

Fallout PnP 2.0 – GM Reference Sheet

TO HIT

To Hit Formula:
Base-(R+L+A+C) (+/- bonus)

Specific To Hit Formula:
(To Hit) - S

[R] Range Modifier
3%*(Distance-(Attribute+Weapon))

Attribute Range Chart

Per or Str	Range
1	1
2	3
3	5
4	7
5	9
6	11
7	13
8	15
9	17
10	19
+1	+2

[L] Lighting Modifier

Condition	Modifier
Sunny Day	0%
Light Clouds	-5%
Medium Clouds	-10%
Heavy Clouds	-15%
Medium-Lit Building	-20%
Light Rain/Dust	-30%
Medium Rain/Dust	-40%
Bad Light Indoors	-50%
Heavy Rain/Dust	-60%
Downpour/Duststorm	-80%
Blizzard/Hurricane	-150%
Total Cave Darkness	-200%
Full Moon	-10%
Crescent Moon	-20%
New Moon	-40%

[A] Armor Modifier
Armor class of target

[C] Cover Modifier
Cover = % of body covered
(ranged attacks only)

[S] Specific Target Modifier

Ranged Target	Modifier
Torso	0%
Legs	-10%
Arms, Groin	-15%
Head	-20%
Eyes	-30%

Melee Targe	Modifier
Torso	0%
Legs	-20%
Arms, Groin	-30%
Head	-40%
Eyes	-60%

DAMAGE

Damage Formula:
(Roll-T)-((Roll-T)*R%)

Roll=Damage Roll
T=Damage Threshold (armor)
R%=Damage Resistance

Burst Damage:
(basic damage)*(# shots hit)

CRITICALS

Critical Modifiers

Target	Critical Bonus
Arms	+10%
Legs, Groin	+20%
Head	+25%
Eyes	+30%

Critical Hit Chart (Targeted)

Target	Effect
Arms	Crippled
Legs	Crippled
Groin	X2 Dmg, Uncon
Head	X3 Dmg
Eyes	X3 Dmg, Blindness
Torso	X2 Dmg

Critical Hit Chart (Non-Targeted)

1d10	Effect
1	Crippled Arm
2	Crippled Leg
3	X3 Dmg
4	X2 Dmg
5	X1.5 Dmg
6	Uncon 1d4 turns
7	Bypass Armor (DT/DR)
8	Blindness (Per=1)
9	Knockdown
10	Instant Death (!)

Critical Failure Chart

1d10	Effect
1	Ammo is bad, you must clear the weapon
2	Weapon Jammed, 1 turn delay + clear the weapon
3	Loss of AP (down to 0)
4	Dropped Weapon
5	Weapon Explodes Dmg: 3d10+7 (2 hexes)
6	Hit Something Else (full damage)
7	Damage Self (half damage)
8	Slip and Fall
9	Weapon Breaks
10	Anvil

DAMAGE EFFECTS

Damage Chart

Type	Damage
Fire	1d6/turn
Acid	1d6/turn
Poison A	1hp/hour, Roll EN for 0 dmg, 18hours
Poison B	2hp/hour, Roll EN for 0 dmg, 18hours
Poison C	Cramps, sick, ST2, EN2, PE2, AG2, 12 hours
Poison D	4hp/hour, Roll EN for 1/2 dmg, 24hours
Poison E	6hp/hour, Roll EN for 1/2 dmg, 24hours
Poison F	Shock, 1 hour Coma, 1d10 days Roll EN or die(daily)
Poison G	Death in 5 minutes
Rad 50	Feels tired
Rad 100	Weak, Achy, Skin itches, sunburn rash
Rad 400	Weaker, hurt, open sores, hair falls out, sterile
Rad 600	Vomit, diarrhea, hurt, open sores, hair falls out, glows in the dark
Rad 800	Vomits blood, bloody diarrhea, hair gone, death 72 hours
Rad 1000	Uncon 1d10+EN minutes, Death 1d10+EN minutes later,
Gas	Varies

EQUIPMENT CONDITION

Weapon Condition Modifier Chart

# Boxes Filled	Modifier
8+	-10% To Hit

Armor Condition Modifier Chart

# Boxes Filled	Modifier
0	None
1	None
2	None
3	None
4	5%
5	10%
6	20%
7	30%
8	40%
9	50%
10	60%