic mode) and plasma rifle (automatic mode)
Ninja	Agility 7	Sneak attacks deal 1d4 additional damage
Action Boy	Agility 8	Recovers 16 AP per turn instead of 15 AP
Light Step	Agility 8	Does not trigger enemy mines when passing through location they were planted
Fortune Finder	Luck 5	When finding bottlecaps, finds 25% more
Scrounger	Luck 5	When finding ammo, finds 25% more
Bloody Mess	Luck 6	When rolling a number from 6 to 10 on the critical die of an attack test and hitting that attack, the enemy suffers bleeding, losing 1d4 HP at the end of their next turn
Idiot Savant	Luck 6	Gains additional skill points when leveling up; the lower the intelligence, the more points gained: if has 1 or 2 intelligence, gains 5 additional skill points; if has 3 or 4, gains 4; if has 5 or 6, gains 3; if has 7 or 8, gains 2; and if has 9 or 10, gains 1
Better Criticals	Luck 7	Critical hits deal 1d4 additional damage
Critically Motivated	Luck 7	Regains 2 AP whenever scoring a critical hit
Mysterious Stranger	Luck 8	At the start of each combat, roll a d20; when rolling a number less than or equal to 5, the Mysterious Stranger appears and attacks a chosen enemy with his revolver, dealing 15 physical damage
Ricochet	Luck 8	When an enemy scores a critical failure on an attack against the character, they take the damage the attack would have dealt

### Dogmeat and ED-E

Companions can perform actions using the character's action points. When the character moves, the companion automatically follows, without the need to spend action points for that. The companion does not benefit from the character's perks. The companions have critical chance 3.

Their skills and the damage of their attacks evolve according to the character's level:

Perk	Attack	Character Level	Skill	Damage	AP	Range	Qualities	
Dogmeat	Bite	1	Unarmed	45	d6+3	11	-	Piercing
		2		55	d6+3			
		3		65	d6+4			
		4		75	d6+4			
		5 or more		85	d6+5			
ED-E	Laser	1	Energy weapons	45	d6+3	11	Short	-
		2		55	d6+3			
		3		65	d6+4			
		4		75	d6+4			
		5 or more		85	d6+5			

### Character Progression

When the characters reach a milestone in the campaign, the supervisor may determine that they have leveled up. When your character levels up, the player must:

- a. Choose a perk;
- b. Distribute a number of points correspondent to the character's intelligence +15 among their skills;
- c. Increase their hit points according to the character's level and endurance:

	Levels 2, 6, 10...	Levels 3, 7, 11...	Levels 4, 8, 12...	Levels 5, 9, 13...
Endurance 1 or 2	+1 HP	+2 HP	+1 HP	+2 HP
Endurance 3 or 4	+2 HP	+2 HP	+1 HP	+2 HP
Endurance 5 or 6	+2 HP	+2 HP	+2 HP	+2 HP

Endurance 7 or 8	+3 HP	+2 HP	+2 HP	+2 HP
Endurance 9 or 10	+3 HP	+2 HP	+3 HP	+2 HP

## Equipment

### Starting Equipment

At level 1, the character has in their inventory:

Vault Dweller	Wastelander ou Ghoul	Brotherhood of Steel	Supermutant	Mr. Handy
Vault jumpsuit	Tough clothing	Brotherhood of Steel uniform	Raider armor	Metal plating
10mm pistol 30 10mm ammo	.357 revolver 30 .357 ammo	Laser pistol 30 microfusion cells	5.56 assault rifle 30 5.56 ammo	Flamer 30 flamer fuel
Baton	Switchblade	Combat knife	Board	Buzz saw
1 stimpack	1 stimpack	1 stimpack	1 stimpack	1 stimpack
1 purified water 1 adequate food	1 dirty water 1 inadequate food	1 purified water 1 adequate food	1 dirty water 1 inadequate food	1 purified water 1 adequate food
15 bottlecaps	30 bottlecaps	15 bottlecaps	15 bottlecaps	15 bottlecaps

### Barter

When buying and selling equipment, prices will be better or worse depending on the value that the character has in barter: if it is between 1 and 20, prices are 20% worse; between 21 and 40, 10% worse; between 41 and 60, normal prices; between 61 and 80, 10% better; and between 81 and 100, 20% better.

Example 1: a character wants to buy a .357 revolver priced at 80 and sell a nuka cola priced at 20; they have 70 in barter, which means prices are 10% better; they will pay 72 caps for the .357 revolver (80 -10%) and receive 22 caps for the Nuka-Cola (20 -10%).

Example 2: a character wants to buy a .357 revolver priced at 80 and sell a nuka cola priced at 20; they have 30 in barter, which means prices are 10% worse; they will pay 88 caps for the .357 revolver (80 +10%) and receive 18 caps for the Nuka-Cola (20 -10%).

## Carry Weight

Carry weight is the amount of weight the character can carry. It corresponds to 4 times the character's strength +60.

## Guns

Weapon	Damage	AP	Range	Qualities	Price	Weight
9mm pistol	d4	11	Short	-	40	2
10mm pistol	d6	11	Short	-	160	2
5.56 pistol	d8	11	Short	-	640	3
.357 revolver	d6	12	Short	-	80	2
.44 revolver	d8	12	Short	-	320	3
Double-barrel shotgun	d8	12	Short	Spread	160	5
Pump-action shotgun	d10	12	Short	Spread	640	6
Combat shotgun	d10	11	Short	Spread	1.280	7
9mm submachine gun	d4	10	Short	-	80	3
10mm submachine gun	d6	10	Short	-	320	4
Thompson submachine gun	d6	10	Medium	Inaccurate	240	8
Lever action rifle	d6	12	Medium	-	80	5
5.56 assault rifle	d6	11 (semi-automatic mode) or 10 (automatic mode)	Medium	Versatile	320	8
7.62 assault rifle	d8	11 (semi-automatic mode) or 10 (automatic mode)	Medium	Versatile	1.280	8

5.56 light machine gun	d6	9	Medium	Inaccurate	480	16
7.62 light machine gun	d8	9	Medium	Inaccurate	1.920	16
Minigun	d6	8	Medium	Inaccurate	960	25
Hunting rifle	d8	12	Long	-	320	6
Sniper rifle	d10	12	Long	-	1.280	9
Anti-material rifle	d12	12	Long	-	5.120	16

### Melee Weapons

Weapon	Damage	AP	Range	Qualities	Price	Weight
Switchblade	d4	10	-	Piercing	20	1
Tire iron	d4	10	-	Staggering	20	2
Combat knife	d6	10	-	Piercing	80	2
Baton	d6	10	-	Staggering	80	2
Board	d6	11	-	Staggering	40	5
Machete	d8	11	-	Piercing	160	5
Baseball bat	d8	11	-	Staggering	160	5
Sword	d10	12	-	Piercing	320	12
Sledgehammer	d10	12	-	Staggering	320	12
Shishkebab	d10	12	-	Incendiary Piercing	1.280	16
Super sledge	d12	12	-	Staggering	1.280	16
Throwing knife	d4	10	Short	Piercing Throwable	40	1
Throwing hatchet	d6	11	Short	Piercing Throwable	80	3
Throwing spear	d8	12	Medium	Piercing Throwable	160	6
Gun bash	d4	11	-	Staggering	-	-
Buzz saw (Mr. Handy)	d8	11	-	Piercing	-	-

## Energy Weapons

Weapon	Damage	AP	Range	Qualities	Price	Weight
Laser pistol	d6	11	Short	-	200	3
Plasma pistol	d8	11	Short	-	800	3
Pulse pistol	d4	11	Short	Pulse	400	2
Gamma pistol	d4	11	Short	Radioactive	400	2
Laser rifle	d6	11 (semi-automatic mode) or 10 (automatic mode)	Medium	Versatile	400	8
Plasma rifle	d8	11 (semi-automatic mode) or 10 (automatic mode)	Medium	Versatile	1.600	8
Flamer	d6	10	Short	Incendiary Spread	800	17
Cryolator	d6	10	Short	Freezing Spread	1.600	17
Tesla cannon	d8	12	Medium	Pulse	3.200	20
Gatling laser	d6	8	Medium	Inaccurate	1.200	20
Plasma caster	d8	9	Medium	Inaccurate	2.400	22
Laser musket	d8	12	Long	-	400	6
Holorifle	d10	12	Long	-	1.600	9
Gauss rifle	d12	12	Long	-	6.400	15

## Unarmed

Weapon	Damage	AP	Range	Qualities	Price	Weight
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Fist	d4	10	-	Staggering	-	-
Brass knuckles	d6	10	-	Staggering	80	1
Bladed gauntlet	d8	11	-	Piercing	160	6
Deathclaw gauntlet	d10	11	-	Piercing	640	10
Power fist	d12	12	-	Staggering	1.280	10
Pincer (Mr. Handy)	d6	11	-	Staggering	-	-

### Explosives

Weapon	Damage	AP	Range	Qualities	Price	Weight
Molotov cocktail	d6	12	Short	Incendiary	32	0,5
Pulse grenade	d6	12	Short	Pulse	64	0,5
Cryo grenade	d6	12	Short	Freezing	64	0,5
Dynamite	d8	12	Short	-	32	0,5
Frag grenade	d10	12	Short	-	64	0,5
Plasma grenade	d12	12	Short	-	128	0,5
Nuka-grenade	d12	12	Short	Radioactive	512	0,5
Grenade launcher	d10	12	Medium	-	1.280	12
Rocket launcher	d12	12	Medium	-	1.920	20
Fat man	d20	12	Medium	Radioactive	3.840	30

Attacks with explosives deal damage to all enemies within a 5-foot radius.

To perform an attack using a mine, it must be planted in a location. When an enemy is about to pass through the location where it was planted, the character who planted the mine must perform an explosives test, with a modifier determined by the enemy's perception: if the enemy has perception 1 or 2, the modifier is +20; if they have 3 or 4, it is +10; if they have 5 or 6, it is 0; if they have 7 or 8, it is -10; and if they have 9 or 10, it is -20. If they fail the test,

the enemy spots the mine before detonating it. If they pass the test, the enemy does not spot the mine and it is detonated.

When a character spots an enemy mine, they can try to disarm it to store it in their inventory. To do so, they must perform an explosives -20 test. If they obtain a critical failure, the mine is detonated.

Mine	Damage	AP	Qualities	Price	Weight
Pulse mine	d6	12	Pulse	64	0,5
Cryo mine	d6	12	Freezing	64	0,5
Frag mine	d10	12	-	64	0,5
Bottlecap mine	d12	12	-	128	0,5
Plasma mine	d12	12	-	128	0,5
Nuke mine	d12	12	Radioactive	512	0,5

### Weapon Qualities

- a. Freezing: when an attack hits the enemy, they recover -6 AP on their next turn.
- b. Inaccurate: the modifier of attack tests receives a penalty of -10
- c. Incendiary: the enemy is set on fire, losing 1d4 HP at the end of their next turn.
- d. Piercing: ignores 1 point of enemy damage resistance.
- e. Pulse: when attacking enemies using power armor or robots, deals an additional 1d10 damage.
- f. Radioactive: when an attack hits the enemy, they are exposed to 1d6 *rads*.
- g. Spread: when the enemy is at medium range, deals -5 damage; at long range, -10; and at extreme range, -15.
- h. Staggering: when an attack hits the enemy, they recover -2 AP on their next turn.
- i. Throwable: although it is a melee weapon, it can also be used to perform ranged attacks.
- j. Versatile: can be used in semi-automatic mode, in which the AP cost is 11 and the “rifleman” perk applies, or in automatic mode, in which the AP cost is 10 and the “commando” perk applies.

### Ammo

Weapons use ammunition when performing attacks. The type of ammunition varies according to the weapon. As long as the character has ammunition in their inventory, it is considered that their weapon is always loaded, and it is not necessary to spend action points or consider the time it would take the character to reload their weapons.

Ammo	Weapons	Price	Weight
9mm ammo	9mm pistol	1	-
	9mm submachine gun		
10 mm ammo	10mm pistol	1,5	-
	10mm submachine gun		
5.56 ammo	5.56 pistol	1,5	-
	5.56 assault rifle		
	5.56 light machine gun		
.357 ammo	.357 revolver	1,5	-
	Lever action rifle		
.44 ammo	.44 revolver	2	-
20 GA shotgun shell	Double-barrel shotgun	1,5	-
12 GA shotgun shell	Pump-action shotgun	2	-
	Combat shotgun		
.45 ammo	Thompson submachine gun	1,5	-
7.62 ammo	7.62 assault rifle	2	-
	7.62 light machine gun		
.308 ammo	Hunting rifle	2	-
	Sniper rifle		
.50 ammo	Anti-material rifle	3	-
5mm ammo	Minigun	1,5	-
Microfusion cell	Laser pistol	1,5	-
	Laser rifle		
	Laser musket		
	Holorifle		

	Gatling laser		
Plasma cartridge	Plasma pistol	2	-
	Plasma rifle		
	Plasma caster		
Electron charge pack	Pulse pistol	3	-
	Tesla cannon		
Gamma round	Gamma pistol	3	-
2mm EC	Gauss rifle	3	-
Flamer fuel	Flamer	1,5	-
Cryo cell	Cryolator	3	-
40mm grenade	Grenade launcher	64	0,5
Rocket	Rocket launcher	128	2
Mini nuke	Fat man	512	5

### Armor

Armadura	DR	ER	RR	Bônus	Preço	Peso
Tough clothing	1	1	0	-	10	4
Vault jumpsuit	0	1	1	-	40	4
Brotherhood of Steel uniform	1	2	0	-	40	4
Mechanic jumpsuit	0	0	0	+10 repair	20	4
Formal wear	0	0	0	+10 barter +10 speech	40	4
Lab coat	0	0	0	+10 medicine +10 science	40	4
Raider armor	2	1	0	-	40	13
Leather armor	2	2	0	-	160	13
Metal armor	3	2	0	-	320	30

Combat armor	3	3	0	-	1.280	25
Recon armor	2	2	0	+10 sneak	640	13
Tribal armor	1	1	0	+10 survival	20	13
Radiation suit	0	0	3	-	640	20
T-45 power armor	5	4	3	+2 strength - 1 agility -10 sneak	10.240	45
T-51 power armor	5	5	3	+2 strength - 1 agility -10 sneak	12.800	45
T-60 power armor	6	5	3	+2 strength - 1 agility -10 sneak	15.360	45
X-01 power armor	6	6	6	+2 strength - 1 agility -10 sneak	17.920	45

### Miscellaneous

Miscellaneous items that are consumables can be used during combat by spending 6 AP.

Item	Bonus	Price	Weight
Stimpack	Restores an amount of hit points determined by rolling a d10 and applying to the number rolled modifier according to the value that the character has in medicine: if they have between 1 and 20, the modifier is +1; if they have between 21 and 40, it is +2; if they have between 41 and 60, it is +3; if they have between 61 and 80, it is +4; and if they	40	-

	have between 81 and 100, it is +5; or makes an unconscious ally regain consciousness		
Med-X	+2 DR and +2 ER for 3 turns	80	-
Radaway	Removes an amount of <i>rads</i> determined by rolling a d10 and applying to the number rolled modifier according to the value that the character has in medicine: if they have between 1 and 20, the modifier is +1; if they have between 21 and 40, it is +2; if they have between 41 and 60, it is +3; if they have between 61 and 80, it is +4; and if they have between 81 and 100, it is +5	40	-
Rad-X	+2 RR for 3 turns	80	-
Purified water	+4 HP	10	0,5
Dirty water	+3 HP, +1 <i>rad</i>	5	0,5
Adequate food	+3 HP	8	0,5
Inadequate food	+2 HP, +1 <i>rad</i>	4	0,5
Nuka-cola	+12 AP, +1 <i>rad</i>	20	0,5
Nuka-cola quantum	+18 AP, +1 <i>rad</i>	40	0,5
Stealth boy	The modifier of tests to enter sneak mode receives a bonus of +20 and the modifier of attack tests against the character receives a penalty -20 for 3 turns	360	1
Junk	-	4	0,5

### Crafting

Equipment	Junk	Quantity	Requirements
Molotov cocktail	6 junk	1	Mad Bomber
Pulse grenade	13 junk	1	Mad Bomber
Cryo grenade	13 junk	1	Mad Bomber
Dynamite	6 junk	1	Mad Bomber

Frag grenade	13 junk	1	Mad Bomber
Plasma grenade	26 junk	1	Mad Bomber
Nuka-grenade	102 junk	1	Mad Bomber
Pulse mine	13 junk	1	Mad Bomber
Cryo mine	13 junk	1	Mad Bomber
Frag mine	13 junk	1	Mad Bomber
Bottlecap mine	26 junk	1	Mad Bomber
Plasma mine	26 junk	1	Mad Bomber
Nuke mine	102 junk	1	Mad Bomber
9mm ammo	2 junk	10	Gun Nut
10 mm ammo	3 junk	10	Gun Nut
5.56 ammo	3 junk	10	Gun Nut
.357 ammo	3 junk	10	Gun Nut
.44 ammo	4 junk	10	Gun Nut
20 GA shotgun shell	3 junk	10	Gun Nut
12 GA shotgun shell	4 junk	10	Gun Nut
.45 ammo	3 junk	10	Gun Nut
7.62 ammo	4 junk	10	Gun Nut
.308 ammo	4 junk	10	Gun Nut
.50 ammo	6 junk	10	Gun Nut
5mm ammo	3 junk	10	Gun Nut
Microfusion cell	3 junk	10	Gun Nut
Plasma cartridge	4 junk	10	Gun Nut
Electron charge pack	6 junk	10	Gun Nut
Gamma round	6 junk	10	Gun Nut
2mm EC	6 junk	10	Gun Nut
Flamer fuel	3 junk	10	Gun Nut
Cryo cell	6 junk	10	Gun Nut
40mm grenade	13 junk	1	Gun Nut
Rocket	26 junk	1	Gun Nut
Mini nuke	102 junk	1	Gun Nut
Stimpack	8 junk	1	Chemist

Med-X	16 junk	1	Chemist
Radaway	8 junk	1	Chemist
Rad-X	16 junk	1	Chemist