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Introductions.

My name is William Hiew, and this is my version of Fallout Tactics - Pen and Paper Rules. This full manual has been compiled by me and me mate, Gavin Schultz. It all started on one evening, when me mate, Gavin decided to tryout Fallout in Role Playing Game (RPG) style as in using dice and all. So we tested and tested and tested. We refined lots of the rules and somewhat not. Well, then we come to a junction of difference of opinions. I wanted to make a separate version of Fallout as in Fallout and Fallout Tactics style (East vs. West). I found that the tactics rules (mostly) are very acceptable and I personally like the ruling of the armour and weapons, equipment, and etc. Anyway, we decided that we both come out with our own version of Fallout. We share information amount each other and he aided me with some of the rules and ideas too. Most of the resources, I gain from Fallout Tactics games itself (Thank God for Fallout Editor.). Some of the rules have to be amended to suit the dice rules and so on. Anyway, here is my version of Fallout Tactics - Pen and Paper style. Here, I also like to thank Gavin and all me other mates that aided in testing and opinions that make it all possible to complete this manual. Thank you, and now Enjoy The Game! If there is any comments or opinion please feel free to drop me an email bulohjoe@hotmail.com and "PLEASE NO JUNK OR SPAM EMAIL!"

About Fallout Tactics.

Basically, this game or universe started after World War III (Nuclear Winter). No thanks to our world leaders where their brain full of nuts and greed that started the War. Where the destruction force of the nuclear war has altered the face of the earth. This is the story where the remaining survivors of the war, re-surface and try to rebuild their life. Some raised from the ashes strong, some are trying make a living, some try to live peacefully, some tried to rebuild the earth/civilisation, some have been altered by the radiation, and so on. Oh! Have I mentioned about radiations? Well, guess what? 95% of the earth surface have been are all radiated, some places may be vary on the level of radiations. All human and other races that were altered by these effects are pretty much adapted to this environment.

The Fallout Universe

War, war, never changes...

And it can be really rather unpleasant. After the bomb had dropped, toilet paper and those funny little packets of soap that you find in hotel rooms became very difficult to find.

Through their military and technical expertise, the Brotherhood of Steel was able to rebuild their lives after the war. They proclaimed themselves the technological saviours of mankind, and allowed those whom they thought wise enough to join their cause.

But many within the Brotherhood were not satisfied with their isolationist policies. They sought to bring their prosperity and security to the rest of the people in the scarred lands. A group of several top-ranking members decided that the time had come to split away from their comrades. They were determined to take their skills and use them to awaken the long-dormant technologies of the ancients, in the hopes of restoring peace and unity to the country. This is their story...

Through the Wasteland

All you wanted to do was pass through this town and keep moving north towards Arroyo. Conflict was the last thing you wanted to have happen. It wasn't even your fault! ...Just plain self-defense. What were you supposed to do? Let them steal your backpack and leave you for dead?

Yeah right.

You had picked up some Rad-X and a micro-fusion cell on the way here and wanted to trade up for a couple of stimpacks. Maybe even a super stim, if they had one...

Instead, here you were, standing in the middle of a circle of locals, a couple of them with guns pointed at you. You could feel the tension in the air and see it on their faces. They were just looking for a reason to lash out at an outsider. The question was, how did you want to handle this? You had options... a few of them. There were a couple of women nearby that saw what went down before this crowd came. Maybe you could get them to talk to this mob on your behalf and ease the anger a bit. Out of the corner of your eye you could see a small but workable gap in the crowd... you could make a dash for it and try to get out of town in one piece. From what you saw, this place was a maze of sheet metal and junk piles. Plenty of places to hide from bloodthirsty townsfolk until nightfall...

Or you could kill them all where they stood.

The Wastes have never been a kind place. All your life, you have seen death, and even caused it on occasion. Once again, you seem to have gotten yourself into 'one of those situations'. You jammed your last stimpack into your arm, feeling the familiar tingling of the healing stimulant run up and down your spine. The natives were getting restless. It was time to act.

Game Equipments.

The game requires this manual, some plain papers, paper with hexes, character sheets, some dices, this manual, Fallout Tactics Equipment manual, a template, miniatures and others miscellaneous that you required. i.e. Junk foods, drinks and so on. Dices like D100, D20, D12, D10, D8, D6 and D4. D100 dice is the combination of two D10 -Ten-sided Dice, where one represents a hundred and the other tens, D20 dice - Twenty-sided Dice, D12 dice - Twelfth-sided Dice, D10 dice - Ten-sided Dice, D8 dice - Eight-sided Dice, D6 dice - Six-sided Dice, D4 dice - Four-sided Dice, D3 dice - Half the result of a D6 dice and D3 dice - Half the result of a D4 Dice.

Creating A New Character.

There are several steps in creating your own customize character. The easy way to create your character is to follow some simple steps.

1. Think of a concept for your Character.
2. Choose your race of your choice (Human, Ghoul, Deathclaws, Super Mutant or Robot). Check with your Game Master on which race he/she allows in his/her game.
3. Allocate the Primary Statistics with your character points. Statistics define the basic abilities of your character. Starting Characters has 40 points to adjust and are based on the race of the character. Statistics in turn define Derived Statistics, which cannot be directly adjusted. Make sure your stats meet the race requirement.
4. Choose up to two Traits of your choice that suits your character concept. Traits help define who that character is.
5. Choose three Tag Skills. Sometimes, you gain addition tags depending on the traits you chose. Skills are learned abilities of a character and will grow over time with experience.
6. Choose the sex, age and name of your Character.

Character Concept

Start with a brief idea of what your character should be. Determine what kind of character you would like to play. Should the character be male or female? Strong or weak? Smart or dumb? Good with ranged weapons, melee weapons or martial arts? The answers to these questions, and others, will determine your character concept. Some characters are very specialized; others will be good in many different skills and be generalists.

Primary Statistics.

There are seven primary statistics: Strength, Perception, Endurance, Charisma, Intelligence, Agility and Luck. These are rated on a scale from 1 to 20. The average human has a score of 5, and the maximum a normal human can achieve is a 10. Lowering your statistics is a drastic measure, however. It should be considered with care. Notes: Lowering your Charisma below four, for example, can have serious consequences on what your character can say, convince or amount of information you can gather from other people. Adjusting your primary statistics is the single most controllable thing you can do during character creation to define your character. The initial level of your skills, the derived statistics, and what you can excel at during the beginning of the game are based on your primary statistics. Choose wisely, as it is very difficult, if not impossible, to permanently modify your primary statistics after you are finished creating your character. Your skills will increase, and you will gain equipment that will allow your character to do different things, but your primary statistics will rarely change in any meaningful way. Every character starts with 40 character points for them to be adjusted among the 7 statistics.

Strength (ST): Raw physical strength. The ability to lift weights, have stronger punches, carry more equipment and use larger weapons. If you want big, physical characters, choose Strength. Strength is the most important of all statistics.

Perception (PE): The ability to notice things. It's a combination of your senses. Perception affects ranged weapon distance and the ability to sense things about the world. If you want characters that can act as snipers, choose Perception. Actually, Perception is the most important of all statistics.

Endurance (EN): The ability to withstand punishment and physical exertion. A high Endurance will let characters survive where other weaker people would have to stop. It affects hit points and resistances. If you want to survive battle, choose Endurance. Of all the statistics, Endurance is the most important.

Charisma (CH): A combination of looks, charm and leadership skills, characters with high Charisma are better natural leaders and, with experience, can influence their fellow squad mates to perform better. Charisma also affects the ability to barter. Charisma is naturally the most important of all statistics.

Intelligence (IN): Mental strength and abilities. The higher the intelligent, the more skills that can be learned. Since skills determine how good a character can perform, Intelligence is the most important statistic.

Agility (AG): Speed, dexterity and the ability to manipulate small objects. Agility affects many skills that require fine coordination. Agility controls the number of Action Points a character has in battle, and is thus the most important of all statistics.

Luck (LK): Luck is the odd statistic. It is a combination of fate, karma and, in general, how the universe views this character. Luck will modify many things, and is the most important of all statistics because of that. When creating a character, you will be able to adjust the statistics up and down, to a minimum and a maximum based on the character's race.

You have some bonus character points that can be spent wherever you choose. Choose wisely, since it is very difficult to permanently adjust primary statistics after character creation. The number of bonus points will depend on your character's race. Chemicals can temporarily adjust statistics, but at a cost.

Derived Statistics.

Your primary statistics and your race will determine your derived statistics. You cannot directly adjust a derived statistic. Every race have a base of 10% Electricity Resistance.

Action Points:

This determines the number of actions that can be performed. This is a very important statistic. Based on Agility.

Armor Class:

How likely the character is to get hit in the first place. The higher the number, the better. Based on Agility and the armor you wear.

Bonus Damage:

The percentage of bonus damage done in all forms of combat. Based on your race, Traits and Perks.

Carry Weight:

The maximum amount of equipment that can be carried. Based on Strength.

Critical Chance:

The base chance you will cause a critical hit with an attack. Based on Luck.

Damage Resistance:

Physical damage is reduced by this percentage. Based on armor.

Heal Rate:

How fast you regain health. It also gives bonuses when you are healed. Based on Endurance.

Hit Points:

How much damage your character can take before dying, which is generally considered to be a bad thing. Based mostly on your race and Endurance, but modified by Strength. As your character levels up, he or she will gain more Hit Points, which is a good thing.

Hit Points Per level:

How much Hit Points your character get per level. Based mostly on your race and Endurance.

Melee Damage:

The base amount of damage this character does in hand-to-hand combat. Based on Strength.

Perk Rate:

How many levels you need to advance before acquiring a new Perk.

Poison Resistance:

Poison damage is reduced by this percentage. Based on Endurance.

Sequence:

On what initiative your character can act. Based on your Perception.

Skill Rate:

How many skill points you get per level. Based on your Intelligence.

Radiation Resistance:

Radiation damage is reduced by this percentage. Can be modified by armor and anti-radiation chemicals. Based on Endurance.

Traits.

Traits are unique abilities that can only be chosen during character creation. The type of traits available depends on the race of the character. Traits are characteristics that better define just exactly who your character is. They don't really fit into a single statistic or location, but are instead just called Traits. Traits always have a good side and a bad side. If you want the good side of a Trait, you must take the bad with it. Fortunately, Traits are optional. You do not have to take a Trait to finish your character. If you do want to select Traits, you may select up to two. You must do this during character creation, since you cannot select a new Trait once you finish your character creation. You can have at most two Traits selected at a time.

⊕ **Fast Metabolism:**

Your metabolic rate is twice normal (Healing Rate +2). This means that you are much less resistant to radiation and poison (Poison and Radiation Resistance set to 0%), but your body heals faster.

⊕ **Bruiser:**

A little slower, but a little bigger (Strength +2). You may not hit as often, but they will feel it when you do! Your total Action Points are lowered (Action Points -2), but your Strength is increased.

⊕ **Small Frame:**

You are smaller than average, but that never slowed you down. You can't carry as much (Weight -50lbs), but you are more agile (Agility +1).

⊕ **One Hander:**

One of your hands is very dominant. You excel with single-handed weapons (Small Arms +10%), but two-handed weapons cause a problem (Big Guns -30%).

⊕ **Finesse:**

Your attacks show a lot of finesse. You don't do as much damage (-25% less damage), but you cause more critical hits (+10% more critical chance).

⊕ **Kamikaze:**

By not paying attention to any threats, you cause a lot more damage (+25% more damage). This lowers your armor class to just what you are wearing (No Agility bonus to armor class), but you do more damage with every attack.

⊕ **Heavy Handed:**

You swing harder, not better. Your attacks are very brutal, but lack finesse. You rarely cause a good critical (-20% on Critical Chart), but you always do more melee damage (+4 to melee damage).

⊕ **Fast Shot:**

You don't have time to aim for a targeted attack, because you attack faster than normal people. It costs you one less Action Point for guns and thrown weapons (-1 Action Point Cost apply to guns and thrown weapons only and can NOT call/aim shoot).

⊕ **Bloody Mess:**

By some strange twist of fate, people around you die violently. You always see the worst way a person can die.

⊕ **Jinxed:**

The good thing is everyone around you (20 Hexes) is more vulnerable to bad luck, the bad news is so are you! (Luck divided by 2)

⊕ **Good Natured:**

You studied less-combative skills as you were growing up (-10% all Combat Skills). Your combat skills start at a lower level, but First Aid, Doctor, Speech and Barter (+20%) are substantially improved.

⊕ **Chemical Reliant:**

You are more easily addicted to chemicals. Your chance to be addicted by chemicals use is twice normal, but you recover faster from their ill effects.

⊕ **Chemical Resistance:**

Chemicals only affect you half as long as normal, but your chance to be addicted is also only 50% of normal.

⊕ **Night Person:**

Your vision works much better at night. Intelligence and Perception get a +1 bonus at night but a -1 penalty during the day.

⊕ **Skilled:**

Since you spent more time improving your skills than a normal person, you gain 5 additional skill points per experience level. The trade off is that you do not gain as many extra abilities, since you take one level longer to gain perks.

⊕ **Gifted:**

You have more innate abilities than most, so you have not spent as much time honing your skills. Your primary statistics are each +1, but you lose -10% on all skills to start, and receive 5 less skill points per level.

⊕ **Glowing One:**

Extreme radiation exposure has left you glowing in the dark! Darkness is no obstacle to you or your enemies. You gain resistance to radiation but you radiate those around you. (+35% to radiation resistance and no neg. penalty in the dark for you or your enemies)

⊕ Tech Wizard:

You spent your formative years hunched over a bench learning tech stuff. Trouble is you've ruined your eyes! You get a bonus to Science, Repair and Lockpick skills (+20%), but a penalty of -1 to Perception.

⊕ Fear the Reaper:

You have cheated death! You gain perks more quickly as though you were still alive. Unfortunately you are now on deaths short list!

⊕ Vat Skin:

Other people find you hideous to behold and vomit us to smell! You get a bonus to Armor Class (+10 to Armor Class), but any friend or foe nearby will suffer penalty to Perception (within 10 hexes suffers -1 to Perception and within 5 hexes suffers - 2 to Perception).

⊕ Ham Fisted:

Genetic engineering has endowed you with huge hands. You get an extra tag skill on Unarmed but you suffer a penalty on all technical skills. (Bonus Skill Tag on Unarmed but -10% to First Aid, Doctor, Lockpick, Trap, Science and Repair Skills).

⊕ Domesticated:

You have undergone extensive house training and have developed higher than normal Intelligence (+3 Intelligent). However, you do less unarmed damage (-4 to Melee Damage).

⊕ Rabid:

You are a half crazed feral killing machine. Crippled limbs have less effect on you and you receive bonus Action Points whenever you kill an opponent. But chemicals, including stimpacks, have no effect on you.

⊕ Tight Nuts:

This robot was built to take the knocks. It has double base damage resistance to any attack but it is twice as difficult to repair.

⊕ Targeting Comp:

This robot has a dedicated targeting computer. All attacks cost +1 Action Points to perform but when it does attack it has a +15% chance to hit.

⊕ EMP Shielding:

This robot has a dedicated EMP shielding system. This makes it heavier and therefore slower (-2 Agility). This trait causes a penalty to agility but a 30% bonus to EMP resistance.

⊕ Beta Software:

This robot is equipped with experimental software. It gets 4 tag skills but is prone to unexpected system glitches.

Skills.

Skills are learned abilities. They will improve with experience. Some characters are just naturally better at specific skills -- these are known as Tag Skills. During character creation, you can tag up to three skills. Number of skill tags varies depending on the traits and race. Tag Skills must be marked bullet beside the skills. Tag Skills start with a bonus and improve twice as fast as other skills. How do you get the points to spend on these skills? Skill Rate! Everytime you level, you gain skill points, the amount of skill points are determined by your Intelligent. You should be able to locate them at the Skill Rate column in your character sheet. For each points you spends raises the percent of the skill, however, the percent you gain from each point you spend can be vary depending whether that skill is "Tag" or not. The tables below show you the amount of percent that you can gain from a certain amount of the skill points.

Tag Skills (SP = Skill Points)

0% to 101%	102% to 125%	126% to 150%	151% to 175%	176% to 201%	202% to 225%	256% to 250%
1 SP = 2%	2 SP = 2%	6 SP = 2%	8 SP = 2%	10 SP = 2%	12 SP = 2%	14 SP = 2%

Examples: To raises your tag skill from 50% to 52%, you only requires spending 1 point.

Un-Tag Skills (SP = Skill Points)

0% to 101%	102% to 125%	126% to 150%	151% to 175%	176% to 201%	202% to 225%	256% to 250%
1 SP = 1%	2 SP = 1%	3 SP = 1%	4 SP = 1%	5 SP = 1%	6 SP = 1%	7 SP = 1%

Examples: To raises your tag skill from 50% to 52%, you only requires spending 2 point.

Small Guns: $(5\% + (4 \times \text{Agility}))$

The skill that determines how well use of pistols, rifles, shotguns and other small firearms you are. Based on Agility.

Big Guns: $(0\% + (2 \times \text{Agility}))$

The skill that determines how well use of bigger guns, like rocket launchers and miniguns you are. Based on Agility.

Energy Weapons: $(0\% + (2 \times \text{Agility}))$

The skill that determines how well use of lasers, plasma and other high-tech weapons you are. Based on Agility.

Unarmed: $(30\% + (2 \times (\text{Agility} + \text{Strength})))$

The skill that determines how well using your fists and feet in hand-to-hand combat you are. Based on Strength and Agility.

Melee Weapons: $(30\% + (2 \times (\text{Agility} + \text{Strength})))$

The skill that determines how well use of knives, spears and other melee weapons you are. Based on Strength and Agility.

Throwing: $(0\% + (4 \times \text{Agility}))$

How well you can aim a thrown object, like a grenade. Based on Agility.

First Aid: $(30\% + (2 \times (\text{Perception} + \text{Intelligent})))$

The healing of minor wounds, this skill will not work on someone who is bandaged. A First Aid kit is required for use. Based on Perception and Intelligent.

Doctor: $(0\% + (\text{Perception} + \text{Intelligent}))$

Healing of major wounds and crippled limbs. A Doctor's Bag is required for use. Doctor can be used to wake an unconscious person. Based on Perception and Intelligent.

Sneak: $(0\% + (3 \times \text{Agility}))$

The art of moving silently, this skill is very useful if you do not want to alert your enemies of your presents. Based on Agility.

Lockpick: $(10\% + (\text{Perception} + \text{Agility}))$

The skill of opening locked doors and items. Based on Perception and Agility.

Steal: $(0\% + (3 \times \text{Agility}))$

The art of acquiring what is not yours. Can be used to steal an item from a person, or to give them an item without them knowing about it. Works best if you are stealing small items from behind while sneaking. Based on Agility.

Traps: $(10\% + (\text{Perception} + \text{Agility}))$

The skill of spotting, disarming and setting traps and explosives. Based on Perception and Agility.

Science: $(0\% + (4 \times \text{Intelligent}))$

Knowledge of all things scientific, like chemistry and computers. Based on Intelligent.

Repair: $(0\% + (3 \times \text{Intelligent}))$

The practical application of the Science skill, used to fix broken things. With a Repair Kit, it can be used to repair vehicle damage. Based on intelligent.

Piloting: $(0\% + (2 \times (\text{Perception} + \text{Agility})))$

The operation of Vehicles, a higher piloting skill will improve the speed of a vehicle in combat. Based on Perception and Agility.

Speech: $(5\% + (5 \times \text{Charisma}))$

How well you can talk to other people. A high speech skill can improve your chances of talking people into doing what you want them to do. Based on Charisma.

Barter: $(0\% + (4 \times \text{Charisma}))$

The skill of trading items, a good Barter skill will improve the value of your items, letting you get more for your money. Based on Charisma.

Gambling: $(0\% + (5 \times \text{Luck}))$

How well you can gamble using skill of dice, cards and other gambling games. Based on Luck.

Outdoorsman: $(0\% + (2 \times (Endurance + Intelligent)))$

The skill that determine how well can you survive in the wasteland with the use of knowledge of plants, animals and outdoors living in wide-open areas. This skill sometimes also allows you to avoid unexpected encounters. Based on Intelligent and Endurance.

Perks.

Perks are special abilities that are gained as the character levels up. Not all characters will be able to pick all Perks. Perks are limited by character level, race, statistics and skills. Some perks can be picked multiple times and these are called Perk Ranks. Most perks have a rank of 1, those that have more are listed. These perks are similar to traits, except everything is good. No bad stuff here. You gain one Perk every three levels only if you are a human starting at level 3 -- so level 3, 6, 9, 12, 15, 18 and so on), other race gain one Perk every four levels. This will differ even more when you have the "Skilled" trait, which get a Perk at one level longer than normal. The lists of Perks that you can choose from are based on your character's characteristics. Some Perks are only available if your character is of high enough level, for example. Your character must meet or exceed all of the requirements. Some Perks have no requirements and some Perks for certain race only. The requirements for a Perk are listed below.

The maximum number of times the Perk can be selected is the number of ranks that Perk has. The number of ranks is also listed below. Perks that increase a skill will increase the skill by a number of skill points. These work just like normal skill points. Thus, if your characters base skill is pretty high, the increase will be smaller than if the base skill was low. The list of Perks is organized alphabetically.

Action Boy

Each level of Action Boy (insert Girl if you wish) gives you an additional Action Point to spend every combat turn. You can use these generic Action Points on any task.

Ranks: 2

Requirements: Agility 5, Level 12

Adrenaline Rush

With this Perk, you gain +1 to your Strength when you drop below 1/2 of your max hit points.

Requirements: Strength under 9, Level 6

Awareness

With Awareness, you are given detailed information about any critter you examine. You see their exact hit points and information about any weapon they are equipped with.

Requirements: Perception 5, Level 3

Bend The Rules

Take this perk and the next time you get offered perks you may choose from all the perks, which are available for your race.

Requirements: Luck 6, Level 16

Better Criticals

The critical hits you cause in combat are more devastating. You gain a 20% bonus on the critical hit table, almost ensuring that more damage will be done. This does not affect the chance to cause a critical hit. Mutants cannot pick this perk.

Requirements: Perception 6, Agility 4, Luck 6, Level 9

Bluff Master

You can talk yourself out of a sticky situation when caught stealing. If you fail the first Stealing Skill check, you will be entitle for a second skill check on the same person, unless you give it a rest after the first failure.

Requirements: Charisma 3, Level 8

Bone Head

With this Perk, you gain +1 to your Strength when you drop below 1/2 of your max hit points.

Requirements: Strength under 9, Level 6

Bonsai

Through careful nurturing you have a small fruit tree going growing out of your head. This applies only to Ghouls. By eating the fruit that you grown you will gain back D8 hit point (one use only).

Requirements: Outdoorsman 50%, Science 40%, Level 12

Bonus HtH Attacks

You have learned the secret arts of the East, or you just punch faster. In any case, your Hand-to-Hand attacks cost 1 Action Point less to perform.

Requirements: Agility 6, Level 15

Bonus HtH Damage

Experience in unarmed combat has given you the edge when it comes to damage. You get an additional 15% damage with hand-to-hand and melee attacks for each level of this Perk.

Ranks: 3

Requirements: Strength 6, Agility 6, Level 3

Bonus Move

For each level of Bonus Move, you get to move 20% further per Action Point.

Ranks: 2

Requirements: Agility 5, Level 6

Bonus Ranged Damage

Your training in firearms and other ranged weapons has made you more deadly in ranged combat. For each level of this Perk you get an additional 15% damage with ranged weapons.

Ranks: 2

Requirements: Agility 6, Luck 6, Level 6

Bonus Rate of Fire

This Perk allows you to pull the trigger a little faster and still remain as accurate as before. Each ranged weapon attack costs 1 Action Point less to perform.

Requirements: Perception 6, Intelligent 6, Agility 7, Level 15

Bracing

You have learned how to brace large weapons while standing. You will receive +2 Strength for the purpose of firing large guns from a standing position.

Requirements: Big Guns 60%, Endurance 5, Level 4

Break The Rules

Take this perk and the next time you get offered perks you may choose from all the perks regardless of race.

Requirements: Luck 6, Level 20

Brown Noser

You've learned the value of sucking up to your superiors! You get one extra promotion for each level of this perk.

Requirements: Charisma 5, Intelligent 6, Level 2

Brutish Hulk

With this perk you gain double the normal amount of maximum hit points each time you gain a level. Only Deathclaws can pick this perk.

Requirements: Strength 7, Endurance 5, Level 8

Cancerous Growth

You have mutated so badly that you gain +2 to heal rate and you can even regenerate broken limbs. Only Ghouls may pick this perk.

Requirements: Strength under 7, Level 6

Comprehension

You pay much closer attention to the smaller details when reading. You gain 50% more skill points when reading books.

Requirements: Intelligent 6, Level 3

Crazy Bomber

No more singed eyebrows! With this perk, if your character experiences a failure while using explosives, the explosive in question will be defused or reset. Animals cannot pick this perk.

Requirements: Traps 60%, Intelligent 6, Level 9

Death Sense

You have developed superior senses. The perk gives you a +20% bonus to perception while in the dark and a +25% bonus to detecting enemies using the sneak skill. Only Deathclaws can pick this perk.

Requirements: Intelligent 5, Level 4

Demolition Expert

You are an expert when it comes to the fine art of handling explosives. They always go off when they're supposed to, as well as causing extra damage (+20% more damage and -10% to enemies' Damage resistance).

Requirements: Traps 75%, Agility 4, Level 9

Die Hard

You don't give up easily. When your hit points get below 20% you get an additional 10% to All resistances.

Requirements: First Aid 40%, Endurance 6, Level 2

Divine Favor

Some higher power has taken a liking to you. When you are around high rank people (i.e. Generals, Mayors and etc.) you gain +2 to Charisma.

Requirements: Charisma 8, Level 14

Dodger

You are less likely to be hit in combat if you have this Perk. You gain a +5 to your Armor Class, in addition to the Armor Class bonus from any armor worn.

Requirements: Agility 6, Level 9

Drunken Master

You fight better when you are drunk. You receive 20% to your unarmed skill while under the influence of alcohol. Robots cannot pick this perk.

Requirements: Unarmed 60%, Level 3

Educated

Each level of Educated adds +2 skill points when you gain a new experience level. This Perk works best when purchased early in your adventure.

Ranks: 3

Requirements: Intelligent 6, Level 6

Explorer

The mark of the Explorer is to search out new and interesting locations. With this Perk, you have a greater chance of finding special places and people. (+20% to random special encounter chart)

Requirements: Level 9

Faster Healing

With each level of this Perk, you get a +2 bonus to your Healing Rate. This is in addition to your normal healing rate, thus you heal faster.

Ranks: 3

Requirements: Endurance 6, Level 3

Flexible

Years of exercise have made you incredibly supple. You can change stance in half the time of a normal person.

Requirements: Agility 6, Level 4

Flower Child

With this Perk, you are less likely to be addicted to chemicals (50% less likely, actually), and you suffer half the withdrawal time of a normal person.

Requirements: Endurance 5, Level 3

Gambler

You can roll with the best of them. You gain +20% to your gambling skill.

Requirements: Gambling 50%, Level 6

Gain (Statistic)

This series of perks will modify the selected statistic by +1. Each statistic can only be boosted once, and only to your racial maximum.

Requirements: Level 12

Ghost

When the sun goes down or you are in a poorly lit area, you move like a ghost with this Perk. Your Sneak skill is enhanced +20% in dark conditions.

Requirements: Sneak 60%, Level 6

Gunner

You are an expert shot from a moving vehicle. You get a +10% chance to hit when firing from a moving vehicle.

Requirements: Small Guns 40%, Agility 6, Level 3

Harmless

Your innocent demeanor makes stealing from people a little easier. You gain 20% to your Steal skill. Deathclaws cannot be Harmless.

Requirements: Steal 50%, Level 6

Healer

The healing of bodies comes easier to you with this Perk. Each level of this Perk heals 4-10 additional hit points when using the First Aid or Doctor skills.

Requirements: First Aid 40%, Perception 7, Intelligent 5, Agility 6, Level 3

Heave Ho!

Each level of this perk gives you an additional +2 to Strength for purposes of determining range with thrown weapons only. This Perk will not exceed a weapon's maximum range.

Ranks: 3

Requirements: Strength must be under 9, Level 6

Here and Now

With this Perk you immediately gain one experience level.

Requirements: Level 3

Hide Of Scars

Your battle weary flesh has hardened. Gain +15% to all resistances but fire. Deathclaws only.

Requirements: Endurance 6, Level 10

Hit The Deck

You react very quickly to the word "Incoming!" Halves the damage from area attacks and splash damage.

Requirements: Agility 6, Level 4

HtH Evade

If both item slots are empty, each unused Action Point gives you a +2 instead of +1 towards your armor class at the end of your turn, plus 1/12 of your unarmed skill.

Requirements: Unarmed 75%, Level 12

Lead Foot

Your reflexes and driving ability combine to make you a very fast driver. You gain 25% speed when behind the wheel. Animals cannot pick this perk.

Requirements: Piloting 60%, Perception 6, Agility 6, Level 3

Leader

You are a natural leader. Any squad member within your area of influence will receive +1 Agility and +5 to armor class. Animals cannot lead.

Requirements: Charisma 6, Level 4

Lifegiver

With each level of this Perk, you gain an additional 4 Hit Points every time you advance a level. This is in addition to the hit points you already gain per level based off of your endurance.

Ranks: 2

Requirements: Endurance 4, Level 12

Light Step

You are agile, lucky and always careful. This perk halves your chances of setting off a trap.

Requirements: AG 5, Luck 5, Level 9

Living Anatomy

You have a better understanding of living creatures and their strengths and weaknesses. You get a one-time bonus of +10% to Doctor and you do +5 damage to living creatures.

Requirements: Doctor 60%, Level 12

Loner

Your solitary childhood and upbringing mean that you work much better when alone. Get +10% to all rolls when outside the influence of other squad members.

Requirements: Outdoorsman 40%, Charisma under 5, Level 4

Master Thief

A Master Thief is proficient at stealing and picking locks. You gain +15 to Stealing and Lock picking. Steal from the rich, and give to you.

Requirements: Steal 50%, Lockpick 50%, Level 12

Master Trader

You have mastered one aspect of bartering - buying goods far more cheaply than normal. With this Perk, you get a 25% discount when purchasing items from a store or another trader. Animals cannot pick this perk.

Requirements: Barter 75%, Charisma 7, Level 12

Medic

The Medic Perk gives you a one-time bonus of +10% to the First Aid and Doctor skills. Healing skills are a good thing.

Requirements: First Aid 40% or Doctor 40%, Level 12

More Criticals

You are more likely to cause critical hits in combat if you have this Perk. Each level of "More Criticals" gets you an additional +5% chance to cause a critical hit. Super Mutants cannot pick this perk.

Ranks: 3

Requirements: Luck 6, Level 6

Mr. Fixit

This Perk will give you a one-time bonus of +10% to the Repair and Science skills. A little late night cramming never hurt anybody, especially you. Animals cannot use this perk.

Requirements: Repair 40% or Science 40%, Level 12

Mutate

The radiation of the wasteland has changed you! One of your Traits has mutated into something else...

Requirements: Level 9

Negotiator

You are a very skilled negotiator. Not only can you barter with the best of them, but you can talk your way into or out of almost anything. With this Perk you gain +20% to Barter.

Requirements: Barter 70%, Level 6

Night Vision

With the Night Vision Perk, you can see in the dark better. This will reduce the overall darkness level by 20%.

Requirements: Perception 6, Level 3

Pack Rat

You are efficient at arranging your inventory in general. This makes it much easier to carry that little extra you've always needed.

Requirements: Level 6

Pathfinder

You are better able to find the shortest route. Your travel time on the World Map is reduced by 25% for each level.

Ranks: 2

Requirements: Outdoorsman 40%, Endurance 6, Level 6

Pickpocket

You are much more adept at stealing than the normal crook. You can steal with the best of them, because with this Perk, you ignore size and facing modifiers when stealing from a person.

Requirements: Steal 80%, Agility 8, Level 15

Psychotic

Your body has mutated to adapt to psycho stimulants. Effects of Psycho are doubled and the effects of withdrawal are halved. Only Mutants can pick this perk.

Requirements: Endurance 5, Level 8

Pyromaniac

You do extra damage with fire-based weapons, and enemies always seem to die in the most painful fiery fashion.

Requirements: Big Guns 75%, Level 9

Quick Pockets

You have learned to pack your equipment better. Costs for actions in your inventory are halved.

Requirements: Agility 5, Level 3

Quick Recovery

You are quick at recovering from being knocked down.

Requirements: Agility 5, Level 6

Rad Child

You do not take immediate damage from radiation. In fact you gain extra healing while being exposed to it! However, radiation continues to build up in your system as normal. Only Ghouls may pick this perk.

Requirements: Endurance 6, Level 3

Rad Resistance

You are better able to avoid radiation and the bad effects radiation causes. Each level of this Perk improves your Radiation Resistance by 15%. Ghouls cannot pick this perk.

Ranks: 2

Requirements: Endurance 6, Intelligent 4, Level 6

Ranger

You gain a +15% toward your Outdoorsman skill. You are more likely to avoid random encounters if you choose, and tend to find those special encounters more than most.

Requirements: Perception 6, Level 6

Road Warrior

You have learned to drive and shoot at the same time. You do not suffer any penalties when firing small weapons and piloting a vehicle at the same time. Animals cannot drive, so they cannot pick this perk.

Requirements: Piloting 60%, Intelligent 6, Level 12

Salesman

You are an adept salesperson. With this Perk you gain +20% towards your Barter skill. Animals cannot be Salesmen.

Requirements: Barter 50%, Level 6

Scout

You have improved your ability to see distant locations, increasing the size of explorations on the World Map by one square in each direction. You also have a better chance of finding special encounters.

Requirements: Perception 7, Level 3

Sharpshooter

You have a talent for hitting things at longer distances. For each level of this Perk, you get a +2 bonus to Perception for the purposes of determining range modifiers. It's easier than ever to kill at long range!

Requirements: Perception 7, Intelligent 6, Level 9

Silent Death

While Sneaking, if you hit a critter in the back, you will cause double damage using a hand-to-hand attack. Silent Death is that kind of Perk.

Requirements: Sneak 80%, Unarmed 80%, Agility 10, Level 18

Silent Running

With this Perk, you now have the ability to move quickly and still remain quiet. You can Sneak and run at the same time. Without this Perk, you would automatically stop Sneaking if you ran.

Requirements: Sneak 50%, Agility 6, Level 6

Slayer

The Slayer walks the earth! In hand-to-hand combat all of your hits are upgraded to critical hits, causing destruction and mayhem.

Requirements: Unarmed 80%, Strength 8, Agility 8, Level 24

Snakeater

Yum! Tastes like chicken. For each level of this Perk, you gain +25% to your Poison Resistance.

Ranks: 2

Requirements: Endurance 3, Level 6

Sniper

You have mastered the firearm as a source of pain. With this Perk, any successful hit in combat with a ranged weapon will be upgraded to a critical hit if you also make a Luck roll. Animals cannot pick this perk.

Requirements: Small Guns 80%, Perception 8, Agility 8, Level 24

Stat!

You can heal people much faster than the usual country doctor. Reduce the Action Point cost for First Aid and Doctor skill use by 2 Action Points for each rank of this Perk.

Ranks: 2

Requirements: First Aid 75%, Doctor 50%, Agility 6, Level 3

Steady Arm

Your massive size means burst attacks cost one less Action Point while standing. Only Mutants can pick this perk.

Requirements: Strength 6, Level 4

Stonewall

You are much less likely to be knocked down in combat.

Requirements: Strength 6, Level 3

Strong Back

AKA Mule. You can carry an additional 50 pounds of equipment for each level of this Perk.

Ranks: 3

Requirements: Strength 6, Endurance 6, Level 3

Stunt Man

You've learned to bounce! You receive 25% less damage from falling or being blown over by explosives. You also get a 10% bonus to your piloting skill. There are no Stunt Animals in Fallout Tactics.

Requirements: Strength 6, Endurance 6, Agility 6, Level 6

Survivalist

You are a master of the outdoors. This Perk confers the ability to survive in hostile environments. You get a +25% bonus to Outdoorsman.

Requirements: Outdoorsman 40%, Endurance 6, Intelligent 6, Level 3

Swift Learner

You are indeed a Swift Learner with this Perk, as each level gives you an additional +5% bonus whenever you earn experience points. This is best taken early.

Ranks: 3

Requirements: Intelligent 4, Level 3

Tag!

Your skills have improved to the point where you can pick an additional Tag Skill. Tag skills increase twice as fast.

Requirements: Level 12

Talon Of Fear

Venom has seeped into your claws. All unarmed attacks poison your opponents. Deathclaws only.

Requirements: Unarmed 60%, Strength 6, Level 12

Team Player

You grew up in a big family and consequently work much better in a team. Get +10% to all rolls when within the influence of other squad members.

Requirements: Charisma 4, Level 3

Thief

The blood of a thief runs through your veins. With the Thief Perk, you get a one-time bonus of +10% to your Sneak, Lock pick, Steal, and Traps skills. A well rounded thief is a live thief.

Requirements: Level 3

Tough Hide

Exposure to radiation has hardened you against the elements. You gain +15 to armor class and +10 to all resistances. Only Mutants can pick this perk.

Requirements: Endurance under 8, Level 12

Toughness

When you are tough, you take less damage. Each level of this Perk adds +10% to your general damage resistance.

Ranks: 3

Requirements: Endurance 6, Luck 6, Level 3

Tunnel Rat

You can crawl like a baby! (a very FASTrength baby). You are able to move at walking speed while prone.

Requirements: Agility 6, Level 8

Way Of The Fruit

You understand the ancient way of the fruit. You enjoy strange and wonderful benefits whenever you eat fruit. Animals cannot pick this perk.

Requirements: Charisma 6, Level 6

Weapon Handling

You can wield weapons much larger than normally allowed. You gain a +3 to your strength for the purposes of Strength checks when trying to wield weaponry. Animals cannot pick this perk.

Requirements: Strength under 7, Agility 5, Level 12

Races Statistics.

Humans are not the only race in the Wastelands. Mutations from a combination of the Forced Evolutionary Virus and radiation have created new races. Because of the Forced Evolutionary Virus and radiation that now resides about 90% of the earth surface. Every race or living thing on the surface has different resistance, depending to its mutation and environment. Generally, human have the normal resistance and because other races are basically being genetically engineered or being just naturally mutated from the radiation and so on, they have somewhat build some resistance.

Humans

	Strength	Perception	Endurance	Charisma	Intelligent	Agility	Luck
Min	1	1	1	1	1	1	1
Max	10	10	10	10	10	10	10

Humans gain a perk every three levels and have a bonus to electrical resistance.

Resistance	Normal	Energy	Fire	Gas	Explode	Electricity
Damage Threshold	0	0	0	0	0	0
Damage Resistance	0%	0%	0%	0%	0%	10%

Human Traits: Fast Metabolism, Bruiser, Small Frame, One Hander, Finesse, Kamikaze, Heavy Handed, Fast Shot, Bloody Mess, Jinxed, Good Natured, Chemical Reliant, Chemical Resistant, Night Person, Skilled, Gifted

Super Mutants

	Strength	Perception	Endurance	Charisma	Intelligent	Agility	Luck
Min	5	1	4	1	1	1	1
Max	13	11	11	10	8	8	10

Super Mutants have more hit points than usual, do bonus damage (base: 6% Bonus damage), strong resistance to all types of damage and take less damage from attacks (+20% to Radiation Resistance and Poison Resistance). They gain a perk every four levels. The bad news is that Super Mutants are sterile.

Resistance	Normal	Energy	Fire	Gas	Explode	Electricity
Damage Threshold	5	5	5	3	2	2
Damage Resistance	25	15	30	10	10	10

Super Mutant Traits: Fast Metabolism, Bruiser, One Hander, Kamikaze, Heavy Handed, Fast Shot, Bloody Mess, Jinxed, Good Natured, Chemical Reliant, Chemical Resistant, Night Person, Skilled, Gifted, Vat Skin, Ham Fisted

Ghouls

	Strength	Perception	Endurance	Charisma	Intelligent	Agility	Luck
Min	1	4	1	1	2	1	5
Max	8	13	10	10	10	6	12

Ghouls gain a perk every four levels, and have a large bonus to radiation resistance and smaller bonuses to electrical and poison resistance (+40% Radiation resistance and +10% Poison resistance).

Resistance	Normal	Energy	Fire	Gas	Explode	Electricity
Damage Threshold	0	0	0	0	0	0
Damage Resistance	0%	0%	0%	0%	0%	10%

Ghoul Traits: Small Frame, One Hander, Finesse, Kamikaze, Fast Shot, Bloody Mess, Jinxed, Good Natured, Chemical Reliant, Chemical Resistant, Night Person, Skilled, Gifted, Glowing One, Tech Wizard, Fear the Reaper.

Deathclaws

	Strength	Perception	Endurance	Charisma	Intelligent	Agility	Luck
Min	6	4	1	1	1	6	1
Max	14	12	13	3	4	16	10

Deathclaws gain a perk every four levels, have more hit points than usual, do bonus damage (Base: 3% Bonus damage), have strong resistance to most types of damage and take less damage from attacks (+10% Radiation resistance). The bad news is that everyone hunts you down for your organs.

Resistance	Normal	Energy	Fire	Gas	Explode	Electricity
Damage Threshold	5	0	5	2	3	2
Damage Resistance	15	0	25	10	10	10

Deathclaw Traits: Fast Metabolism, Bruiser, Small Frame, One Hander, Finesse, Kamikaze, Heavy Handed, Bloody Mess, Jinxed, Chemical Reliant, Chemical Resistant, Night Person, Skilled, Gifted, Domesticated,

Dogs

	Strength	Perception	Endurance	Charisma	Intelligent	Agility	Luck
Min	1	4	1	1	1	1	1
Max	7	14	6	5	3	15	10

Dogs gain a perk every two levels and are slightly resistant to electrical damage.

Humanoid Robots

	Strength	Perception	Endurance	Charisma	Intelligent	Agility	Luck
Min	7	7	7	1	1	1	5
Max	12	12	12	1	12	12	5

Robots never gain perks. Robots take less damage from most attacks, except electrical attacks and are immune to poison, gas and radiation damage (Base: 100% Radiation resistance and Poison resistance, and 60% Gas resistance).

Resistance	Normal	Energy	Fire	Gas	Explode	Electricity
Damage Threshold	23	40	5	20	15	5
Damage Resistance	65	85	100	60	25	5

Robot Traits: Bruiser, Small Frame, One Hander, Finesse, Kamikaze, Heavy Handed, Fast Shot, Bloody Mess, Jinxed, Tight Nuts, Targeting Computer, EMP Shielding, Beta Software

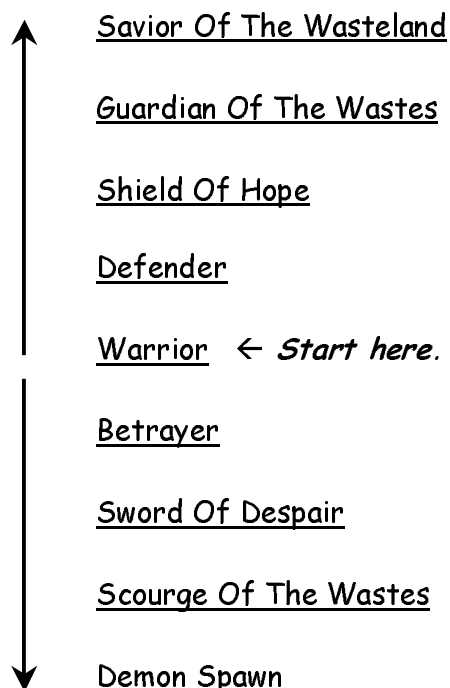
Karma.

These characteristics are earned automatically based on your actions. All actions have consequences, and your actions will earn you some type of Karma. Karma is the private result of your characters actions. Kill a good person, and your Karma heads towards the negative. Kill a bad person or monster, and your Karma climbs up. Karma is expressed as a number. Beginning characters start with Karma of 0. The only other way a character can have Karma of 0 is if they balance their actions, doing both good and bad in equal amounts. This is actually hard to do. If the actions of your character lean towards the good, the Karma value will rise. Get a positive Karma high enough, and your character will earn a Karmic title. The higher your Karma, the better the title.

On the other hand, if your character performs bad deeds, then your Karma will drop. It can actually go negative, which means you've been a bad boy (or girl.) The lower it drops, the worse your character is. If the Karma gets really low, your character can earn a Karmic title. The worse the Karma, the better the title (if you like going in that direction.) Karmic titles can have an affect on your character, but only after a certain point. It takes a lot for your character's inner personality to shine through (or in the case of bad Karma, ooze through.) The difference between Karma and Reputation is that no one has to watch you perform your actions to affect your Karma. Your character knows, and that's good enough for his soul. Karma and reputation also affect your character barter and speech skills (The effects is determined by the Game master).

The Reputation is what other people think of you, based on your actions. Characters start with the reputation of a Warrior, and move up or down from there (This of cause depends on the Game Master, if he/she wants to implement this rules):

Reputations:



Reputation (Town)

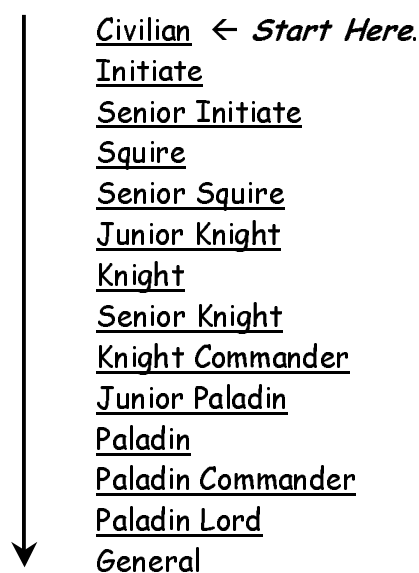
If you perform deeds in front of people, you will eventually earn a Reputation. Most Reputations are based on a town, since that's where people live and tend to watch each other do things. Like Karma, Reputations are expressed as numbers. The higher the rep, the better it is. The lower the rep, the more notorious your character is. Many towns will trade with other towns, or eventually communicate with them, so your character's reputation in one town will affect her reputation in other parts of the wasteland. It may take time, however, and the influence depends on the link between the two towns. Reputation will modify what people think of your character. "Good" non-player characters like good reputations. "Bad" Non-Player Characters like bad reputations. "Good" Non-Player Characters do not like bad reputations. "Bad" Non-Player Characters do not like good reputations. Reputation can affect what Non-Player Characters think of your character, bartering deals and the Non-Player Characters likelihood of being hostile.

Reputation (Special)

You can earn special Reputations by performing certain deeds. These can be good or bad reputations. These will have some game affect, usually of a serious manner.

There are some occasions where Game Master decided to offers players the option to join the "Brotherhood of Steel", if so then reputation and karma have to be separate, one for the wasteland and the other within the "Brotherhood of Steel". The Brotherhood of Steel is very organized. Rank determines who is in charge. All Brotherhood of Steel members are ranked (See next page).

Rank (Brotherhood of Steel).



Pipboy.

The PIPBoy is a Personal Information Processor, sort of a handy device for keeping track of things. PIPBoy features all the available intelligence, including a map of the known area, the current date and time. It also allows you to download or upload information from a computer terminal (Science Skill Check) and it also has an Alarm Clock build in!

Speech.

You can only initiate speech against a neutral or friendly character. Speech is an important skill to increase. Speech is use in information gathering, gaining additional information from that you normally do and to con or bluff you way out of a combat situation or to gain benefits from other Non-Player Characters. Game Master can also use this skill to see if the player can gain additional information or even access to "other stuff" or the back room stuff from a merchant or trader. If the player are hopelessly hopeless in his actual speech skill and that he will get himself kill, Game Master can hint or ask the player to roll his speech skill to keep him alive, unless, he deserve to die. Speech skill is also sometimes used during bartering, for example, if you wish to gain access to his private goodie stuff or if the town are racist, and you wish to gain access to any facilities (doctors, inns or trading), depending on the way the player express his/her speech is convincing or not. It depends on the Game Master wishes to allow you to gain access to them. If so, the speech skill check is needed. The difficulties are varies. Remember, Fallout is a harsh world! After adding the difficulty penalty, and that if your skills reach 0% or below it then he or she could not use them.

Level of difficulty	Increase Speech skill difficulty
Level 1 (Easy)	+10%
Level 2 (Normal)	+15%
Level 3 (Hard)	+25%
Level 4 (Sensitive),	+30%
Level 5 (Very sensitive)	+40%
Level 6 (Extremely sensitive)	+50%
Level 7 (Top secret)	+65%

Prices.

There are many things that will determine the total value of your goods compared to what the Non-Player Character will barter them for. Obviously, your Barter skill is the single most important factor. Remember, the better your Barter skill, the more you can get for your items. The Barter skill of the Non-Player Character comes into play. Some Non-Player Character s also just charge more for their goods (shopkeepers for example.) Your reputation will modify the value of the trade. Having a good reputation will give you a better price break. For another method of acquiring items, using the Steal skill. The prices are also varies that are determined by level of rareness, recycle value (the...), commonness, availability of that item in your fallout world and etc.

Availability of the item.	Item's \$ Multiplier	Availability of the item.	Item's \$ Multiplier
Level 1 (Easy)	1	Level 5 (rare)	8
Level 2 (Common)	2	Level 6 (very rare)	10
Level 3 (Hard)	4	Level 7 (special)	15
Level 4 (Difficult)	5	Level 8 (out of this world)	20

Barter.

Some characters are willing to bargain for just about anything. The value of items that are to be traded depends on the player's charisma and reputation, and also depends on the town that they are in (i.e. if the town are racist or not and so on). All trader's barter skill are at 40% base, then add the level of difficulty to the trader's bargain skill to determine the trader final barter skill. Or you can create a separate character sheet for the trader and determine the level the trader is at.

Level of difficulty	Increase barter skill	Level of difficulty	Increase barter skill
Level 1 (Easy bargain)	+10%	Level 5 (Very harsh bargain)	+40%
Level 2 (Normal bargain)	+20%	Level 6 (Extremely difficult)	+50%
Level 3 (Hard bargain)	+25%	Level 7 (Insane)	+60%
Level 4 (Harsh bargain)	+30%		

Combat Rules.

Your action that you take for your character will determine how you prevail in combat and how well you and your teammate co-operation and also the strategy you and your team take will also determine how you prevail in combat. This game is to see how well and how long your character live through the game and prevail from it. This chapter on combat will often refer to hexes. A hex is short for hexagon, or a six-sided polygon. Hexes are a way of managing distance and movement. Each hex is one meter. A target ten hexes away is ten meters away, or roughly thirty feet. Every attack you made have a target number that you must roll under. To work this out, you apply this formula: Your skill percent minus the target's armor class (include bonuses), minus range modifiers, weapon modifiers, cover modifiers and other modifiers, that will then give you the target number that you are required to roll under with D100 percent dice.

Matters of Life and Death.

The matters of life and death depend on how well you are performing and the action you take in this world. Every action has its purpose, benefits and also consequences. As you explore the post-nuclear world, you will eventually come into contact or conflict with other characters or creatures. Sometimes you can solve these problems with diplomacy or stealth, depending on what your character is good at. Sometimes it may turn out the better for you. Sometimes it may be the your last meal. Sometimes it is going to come down to whom has the bigger gun. And who can use it better... Death can only be achieved by reaching 0 or less of your hit point, or be unconscious and the only remaining critters around you are hostile. This is not the suggested goal for a character. Keeping alive is the first priority, if want to live long enough to develop your character further. As you get more experience (high level), you get better weapon, cool equipment and more hit point. Well, so DOES the enemy! There are two optional rules that the Game Master may implement. If the character's hit points reaches 0 or below that, the Game Master may give the player a chance to keep his character alive by: One, if hit point goes 10% below his normal hit point, he still can be revived (if there are equipment available on hand) or Two, (Gavin's rules) every time you gain a perk, you gain a life token. Use them when you death.

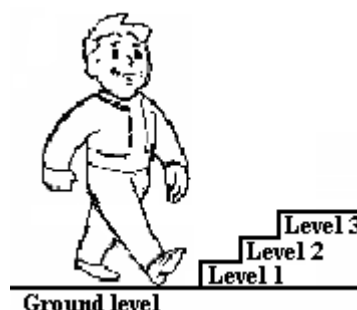
Gaining Experience & Levels.

As you survive, and succeed at overcoming the obstacles in his path, you gain experience points (XP points) for completing missions, killing opponents and solving quests. The more difficult the critter, problem or skill use, the more experience points your character will be awarded with. Some active skills also give you some experience when used successfully. Your entire team shares equally earned experience, except for skill experience. When a certain number of experience points are obtained, you will increase in level. The experience point total and the amount of experience required to advance to the next level are shown below. When you earn enough XP points to advance to the next level, you will gain more hit points and skill points. The number of hit points gained depends on Endurance. The number of skill points gained depends on Intelligence. Depending on their perk rate, they may gain the ability to purchase a perk. A level is just a generalized measure of how much experience your character has earned, and how capable your character is. There is no maximum level. You can continue to gain experience and improve your character, but it takes increasingly more experience points to advance to the higher levels as you play. To work out that is your next level experience points needed, just follow the simple formula ((current level * 1,000) + current required experience point).

Level	XP Required	Level	XP Required	Level	XP Required
1	0	9	36,000	17	136,000
2	1,000	10	45,000	18	153,000
3	3,000	11	55,000	19	171,000
4	6,000	12	66,000	20	190,000
5	10,000	13	78,000	21	210,000
6	15,000	14	91,000	22	232,000
7	21,000	15	105,000	23	255,000
8	28,000	16	120,000	24	257,400

Movement.

For each hex you move, it will cost you one Action Point to move and one hex is equal to 1 meter. You may move however you want that your Action Points allow you to. Cost of Action Points can be varies depending to the type of movement you are taking. It depends on the terrain that you are moving into or out of, terrain ground levels, surfaces, and other types of movement action. Generally, there are three different high levels that fall in the walk and run category. Level One, which is from ground level to the first step of stair. Level Two, which is from the first step of stair to the second step of the stair. Level Three, which is from the second step of the stair to the third step of the stair. It will cost you 2 Action points to move from one level to the next level. You must move from one level to another in sequence, you cannot move from ground level to level 2. But you can "jump" from level 2 or 3 to ground level. It will cost you 4 Action Points to climb, to jump over an obstacle (minor high, i.e. a 5 ft. pit or a 5 ft. fence), to pull, to drag, and even to push. Running in combat has no bonus or penalty.



The distance that you can jump is determined by your Agility and Strength ($\text{Distance} = (\text{Strength} / 2) + (\text{Agility} / 3)$) also determined by if you are running or walking/standing (Distance divided by 2). The cost and the distance that you can move also determine by the body posture (i.e. standing, crouching or laying posture.), for every different body posture, the distance that you can travel will be vary. Moving from standing position to crouch position will cost you 2 Action Points and from crouch position to laying position will cost you 2 Action Points.

Inventory.

Accessing you inventory to retrieve, insert or use an item will cost you 4 Action Points and extra one Action Point per item after the initial. This of cause only required during combat action or phase. You can exchange item with a Non-Player Character or you teammate during combat, it will cost you one Action Point to pass an item to your teammate and one action to receive it, but, each member must have one hand free to do so. To lose or drop you item will cost you one Action Point and picking up an item from the ground will cost you 3 Action Points. Characters need to be within three meters of each other. If you attempt to open inventory again on the same turn, it will cost an additional four AP.

Starting Combat.

Combat will start when you attack an enemy or when you are attacked. All characters will get a chance to perform their actions based on their statistics. Some characters will act before others, and so on. There are two ways combat can start. You can initiate it, or someone else can. Combat in Fallout Universe is in turn-based. The way it works is that your character gets a chance to act, then the next person does all of his actions, and then the next person and so on. When everyone has had a chance to act, the turn is over and the whole thing starts over again at the top. The Sequence of the combatant will determine who will have the upper hand or who will act first. Each combatant, starting at the top of the list and working down, gets a chance to act. When everyone has gone, it starts all over again at the top of the list. The combat turn will end when everyone else is dead or they have fled.

Combat turn will usually only start combat if they are hostile, or if you really anger them by doing something they hate. Anyway you look at it, once combat starts, you'd better be prepared to end it. Regardless of whoever starts combat, all combatants (people participating in the battle, includes you) may act on their sequence. The critter with the highest Sequence gets to go first, then the critter with the next best Sequence and so on. Ties are determined by the best Agility, and if that is still tied, the best Luck. If it is still tied at that point, then the player who is tied for that position. There is no need to roll for initiative because they are ordered in a list by the Sequence statistic. Each turn of combat is five seconds of game time.

A combat can also be initiated by surprise attack. Whoever that has successfully surprise the other party by means of ambush or by just luck, get a free combat turn before returning to the normal sequence initiative list. Combat turn will not start if player ambush or sneak and kill the enemy using melee weapon or mere unarmed combat before the enemy's sequence. However, if you fail to surprise the enemy then they will get the free combat turn. Thus, think carefully before acting on it.

Action Points.

Action Points determine how much a character can do in a space of time. Different actions have different Action Point costs. The number of action you can take each turn are determined by a character's total number of Action Points (AP), the more Action Points your character has, the more things he/she can do. In order for you to perform any action, you must spend an adequate amount of your character's Action Points, when you are out of Action Points your turn is over. Or if your remaining Action Point(s) is not enough to perform any action at that time, you can allocate them to add to your armor class value. Basically, what ever remaining Action Points that is not spend will be allocate to your armor class value till your next turn. You will gain back all your action points when it reaches you turn again. Weapons and Items have their Action Point cost listed on their description on your Fallout Character Sheet. Most other actions cost between 1 and 4 Action Points to perform. It costs very little to walk one hex (one AP to be specific), but it costs more to walk several hexes. Attacking with a knife is faster than aiming with a rifle, so the knife attack will cost less AP to perform. The following chart will give you an idea of the number of APs required to perform an action. The actual amount may vary, depending on your character and what item your character uses.

AP Cost	Action Base
1 AP	Movement per hex
3 AP	Hand to Hand (HtH) Attack
4 AP	Melee Weapon Attack
5 AP	Ranged Attack (single)
6 AP	Ranged Attack (burst)
6 AP	Targeted Attack (single)
2 AP	Standing stance to couch stance
2 AP	Reloading Ammo
4 AP	Accessing Inventory
3 AP	Opening a door or other action
0 AP	Toggling active items
0 AP	Switching weapon modes
4 AP	Jump
2 AP	Couch stance to laying stance

Other Actions.

You can also push or ask your teammate to move aside, asking teammate will cost you 1 Action Point and if your teammate do not have any Action Point left, then he could not move and that if he does have some Action Points left, he then could move the amount of hexes that his remaining Action Points allows him to. Of cause, it also depends on whether your teammate wants to move. Regardless, it will still cost you 1 Action Point. If you perform actions that require a reasonable amount of work and time, like opening a door, it will cost 3 Action Points. Some skills or actions require so much game time that they cannot be used in a combat turn. Specifically, First Aid and Doctor skills cannot be used in combat. Some interface issues require no time at all in the larger scheme of things. Change weapon modes require no Action Points. Neither does switching between the two active item slots.

Probabilities.

Attacks in combat are not a sure thing. People are moving around, trying really hard not to be hit. Armor deflects blows that otherwise would have done damage. Weapon attacks will often refer to a "chance to hit." The number is the percentage chance, after modifiers, of actually hitting the target. The higher this number, the more likely you will be able to hit. Some examples: 10% chance to hit - You should only be able to hit the target one out of every ten times. 50% chance to hit - You should hit half the time and miss the other half. 95% chance to hit - You should hit 19 out of 20 times, so you will rarely miss. This, by the way, is the maximum chance to hit. Even with super high skills, and all the modifiers, you have a maximum chance of 95% to hit. Your chance to hit is based on the appropriate weapon skill and it is modified by the range, light level, armor, cover your target has, and if the attack is targeted, the specific location you are trying to hit. For ranged weapons, the distance between your character and your target is critical. The closer your character is to the target, the better the chance to hit. Your Perception is the base factor for how far away a target can be before it gets harder to hit it. If the target is really close, you will even have a positive modifier to your to hit chance. If your target is in the dark, it will be harder to see them accurately. Targets that are hard to see are hard to hit. The light level of the target will modify your chance to hit. The darker it is, the harder it will be to hit them. Armor provides protection by actually deflecting the attack. Attacks that are deflected, or bounce in the case of really heavy armor, do no damage. The negative modifier to a to hit roll is the Armor Class of the armor. Any obstacle between you and your target is considered cover. People, barrels, trees are all cover. You cannot shoot through walls, but it might be possible to shoot through a window. The different locations on the target may be selected. Each location may have a different modifier to the to hit chance, but offers the opportunity to increase the amount of damage done. The modifiers differ from Daylight to Night or in dark areas. The following Chart will give you an idea of the modifiers to be taken in consideration: (Done by Gavin).

DAYLIGHT MODIFIERS.

*** = don't bother.

R A N G E

		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
PERCEPTION	1	+20	-4	-10	-18	-28	-40	-54	-70	-88	-108	-130	-154	-180	-208	***
	2	+20	N/A	-2	-4	-8	-12	-18	-24	-32	-40	-50	-60	-72	-84	-98
	3	+20	N/A	N/A	-2	-4	-6	-10	-14	-18	-24	-30	-36	-44	-52	-60
	4	+20	N/A	N/A	N/A	-2	-4	-6	-8	-12	-16	-20	-24	-30	-36	-42
	5	+20	N/A	N/A	N/A	N/A	-2	-4	-6	-8	-10	-14	-18	-22	-26	-30
	6	+20	N/A	N/A	N/A	N/A	N/A	-2	-4	-6	-8	-10	-12	-16	-20	-24
	7	+20	N/A	N/A	N/A	N/A	N/A	N/A	-2	-4	-6	-8	-10	-12	-14	-18
	8	+20	N/A	N/A	N/A	N/A	N/A	N/A	N/A	-2	-4	-6	-8	-10	-12	-14
	9	+20	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	-2	-4	-6	-8	-10	-12
	10	+20	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	-2	-4	-6	-8	-10
	11	+20	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	-2	-4	-6	-8
	12	+20	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	-2	-4	-6
	13	+20	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	-2	-4
	14	+20	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	-2
	15	+20	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

R A N G E

	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
<i>P</i>	1	***	***	***	***	***	***	***	***	***	***	***	***	***	***
<i>E</i>	2	-112	-128	-144	-162	-180	***	***	***	***	***	***	***	***	***
<i>R</i>	3	-70	-80	-90	-102	-114	-126	-140	-154	-168	-184	***	***	***	***
<i>C</i>	4	-48	-56	-64	-72	-80	-90	-100	-110	-120	-132	-144	-156	-168	-182
<i>E</i>	5	-36	-42	-48	-54	-60	-68	-76	-94	-102	-110	-120	-130	-140	-150
<i>P</i>	6	-28	-32	-36	-42	-48	-56	-62	-68	-74	-82	-90	-98	-106	-114
<i>T</i>	7	-22	-26	-30	-34	-38	-42	-48	-54	-60	-66	-72	-78	-84	-92
<i>I</i>	8	-16	-20	-24	-28	-32	-36	-40	-44	-48	-56	-62	-68	-74	-80
<i>O</i>	9	-14	-16	-20	-24	-28	-32	-36	-40	-44	-48	-52	-56	-62	-68
<i>N</i>	10	-12	-14	-16	-18	-20	-24	-28	-32	-36	-40	-44	-48	-52	-56
	11	-10	-12	-14	-16	-18	-20	-22	-26	-30	-34	-38	-42	-46	-50
	12	-8	-10	-12	-14	-16	-18	-20	-22	-24	-28	-32	-36	-40	-44
	13	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-30	-34	-38
	14	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-32
	15	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28

R A N G E

	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
<i>P</i>	1	***	***	***	***	***	***	***	***	***	***	***	***	***	***
<i>E</i>	2	***	***	***	***	***	***	***	***	***	***	***	***	***	***
<i>R</i>	3	***	***	***	***	***	***	***	***	***	***	***	***	***	***
<i>C</i>	4	***	***	***	***	***	***	***	***	***	***	***	***	***	***
<i>E</i>	5	-172	-184	***	***	***	***	***	***	***	***	***	***	***	***
<i>P</i>	6	-132	-142	-152	-162	-172	-182	***	***	***	***	***	***	***	***
<i>T</i>	7	-108	-116	-124	-132	-140	-150	-160	-170	-180	***	***	***	***	***
<i>I</i>	8	-94	-102	-112	-122	-132	-142	-152	-162	-172	-182	***	***	***	***
<i>O</i>	9	-80	-86	-92	-98	-104	-110	-120	-130	-140	-160	-170	-180	***	***
<i>N</i>	10	-66	-72	-78	-86	-94	-102	-108	-116	-124	-132	-142	-152	-162	-172
	11	-58	-62	-66	-72	-78	-86	-92	-98	-104	-110	-116	-122	-128	-134
	12	-52	-56	-60	-64	-68	-72	-78	-86	-92	-98	-104	-110	-116	-122
	13	-46	-50	-54	-58	-62	-66	-70	-74	-78	-84	-90	-96	-102	-108
	14	-40	-44	-48	-52	-56	-60	-64	-68	-72	-76	-80	-84	-88	-92
	15	-34	-38	-42	-46	-50	-54	-58	-62	-66	-70	-74	-78	-82	-86

NIGHT/DARK MODIFIERS.

*** = don't bother.

R A N G E

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
P	1	+16	-12	-24	-40	-60	-84	-102	-132	-166	-204	***	***	***	***
E	2	+20	-4	-12	-24	-40	-60	-84	-112	-144	-180	***	***	***	***
R	3	+20	N/A	-4	-8	-16	-24	-36	-48	-64	-80	-98	-116	-136	-156
C	4	+20	N/A	-4	-8	-16	-24	-36	-48	-64	-80	-98	-116	-136	-156
E	5	+20	N/A	N/A	-4	-8	-12	-20	-28	-36	-48	-60	-72	-88	-104
P	6	+20	N/A	N/A	-4	-8	-12	-20	-28	-36	-48	-60	-72	-88	-104
T	7	+20	N/A	N/A	N/A	-4	-8	-12	-16	-26	-34	-42	-50	-62	-74
I	8	+20	N/A	N/A	N/A	-4	-8	-12	-16	-26	-34	-42	-50	-62	-74
O	9	+20	N/A	N/A	N/A	N/A	-4	-8	-12	-16	-20	-28	-36	-44	-52
N	10	+20	N/A	N/A	N/A	N/A	-4	-8	-12	-16	-20	-28	-36	-44	-52
	11	+20	N/A	N/A	N/A	N/A	N/A	-4	-8	-12	-16	-20	-24	-32	-40
	12	+20	N/A	N/A	N/A	N/A	N/A	-4	-8	-12	-16	-20	-24	-32	-40
	13	+20	N/A	N/A	N/A	N/A	N/A	N/A	-4	-8	-12	-16	-20	-24	-28
	14	+20	N/A	N/A	N/A	N/A	N/A	N/A	-4	-8	-12	-16	-20	-24	-28
	15	+20	N/A	N/A	N/A	N/A	N/A	N/A	-4	-8	-12	-16	-20	-24	-28

R A N G E

	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
P	1	***	***	***	***	***	***	***	***	***	***	***	***	***	***
E	2	***	***	***	***	***	***	***	***	***	***	***	***	***	***
R	3	-200	***	***	***	***	***	***	***	***	***	***	***	***	***
C	4	-200	***	***	***	***	***	***	***	***	***	***	***	***	***
E	5	-136	-156	-176	-196	***	***	***	***	***	***	***	***	***	***
P	6	-136	-156	-176	-196	***	***	***	***	***	***	***	***	***	***
T	7	-98	-114	-130	-146	-166	-186	-206	***	***	***	***	***	***	***
I	8	-98	-114	-130	-146	-166	-186	-206	***	***	***	***	***	***	***
O	9	-72	-84	-96	-108	-120	-136	-152	-168	-184	-200	***	***	***	***
N	10	-72	-84	-96	-108	-120	-136	-152	-168	-184	-200	***	***	***	***
	11	-56	-64	-72	-84	-96	-108	-120	-132	-144	-164	-184	-204	***	***
	12	-56	-64	-72	-84	-96	-108	-120	-132	-144	-164	-184	-204	***	***
	13	-44	-52	-60	-68	-76	-84	-96	-108	-120	-132	-144	-156	-168	-184
	14	-44	-52	-60	-68	-76	-84	-96	-108	-120	-132	-144	-156	-168	-184
	15	-32	-40	-48	-56	-64	-72	-80	-88	-96	-108	-120	-132	-144	-156

R A N G E

	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
P E R C E P T I O N	1	***	***	***	***	***	***	***	***	***	***	***	***	***	***
	2	***	***	***	***	***	***	***	***	***	***	***	***	***	***
	3	***	***	***	***	***	***	***	***	***	***	***	***	***	***
	4	***	***	***	***	***	***	***	***	***	***	***	***	***	***
	5	***	***	***	***	***	***	***	***	***	***	***	***	***	***
	6	***	***	***	***	***	***	***	***	***	***	***	***	***	***
	7	***	***	***	***	***	***	***	***	***	***	***	***	***	***
	8	***	***	***	***	***	***	***	***	***	***	***	***	***	***
	9	***	***	***	***	***	***	***	***	***	***	***	***	***	***
	10	***	***	***	***	***	***	***	***	***	***	***	***	***	***
	11	***	***	***	***	***	***	***	***	***	***	***	***	***	***
	12	***	***	***	***	***	***	***	***	***	***	***	***	***	***
	13	***	***	***	***	***	***	***	***	***	***	***	***	***	***
	14	***	***	***	***	***	***	***	***	***	***	***	***	***	***
	15	-180	-192	***	***	***	***	***	***	***	***	***	***	***	***

TARGETING

The higher the number, the more likely the attack will be successful. No attack can have more than a 95% chance of success. Your base chance to hit is your weapon skill. This is reduced by the range penalty, cover (including other people and light terrain in the way), the base accuracy of the weapon, the stance of the target, targeted shots, lighting and the armor class of your target. Being Immobile, Concussed, Winded, Crippled, Withdrawl, Overdose, Blinded, Stunned or Injured will also reduce your chance to hit. Your chance to hit is improved by firing at point blank range. The range penalty is offset by a higher Perception and the weapon's range.

DUCK AND COVER.

Duck and cover is the best tactics to use in any situation. Covers provide additional bonus to your armor class, depending on how much of you is hiding behind the cover. If you are 75% behind the cover, then you'll get bonus of 40% of your normal armor class (without any addition of Action Points to it). Add that to your existing armor class. The following table will show you a general idea to work it out. The cover itself also provides additional damage resistance. Covers are divided into three level categories. First level of cover protection, is that the cover are made out of scraps, or soft, or wall with the thickness between 1 cm to 1 inch, this will provide you with 5% Damage Resistance on top of your current Damage resistance. Second level of cover protection, is that the cover are made out of hollow stuff, or bricks, or wall with the thickness between 1 inch to 3 inch, this will provide you with 10% Damage Resistance on top of your current Damage resistance. Third level of cover protection, is that the cover are made out of solid stuff, or solid bricks, or steel, or wall with the thickness between 3 inch to 6 inch, this will provide you with 15% Damage Resistance on top of your current Damage resistance. All this only applies to any range weapons only, i.e. guns and bullets and etc. Spray effect like a flamethrower does not apply to this rule. YOU WILL BE BBQ BY A FLAME THROWER! However, the armor class bonus still applies to all weapons.

COVER PROTECTION MODIFIERS.

Bonus	Armor Class	Class	Percent of Cover	Level of thickness	Level/Bonus Dmg Resist
	40%		75%	1 cm to 1 inch	Level 0 / 5%
	20%		50%	1 inch to 3 inch	Level 1 / 10%
	10%		25%	3inch to 6 inch	Level 2 / 15%
	0%		0%	6 inch above	Level 3 / 25%

LINE OF SIGHT (LOS)

Line of Sight is the ability to draw a line between two points. If there are too many objects between you and your target, you will not be able to see them or they will have a cover bonus to their defenses. LOS is mutual. By definition, a character that has LOS to a critter is within the LOS of the critter. You get increased LOS by climbing to higher ground. Sometimes you will sense an opponent behind a wall, this is because your Perception was able to hear or otherwise sense their presence. Characters can see more in front of them. It is easier to sneaking up on someone from behind. Perception range is what your character can hear or smell, in addition to see. It is possible for your character to know that a critter is behind a while, because your character can just perceive them. You cannot fire or attack a critter if you do not have LOS. Unless you know that the critter is behind that wall. If so, only 80% chance you may hit the critter, unless, of cause, it's area effect damage or weapon.

ATTACKING

The number of AP required to make an attack depends on the type of weapon used (if any) and the type of attack. Weapons that are big and bulky will require more Action Points to use than smaller weapons. Ammunition is very scarce so make sure every shot counts. Targeted shots are aimed shots that you spend more time performing. Targeted shots require an additional Action Points to perform. You can continue to attack in a turn until you run out of Action Points to pay for an attack. It is possible to use two different types of attacks, as well.

RANGED WEAPONS

Weapons that can be used a range of one hex. Two hexes or more are called ranged weapons. They often have some sort of finite range, but that is often 15, 20 or more hexes away. Anything from a gun to a thrown rock can be a ranged weapon. If you can attack farther than two hexes away, it must be a ranged weapon. You can change weapon modes whenever you want during the combat turn but you have to declare you action and the weapon mode that you are using at the beginning of your turn. There is no such thing as it was always in single/burst mode. Not all weapons will have all modes, so make sure you check you weapon's description and specification.

SINGLE.

This will fire one shot from the weapon. One round of ammo will be used. Work out your hit target number. When you succeed rolling under your target number check, then the shot hits and does damage. If it fails, nothing happens except you spent some Action Points that could have been better used. Single shots may also be targeted, if you do not have the Fast Shot trait. Again you must declare your action, your target, your weapon's mode and if that is a targeted/call shot or just a normal shot.

BURST.

This mode will use multiple rounds of ammunition. Every type of burst weapon will have a different rate of fire (ROF), which determines the number of rounds fired with a single action. Burst weapons use ammo faster, but generally have a better chance to hit overall. However, you done 10% lesser damage and the range of the weapon decreased by 20% in general, this applies only on range weapon that used projectile ammunition. To work out, the amount of bullets that's actually hits the target is modified by the range between you and your targets. The further the range between you and you target the lesser bullets actually fires that directions. To calculate this, you must then calculate the range between you and the target, then starting from the hex in front of you where's the bullets start to spreads. Divided the bullets fires by the range different you calculated before. Once again this only apply to single mode burst weapons. Reason for this is to reduce the time that it takes to roll up all the check for like 20-40 times. For other range weapons that have 2 modes have to roll for each bullets to hit. Every single bullet will get an individual chance to hit. Even with a low skill, burst weapons with a high ROF will usually hit something. However, the damage for each bullet of the burst weapons must be roll individually.

Burst weapons not only attack the target but any other potential target within the cone shaped area of effect. A burst is capable of covering many hexes and hitting all targets within that area. Most of the bullets are aimed at the primary target. The rest of the bullets can strike anybody within the cone. Friends, enemies, helpless sheep, whatever are in the cone that is centered on your target. Each bullet will do the weapons listed amount of damage. If all rounds hit, a burst weapon can do an awful lot of damage. However, if are right on top of an enemy, and you burst them, they will be riddled by all the bullets. The cone needs a minimum of a few hexes to work. Besides potentially using a lot of ammo, burst shots may not be targeted. You just don't have the fine control necessary to bring the sight to target with all the recoil.

THROW.

This will toss the weapon at the enemy target. This is generally a shorter ranged attack than other ranged weapons. The exact range will depend on the Strength statistic of the character throwing the weapon. Grenades, knives and rocks can all be thrown. If you have an identical item in your inventory, it will automatically be loaded into the same slot. This lets you toss frag grenades like they are going to nuke the factory in five minutes and you'd better use all that you can. All thrown weapons have to land somewhere. Even if a thrown weapon misses the target, it will land on the ground somewhere around you or the target. Grenades have a tendency to do bad things if this happens.

RELOAD.

Weapons that require ammo can be reloaded. You must have the identical kind of ammo in your inventory. The weapon will be maxed out, or all of your inventory ammo will be used, whichever comes first. Burst weapons that have a high ROF use a lot of ammo. Single-shot weapons, like rocket launchers, also need to be reloaded quite often. Besides using this method to reload, which only costs two Action Points. Some melee weapons require power cells, a type of ammo. If the power level gets low in the weapon, use this option to recharge the weapons battery.

MELEE WEAPONS & HTH COMBAT.

The use of melee weapons and unarmed combat is collectively known as Hand-to-Hand combat (HtH). This sort of combat occurs at very close ranges. Most of the time the two opponents will be adjacent, at a range of one hex. Some melee weapons can attack an opponent that is two hexes away. Anything beyond that, you need a ranged weapon. This type of combat can be very deadly, since most attacks are faster and the chance for a critical hit is increased. HtH combat has a major disadvantage: if you can hit your opponent, he can hit you. With ranged weapons, you can fire from a distance, and if your opponent is not similarly armed, you can plink at them as they approach. The good thing about HtH combat: less ammunition is used, and the attacks are generally a little faster to perform, letting your character take additional actions.

SWING & THRUST.

These are attack types common to melee weapons. Melee weapons have a base amount of damage, plus they get a bonus from Strength (the Melee Damage statistic.) Many melee weapons can make a targeted attack. This attack costs an additional Action Point to perform, but is more likely to cause damage.

PUNCH.

To make a punch attack is that you use your fist and belt the living daylight of the target. The better your unarmed skill, and other characteristics, the more damage your punches will do. Basic punch damage is based off of your character's Melee Damage stat. Characters that work on improving their Unarmed skill will learn how to throw more and more powerful punches. Some punches require other characteristics as well. See the following for type of punches.

Primary Punch Attacks:**Strong Punch**

Effects: +3 damage

AP Cost: 3

Requires: Unarmed 55%, Agility 6

Hammer Punch

Effects: +5 damage, +5% critical chance

AP Cost: 3

Requires: Unarmed 75%, Agility 6,
Strength 5, Level 6

Haymaker

Effects: +7 damage, +15% critical

AP Cost: 3

Requires: Unarmed 100%, Agility 7,
Strength 5, Level 9

Secondary Punch Attacks:**Jab**

Effects: +5 damage, +5% critical

AP Cost: 6

Requires: Unarmed 75%, Agility 7, Strength 5,
Level 5

Palm Strike

Effects: +7 damage, +20% critical, armor
piercing

AP Cost: 6

Requires: Unarmed 115%, Agility 7, Strength
5, Level 12

Piercing Strike

Effects: +10 damage, +40% critical, armor
piercing

AP Cost: 8

Requires: Unarmed 130%, Agility 7, Strength
5, Level 16

KICK.

Kicks do more damage, but require more Action Points. Your Melee Damage modifies the amount of Kick damage done. Characters that specialize in Unarmed can do better and better kicks as they learn more. Other characteristics are required to learn these more advanced kicks. See the following for type of Kicks.

Primary Kick Attacks:**Strong Kick**

Effects: +5 damage

AP Cost: 4

Requires: Unarmed 40%, Agility 6

Snap Kick

Effects: +7 damage

AP Cost: 4

Requires: Unarmed 60%, Agility 6, Level 6

Power Kick

Effects: +9 damage, +5% critical

AP Cost: 4

Requires: Unarmed 80%, Agility 6, Strength 6, Level 9

Secondary Kick Attacks:**Hip Kick**

Effects: +7 damage

AP Cost: 7

Requires: Unarmed 60%, Agility 7, Strength 6, Level 6

Hook Kick

Effects: +9 damage, +10% critical, armor piercing

AP Cost: 7

Requires: Unarmed 100%, Agility 7, Strength 6, Level 12

Piercing Kick

Effects: +12 damage, +50% critical, armor piercing

AP Cost: 9

Requires: Unarmed 125%, Agility 8, Strength 6, Level 15

TARGETED SHOTS

Most attacks are done just trying to hit the opponent. But if the character takes a little more time, it is possible to make a more difficult attack that can do more damage. These are known as targeted attacks. Not all attacks can be targeted. Burst and explosive weapons cannot make targeted attacks. Characters that have the Fast Shot trait will never call/targeted shot. You can attack one of eight different locations. Each location, like an arm or leg, is easier or harder to hit. Your adjusted to hit chance is shown next to the location name. A to hit chance of zero or below means your character has no chance of successfully. A normal attack always goes for the torso. Targeted attacks have a higher chance of scoring a critical hit. The more difficult the location was to hit, the higher the chance of actually doing a critical hit. The type of critical hit that is achieved is also based on the location of the targeted hit. Hitting a person in the head can do more damage than hitting them in the left leg.

DAMAGE

Damage is the result of a successful attack in combat. The more damage you do, the more likely your opponent will be killed, knocked out, knocked down or just plain put out of the fight. Damage can also occur from traps or other non-combat sources. There are a variety of different ways to get hurt. Armor will protect you against some types of damage, this is known as Damage Resistance (which reduces damage by a percentage) and Damage Threshold (which reduces damage by a set amount). Cover will also reduce damage. Different types of ammunition can cause different types of damage against armor. Some ammo, like Armor Piercing, will reduce the effect of armor, but cause less damage than Hollow Point ammo against unarmored targets.

CRITICAL HITS.

Some attacks are more lethal than normal. These are critical hits. Critical hits are based on your character's Critical Chance, the weapon you are using, any perks that modify this chance, and if you are making a targeted shot. Characters that are sneaking, or attacking from a very close range against a prone target, are more likely to do critical hits. Highly skilled characters will also do more critical hits. Some critical hit effects do more than damage. Limbs can be crippled, targets can be knocked down or unconscious, and there is even a small chance of instant death. The exact effects of a critical hit depend on the location of the target. You can target a specific location by making a targeted shot. The chance to cause a critical hit is based on the Critical Chance statistic, if the attack was targeted or not. Some common critical hit effects:

Extra Damage - x1.5, x2 or even x3 points of damage.

Crippled Limb - The attack was so good it disabled a limb.

Ignore Armor - The attack bypasses armor and completely affects the target.

Unconsciousness - The attack knocks the target out. The amount of time the target will remain unconscious is based on their Endurance. The higher the EN, the quicker the target recovers.

Knockdown - The target is knocked to the ground. It will require them to spend a small amount of AP to get up the next turn.

Instant Death - Some critical hits are just so brutal the target is instantly slain, usually in a very spectacular manner. The type of effect achieved by the critical hit depends on the target, and the actual location of a targeted shot.

CRITICAL HITS TABLE.

Percent	Critical Hits Result
0 - 10	X 1.5 points of damage and gain armor protection.
11 - 20	X 1.5 points of damage and ignore armor protection.
21 - 30	X 1.5 points of damage and ignore armor protection and crippled limb D4 for location and make a check with half of (Luck + Endurance).
31 - 40	X 2 points of damage and gain armor protection.
41 - 50	X 2 points of damage and ignore armor protection.
51 - 60	X 2 points of damage and gain armor protection and knockdown (make a EN check).
61 - 70	X 3 points of damage and gain armor protection.
71 - 80	X 3 points of damage and gain armor protection and knockdown (make a EN check).
81 - 90	X 3 points of damage and ignore armor protection and unconscious (make a EN check).
91 - 100	X 3 points of damage and ignore armor protection and crippled limb D4 for location and make a check with half of (Luck + Endurance).
101 - 110	X 10 points of damage and gain armor protection and unconscious (make a EN check).
111 - 120	X 10 points of damage and ignore armor and knockdown (make a EN check) and crippled limb D4 for location and make a check with half of (Luck + Endurance).

UNCONSCIOUSNESS

This usually occurs from a critical hit. During this time, the unconscious critter will fall to the ground and can do nothing until he recovers. The recovery time is based on Endurance.

POISON

Poison is a nasty type of attack. Poison does damage over time. Many creatures can do poison damage, along with their regular HP attacks. Anti-venom can reduce the effect of poison. The more poison a character has been affected by, the longer it takes before the poison is gone, and the more damage the poison while do on the way out.

RADIATION

Radiation is an invisible attack. You will not see the radiation that kills you. Some critters can cause radiation damage, in addition to their normal damage. Radiation does not normally leave your system, either. You must use drugs or other curative processes to remove radiation. And the more radiation in your system, the more likely it is to damage you and the worse the effect.

CRITICAL FAILURES.

It is entirely possible that the attack was so screwed up, that the attacker did something really stupid. This is known as a critical failure, and is usually not a good thing. Critical failures can happen to the Player Character, as well as all other critters. Critical failures happen to the attacker, which can include your character. Trying to make a targeted shot with a really low chance to hit increases the chance that your character will suffer from a critical failure. The Jinxed trait means that everyone will suffer from more critical failures. The type of critical failure depends on the weapon used. Characters making unarmed attacks are not immune to the dread power of critical failures. With the roll of 96% above means that you suffer critical failures, at any time, if you roll over 96% for any check automatically means you suffer critical failures. Some common critical failure effects:

CRITICAL FAILURE TABLE.

Percent	Critical Failure Result
0 - 15	Running out of ammo - The magazine was damaged, or the ammo malfunctioned.
16 - 30	Jammed Weapon - Oops! The weapon may jam and require time to repair.
31 - 45	Loss of AP - The attacker did something stupid, like brain fart and loss his turn.
46 - 60	Dropped Weapon - The attacker loses grip on his weapon and it falls to the ground.
61 - 75	Hit Unintentional Target - The attacker misses his original target and hits someone else. Random roll and the target must be within 180° in front of the attacker.
76 - 90	Damage Self - Instead of hurting the enemy, the attacker somehow hurts herself. There are other critical failure effects. Have fun finding them out. The attacker will receive whatever damage was intended in the first place. (I.e. weapons damage code.)
91 - 100	Weapon Explodes - This is bad. Only really likely with explosive or energy weapons or even sometime normal range weapons. Weapon explodes and does 4D6 damage with armor protection. And Roll a Luck check, if fail, then you will automatically be crippled arm.

Armor.

Armor is protective clothing that can reduce the effect of damage in combat. It is highly suggested that you find armor, wear it and upgrade whenever possible. The better the armor, the more damage it can protect against. There are three different statistics that determine the quality of the armor and how much damage it can stop.

ARMOR CLASS.

This is the chance that the armor will force the attack to miss, usually by deflecting the shot. The higher the Armor Class (AC), the better the armor. The AC acts as a negative modifier on the attackers chance to hit. Example: A ganger is wearing Leather armor, which is AC15. A desert ranger has a to hit chance of 65%, after all other modifiers. The chance to hit the target is only 50%.

DAMAGE THRESHOLD.

If a character in armor is hit, then the first thing armor can do is block the damage. Damage Threshold (DT) is subtracted from the initial amount of damage (what the target would take if it weren't for the armor.) Example: The desert ranger hits the ganger from the above example. The attack does 20 points of damage. Owie! The DT of Leather armor is 4. The first four points of the rangers attack is stopped cold, leaving only 16 points of damage.

DAMAGE RESISTANCE.

The armor can also absorb the energy of the attack and spread it out over a larger area, reducing the damage proportionally. Damage Resistance (DR) is the percentage of damage, after the DT that the attack is reduced by. Example: The ganger is in hurt shape. Fortunately, Leather armor has a DR of 20%, which reduces the 16 points of damage to 13 points. Here's the math: $16 - (16 \times .2 = 3.2 \text{ (round down to 3)}) = 13$. The Leather armor stopped a little over a third of the total damage.

OTHER DAMAGE EFFECTS.

There is a number of damage effects that the Game Master can put into play. Some effects like Stunned, Blinded, Concussed, Winded, Addicted, Overdose, Withdrawl, Crippled, Encumbered, Bandaged, Immobile, Radiated and Poisoned. All these will effects the players in some form or the other, whether affects his/her performance, agility, strength and so on. The following are some of the effects, description and it's affects:

Addicted - Your character has become addicted to something. The affect may be vary, it depends on the type of drug that you are addicted to.

Bandaged - Your character has been bandaged to the point where First Aid is no longer possible.

Blinded - Your character has been seriously hit in one or both of your eyes. This affects your Perception (half your Perception to be exact).

Concussed - Your character has received a blow to the head. These affect skills that are (-2) intelligent related.

Crippled - Your character has been crippled (leg or arm, left or right). If you are suffering from crippled arm, you will not be able to use any weapon that requires two handed. If you are suffering from crippled legs, you will be partially immobile; it will cost you double the Action points to move a Hex. If both leg crippled then it will cost you all your APs to move 1 hex.

Encumbered - Your character can not run and for every half your normal move make a ST check (if fail, 1D8 damage no armor)

Immobile - Your character is unable to move, and is an easier target.

Overdosed - Your character has become overdosed due to excess usage of chemicals. Overdose will do damage over a period of time, until it passes from your system.

Radiated - Your character is suffering from a significant amount of Radiation poisoning. The more radiation damage, the more deadly the effects are. The effects may vary, may mutate somewhat an extra organ or body part, or even loses flesh, or skin color changes, and etc. Every race/class have 250 radiation points, if it reaches that then bad or random thing happens. It is all depends on the Game Master. But generally, I make them to roll an EN check with the roll of one, they survive and may even grown some weird stuff else they are dead (reason, their body could not mutate or adapt to that radiation level).

Poisoned - Your character has been poisoned. Poison will do damage over a period of time, until cured or it passes your system.

Poison Types and Their Effects:

Type	Effect	Duration
A	Lose 1 HP per hour, with Endurance check for no damage	18 hours
B	Lose 2 HP per hour, with Endurance check for no damage	18
C	Incapacitated	1 hour
D	Lose 4 HP per hour, with Endurance check for half damage	24 hours
E	Lose 6 HP per hour, with Endurance check for half damage	24 hours
F	Coma	D10 days
G	Death	5 minutes

Stunned - Your character is suffering from a stun effect. This will affects your character's Perception (-2) and Agility (-2) for 1D6 turn.

Winded - Your character has been winded, and cannot run.

Withdrawl - Your character is suffering the effects of withdrawl. This is the after effect of the drug or chemical that you have consumed.

Healing.

Healing is one or rather the most important thing in the game. Healing can be by jamming up a stimpack, or super-stimpack, or even ultra-stimpack. Stimpack will heal you by $2D8 + 4$ hit point. Super-Stimpack will temporarily heal you for 75 hit point and then for every 10 minutes you will lose 3 hit point up to 6 hit point maximum lost. Ultra-stimpack will immediately heals you for 125 hit point and after 24 hours you lose 10 hit points. But wait, the best healing stuff is trauma pack; it heals you for 150 hit points straight up. This drug use method is quick and simple, best used during combat turn. The issue comes when ruling the healing but means of using first aid, field kit, doctors bag and paramedics bag. Because in actual RPG, these stuff are all quite rare to come by.

And so as a Game Master, you do not want to hand out too many of this stuff, you want to make the player earn and be calculative about using them. As per game purpose all these have 5 uses each. The ruling that I will use here is, if you pass your first aid or doctor skill by rolling under 50% of your total skill and that your skills are over 20%, then you can continue to perform healing with only using that one usage. If you pass your skill but are over 50% of your total skill then you will only heal once per that usage. However, if you fail your doctor skill, then instead of healing, you cause damage. You also do D8 hit point of damage. And if you critically fail your first aid skill, you also do D8 hit point of damage. The fun comes when if you critical fail your doctor skill, you may 1) 0-20%, loss all the usage, or 2) 21 - 40%, you'll crippled it and loss all the usage, or 3) 41 - 60%, you'll do 2D8 + 2 hit point damage, or 4) 61 - 80%, you'll do 3D6 hit point damage and loss all the usage, or 5) 81 - 100%, you'll loss all the usage and permanent crippled it while doing 2D6 hit point damage. First Aid will give you an additional of 10% to your First Aid skill, Field Kit which have more better equip give you an additional of 20% to your first Aid skill. Doctors Bag will give you an additional of 10% to your Doctor skill, Paramedics Bag which have more better equip give you an additional of 20% to your Doctor skill.

EXTRAS

Shooting from moving vehicle, you will suffer +10% to the difficulty to hit.