

Core Rule Additions/Changes

Creating a character in the Fallout universe is similar to creating a character for d20 Modern, but many changes have been made to the process to reflect life in the irradiated wastes.

- Players will still choose from the initial set of six character classes from the d20 Modern book.
- Fallout features a number of playable races, these will determine starting skills, beginning equipment, and ability score adjustments. Due to the advanced power of some of these races, the following should be kept in mind:

Humans and ghouls are considered to be at +0 enhanced character levels (ECL), mutants are at +2 ECL, and deathclaws at +3 ECL. Basically this means that a 3rd level human is roughly equal to the power of a first level mutant. A first level deathclaw is roughly as powerful as a 4th level human or ghoul, or a second level mutant.

Also, barred skills and feats listed in the racial descriptions are for starting 1st level characters only. If you plan on starting a campaign with higher starting levels, or mixed races, those characters starting out at level 2 or above will have access to most computer and technology based skills and feats, except and feats based Drive and Pilot. Other wise, those characters starting at 1st level may start taking skill levels in a barred skill provided they come into contact with the right equipment (i.e. A starting tribal make not take Drive as a skill starting, but as soon as they come across a working automobile they may begin to take skill levels in Drive.)

Humans characters will be the most numerous. They can come from most any where in the wastes; emerging from the relative safety of the Vaults, surviving in small, primitive tribes,

and the FEV virus. Most super mutants were created by a being known as the Master. This Master planned on eliminating 'normal' humans to make the world safe. Super mutants are typically known to be very large, hulking humanoids with very little intelligence.

Ghouls are people who were exposed to a very large dose of radiation back decades ago at the start of the Great War. Instead of dying, these unfortunate souls gained extraordinarily long life spans. These days ghouls are usually treated as second class citizens by normal humans, due to their hideous appearance.

Deathclaws are descended from small lizards that lived before the war. Deathclaws usually live in packs of 20 to 200 hundred members. They stand 7-8 feet tall, with scaly skin and long, clawed hands. Due to their frightening appearance, deathclaws are usually shot on sight by humans.

- Several new Prestige classes have been added that reflect special organizations in the Fallout Universe.
- A host of new Feats from the Fallout series of games have been added. Characters will also be able to choose one or two Traits for their character. Characters will have access to the Skill Barter.
- A vast number of weapons, items, and armor have been included. A few new rules for modifying combat have been included.
- Firearms are still handled in the same way. Energy weapons (i.e. lasers, plasma, pulse) are Exotic Weapons. This Feat only needs to be applied to energy weapons once to gain an understanding of all energy weapons.
- The skill Demolitions, now covers explosives as normal, but also deals with landmines, explosive and non-explosive traps.