



FALLOUT

**And How to Survive in the
Post-Apocalyptic Wasteland
When Your GM is a Total Dick.**

Setting:

In the year 2061, global tensions had reached the point where a third World War became unavoidable. Rather than being the clash of superpowers that had been prophesied in the late 20th century, the war began small as a series of brush fires in the developing world. Gradually, more and more nations became embroiled in these small disputes until some of the larger nations found themselves on opposite sides of these regional conflicts. A few dramatic acts of terrorism prompted the mass production of atomic weapons. Once this option was broached, the theory of mutually assured destruction was put to the ultimate test.

Some of mankind's best and brightest - and many of its not-so-brightest - made preparations to ensure our species' survival. Among these was the then-president of the United States, who enacted a plan known as Project Safehouse and commissioned a company known as Vault-Tec to construct 122 'vaults' to shelter the citizens of the US. Each vault possessed construction equipment, hydro-agricultural farms, a water purification system, defensive weaponry to equip 10 men, communication systems and surface monitors, educational and entertainment files, waste managements systems, cryopreservation sleep tanks, and even supplies to help the inhabitants create a viable civilization in the post-nuclear world after the *All Clear* signal was sent.

The bombs fell. Governments were broken, armies scattered, cities leveled. Most people called this the "Great War" but it had many names: the last war, the Conflagration, Tianhuo, the true rapture, Ragnarok, and the list goes on.

For about a month after the war barely a cricket stirred on the surface of the planet. Some - those who survived without a Vault to call their homes - managed to make it to shelter and fought tooth and nail to eke out a meager existence from the bones of civilization, watching their Geiger counters and parceling out rations. Others changed drastically from the force of the radiation and formed new (and often brutal and unforgiving) wasteland 'societies' of their own.

It is now the year 2171. While the surface above is an America made truly savage, you were one of the most fortunate ones. Born into Vault 23, you have never known the outside world - a true product of this new dark age.

A Note on Realism:

Don't expect any.

The later games in the Fallout series - the tone of which is being used for this foray into the wastelands - are not intended to be anything more than a neat little setting in which all the wacky myths about radiation from the early 50s were true. In reality, we all know that two hundred years after the bombs we'd be walking in lush rainforests instead of trudging through barren and scorched deserts. Science is thrown right out the window here - water can retain radiation poisoning, creatures mutated into new breeds of monsters and a pair of huge alien motherships are hanging out in Earth's orbit and easily visible at night.

Don't get too hung up on the details.

Character Creation:

Well, howdy there, pardner! Welcome to Savage Worlds, a game of close calls and long shots. As a universal system that can handle everything from low fantasy to cyberpunk, the rules presented here have all been cherry-picked from both the core book as well as several other supplements to recreate that Fallout feeling we all know and love.

Characters are defined by attributes and skills, collectively called "traits," and both work in exactly the same way. Attributes and skills are ranked by die types, from a d4 to a d12, with d6 being the average for adult humans. Having a higher dice value in an attribute or skill means that you're more likely to achieve consistent success when rolling for it, and having a low number means that you're more likely to get both critical failures *and* impressively critical successes.

Let's start making your hero by defining his attributes. Every character starts with a d4 in each attribute, and has 5 points with which to raise any or all of them. Raising a d4 to a d6, for example, costs 1 point. You're free to spend these points however you want with one exception: no attribute may be raised above a d12.

Agility is your hero's nimbleness, quickness, and dexterity.

Smarts is a measure of how well your character thinks on his feet and aids in acquiring more useful skills.

Spirit reflects a character's bravery, wisdom, and willpower.

Strength is raw physical power and general fitness.

Vigor represents endurance, resistance, and pain tolerance.

Skills

Skills are learned trades such as Shootin', Fightin', scientific knowledge, professional abilities, and so on. These are very general skills which cover all related aspects. Shootin', for example, covers all types of guns, bows, rocket launchers, energy weapons, and so on.

You have 13 points to distribute among your skills. Each die type costs 1 point as long as the skill is equal to or less than the attribute it's linked to (listed beside the skill in parentheses). If you exceed the attribute, the cost becomes 2 points per die type.

As with attributes, no skill may be increased above d12.

Example: Fightin' is linked to Agility. A character with a d8 Agility can buy Fightin' for one point per die type to d8. Buying a d10 costs 2 points, and a d12 costs another 2 points.



Derived Statistics

Your character sheet contains a few other statistics you need to fill in. Each is described below.

Dodge lets you bob, weave, and roll in combat to avoid attacks. Dodge starts at 2 points plus half your hero's Fightin' skill. Being heavily encumbered can sometimes reduce this value.

Toughness is your hero's damage threshold. Toughness starts at 2 points plus half your hero's Vigor attribute. Any Armor your character might be wearing adds to this value.

Charisma is a measure of your character's appearance, manner, and general likability. This starts at 0 and can be improved or reduced with Edges, Hinderances, and more. Your Charisma is added to most social rolls and also serves as a base value for how NPCs react to your character.

Edges & Hindrances

Great heroes are far more than a collection of skills and attributes. It's their unique gifts, special powers, and tragic flaws that truly make them interesting characters.

Characters can take special abilities—**Edges**—by balancing them out with character flaws—called **Hindrances**. You'll find a complete list of Edges and Hindrances in the next section. You start with one Edge for free.

You can take one Major Hindrance and two Minor Hindrances during character creation, not including any that might be forced on you by your choice of Background. A Major Hindrance is worth 2 points, and a Minor Hindrance is worth 1 point.

For **1 point** you can:

- Gain another skill point.
- Draw two random item cards and choose one to keep.

For **2 points** you can:

- Raise an attribute one die type (you may raise your attributes before purchasing skills).
- Choose an Edge.

Background:

A character's culture and upbringing is analogous to 'race' in other settings, and the comparison isn't that far off. You choose your background during character creation, and gain the small perks - and sometimes drawbacks - associated with them. Your first character must always be a Vault Dweller.

Vault Dweller

You live in one of the Vault-Tec subterranean shelters, protected from the nuclear holocaust thanks to the thoughtfulness of AMERICA. You've got all the amenities

School of Life: *You begin play with the Literacy edge for free, and your skills will gain several bonuses during the first game session.*

If he or she perishes, your replacement character can be any of the following:

Wastelander

Humans - in all their forms and sizes and colors and races - are still the same as before the Great War. They're intelligent and stupid, violent and meek, compassionate and malicious. But above all else they are determined and resourceful and thus, after two centuries, mankind still thrives in the unyieldingly harsh wasteland.

This is My Boomstick: *You're a normal-lookin' bloke who knows how to talk to folks, and gain a +2 bonus to your Charisma because of this. You also begin play with a specific weapon - describe what you think your character would use to the GM - and one random item card.*

Mutant

You were one of several thousand individuals who took doses of the 'Pan-Immunity Virion' drug, or were exposed to it after it's true potential was revealed. Nicknamed the Forced Evolutionary Virus (or FEV), humans dosed with this experimental substance gained abnormal strength and sometimes horrifying physical deformities.

Known mutants are generally feared, loathed or distrusted by all but the most progressive communities in the Wasteland. Some folks get real trigger-happy 'round obvious mutants, not

stopping to check if that's a rocket launcher or white flag you're carrying in your hands.

Meta-Human: *You're a supersoldier that begins play with a d6 in your Vigor and Strength attributes instead of a d4, but you begin each game session with one fewer Cap.*

Ghoul

While the vast majority of those caught in the nuclear blasts died immediately, some were not so lucky. Exposed to enormous doses of radiation, there were those whose bodies withered, leaving nothing but decaying husks, but still did not die. Most of these unfortunate souls lost their sanity in the process, becoming irrational, feral creatures, but many still cling on to their intelligence and humanity.

Despite being as intelligent as most folk, your physical repulsiveness (caused by rotting flesh, nose-less skull faces, loss of hair and a normal voice, discolored lips, and emancipation) makes life difficult - only the most kindhearted of folk will accept you as anything but a monster. Ghouls are looked upon as abominations, used as slaves or treated as second class citizens in many parts of the Wasteland.

Zombie: *You're (mostly) immune to Radiation and you can drink irradiated water and consume toxic food without suffering any ill effects, but you also wind up with the Ugly as Sin hindrance. Because your body isn't as durable as it used to be, you usually gain the Tired condition instead of Hungry or Thirsty.*



Skills:

Skills are aptitudes, talents, or trades tied with a specific attribute. Note that some terms in the skill list may not make sense just yet, but they will after you've become familiar with the rest of the rules.

Again, newly-created characters have 13 points to distribute among their skill list.

Athletics (*Strength*)

The ability to climb, tumble, jump, balance, and take falls. On a successful skill check you can perform a difficult feat of agility, such as leaping through a two-foot- square window without hurting yourself or scaling a vertical surface.

Cracking (*Smarts*)

A lot of folks locked things up tight before the bombs fell. A good lockpicker can get at treasures beyond imagining: toothpaste, meds, maybe even a gun or two.

A character with this skill can try to open any mechanical or electronic lock, although they can expect to get hit with some pretty hefty penalties if they lack the proper knowledge (for electronic security systems) or gear (in the case of physical lockpicks).

Explosives (*Smarts*)

Sometimes you just have to blow the snot out of some giant rad-crawler. It's usually best if you don't catch your posse in the blast.

A character with this skill knows how much explosive material is needed for the job at hand and how far away to stand. From manufacturing Molotov cocktails and bottlecap mines, to using scavenged pulse grenades and artillery shells, to making bullets, setting and removing mines, this skill covers all the things you don't wanna roll a critical failure on.

Fightin' (*Agility*)

Bullets are scarce in the Wasted West. When you run out of ammo, it's time to resort to the manly art of fisticuffs. A character uses this skills to attack with melee weapons (such as with a louisville slugger or a set of brass knuckles) and helps you know when to duck and cover in a fight. Even if you don't plan on keeping a shiv on your person, this skill is invaluable to avoid getting filled full 'o holes.



First Aid (*Smarts*)

Some folks think of sawbones as butchers instead of doctors, but a good one knows when to cut your leg off and when to let it be.

This skill is used to stop bleeding, set broken bones, and perform simple surgery such as lancing boils or digging out a shallow bullet.

Guts (*Spirit*)

Even a hardened veteran of the wastelands might wet his pants when charged by a raging super-mutant. When your character sees a hideous creature or a gruesome scene, you need to make sure he's got guts.

When a hero fails a guts check, what happens to the poor slob is

based on a score possessed by the place or thing called its **Terror** stat. The more you miss the roll by—and the greater the source of fear—the worse the result is. On the low end, your hero might just hesitate. In the middle, she develops quirks and phobias that may hinder her in the future. At the extreme, she just might suffer a heart attack and keel over dead.

Eventually, your survivor is going to become more accustomed to seein' a friend gutted like a fish. This is one of several skills that can gain permanent bonuses the more they get rolled.

Notice (*Smarts*)

Any fool can find a crossbow bolt sticking in his backside, but a character with a good eye can find the proverbial needle in a haystack.

Notice is used when a hero's looking for items, clues, or evidence. It's also used to detect movement, ambushes, and sneaking enemies. And although notice rolls can be used to find obvious footprints, to actually read and follow anything but an obvious trail requires the trackin' skill.

Persuasion (*Spirit*)

There are lots of folks barking orders in the Wasted West. Bark them loudly enough, and someone might even listen.

This skill helps scavengers fast-talk the local warlord when they get caught trespassing, helps traders get the best bargains for their wares, helps gunslingers back down their opponents before anyone slaps leather, and helps wise-asses make fun of someone in a world where trigger fingers are itchier than radiation sores.

Science (*Smarts*)

The discovery of the atom changed the face of the world forever. Scientists used it to better humanity and, in the end, blow it to Hell. Science is a dual-edged sword with rusty, jagged blades, but man, does it cut.

This skill covers book-learning, experience, and experience in all sorts of scientific pursuits - like Trade, discuss what sort of scientific field was your specialty when putting points in this skill. Most scientific concentrations are related to each other to varying degrees. In each case, it's the Marshal's call if a particular concentration is related to another.

A science skill check is often related to tinkerin', depending on what the hero is trying to repair.

Scroungin' (*Smarts*)

A veteran wastelander knows which bugs to eat and which ones to step on. Scroungin' is the ability to find life's little necessities in a hurry. For a lot of unlucky folks, this skill is second in importance only to breathing.

This skill lets you earn more item cards over the course of play, keeps you and your companions fed and not dyin' of thirst, and helps removes negative conditions like *Exhausted*.

Shootin' (*Agility*)

There's an old saying about there being only two types of gunslingers: the quick and the dead. Well, these days it seems like an awful lot o'beasts out there are both.

Shootin' is the ability to fire pistols, rifles, shotguns and the like quickly and accurately in stressful situations—such as when some ungrateful mutie's shooting back. We're not talking target practice here. Anyone can hit the side of a barn given all day to aim.

Guns and bullets to run through them are expensive in the wasted west, but are a whole lot of fun if your wastelander has 'em.



Stealth (Agility)

Sometimes - jes' sometimes - charging into the face of death doesn't make a lot of sense. Subtler tactics are occasionally called for.

This Skill gives the character a basic understanding of subterfuge, allowing him to secrete himself in darkened corners to escape detection and sneak around without arousing too much suspicion. It's rolled to hide objects upon your person or tucked discreetly away in hidden alcoves, and for impressive sleight-of-hand tricks and the like.

Swimming (Vigor)

Heroes who can't swim often sink like stones, even when they're just taking their annual baths. And although we don't recommend wading into toxic pools, this skill will come in real handy if you have such activities on the agenda.

Tinkering (Smarts)

There are lots of artifacts lying about the Wasted West. A fellow good with tools can make a fortune fixing them up. Tinkerin' is the ability to repair stuff, or build stuff from other stuff. It is almost always used in conjunction with either a Trade or Science skill check to determine if you can establish a basic design for whatever it is you're trying to build/fix.

Tracking (Smarts)

Good trackers usually find whoever or whatever they're looking for. Of course, that's not always a good thing these days - track a mirelurk to its lair, and you'll see why—just before you become the next carcass for its squirming young.

A successful trackin' roll helps a character find a trail and stay on it as well as cover their own tracks.

Trade (Smarts)

Life as an adventurer can be a real kick in the pants, but somebody's got to actually do all the work. The hard jobs are done by the folks with the practical skills.

Trade is a catchall skill that covers hands-on jobs like blacksmithing and undertaking, and the whole host of knowledge skills that go along with it. When you invest points into this skill you should also discuss with the GM exactly what your trade - or area of study - was.

Each trade is fairly inclusive. If your survivor knows Trade: Cartographer, he knows a decent amount about geography, how well-travelled the trade routes are, and how to mix ink.

Hindrances:

Hindrances are character flaws and physical handicaps that occasionally make life a little tougher for your hero. Some Hindrances are more or less subjective (such as Overconfident). They're there to help you roleplay your character, and might even net you more Caps for really getting invested in your character and his flaws.

A character may take **one Major Hindrance** and **up to two Minor Hindrances**. You're free to take more if you think they fit your character description, but you don't get additional points for them.

All Thumbs (MINOR HINDERANCE)

You don't like machines, and they don't care for you. This is a great Hindrance for "savages," adventurers too young to remember before the bombs, when tech was common. All rolls made to use complex machinery or repair any mechanical device are made at -2.

Anemic (MAJOR HINDERANCE)

Your hero is particularly susceptible to sickness, disease, environmental effects, and fatigue. He subtracts 2 from all Vigor rolls made to resist fatigue checks, poison, radiation, and the like.

Annoying Habit (MINOR HINDERANCE)

Folks aren't much on cleanliness in the Wasted West, but that doesn't mean they like to watch some mutant picking his scabs. Your character has a habit others find irritating or revolting.

Bad Ears (MINOR HINDERANCE)

What? Your hero's lost some hearing. Maybe a gun went off near his ear, maybe a high fever cooked it, or maybe he was just born that way. Subtract -2 on all tests based on hearing.

Bad Eyes (MAJOR HINDERANCE)

Your hero's eyes just aren't what they used to be and you're forced to rely on a pair of glasses to see. With glasses, there's no penalty...without, he suffers a -2 penalty to shoot or Notice something. Don't forget that glasses can break easily or be knocked off.

The Marshal might allow you to use your bad eyes as a bonus to Guts checks made when viewing gruesome horrors at long range.

Bad Luck (MAJOR HINDERANCE)

The character seems to be haunted by bad luck. Dropping a live grenade, ill-timed weapon jams or cutting the wrong wire when disarming a bomb; it happens all too frequently to be coincidence. If a roll ends up as 1 it becomes a critical fumble, regardless of the Wild Die.

A character can't have both Bad Luck and the Luck edge.

Big Britches (MINOR HINDERANCE)

It's good to be confident, but only a fool charges into a den of mutants armed with only a Swiss army knife. Your character is severely overconfident. He believes he can do anything and never turns down a challenge.

Big Mouth (MAJOR HINDERANCE)

A little lip-flapping can cause a whole passel of trouble. Loose lips sink more than just ships out in the wastelands, and your hombre's lips are looser than mutant wrinkles. He always speaks before he thinks. Worse, he's constantly blurting out the posse's plans or telling the bad guys (or one of their informants) what they want to know. The hero also manages to put his boot in his mouth fairly often. No one ever trusts you twice.

Bloodthirsty (MAJOR HINDERANCE)

Some folks are just plain mean. Others don't believe in leaving their enemies alive to come back and haunt them later.

Your character's a warmonger. Worse, she actually revels in carnage and violence. If she's forced to take prisoners, they don't tend to outlive their usefulness. Your hero suffers -4 to his Charisma if his cruel habits are known.



Chem Resistant (MINOR HINDERANCE)

Your metabolism doesn't react to stimulants very well. For a chem to have any effect you must make a successful Vigor check.

Code of Honor (MINOR HINDERANCE)

Even in the wasted west, there are a few good-hearted fools who don't know when to shoot their enemies in the back. Your hero lives by a code of honor that hardly anyone else subscribes to. He might refuse to kill unless provoked, never draw first in a duel, and refuse to shoot someone at a significant disadvantage (such as in the back). 'Course, this rule isn't binding - but your hero is only rewarded by the Marshal when he does obey his personal code, so it's your call. On the plus side, you can add +1 to your Charisma score when your character's honorable reputation is known and might make a difference. Folks love do-gooders.



Coward (MAJOR HINDERANCE)

You usually get shot in the backside, and you've got the stitches to prove it. Cowards don't have the heart for combat and try to avoid it whenever possible, and suffer a nasty -2 penalty to Guts checks to boot.

Curious (MINOR HINDERANCE)

If it killed the cat, think what it can do to you. Your hero wants to know all he can about just about everything he comes across. Anytime a mystery presents itself, he'll probably try do everything in his power to solve it regardless of the inherent danger.

Death Wish (MAJOR HINDERANCE)

Having a death wish doesn't mean your hero is suicidal—but he does want to die *after* completing some important goal. Maybe he wants revenge for the murder of his family, or maybe he's dying from disease and wants to go out in a blaze of glory. He won't throw his life away for no reason, but when there's a chance to complete his goal, he'll do anything—and take any risk—to achieve it.

Delusional (MINOR HINDERANCE)

Your hero believes something that is considered quite strange by everyone else. They're generally harmless (the brotherhood of steel is hiding aliens, dogs can talk, I'm allergic to raw vegetables, we're all just characters in some bizarre game, etc).

Enemy (MAJOR HINDERANCE)

Every foe you put down likely has someone who might come looking for you later. Your character has an enemy or enemies of some sort. This hindrance is considered 'Major' predominantly because mentally fleshing out a second character or group of individuals takes a bit of extra work, and **not** a reference to the frequency or deadliness of the enemy.

Fast Metabolism (MAJOR HINDERANCE)

Your body digests food much more quickly than normal, which is great for staying thin but not so hot when it comes to surviving on meager rations. You now require a Raise on a scroungin' roll to overcome the effects of *Hungry* or *Starving* instead of just a success.

Geezer (MAJOR HINDERANCE)

Your teeth may have all fallen out, but your sawed-off's got more than enough bite for a passel o' nursing home rejects. Your hero's practically a fossil with one foot in the grave. Reduce your hero's Vigor and Strength (minimum of d4) by one step. On the plus side, the wisdom of his years grants the hero 3 extra skill points that may be used for any skills linked to Smarts.

Greedy (MINOR HINDERANCE)

Money and power mean everything to your scoundrel, and she's willing to do most anything to get more of it. Things that belong to other folks are especially valuable!

Hankerin' (MAJOR HINDERANCE)

If you just can't think without a stogie in your pie-hole, you've got yourself a hankerin'. If it's alcohol or some drug you're craving, welcome to Addiction City, population: you. For the record, there are no "illegal" drugs out there in the wastes - there just aren't enough left to make it a problem, and not enough law to go 'round even if there was. A hankerin' means the character is highly addicted to some mildly harmful substance (such as tobacco or chems), or slightly addicted to a more dangerous substance (like liquor or peyote). Penalties pop up when your character hasn't had his fix.

Heavy Sleeper' (MINOR HINDERANCE)

Logs wake up faster than you, and you usually oversleep. The odds of you waking up in an emergency ain't so hot. Goes without sayin' that you can't combine this with the Light Sleeper edge.

Hero Type (MINOR HINDERANCE)

You're a sucker for someone in trouble. Ever hear of nice guys finishing last? Heroes who go chasing down wild critters aren't likely to finish at all.

Your hero never says no to a person in need. She doesn't have to be happy about it, but she always comes to the rescue of those she feels can't help themselves. She's the first one to run into a burning building, usually agrees to hunt monsters for little or no pay, and is generally a pushover for a sob story.

Intolerance (MINOR HINDERANCE)

There are some folks you just can't stand. They don't cotton to you, either, and given a chance, you'd like to push them off a tall cliff.

Your character does not get along with certain kinds of people (mutants, tribals, scavengers, ghouls, and so on) and has nothing to do with them if possible. If forced to work with them, he insults and provokes them whenever he gets the chance.

Lame (MAJOR HINDERANCE)

There's an old chestnut that says when something's chasing you and your friends, you've only got to outrun one person. Unfortunately, you're usually the big loser in any kind of footrace.

There are a lot of lame folks in the wasteland. Some lost their legs to mines, others to disease, and some to simple infections. If you take this Hindrance, take a moment and figure out just how your hero got his wound or lost his leg. You might find answering this question ties in with some of his other Hindrances as well.

You take a -2 penalty to skill checks that require physical mobility.

Loco (MAJOR HINDERANCE)

You don't have to be crazy to fight some of the critters of the wastes, but it helps.

Your hero has a mental illness of some sort. This can range from being absentminded to being a compulsive liar or suffering from delusions, depression, or schizophrenia. The illness is always present, and it rules your hero's actions most of the time.

Loyal (MINOR HINDERANCE)

You may not be everyone's hero, but your friends know they can count on you when the chips are down.

The character is extremely loyal to his friends. He's willing to risk his life to defend them.

Lyin' Eyes (MINOR HINDERANCE)

Your character can't tell a lie to save his life. Because of this, he suffers a -2 to his Charisma rolls whenever he tries to mislead, deceive, or even omit the truth from others. Maybe his eyes twitch or he wrings his hands. Whatever he does, it's a dead giveaway.

Nocturnal (MAJOR HINDERANCE)

As a night-time person, you are more awake when the sun goes down. Your perception and intelligence are dulled during the day, and you suffer a -2 to Smarts-based skill checks during the daytime.

Obese (MINOR HINDERANCE)

Which is just a polite way of callin' you *fat*, fatty. Hope you weren't plan on crawling through any tight spaces or finding clothing that fits.

Obligation (MINOR HINDERANCE)

Your character is obligated to his family, his job, the military, a town, or a duty or oath of some sort. You might be a mail courier, tasked with finding medicine for your village, or maybe the water hole's gone bad and your family needs a new home.

Outlaw (MINOR HINDERANCE)

Times are hard, so make your own rules. You're probably a wanted man, with a price on your head for anything petty larceny in a single town to being a renowned killer. Of course, some outlaws are branded as such for crimes they didn't commit. Or maybe they did commit a crime, but for a good reason. Trouble is, there's very little law and even less communication in the wastelands, so just skipping town often solves your problems for a time.

One-Armed Bandit (MAJOR HINDERANCE)

There's lots of folks who have lost an arm, but it only takes one finger to yank a trigger. You can't take actions that'd require two hands.

Phobia (MAJOR HINDERANCE)

Phobias are overwhelming and irrational fears that stay with a hero for the rest of his life. Whenever a character is in the presence of his phobia, he takes a whopping -2 penalty to everything.

When it comes to picking the source of your terror, remember, phobias are *irrational fears*.

Self-Righteous (MINOR HINDERANCE)

If you're not always right, then you're at least sure the ignorant masses are always wrong. Given a chance, you're sure you can prove it. Your character believes everything she does serves some greater cause (such as protecting mutants, upholding the law, protecting a Vault's denizens, etc.). She never backs down from her beliefs.

Sheltered (MAJOR HINDERANCE)

The hero studied less-combative skills as he/she was growing up. Combat skills thus start at a low level and the character has to spend much more effort to learn them. The hero must spend an additional skill points to raise Fightin' or Shootin' skill one level.

Squeamish (MINOR HINDERANCE)

You can't hold your chow when you see blood and gore. It's a little embarrassing compared to your friends who don't flinch when rifling through corpses for bullets or caps. Guts checks caused by blood, gore, or other grotesque spectacles are made at -2. Your hero isn't necessarily more afraid of monsters or even carnage, he just has a weak stomach that wants to get in on the action and spew some food at the scene.

Stubborn (MINOR HINDERANCE)

It's your way or not at all. If the rest of the world is too stupid to realize you're right, they can go hang themselves with an itchy rope.

Your hero is pigheaded and as stubborn as a mule. He always wants to do things his way and holds out until everyone agrees or some major concession to his idea has been made.

Superstitious (MINOR HINDERANCE)

Your character believes in superstitions and tries to live his life by signs and omens of portent.

Snob (MINOR HINDERANCE)

High-falutin' snobs turn their noses so high they usually drown when it rains. And the rain these days burns, friend.

Your character has no tolerance for those of a lesser class, or who seem less "worthy" than him. Those who notice your hero's upturned nose don't like him. You're probably going to see Charisma penalties when dealing with those your *hombre* thinks are beneath him in social stature.

Ugly as Sin (MINOR HINDERANCE)

It's too bad the old saying about "stopping a bullet with your face" isn't true. If it was, you'd sure never have to worry about being shot.

Maybe your hero got a serious beating with an ugly stick. Maybe he's always dirty, or he dresses in lime-green leisure suits scavenged from a retro store. Maybe you're a ghoul with pustulant sores and rotting digits. Whatever the case, looking at him is as painful as getting radioactive squirts from a can of old grub. Enjoy that permanent -2 penalty to charisma when dealing with folks who don't also have this hindrance.

Vengeful (MINOR HINDERANCE)

The world needs to be taught a lesson, and you're the professor. Your character must always attempt to right a wrong committed against him. Whether this revenge is violent or not depends on his nature.

General Edges:

General edges represent a handful of life skills that are handy outside of a conflict.

Ambidextrous

Requirements: Must be taken during character creation
Your hero is as deft with his left hand as he is with his right. He may ignore the -2 penalty for using his off-hand.

Back to Basics

Requirements: ---
You've gone tribal - after all, spears and arrows are easier to make than trying to find bullets. You can spend several hours to cobble together d6 ranged weapons - such as a crude bow or even a boomerang - or melee weapons of various strengths without needing to make a Tinkering skill check.

Big'un

Requirements: Must be taken during character creation, Strength d6+, Vigor d6+
Your hero is either a super mutant or he listened to his servotron when he was a kid and ate his synthesized veggie-packs. He's now much, much bigger than most. Although opponents gain a +1 bonus to hit the character he has a +1 Toughness bonus to compensate, and he can raise his Strength and Vigor scores to d12+2 normally...or up to as much as d12+4 with edges.



Brave

Requirements: Spirit d8+
Some heroes are too damn stubborn to run even when their allies' boots are fillin' up with liquid fear. You cannot gain the 'Phobia' hindrance when you fail a Guts check, and you get a +1 bonus to all Guts rolls.

Cannibal

Requirements: ---
You've given in to the darker side of human nature and don't consider it taboo to eat human flesh. These gruesome habits make you an object of revulsion and horror. You can chow down on humanoid corpses to get rid of Hungry conditions, and you get a +2 bonus to Scroungin' rolls in urban areas when it comes to looking for nourishment. However, if your character ever becomes Starving, no regular food will be able to sustain them, and only by munching on the meat of champions will they be able to recover. They must kill and eat an important NPC...or PC...to slake their unholy hunger.
Be warned that cannibalism is seen in an extremely unfavorable light by most, and folks findin' out about your snacking habits might cause your character to suffer a -4 charisma penalty against them at the very least, and possibly even a Hindrance.

Chargin' Mah Laser

Requirements: Science d10+
You may recharge depleted energy weapons by hooking them up to a substantial source of energy and making a successful Science skill check instead of tracking down ammunition for them.

Chemist

Requirements: Science d10+
Once each game session you may make a Scroungin' roll (with a -2 penalty if you lack proper lab equipment or resources, which is likely). If you're successful you acquire all the necessary ingredients to make a chem of your choice, though it takes several hours to do so. A list of chems can be found at the end of this book.
Because traders know better than to slap a value on home-made drugs, chems made with the Chemist edge don't have any value.

Computer Whiz

Requirements: Smarts d6+
Your hero has a +2 bonus to Science checks pertaining to using computer terminals.

CPR

Requirements: Seasoned, Doctor
You may make a First Aid check up to 2 rounds after an ally expires. A success resuscitates the target and leaves him/her unconscious until healed.

Danger Sense

Requirements: ---
Your hero can sense when something bad is about to happen. Anytime he's about to be the victim of a surprise attack, ambush, or other nasty surprise, he gets a Notice roll at -2 just before the attack or event occurs. If successful, the character knows something is about to happen and may take appropriate action against it. This means the hero is on Hold for the first round of a combat.

Doctor

Requirements: Novice, First Aid d10+
With your First Aid skill you may now stop internal bleeding, perform operations, help radiation poisoning, and otherwise treat any level of wound (though maiming wounds to the head or guts area mean your hombre's past saving and is now an ex-survivor).

Eagle Eyes

Requirements: ---
You ignore any penalties based on distance when making Notice checks.

Flower Child

Requirements: Spirit d8+, Vigor d6+
You do not need to make Addiction checks.

Gadgeteer

Requirements: Novice, Tinkering d10+, Science d8+
These mechanical gurus are so technically savvy they can quickly build a machine to handle nearly any situation. When you get a Raise on a Tinkerin' check to create a new item, you earn an extra +2 Parts points with which to build your new invention. For example, Joe might discard several items with a total Parts value of 4. If he wound up getting one or more Raises on the Tinkering check, he'd have 6 points to work with instead.

Gamblin' Man

Requirements: ---

Most folks can hold their own in poker and other games of chance. Professional gamblers roam the surviving towns and can turn a few bullets into an armory. Most folk in the play for caps, bullets, whiskey, or other items they're sure to need someday. The character gains a +2 bonus on all rolls involving games of chance.

Genius

Requirements: Literacy Edge, Smarts d10+

Through book-learnin, computer-enhanced skill programs, or just amazing intuitive perception, your hero has a talent for picking up skills on the fly. There is little he can't figure out given a little time and a dash of luck. Any time he makes an unskilled roll for a Smarts-based skill, he may do so at d4 instead of the usual d4-2.

Light Sleeper

Requirements: Vigor d8+, Spirit d6+

Sleep doesn't always come easy in Fallout....but not gettin' much can be fair handy when some critter tries to slither into bed with you. Your character can spend all night keepin' watch without suffering any drawbacks, assuming they're not already Tired or Exhausted.

Level Headed

Requirements: ---

Veteran gunmen claim speed and skill are vital, but they're overrated compared to keeping your cool, aiming at your target, and putting it down. A hothead who empties his hogleg too fast soon finds himself taking root in the local bone orchard. Immediately after drawing Action Cards in combat, a character with this Edge can discard his card and draw another.

Literate

Requirements: Smarts d8+

Someone has taught you to read and write, a fact that puts you in very rare company. All Vault Dwellers start with this Edge for free.

Lucky

Requirements: Wild Card

The player seems to be blessed by fate. He draws 1 extra Cap at the beginning of each game session, allowing him to succeed at important tasks more often than most, and survive incredible dangers.

Man's Best Friend

Requirements: Charisma 0 or better.

You've got an animal magnetism - not only have you attracted a loyal animal companion, such as a molerat, coyote, iguana, dog, or giant horned kangaroo - but wild animals generally won't attack you first. You may spend your Caps on behalf of your animal companion if you so choose.

Nerves of Steel

Requirements: Wild Card, Vigor d8+

Your hero has learned to fight on through the most intense pain. He may ignore 1 point of wound penalties.

Pack Rat

Requirements: ---

When your character is hauling around at least 3 item cards, you may spend a Cap of any color to produce a useful mundane item that you might have conceivably found in your wanderings. It might be a simple lockpick, a length of rope, a novelty vial of invisible ink, a bike's horn, and so on. Food, water and ammo are right out.

Paranoid

Requirements: ---

Yes, they're out to get you. And they're coming right....now. Opponents only gain a +2 bonus to attack when they get The Drop on you instead of +4 attack and damage.

PIPsqueak

Requirements: Vault Dweller, Must be taken during character creation

You own a PIPBOY 3000, which provides a +2 bonus to Called Shots thanks to V.A.T.S. It also comes with a built-in flashlight, medical scanner, radio, and an internal storage of handy information that grants a free d6 in Repair, Science, or Trade.

Purdy

Requirements: ---

Your character has all their teeth and probably found a comb somewhere. A purty character gains a flat +2 bonus to Charisma at all times. Your character can't have both Purdy and the Ugly as Sin hindrance.

Quick Draw

Requirements: Agility d8+

This Edge allows a hero to draw a weapon or item from a holster/backpack/etc and ignore the usual -2 to his attack that round. If the character must make an Agility roll to draw a weapon, he adds +2 to the roll.

Test of Will

Requirements: ---

You may roll Persuasion to taunt, confuse, or intimidate your opponents, throwing them off their game. A Test of Will is an opposed roll defended by Spirit, and may gain bonuses or penalties at the GM's discretion. Waving a gun in someone's face might grant a +2 bonus for an intimidation check, for example, or a particularly well role-played speech might net a better bonus.

A success on a Test of Will means the Wild Card gains a +2 bonus to all rolls against the defender for a round. Getting a Raise on this roll instantly means the defender is Shaken as well. Outside of combat, the Wild Cards may collectively choose to dictate how the NPC responds on a raise - maybe he spills his guts or turns bright red and backs down from a fight, or maybe he pulls a weapon and initiates combat in front of several horrified onlookers.....or heavily-armed securitron drones.

The Smolder

Requirements: Novice

Your character knows the secrets of an ancient facial expression designed to convey an irresistible lure, forcing anyone who sees it to fall instantly head-over-heels...regardless of your character's normal appearance. You can spend a Cap of any color to gain a temporary +4 boost to your Charisma against one NPC by givin' them the proverbial vapors.



Thrillseeker

Requirements: ---

The character throws himself into dangerous situations and usually comes out with his hide in one piece. When you spend a Cap to re-roll, you may choose to use whichever dice result is higher (Normally you must keep the results of the new roll).

Travel Light

Requirements: ---

Being totally unencumbered means you can spring out of the way more quickly than your gun-toting fellows. When your character doesn't have a single item card, you gain a +1 bonus to your Parry score.

Vampire

Requirements: Cannibal

When you eat corpses you can also recover the Thirsty condition, but the penalty for Cannibal now applies to being Dehydrated as well as Starving. You've also got a minor case of the trembles thanks to your dietary habits and your Agility dice is permanently reduced by one.

Finally, when you make an unarmed attack against a living target that you're grappling, you are considered to have The Drop on them.

Combat Edges:

These Edges are designed to help your hero do one simple thing—defeat his foes in mortal combat.

Berserk

Requirements: Smarts d6 or less

Immediately after suffering a wound (including a Shaken result from physical damage), your hero must make a Smarts roll or go berserk.

While Berserk, his Parry is reduced by 2 but he adds +2 to his Fightin' rolls and Toughness. The warrior ignores all wound modifiers while berserk, but cannot use any skills that require concentration such as Shootin'.

Berserkers attack with reckless abandon. Anytime his Fightin' die is a 1 (regardless of his Wild Die), he hits a random adjacent target, (not the original target). The attack may hit friend as well as foe. If there are no other adjacent targets, the blow simply misses.

The Berserker may end his rage by doing nothing (not even moving) for one full action and making a Smarts roll at -2.

Block

Requirements: Seasoned, Fightin' d8+

Heroes who engage in frequent hand- to-hand combat are far more skilled in personal defense than most others. They've learned not only how to attack, but how to block their opponent's blows as well. A hero with this Edge adds +1 to his Parry.

Block, Improved

Requirements: Veteran, Block

As Block, but the hero adds +2 to his Parry.

Bloody Mess

Requirements: ---

You don't leave a trail of bodies. You leave a trail of pieces. You may now spend Caps to re-roll damage dice.

Combat Reflexes

Requirements: Seasoned

Your hero recovers quickly from shock and trauma. He adds +2 to his Spirit roll when attempting to recover from being Shaken.

Contract Killer

Requirements: Seasoned

You have made a connection with the local outlaw gang/legal authorities who have given you an open-ended mission to take down certain do-gooders or criminal scum. You earn a random Item Card whenever the organization hears that you successfully took down one of their notorious targets.

Dodge

Requirements: Seasoned, Agility d8+

Your hero knows how to constantly stay moving to make themselves harder to hit. Unless they are the victim of a surprise attack and taken completely unaware, attackers must subtract 1 from their Shootin' or Throwing rolls when targeting the character.

Dodge, Don't

Requirements: Veteran, Dodge

As above but attackers subtract 2 from their attack rolls.

Entomologist

Requirements: Smarts d6+

You deal +2 damage and have +1 Parry against all invertebrate. This includes radroaches, giant scorpions, and whatever other nasty bugs have grown to ridiculous size.

First Strike

Requirements: Agility d8+

Once per turn the hero gets a free Fightin' attack against a single foe who moves adjacent to him. This automatically interrupts the opponent's action, and does not cost the hero his action if he is on Hold or has not yet acted this round.

First Strike, Improved

Requirements: Heroic, First Strike

As above but the hero may make one free attack against each and every foe who moves adjacent to him.

Frenzy

Requirements: Seasoned; Fightin' d10+

Frenzied fighters make fast and furious melee attacks, sacrificing finesse for raw speed. This allows them to make an extra Fightin' attack per round at a -2 penalty to all Fightin' d6rolls. This attack must be taken at the same time as another Fightin' attack though it may target any two foes adjacent to the hero (Wild Cards roll two Fightin' dice and one Wild Die). The -2 penalty is subtracted from all attacks.

A character armed with two weapons still only makes one extra attack.

Frenzy, Improved

Requirements: Veteran, Frenzy

As above but the character may ignore the -2 Frenzy penalty.

Gunslinger

Requirements: Agility d8+

You may make an Agility check to reload a weapon that normally takes an action to reload as a free action.

Hard to Kill

Requirements: Wild Card, Spirit d8+

Your hero has more lives than a truckload of cats. When forced to make any of the Vigor rolls on the Knockout Blow or Injury tables, he may ignore his wound modifiers. This only applies to Vigor rolls called for by these tables—he still suffers from wound modifiers for other trait rolls normally.

Harder to Kill

Requirements: Veteran, Hard to Kill

Your hero is tougher to kill than a Super Mutant Rasputin. If he is ever “killed,” roll a die. On an odd result, he’s dead as usual. On an even roll, he’s Incapacitated but somehow escapes death. He may be captured, stripped of all his belongings, or mistakenly left for dead, but he somehow survives.

Hit The Deck

Requirements: Agility d6+

You take 1d6 fewer points of damage from explosives at all times. You may also choose to spend a Cap to dive behind cover at any time, even when it isn't your turn. This causes you to go Prone and gain medium cover against gunfire explosions.

When you use Hit the Deck allies can make an Agility test with a -2 penalty if they haven't acted yet in the round. Success means they can choose to hit the deck as well without paying a Cap.

I Know Kung-Fu

Requirements: ---

You are not considered to be an Unarmed Defender when fighting with your bare hands, and your unarmed strikes deal an additional +2 damage.

I Know Some Karate, Too

Requirements: Seasoned, I Know Kung Fu

You don't take a penalty to your attacks when Disarming or while Grappled, and you do not provoke free attacks when retreating from melee combat while unarmed.

Lady Killer/Black Widow

Requirements: Persuasion d8+

Choose a gender. You gain +2 Charisma when communicating with, and deal +1 damage to, characters of the chosen gender and same species.

Makeshift Shield

Requirements: ---

Opponents can't gain a Gang Up bonus against the hero as long as he has cover of some type - such as from a carried shield or simply ducking and rolling under the bed.

Marksman

Requirements: Seasoned

The hero excels at taking controlled, measured shots. If he does not move in a turn, he may attack with an Energy Weapon or Firearm as if he took the aim maneuver (gaining +2 Shootin', normally an exchange for a full round of aiming). Marksman may never be used with a rate of fire greater than 1.

Mysterious Stranger

Requirements: ---

A man in black follows in your footsteps and sometimes lends a helping hand for reasons unknown. Maybe someday he'll turn that gun on you. When you're dealt a joker in combat you deal double your total damage instead of +2.

Nerd Rage

Requirements: Seasoned, Smarts d10+

You've been pushed around long enough! With the Nerd Rage edge, your strength is raised to a d12 whenever you've sustained a Wound.

Purifier

Requirements: ---

You deal +2 damage and have +1 Parry against all the irradiated abominations of the waste. This includes Centaurs, spore plants, deathclaws, super mutants, ghouls, and so on.

Pyromaniac

Requirements: ---

With GM permission, you can give almost any weapon **Flaming** keyword, allowing you to set your target ablaze on a raised attack instead of dealing extra damage. Weapons lit up in this fashion are destroyed if you roll a 1 on either dice during a fight.



Robotics Expert

Requirements: Repair d6+, Science d8+

You deal +2 damage and have +1 Parry against all constructs, and you gain a +2 bonus to Science checks pertaining to robotics OR you may bypass a construct's immunity to called shots - pick one upon taking this edge.

Rock and Roll!

Requirements: Seasoned, Shootin' d8+

Some veteran shootists have learned how to compensate for the recoil of fully-automatic weapons. If a character with this Edge does not move, he may ignore the multiple-action penalty for using a high Rate of Fire weapon that fires 2 or more shots per round.

Sniper

Requirements: Seasoned, Eagle Eyes, Shootin' d8+

You don't suffer penalties for firing a gun a medium distance, and only take a -2 penalty instead of -4 when shooting a long range.

Sweep

Requirements: Novice, Strength d8+, Fightin' d8+

Sweep allows a character to make a single Fightin' attack and apply it against all adjacent targets at a -2 penalty. Resolve each damage roll separately. Allies are affected by such attacks as well, so heroes must be careful when and how they use this powerful ability.

A character may not use Sweep in the same action she uses Frenzy.

Sweep, Improved

Requirements: Veteran, Sweep

As above but the hero may ignore the -2 penalty.

Takedown

Requirements: Fightin' d8+

You gain a +2 bonus to your rolls when you make a Called Shot maneuver.



Trademark Weapon

Requirements: ---

The hero has a unique weapon that he knows like the back of his hand. When using that specific weapon, the character adds +1 to his Fightin', Shootin', and damage rolls. A hero can take this Edge multiple times, applying it to a different weapon each time. If a Trademark Weapon is lost, the hero can replace it, but the benefit of the Edge don't kick in for a few game sessions.

Two-Fisted

Requirements: Novice, Agility d8+

A Two-Fisted hero isn't ambidextrous—he's simply learned to fight with two weapons at once. When attacking with a weapon in each hand, the hero still rolls each attack separately, but ignores the multi-action penalty.

Two-Fisted, Improved

Requirements: Heroic, Two-Fisted

As above, but you can take any two actions as long as each is "one-handed", such as performing an acrobatic Trick and shooting a pistol, etc.

Radiation Edges:

These Edges are designed to help your hero do one simple thing—defeat his foes in mortal combat.

Rad

Requirements: ---

You can tolerate higher levels of irradiation than others. You gain a +1 bonus to rolls to resist radiation.

Infrared Vision

Requirements: Minimum -1 Charisma penalty from radiation
You can see in the dark just as well as you can see in daylight.

Fast Healer

Requirements: Minimum -1 Charisma penalty from radiation, Vigor d8+

Your hero heals quickly. He may add +2 to his Vigor rolls when checking for natural healing.

Psionic

Requirements: Minimum -2

Charisma penalty from radiation
Your mind is more evolved than the average human mind. You are sensitive to forces that modern science cannot measure. The thoughts of others are a constant nuisance to you; their buzzing chatter always fills your ears. Yet, with time and training, you have learned to tune them out, and have learned to do other things as well...
You may add 'Psionics' to the list of skills your character can invest points in. Psionics have many detailed uses - discuss them with your GM if this edge is of interest/available to you.



Sudden Mutation

Requirements: Minimum -2 Charisma penalty from radiation
You may 'swap out' all of your Edges, Traits, and Hinderances, and increase one attribute dice at the cost of decreasing another by one step.

Glowing One

Requirements: Minimum -3 Charisma penalty from radiation, Fast Healer

You've absorbed so much radiation you actually light up the darkness. Enemies get a +2 bonus to hit you in those circumstances....but you don't really care anymore. Nowadays radiation actually *heals* your wounds and crippled limbs. You may make a natural healing check whenever you'd be exposed to a moderate level of radiation, but all of your allies must roll an additional radiation check if you do so.

Nuclear Anomaly

Requirements: Minimum -3 Charisma penalty from radiation

When your character suffers his first wound he exudes waves of nuclear light, causing him to deal an additional +2 damage whenever he gets a raise on an attack roll. Everyone present must make a vigor check against radiation.

When your character is killed he explodes like an atomic bomb, dealing certainly-fatal damage to all those present as well.

Legendary Edges:

The Edges listed below are out of the regular order because few campaigns get to this level.

Reputation

Requirements: Wild Card, Legendary

Your deeds are so well-known across the wastes that you've acquired dedicated followers. Each time this Edge is chosen, a half-dozen companions join the hero's band. Casualties are not automatically replaced, so a hero may need to choose this Edge again on occasion to replenish his losses.

The followers are completely dedicated to their idol and risk their lives for him under any normal conditions. In general, they won't knowingly throw their lives away, but special circumstances or those who have been with the hero for a few years might.

Expert

Requirements: Legendary, d12 in affected trait.

The character has become an expert at a particular trait. His trait becomes d12+1. This Edge may be selected more than once, increasing traits to d12+2 and so on.

Master

Requirements: Wild Card, Legendary, Expert in affected Trait.

The character's Wild Die increases to a d10 when rolling a particular trait of his choice. This Edge may be chosen multiple times, though it may only affect a particular trait once.

Tough as Nails

Requirements: Legendary

Some folks keel over in a stiff wind, but you chew razorblades for breakfast. Increase your character's Toughness by +1.

Improved Tough as Nails

Requirements: Legendary, Tough as Nails

You're used to the taste of yer own blood. Increase your hero's Toughness by another +1.

Juggernaut

Requirements: Legendary, Fightin' d12

Yer a walkin' death-machine. Increase your hero's Parry by +2.

Skill/Attribute Checks

To use an attribute or skill, simply roll the die assigned to it. If the result is a 4 or better you're successful! Circumstances modify your die roll, such as shooting at something at long range or finding a well-hidden clue. It's up to the GM to determine the modifiers most of the time. In general, an easy task, such as finding tracks in the mud, is made at +2. A difficult task, such as finding tracks by torchlight, is made at -2. A very difficult task, such as finding tracks in a rainstorm, is made at -4.

Extras roll a single die as described above. But Wild Cards roll an extra d6 and take the best of their normal die or the "Wild Die" when making skill or attribute rolls. Wild Dice are rolled just like the Trait die, and can Ace as well (see below). The downside is that snake-eyes (double 1s) on one of these rolls is a **critical failure** of some sort. The GM gets to make up something rotten to happen to your character...and slap them with a Condition, to boot. That's the price fate charges for making someone a hero.

If a character doesn't have a skill for an action he's attempting, he rolls 1d4 and subtracts 2 from the total. Wild Card characters still get their Wild Die for these rolls (which are also subject to the -2 penalty). The GM may occasionally decide that a character has no chance at a particular skill if he has no training in it—such as performing surgery.

All Trait tests and damage rolls in *Savage Worlds* are "open-ended." That means that when you roll the highest number possible on a die (a 6 on a d6, an 8 on a d8, and so on), you get to roll that die again and add it to the total. This is called an "Ace." Any modifiers to the die roll should be tacked on after adding up an Aced roll.

Every 4 point over what you need for success is called a "raise." If your hero needs a 4 to Shoot an opponent and rolls an 11, he hits with one raise (and would have two raises with a roll of 12). Figure raises after adjusting for any modifiers.

Caps

Fate is a fickle bitch. Sometimes she smiles on you, and sometimes she spits the nastiest thing you've ever seen right on your head.

In *Save Worlds*, characters can store up a little fate to save their kiesters in dire situations. Fate, in this case, is represented by metagame tokens called Caps. At the start of each game session, every player gets to draw three Caps at random from the pot. (That means no looking. Got it?) The GM also gets to draw a bunch of Caps that he can use for all the extras and bad guys. And your GM will also hand out more Caps whenever he feels like it - especially when you roleplay your hindrances. He loves that shit.

The Caps come in three flavors.



Nuka Cola

These standard caps are bright red and the most common type you'll pull. They can be spent to either:

- Re-roll any one dice
- Get rid of the 'Shaken' condition
- Make a 'soak roll' - that is, a vigor test - when your hero would suffer Wounds. If you succeed, you can remove up to one Wound caused by the attack.

Nuka Quantum

These uncommon caps are neon blue and twice as rare as their crimson cousins. *Take the leap - enjoy a Quantum!* They can be spent to either:

- Let yourself or one ally re-roll all the dice from a single test
- Automatically remove a Wound and the Shaken condition from your character.

Nuka P.I.S.S.

An experimental brand from the eastern coast, Nuka Cola's '*Potassium-Infused Sunset Sarsparilla!*' was a commercial flop.

Not only because of the color - an unappealing greenish-yellow that reminded some drinkers of urine - but also due to the unfortunate cancerous side effects caused by prolonged enjoyment.

Nuka P.I.S.S. caps are special in that there aren't any in the hat to start. You can't randomly draw them from the get-go. Instead, when the PCs accomplish great things the GM may *choose* to permanently add one of these vulgar-colored caps to the pool.

Spending one doesn't just benefit you, but rather the entire party:

- Automatically remove one Wound and the Shaken condition from every character in the party.
- All of the Wild Cards may re-roll each of their dice once during this round.



The only restriction here is that you can't spend a Cap to re-roll a damage dice (unless you also have the Bloody Mess edge) or a critical failure. But you can spend Caps one at a time until he's happy with the result or decides not to spend any more (or runs out of Caps).

Game Masters get bennies too. At the start of each session, the GM gets one benny for each player character. He may use these for any of his villains throughout the course of the night.

Combat Rules

Initiative>> You've heard the expression "the quick and the dead." There's a lot of truth to it. It doesn't matter how good a shot you are if you're slower than a one-legged mutie on a cold day. Once a fight starts, each player and the GM gets dealt a card, and players go in that order - Starting with the ace and working your way down to the deuce.

What happens if you're dealt a Joker? Glad you asked. Jokers act as "wild cards." You can go whenever you want in the round, even interrupting another character's action if you damn well feel like it. In addition, you add +2 to all Trait tests this round, and +2 to damage totals as well!

Actions>> When your card's up you can perform one action - attacking, running, and so on. You can add an extra action by suffering a penalty - so you can kick down a door and burst into the room with both guns blazing, but not as well as if you were standing still and aimin' down the sights of just one. Some minor actions are "free" and don't inflict multi-action penalties. Speaking a short sentence or two, moving a few feet, falling prone, resisting opposed rolls, or dropping an item are all examples of free actions.



If you want to delay your turn and then jump in to interrupt an enemy's round, he and that opponent make an opposed Agility check. Agility checks also get involved when one side ambushes the other or initiates combat early.

Attack Rolls>> There are a variety of ways to modify how you attack or defend yourself in Savage Fallout. From using debris as cover to dropping your pants, grabbing your jerkin' and shouting "I WAS IN NAM," quite a few different modifiers exist. Take a look at the 'attack options' table on the very last page. Most of the time, though, attacking means hittin' or shootin' your opponent and hoping they fall over. This is a skill check against your opponent's Parry score. Well-placed attacks are more likely to hit vital areas, and so do more damage. If your hero gets a raise on his attack roll (regardless of how many raises), he adds +1d6 to the final damage total. This roll may Ace as usual!



**WIFE nagging you to
take out the GARBAGE?**

**Keep YOUR hands
clean with a suit of**

*Environmental
Armor!*

**NOW with built-in
AUDIO FILTERS!
She'll never know you
stopped listening!**

Wild Cards don't get their Wild Dice with any damage roll. All damage rolls can Ace, but you can't spend Caps on them without the Bloody Mess edge.

Shaken>> Another word on all this pain and suffering business. Whenever a character takes damage, there's a chance he might miss the next action or two shakin' in his boots, kissing his missing finger or holding in his entrails. It's funny what pain can do to even the hardest hombres.

Shaken characters need a success on a Spirit check in order to be able to act normally on their round. Failure means you can move a little bit - like to get behind cover - but otherwise can't do a gosh-dern thing.

Wounds>> After hitting, damage is compared to the opponent's Toughness.

If the damage roll is less than the target's Toughness, the victim is beaten up a bit but there's no game effect.

With a success, the victim is **Shaken**. If the victim is already Shaken, he suffers a **Wound** instead. Each **raise** on a damage roll over a Wild Card's Toughness causes an additional automatic wound, too.

A Wild Card is Incapacitated when he takes more than three wounds. He is out of the fight until he receives healing. Exactly how many wounds the hero takes is irrelevant—anything over 3 wounds means Incapacitation.

Each wound a Wild Card suffers causes a -1 cumulative penalty to all further Trait tests-up to the maximum of a hero's 3 wounds. A hero with 2 wounds, for example, suffers a -2 penalty to his Pace and any Trait tests.

A hero can suffer multiple Incapacitated results at the same time. If he is Incapacitated and takes another wound, he must make another Vigor roll.

The character suffers any additional injuries from rolling on the Injury Table, but his condition can never improve, only stay the same or worse.

Misfires>> When using Firearms, rolling a 1 on either dice means your weapon clip has emptied. You'll need to take an action in order to reload or recharge.

Rolling a 1 on both dice means they weapon has broken (in the case of melee weaponry or unarmed attacks), or run out of ammunition (in the case of most firearms). You'll need to repair the weapon or consume an appropriate type of Ammo card in order to render it usable once more.

Dyin' and Healin'

Wild Cards are incapacitated if they suffer more than 3 wounds. Make an immediate Vigor roll when this happens. A total of 1 or less means death. Otherwise GM determines injury.

FAILURE means the injury is permanent and the target is Bleeding Out. They must then make a Vigor roll at the start of each round. A failure means death by blood loss/rendered unconscious if nonlethal. A Raise means they stabilize.

SUCCESS means the injury goes away when all the wounds are healed...usually after a week or more, or medical attention.

A **RAISE** means the injury will be gone within 24 hours.

Incapacitated characters pop back up after a fight (less' they're dead, of course), although generally with brand-new scars to show for it. Every week of game time (or once per session when someone with First Aid administers to 'em), wounded characters may make Vigor rolls. Wild Cards remove a Wound with a success, or two steps with a raise.

Conditions

Rolling a critical failure on just about any skill means you failed not because you're slow as molasses, but due to environmental conditions gettin' the better of you. A critical failure, then, slaps one of three different types of negative conditions on your hombra. Having a condition applies a -1 penalty to every roll. So a character who is both Hungry and Thirsty suffers a -2 to everything, and if this worsens so that he's downright dehydrated instead the penalty increases to -3.

Hungry: Humans need about a pound of food a day - and if you start skippin' meals, you're gonna feel the effects right quick. If you let this persist too long you'll soon find yourself **Starving** instead.

Thirsty: Water, water, everywhere, and not a drop that doesn't make yer fingers tingle. Not solving this problem soon means you'll become **Dehydrated**.

Tired: If you don't get some shut-eye you'll wind up **Exhausted**.

Note that these conditions can generally be discarded by the player with a bit of roleplaying - you can always cook up some mole rat flesh over an open fire, or drink from a pool of stagnant water. But getting rid of one problem often leads to another - namely, radiation buildup.

To overcome these conditions SAFELY you'll need to get Scroungin'.

Radiation

Some call it the Phantom Death, 'cause that's what it is. You can't see it, you can't hear it, you can't even smell it. It just builds up in your system an' you never feel it 'til it's too late.

Radiation is the chief delayed effect of a nuclear explosion. The various types of mutant creatures that inhabit the wastelands were mostly caused by radiation. This is where giant ants, geckos, spore plants, radscorpions, brahmin, and the various rodent mutant species came from. It is the source of Ghouls, the unfortunate victims of extreme radiation poisoning.

Generally, the primary source of exposure to radiation is via irradiated food and drink. Most water sources are irradiated, and drinking from an irradiated source will always be more hazardous than coming into contact with the water.

But concentrated radiation can also be found in craters left by nuclear warheads, toxic waste dumped pre-war, in the poison carried by various wasteland creatures, and so much more.

In game terms, radiation builds up in a character's system (generally from desperately consuming irradiated food and drink to cure negative Conditions) over time and is tracked by the GM. Once you hit a certain threshold of radiation your body will start falling apart from radiation poisoning. This incurs a cumulative - **1 charisma penalty**. This is just like the wound system in that -3 is the maximum you can have before keeling over. You'll also suffer other physical ailments such as waking up every morning with extreme nausea (for lightly irradiated wastelanders) to not waking up at all (for when it's time to make a new character).

When encountering radiation, you must make a Vigor roll. Failing a roll means the character accumulates radiation, which is tracked by the GM.

Gear

The problem with a ruined world is that hardly anything works right. You can't just walk into S-Mart and buy a new shotgun. You have to find one, make sure it has all its parts, isn't full of mud, and isn't going to fall apart the first time you bank it off a cazador's slimy skull.

So what's the currency? Well, we might learn more about that later on, but for now you just gotta assume there isn't any. The world works purely on a barter system - folks don't trade for things they don't need unless they can turn it around for a quick profit. Some items traded commonly are bullets, stimpacks, food, toothpaste, and things folks miss a lot—like soda or chocolate. A diamond ring is far less valuable (to most) than a bushel of corn, and even a computer with a generator is useless to most wastelanders.

So gear mostly falls into a couple categories - stuff you can improvise as weaponry, stuff you salvage from expeditions, and stuff you trade for.

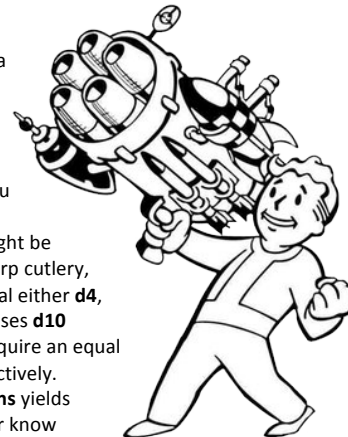
Improvised weapons might be pool cues, table legs, sharp cutlery, that sorta thing. They deal either **d4**, **d6**, **d8** or in some rare cases **d10** points of damage and require an equal strength dice to use effectively.

Delving into pre-war ruins yields good stuff, but you never know what you're going to wind up with.

You'll end up being rewarded with at least one item card (see below) or possibly more if you and your buddies make some good Scroungin' rolls.

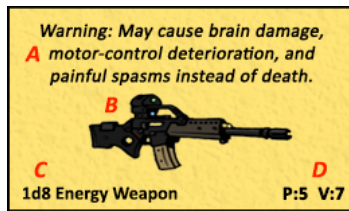
And finally, **traders** throughout the world tend to have a couple random item cards on-hand that they'll be willing to trade.

'Course, you could always just kill 'em and take their stuff, but that sorta behavior will quickly establish a reputation for your posse.



Item Cards

While weapon/equipment lists exist, a stack of item cards will be used to represent the often-random possessions that can be scavenged throughout the world. They look something like this.



A: Generally flavor text for most items, although some weapons and armor might have special properties listed here.

B: A picture of the item in question.

C: Weapons will have their damage dice listed here, as well as naming the weapon's category - either **Melee**, **Energy Weapon**, or **Firearm**. Firearms require bullets whereas energy weapons require energy cells or other exotic charges,

D: The two numerals listed here refer to the item's **Part** score and **Value**. The higher the item's **Parts**, the more points they're worth when taken apart and transformed into new items with the Tinkering skill. A higher value generally means they're more difficult to disassemble and reassemble, however.

The item's barter **Value** is what it is generally worth to traders and merchants throughout the world. You must generally trade items of equal or greater value to obtain the supplies you want.

Character Advancement

At the end of each game session 1 to 3 Experience Points will be handed out to everyone in the group, based on these guidelines:

Award	Situation
1	The group accomplished very little or had a very short session.
2	The group had more successes than failures.
3	The group succeeded greatly, and their adventure had a significant impact on the overall story.

As a character gains more Experience Points, he goes up in "Rank." This is a rough measure of how powerful the hero is. As characters progress in experience, new Ranks allow access to more powerful Edges.

Experience	Rank
Under 19	Novice
20	Seasoned
40	Veteran
60	Heroic
80+	Legendary

Every 5 points of accumulated EXP grants a hero an Advance. An Advance lets a character levels do one of the following:

- Gain a new Edge.
- Increase a skill that is equal to or greater than its linked attribute by one die type.
- Increase two skills that are lower than their linked attributes by one die type each.
- Buy a new skill at d4.
- Increase one attribute by a die type. You may only choose this option once per rank. No Trait may be raised above a d12 (but see the Professional and Expert Legendary Edges). Legendary characters may raise an attribute every other Advance.

Common Gear

Most of the time you'll be using whatever weaponry you can get your hands on. And whether this means raiding the cutlery drawer or delving into an abandoned gold course to grab a heavy nine-iron is something you'll have to decide during play. Melee weapons come in levels of strength, represented by the damage dice they cause. A character needs a strength score equal to the weapon's damage dice to use it effectively - otherwise they suffer a -2 penalty to both their accuracy and parry.

Damage	Example Weapon
d4	Rock, Brass Knuckles
d6	Crowbar, Scalpel, Cattle Prod
d8	Machete, Slugger Bat
d10	Sledgehammer, Chainsaw

Explosives can also be found fairly commonly throughout the wastes. Unlike firearms or melee weapons, Explosives can damage every single target in a limited area. A missed attack roll means that one or more allies might get caught in the blast instead of the intended enemy.

They require a success on the skill of the same name to either disarm or set, and deal damage as follows.

Damage	Example Explosive
2d6	Bottlecap Mine, Dynamite
3d6	Frag Grenade, Pre-War Artillery
4d6	Missile, Plasma/Pulse Grenade
5d6	Fat Man, Mini-Nuke

Several types of armor can be found in the wastes, and they, too, possess simple, easy-to-remember scaling values. A character can wear both one piece of body armor as well as headgear.

Armor	Example Armor
+0	Simple clothes, vault suit
+1	Raider Attire, Hazmat
+2	Gecko-Leather or Hide gear
+3	Metal Plates, Bulletproof Vest
+4	Power Armor, Enclave Garb

Finally, chems and drugs are scattered throughout the wastelands. Drugs always work, but after taking it, you must make a vigor roll or become addicted. If you are addicted you suffer a minus one (-1) to any dice roll involving what that drug boosted except Jet, which has the effect of until cured you are always last. To remove an addiction, requires a "First Aid" roll with a raise from someone with the Doctor perk...or just an extended period of withdrawal at the GM's discretion. One attempt per person, per day.

Drug	Effect
Buffout	Increases Strength and Vigor by 1 die
Jet	Gain extra action card each combat round
Mentats	Increases Smarts by 1 die
Psycho	+2 damage, extra addictive
Rad-Away	+2 bonus to radiation rolls
Stimpack	Removes a wound if taken within 10 min

Tinkering

By making a successful Tinkerin' roll, you can purchase new upgrades for an existing item or item card. Each upgrade can only be taken once, and has a Parts point cost ranging from 0-12. For example, if Joe had an old battery with a Parts value of 3 and a gun with a Parts value of 5, he could disassemble them both (discarding the cards for good) to buy one or more upgrades from the list below totaling 8...such as a **Comfy** hat that granted a **Skillful** bonus to two different types of rolls.

<u>Upgrade</u>	<u>Cost</u>	<u>Effect</u>
Comfy	0	Armor breaks if you are struck by a Raise or specific damage type (<i>ie; Fire</i>), but may be slept in w/o penalty.
Obvious	0	The item is noisy and conspicuous and imposes a -2 to Stealth rolls, but grants a +1 to Trick checks in combat.
Unwieldy	0	Weapon can't be hidden on your person and requires an Agility roll to draw, but gains +1 damage.
Reload	0	Weapon must be reloaded after every single attack, but gains +1 damage.
Glowing	1	Provides constant illumination and reduces darkness penalties accordingly.
Nonlethal	1	Weapon can deal either lethal or nonlethal damage freely regardless of the base item.
Reach	2	Don't provoke free attacks when wielding this melee weapon and retreating from an adjacent foe.
Flaming	2	Weapon/ armor sets targets ablaze on a Raised attack. Does not deal extra damage on a Raised attack.
Durable	2	Item now has Toughness 12 and 3 wound levels.
Quick Don	2	Armor can be put on or taken off instantly with a successful Agility test.
Useful	4	You gain a +2 bonus to one non-combat skill or situation, such as Gamblin' or barring doors.
Stealthy	4	Opponents suffer a -2 Notice penalty to see the concealed item and hear a ranged weapon when it is fired.
Protective	4	Armor provides an extra +2 armor versus one specific damage type - such as bullets, bludgeoning, or fire.
Shield	5	Creates a barrier on one side of the body that constantly provides Light Cover.
Entangling	5	+2 bonus on opposed Fightin' test to initiate a grapple when this item is used. May grapple at range.
Scope	6	Taking an Aim action grants an additional +2 to hit. This need not be on a weapon; V.A.T.S. as an example.
Double Up	6	Ranged weapon gains a Rate of Fire of 2.
Reinforced	7	Armor gains an additional +2 armor score except on a Raise.
Specialized	8	Weapon gains +2 AP against either robotic/metallic targets, or against fleshy ones - your choice!
Edgy	8	Gain a specific Edge when this item is in use.
Defensive	9	+2 Parry while this item is in use
Masterful	9	+2 to any type of roll of your choice when this item is in use, such as a skill, overcoming Shaken, et cetera.
Area Effect	10	Weapon now causes explosive bursts whenever it is used, causing an Area Effect attack.
LifeSupport	10	While this item is in use you are immune to one type of Conditions of your choice (<i>ie; Hungry/Starving</i>).
Multishot	10	Weapon gains DoubleTap.
Invincible	11	You cannot be wounded by improvised weaponry when this armor is worn.
Autofire	12	Ranged weapon gains a Rate of Fire of 3.
Powerful	12	Weapon deals 2d8 damage at range, +2 steps to damage dice if melee (<i>ie; d6 becomes d10</i>)

Attack Options

Multiple Actions	You suffer a -2 to penalty each roll per extra action in the round
Aim	Take an entire action to aim, then gain a +2 to your shootin' if you don't move
Area Attack	Cover granted translates to Armor, and missed attack rolls cause a deviation and possible friendly fire
Break Object	Objects always have a Parry of 2 but varying degrees of Toughness
Called Shot	Limb -2, Head -4 but get +4 to damage. Vs a small target -4, vs a tiny target -6
Cover	Grants a penalty to enemies attacking you. Light -1, Medium -2, Heavy -4, Total -6
Darkness	Penalty to hit. Dim -1, Darkness -2, In Pitch Black Detect you must detect your target first, then -4
Defend	Gain a +2 Parry but may take no other actions
Disarm	With a successful -2 attack, defender must roll STR vs your damage or drop what they're holding
DoubleTap	Only usable with guns that have the DoubleTap keyword. Always gain +1 attack and damage.
The Drop	When you get a surprise round vs an opponent, gain 'The Drop' as +4 attack and damage
Full Defense	Your Fightin' roll at +2 replaces Parry if the result is higher
Ganging Up	Each teammate on the same target grants an additional +1 bonus to Fightin' rolls, max of +4
Grapple	Opposed fightin' to start, raise=shaken. Opposed STR or AGI to break free/cause damage, other actions -4.
Off-Hand	You suffer a -2 penalty for using your off-hand
Prone	Can drop/stand as part of a move, prone defenders are -2 Fightin' and parry, often gives medium cover
Range Modifier	Attacks made at a Medium range are at -2, Long range is -4
Trick	Make opposed AGI or Smarts roll, opponent has -2 parry until next action. On a raise foe is also shaken
Unarmed Defender	Armed attackers gain +2 Fighting to hit
Wild Attack	+2 Fighting and +2 damage, -2 parry until next action, but requires a good description
Withdraw from melee	When backing out of combat, adjacent foes get a free attack at the retreating character



DRINK

Nuka-Cola

