

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 what its difficulty is; the difficulty will be between 0 and 4, if the test uses an attribute, or between 0 and 40, if the test uses a skill; the player rolls 1d6, if the test uses an attribute, or 1d60, if the test uses a skill, and adds the rolled value to the difficulty, this sum being called the target number; if the character's attribute or skill is equal to or greater than the target number, 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.

Example 1: a character wishes to move a heavy object; the supervisor determines the execution of a strength attribute test with difficulty 2; the player rolls 1d6, obtaining "5", which makes their target number be 7 (2+5); the player verifies that their character has 8 in strength, which means that they passed the test and were successful in their action, managing to move the heavy object.

Example 2: a character wishes to fix a generator; the supervisor determines the execution of a repair skill test with difficulty 10; the player rolls 1d60, obtaining a "22", which makes their target number be 32 (10+22); the player verifies that their character has 25 in repair, which means that they failed the test and were unsuccessful in their action, not managing to fix the generator.

To roll 1d60 using physical dice, you can use 1d6 for the tens and 1d10 for the units; when rolling "10" on the 1d10, it should be treated as 0; and when rolling "6" on the 1d6, it should be treated as 0, except when rolling "6" on the 1d6 and "10" on the 1d10.

Example: when rolling "4" on the 1d6 and "7" on the 1d10, the result is 47; when rolling "2" on the 1d6 and "10" on the 1d10, it is 20; when rolling "6" on the 1d6 and "3" on the 1d10, it is 03; and when rolling "6" on the 1d6 and "10" on the 1d10, it is 60.

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, lockpicking, 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 lockpicking; 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 6 in endurance will have 30 (6x5) in survival.

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

Critical Die

When performing actions, in addition to the roll of the main test, one must also roll a d20 called the critical die. When rolling a number equal to or lesser than the character's critical chance, the action is a critical success, that is, it is a success regardless of the result of the main test. However, when rolling a "20", the action is a critical failure, that is, 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 obtained in the main test is maintained.

The 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 supervisor determines the execution of a lockpicking test with difficulty 20; the player rolls 1d60, obtaining "41", which makes their target number be 61 (20+41); however, the character has only 35 in lockpicking, meaning, at first, that they failed; however, when rolling the critical die, they obtain "3", which, since the

character has 4 in critical chance, results in a critical success, which prevails over the failure in the lockpicking test.

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 greater than 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 difficulty of attack tests, exceptionally, can exceed 40. It 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	20	40	60	80
Medium range weapon	40	20	40	60
Long range weapon	60	40	20	40

Melee attacks, which use melee weapons or unarmed, can only be performed against a target that is within 5 feet and have difficulty 20.

If the character passes the test, the attack will have hit the target. When an attack hits the target, it causes damage. The amount of damage caused corresponds to the number rolled on the weapon's damage die. This number is increased by a 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 between 21 and 40, +2; if between 41 and 60, +3; if between 61 and 80, +4; and if between 81 and 100, +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 difficulty of the test is 40; 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 modifier +3 is added, resulting in 5 (2+3) damage caused.

Critical Hits

When the action being performed is an attack and the player obtains a critical success, the attack is a critical hit, which means that it will cause 1d4 additional damage.

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. To start attacking with gun bashes, it is not necessary to switch weapons.

Aim

A character can use 3 AP to aim before attacking. Aiming allows the player to reroll the 1d60 used to determine the target number of the attack test.

Example: a character aims before attacking and, when performing the attack test, with difficulty 20, rolls "52", which would make the target number be 72 (20+52); however, since they aimed before attacking, they reroll the 1d60, obtaining a "4", which makes the target number be 24 (20+4).

Hit Points

When a character suffers damage, they lose hit points (HP). In character creation, hit points are determined by the sum of 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 equal to or greater than 11, they obtain a failure. When rolling a number equal to or lesser than 10, they obtain a success. If they obtain 2 failures, consecutive or not, the character dies. If they obtain 2 successes, consecutive or not, the character regains consciousness, having 5 HP restored.

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 3 DR, which makes them lose only 4 HP (7-3).

Healing

A character can use 6 AP to use a stimpack, on themselves or on an ally that is within 5 feet, to restore 5 HP, increased by a modifier according to the value that the character has in medicine: if they have between 1 and 20, +1; if between 21 and 40, +2; if between 41 and 60, +3; if between 61 and 80, +4; and if between 81 and 100, +5.

A character can use 12 AP to perform first aid, on themselves or on an ally that is within 5 feet, to restore an amount of HP according to the value that the character has in medicine: if they have between 1 and 20, 2; if between 21 and 40, 4; if between 41 and 60, 6; if between 61 and 80, 8; and if between 81 and 100, 10. To perform first aid, one must perform a medicine test with difficulty 0 or, if the character is performing first aid on themselves, 20.

Stimpacks and first aid can also be used to make an unconscious ally regain consciousness. In the case of first aid, the difficulty of the test is 40.

Radiation

Characters are exposed to radiation if they are in a radioactive environment. The supervisor must roll 1d6 to determine the amount of *rads* to which the characters have been exposed. While they remain in the environment, the supervisor should continue rolling 1d6 as often as they deem appropriate.

As they are exposed to 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 <i>rads</i> or more	HP limited to 10 -3 to all attributes -15 to all skills

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 2 RR, 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 3 RR, radiation resistance does not apply, since they were exposed to radiation when using consumables.

Rads can be removed using a radaway, which removes 10 *rads*. A character can use 6 AP to use a radaway on themselves or on an ally that is within 5 feet.

Weapon Decay

When the action being performed is an attack and the player obtains a critical failure, the weapon used decays, having its damage modified 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, 5 scraps; if between 21 and 40, 4 scraps; if between 41 and 60, 3 scraps; if between 61 and 80, 2 scraps; and if between 81 and 100, 1 scrap.

Sneak Mode

To enter sneak mode, a character must perform a sneak test. In sneak mode, for the character to move 5 feet, 2 AP are required. An attack performed during sneak mode will cause 1d4 additional damage.

Character

Character Creation

Character creation must follow the steps below:

- a. Choose an origin;
- b. Distribute 40 points among the character's attributes; no attribute may be lower than 1 or higher than 10;
- c. Calculate the character's 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;
- e. Calculate the character's hit points, corresponding to the number of points the character has in endurance +15;
- f. Choose a perk;
- g. Add equipment to the character's 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 3 DR and 2 ER; immune to radiation

Perks

Perk	Requirement	Bonus
Intense Training	-	Increases one attribute by +1; can be chosen more than once
Basher	Strength 5	The damage of the light gun bash increases from 1d4 to 1d6 and heavy gun bash from 1d6 to 1d8
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: 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, 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, 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, light gun bash, heavy gun bash, fist, brass knuckles and power fist
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 difficulty 3 test to resist or dodge, or take 1d8 physical damage plus unarmed modifier and recover -2 AP next turn; if the character is a super mutant or using power armor, difficulty is 4, damage becomes 1d10 physical damage plus unarmed modifier, and enemies recover -4 AP
Refractor	Perception 5	+1 ER
Concentrated Fire	Perception 5	When making more than one attack in the same turn against the same enemy, attacks from the second onward have their difficulty modified by -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 difficulty of sneak tests and mine attacks against the character is modified by +20
Infiltrator	Perception 7	When attempting to pick locks, may reroll the 1d60 used to determine the target number
Trigger Discipline	Perception 8	When aiming, the difficulty of the attack test is modified by -10
Mad Bomber	Perception 8	Can craft explosives
Toughness	Endurance 5	+1 DR
Vitality	Endurance 5	+4 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 HP via 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 regaining consciousness, restores 10 HP instead of 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 25% 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 difficulty 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 difficulty 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 difficulty 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 1d60 used to determine the target number
Inspiration	Charisma 8	May spend 12 AP to make a difficulty 20 speech 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 reduced by -2 instead of -4
Computer Whiz	Intelligence 7	When hacking terminals, may reroll the 1d60 used to determine the target number
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, attack difficulty against the character is increased by +20 until the start of the next turn
Gunslinger	Agility 6	When using pistols, all attacks have their difficulty modified by -10 and the character regains 1 AP whenever they hit an attack Applicable to: 9mm pistol, 10mm pistol, .45 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), 5.56 light machine gun, 7.62 light machine gun, laser rifle (automatic mode) and plasma rifle (automatic mode)
Ninja	Agility 7	Sneak attacks deal 1d6 additional damage instead of 1d4
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
Better Criticals	Luck 6	Critical hits deal 1d6 additional damage instead of 1d4
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
Bloody Mess	Luck 7	When rolls 6, 7, 8, or 9 on the critical die during an attack and that attack hits, the enemy suffers bleeding, losing 1d4 HP at the end of their next turn
Critically Motivated	Luck 7	Regains 2 AP whenever scoring a critical hit
Mysterious Stranger	Luck 8	At the start of each combat, roll 1d20; on 5 or less, 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:

- Choose a perk;
- Increase the character's HP by 1 point;
- Distribute a number of points equal to the character's Intelligence +15 among their skills.

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, subtract the value the merchant has in barter from the value the character has in barter. The difference corresponds to a percentage that will be applied to the item's price.

Example 1: a character who has 75 in barter wants to buy a .357 revolver, priced at 120, and sell a nuka-cola, priced at 20, to a merchant who has 50 in barter; the difference between their skills is 25 (75–50), which means prices will be 25% better for the character; they will pay 90 caps for the .357 revolver (120 –25%) and receive 25 caps for the nuka-cola (20 +25%).

Example 2: a character who has 50 in barter wants to buy a .357 revolver, priced at 120, and sell a nuka-cola, priced at 20, to a merchant who has 75 in barter; the difference between their skills is –25 (50–75), which means prices will be 25% worse for the character; they will pay 150 caps for the .357 revolver (120 +25%) and receive 15 caps for the nuka-cola (20 –25%).

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	-	280	2
.45 pistol	d6	11	Short	-	280	3
.357 revolver	d6	12	Short	-	210	2
.44 revolver	d8	12	Short	-	1.470	3
Double-barrel shotgun	d8	12	Short	Inaccurate Spread	120	5
Pump-action shotgun	d10	12	Short	Inaccurate Spread	840	6
Combat shotgun	d10	11	Short	Inaccurate Spread	5.880	7
9mm submachine gun	d4	10	Short	-	210	3
10mm submachine gun	d6	10	Short	-	1.470	4

Thompson submachine gun	d6	10	Medium	Inaccurate	420	8
Lever action rifle	d6	12	Medium	-	120	5
5.56 assault rifle	d6	11 (semi-automatic mode) or 10 (automatic mode)	Medium	Versatile	840	8
7.62 assault rifle	d8	11 (semi-automatic mode) or 10 (automatic mode)	Medium	Versatile	5.880	8
5.56 light machine gun	d6	9	Medium	Inaccurate	980	16
7.62 light machine gun	d8	9	Medium	Inaccurate	6.860	16
Minigun	d6	8	Medium	Inaccurate	13.720	25
Hunting rifle	d8	12	Long	-	840	6
Sniper rifle	d10	12	Long	-	5.880	9
Anti-material rifle	d12	12	Long	-	20.580	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	140	2
Baton	d6	10	-	Staggering	140	2
Board	d6	11	-	Staggering	70	5
Machete	d8	11	-	Piercing	210	5
Baseball bat	d8	11	-	Staggering	210	5
Sword	d10	12	-	Piercing	1.260	12
Sledgehammer	d10	12	-	Staggering	1.260	12

Shishkebab	d10	12	-	Incendiary Piercing	8.820	16
Super sledge	d12	12	-	Staggering	8.820	16
Throwing knife	d4	10	Short	Piercing Throwable	70	1
Throwing hatchet	d6	11	Short	Piercing Throwable	210	3
Throwing spear	d8	12	Medium	Piercing Throwable	420	6
Light gun bash	d4	11	-	Light Staggering	-	-
Heavy gun bash	d6	12	-	Heavy Staggering	-	-
Buzz saw (Mr. Handy)	d8	11	-	Piercing	-	-

Energy Weapons

Weapon	Damage	AP	Range	Qualities	Price	Weight
Laser pistol	d6	11	Short	-	420	3
Plasma pistol	d8	11	Short	-	2.940	3
Pulse pistol	d4	11	Short	Pulse	2.940	2
Gamma pistol	d4	11	Short	Radioactive	2.940	2
Laser rifle	d6	11 (semi-automatic mode) or 10 (automatic mode)	Medium	Versatile	1.260	8
Plasma rifle	d8	11 (semi-automatic mode) or 10 (automatic mode)	Medium	Versatile	8.820	8

Flamer	d6	10	Short	Inaccurate Incendiary Spread	4.410	17
Cryolator	d6	10	Short	Freezing Inaccurate Spread	10.290	17
Tesla cannon	d8	12	Medium	Pulse	10.290	20
Gatling laser	d6	8	Medium	Inaccurate	20.580	20
Plasma caster	d8	9	Medium	Inaccurate	27.730	22
Laser musket	d8	12	Long	-	1.260	6
Holorifle	d10	12	Long	-	8.820	9
Gauss rifle	d12	12	Long	-	30.870	15

Unarmed

Weapon	Damage	AP	Range	Qualities	Price	Weight
Fist	d4	10	-	Staggering	-	-
Brass knuckles	d6	10	-	Staggering	140	1
Bladed gauntlet	d8	11	-	Piercing	1.260	6
Deathclaw gauntlet	d10	11	-	Piercing	4.410	10
Power fist	d12	12	-	Staggering	8.820	10
Pincer (Mr. Handy)	d6	10	-	Staggering	-	-

Explosives

Weapon	Damage	AP	Range	Qualities	Price	Weight
Pulse grenade	d4	12	Short	Pulse	160	0,5
Molotov cocktail	d6	12	Short	Incendiary	60	0,5
Cryo grenade	d6	12	Short	Freezing	200	0,5

Dynamite	d8	12	Short	-	60	0,5
Frag grenade	d10	12	Short	-	100	0,5
Plasma grenade	d12	12	Short	-	200	0,5
Nuka-grenade	d12	12	Short	Radioactive	320	0,5
Grenade launcher	d10	12	Medium	-	5.880	12
Rocket launcher	d12	12	Medium	-	13.720	20
Fat man	d20	12	Medium	Radioactive	48.020	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 make an explosives test, with difficulty based on the enemy's perception: if the enemy has perception 1 or 2, the difficulty is 0; if 3 or 4, it is 10; if 5 or 6, it is 20; if 7 or 8, it is 30; and if 9 or 10, it is 40. If the test fails, the enemy spots the mine before triggering it. If the test succeeds, the enemy does not spot the mine and it is detonated.

When a character spots an enemy mine, they may attempt to disarm it to store it in their inventory. To do so, they must make an explosives test with difficulty 20. If the test fails, the mine is detonated.

Mine	Damage	AP	Qualities	Price	Weight
Pulse mine	d4	12	Pulse	160	0,5
Cryo mine	d6	12	Freezing	200	0,5
Frag mine	d10	12	-	100	0,5
Bottlecap mine	d12	12	-	200	0,5
Plasma mine	d12	12	-	200	0,5
Nuke mine	d12	12	Radioactive	320	0,5

Weapon Qualities

- a. Freezing: when an attack hits the enemy, they recover -6 AP on their next turn.
- b. Heavy: applies to double-barrel shotgun, pump-action shotgun, combat shotgun, thompson submachine gun, lever action rifle, 5.56 assault rifle, 7.62 assault rifle, 5.56 light machine gun, 7.62 light machine gun, minigun, hunting rifle, sniper rifle,

anti-material rifle, laser rifle, plasma rifle, flamer, cryolator, tesla cannon, gatling laser, plasma caster, laser musket, holorifle, gauss rifle, grenade launcher, rocket launcher, and fat man.

- c. Inaccurate: when attacking without aiming, the difficulty of attack is modified by +10
- d. Incendiary: the enemy is set on fire, losing 1d4 HP at the end of their next turn.
- e. Light: applies to 9mm pistol, 10mm pistol, .45 pistol, .357 revolver, .44 revolver, 9mm submachine gun, 10mm submachine gun, laser pistol, plasma pistol, pulse pistol, and gamma pistol.
- f. Piercing: ignores 1 point of enemy damage resistance.
- g. Pulse: when attacking enemies using power armor or robots, deals an additional 1d10 damage.
- h. Radioactive: when an attack hits the enemy, they are exposed to 1d6 *rads*.
- i. Spread: when the enemy is at medium range, deals -5 damage; at long range, -10; and at extreme range, -15.
- j. Staggering: when an attack hits the enemy, they recover -2 AP on their next turn.
- k. Throwable: although it is a melee weapon, it can also be used to perform ranged attacks.
- l. 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		
.45 ammo	.45 pistol	1,5	-
	Thompson submachine 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		
5.56 ammo	5.56 assault rifle	1,5	-
	5.56 light machine gun		
7.62 ammo	7.62 assault rifle	2	-
	7.62 light machine gun		
.308 ammo	Hunting rifle	2	-
.338 ammo	Sniper rifle	3	-
.50 ammo	Anti-material rifle	4	-
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	4	-
Flamer fuel	Flamer	1,5	-
Cryo cell	Cryolator	3	-
40mm grenade	Grenade launcher	100	0,5

Rocket	Rocket launcher	200	2
Mini nuke	Fat man	400	5

Armor

Armadura	DR	ER	RR	Bônus	Preço	Peso
Tough clothing	1	1	0	-	20	4
Vault jumpsuit	0	1	2	-	70	4
Brotherhood of Steel uniform	1	2	0	-	140	4
Military fatigues	2	1	0	+10 guns +10 energy weapons	140	4
Mechanic jumpsuit	0	0	0	+10 repair	70	4
Formal wear	0	0	0	+10 barter +10 speech	140	4
Lab coat	0	0	0	+10 medicine +10 science	70	4
Raider armor	2	1	0	-	70	13
Leather armor	2	2	0	-	280	13
Metal armor	3	2	0	-	1.120	30
Combat armor	3	3	0	-	4.480	25
Recon armor	2	2	0	+10 sneak	1.120	13
Tribal armor	2	1	0	+10 survival	280	13
Radiation suit	0	0	6	-	1.120	20
T-45 power armor	5	4	6	+2 strength - 1 agility	54.880	45

				-10 sneak		
T-51 power armor	5	5	6	+2 strength - 1 agility -10 sneak	60.368	45
T-60 power armor	6	5	6	+2 strength - 1 agility -10 sneak	66.404	45
X-01 power armor	6	6	6	+2 strength - 1 agility -10 sneak	73.045	45

Miscellaneous

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

Item	Bonus	Price	Weight
Stimpack	Restores 5 HP, increased by a modifier according to the value that the character has in medicine (if they have between 1 and 20, +1; if between 21 and 40, +2; if between 41 and 60, +3; if between 61 and 80, +4; and if between 81 and 100, +5); or makes an unconscious ally regain consciousness	40	-
Med-X	+2 DR and +2 ER for 3 turns	80	-
Radaway	-10 rads	40	-
Rad-X	+2 RR for 3 turns	80	-
Purified water	+4 PV	10	0,5
Dirty water	+3 PV, +1 rad	5	0,5
Adequate food	+3 PV	8	0,5
Inadequate food	+2 PV, +1 rad	4	0,5
Nuka cola	+12 AP, +1 rad	20	0,5
Nuka cola quantum	+18 AP, +1 rad	40	0,5

Stealth boy	Modifies the difficulty of all tests to enter sneak mode by -30 and the difficulty of all attack tests against the Character by +30 for 3 turns	120	1
Junk	-	4	0,5

Crafting

Equipment	Junk	Quantity	Requirements
Pulse grenade	32 junk	1	Mad Bomber
Molotov cocktail	12 junk	1	Mad Bomber
Cryo grenade	40 junk	1	Mad Bomber
Dynamite	12 junk	1	Mad Bomber
Frag grenade	20 junk	1	Mad Bomber
Plasma grenade	40 junk	1	Mad Bomber
Nuka-grenade	64 junk	1	Mad Bomber
Pulse mine	32 junk	1	Mad Bomber
Cryo mine	40 junk	1	Mad Bomber
Frag mine	20 junk	1	Mad Bomber
Bottlecap mine	40 junk	1	Mad Bomber
Plasma mine	40 junk	1	Mad Bomber
Nuke mine	64 junk	1	Mad Bomber
9mm ammo	2 junk	10	Gun Nut
10 mm ammo	3 junk	10	Gun Nut
.45 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
5.56 ammo	3 junk	10	Gun Nut
7.62 ammo	4 junk	10	Gun Nut
.308 ammo	4 junk	10	Gun Nut

.338 ammo	6 junk	10	Gun Nut
.50 ammo	8 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	8 junk	10	Gun Nut
Flamer fuel	3 junk	10	Gun Nut
Cryo cell	6 junk	10	Gun Nut
40mm grenade	20 junk	1	Gun Nut
Rocket	40 junk	1	Gun Nut
Mini nuke	80 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