

Retrocalypse

Version 0.2

by David A Hill Jr

<http://machineageproductions.com/>

Additional Writing by Will Rotenberry and Filamena Young

Art by Jenna Fowler and Jeremy Kostiew

As well, thanks to the Public Domain. You rock.

Based on Old School Hack

by Kirin Robinson

<http://www.oldschoolhack.net>

This PDF has active hyperlinks. Click most anything with a cross-reference, and you will navigate straight to that page.

Notes: This game assumes a certain amount of understanding as to the way RPGs work. I don't expect this to be anyone's first RPG. If it is, you're inevitably playing with someone that understands how they work. It also assumes at least a basic understanding of the Fallout video game series.

Also, the setting is only touched on enough to set mood and introduce character elements. Check out the games for inspiration, and the amazing Fallout fan community for setting information. No Mutants Allowed, The Fallout Wiki, and the Fallout Bibles are my recommended sources of info.

This work is a free, noncommercial roleplaying game. It's a derivative product based on Kirin Robinson's "Old School Hack". The game setting material is based on Bethesda Softworks' Fallout game line. It is meant purely as a fan-created homage, and in no way challenges copyrights set forth. In fact, if you see this Bethesda, please answer emails about doing official, licensed games. The fans want one! The game content (not setting content) is released under a Creative Commons Attribution/Non-commercial license.



Table of Contents

Basics of Play

Credits and Contents.....	1
Introduction and Setup.....	2
Character Creation.....	3
Backgrounds	
Vault Dweller.....	4
Tribal.....	5
Raider.....	6
NCR Citizen.....	7
Brotherhood of Steel Initiate.....	8
Follower of the Apocalypse.....	9
Super Mutant.....	10
Ghoul.....	11
Character Sheet.....	12
Perks.....	13
Weapons.....	15
Environments.....	16
Healing and Injury.....	16
Armor.....	16
Combat Rules.....	17
Karma Points and Leveling.....	18
Caps.....	18
Adventuring.....	19
Creating Encounters and Bad Guys.....	20
Rewards and Equipment.....	21
Bestiary	23
Play Aids	
Combat Tracker.....	24
Combat Tokens.....	26
Thematic Film Suggestions.....	27
Sample Adventure: The Night Lovers (By Will R).....	28

Introduction

On October 23rd, 2077, the bombs fell. Nobody knew who struck first. Every armed nation saw rockets coming, and they launched their arsenals simultaneously. Most of the human population ignored the warning sirens. Within two hours, the Great War begun and ended. The Earth shook, faultlines shifted. The world was forever changed. Culture was destroyed.

A small part of the populace took shelter in large, underground vaults. Over time, some of these people came to the surface and found their former world torn asunder. Some remained within the safety of their vaults.

The world had started anew. Where there were once structures, new structures were

built. The ashes and decay were pushed aside to build new civilizations. New governments were forged. Gangs of surviving tribals roamed the wasteland terrorizing and scavenging. In some corners, science grew in unexpected directions, leaving odd mutations to flood the landscape. Humans exposed to radiation became corpse-like ghouls.

It's now 2282. Things are still confused, conflicted, and conflated. Humanity fights to keep tiny patches of land, and these fights further strain the possibility of survival for the species. Nobody knows what tomorrow brings. Nothing is ever certain.

Strike that. Something is certain. *War. War never changes.*

Setup

You'll need a few things in order to play.

Players: At least two people. Probably no more than six or seven. One needs to take the role of the GM.

Dice: You'll need about two or three ten-sided dice and one twelve-sided die per player. The ten-sided dice should be different colors. Assign one as your "Critical Die".

A Bowl of Tokens: You need two colors or types of tokens. You'll need about five each per player. You could use poker chips, dice, rocks, whatever. So long as the two colors are clearly different. We prefer black and white, since these represent "Good Karma" and "Bad Karma".

Character Sheets: Every player needs one of these. Consider printing some of the other pages for reference, like the Weapons page, the Armor page, and the Environments and Hazards page. Easy reference means faster action.

Character Tokens: You can use miniatures, use coins, or just print the tokens at the back of this book. Having tokens will make tracking things in the game easier.

Combat Tracker: Print a copy of the Combat Tracker at the end of the book. This is made to take some work out of the hands of the players and GM.

Preparation

Before you get started, you have to figure out what kind of story you're looking to tell. The setting supports a number of different stories. Talk amongst your group. Find out what you want to accomplish. Those considerations should flavor your character creation. Here's a few examples.

Vault Dweller

This is the classic story: One citizen of one of the Vault-Tec vaults surfaces for whatever reason, and sees the world above for the first time. In this style of game, one person must play the Vault Dweller. You have to take great precautions not to favor that one player. The other characters should be the supporting cast, and each should be alien enough to show the Vault Dweller other sides of the above-ground world experience.

Culture-Building

The Wasteland's ripe for the taking. There are plenty of settlements waiting to happen. Does the party wish to build one of them? In this type of story, focus on clearing out dangerous areas, defending territory, and the interactions between various philosophies. Focus heavily on the flow of Karma. Use more non-combat challenges whenever you can.

Splatterpunk

The Wasteland is full of people just looking to be killed. Fortunately, the characters are ready and capable of doing just that. Load up your plasma-casters, and paint the shells of pre-war cities with the gooey remains of Super Mutants.

Science!

You can choose to focus on the dark, post-apocalyptic landscape of the setting. Or, you can focus on the kitsch, 1950s aesthetic. Have some drinks. Pop in a black and white B movie. Once you're done, run rampant over sensibility, and end every mention of human advancement with an exclamation point before making everything go horribly awry. Try for off-the-wall character concepts. Consider giving everyone a free +5 SPECIAL score to reflect the gonzo excess.

Survivors

The Wasteland's a harsh mistress. In this style of game, the characters have to survive her. Focus on non-combat rolls, and make resting something the players earn. Usually, these types of games are better as short-term campaigns. However, you could work into another type of game as the characters advance.

Wasteland Rangers

In this style of game, the characters are hired for missions. They might be part of a republic government, a town's militia, or any other organized force that's given jobs. Each character should have a specialty in the group, that's clearly defined.



Character Creation

- Step 1** Every character must have a **Background**. Choose from the seven on the following pages, and take that Background Sheet. If more than one player wishes to share a Background, they must agree that it's a good idea. Read over the Background's features, invariants, and limitations.
- Step 2** Start your **Character Sheet**. First, roll your SPECIAL attributes. Roll 2d10 for each, then consult the chart to the right to determine your scores. Once you have the scores, assign them however you'd like amongst the SPECIAL attributes. Have fun with your choices. They barely play into combat.
- Step 3** Add your **Background** and a **Concept** to your sheet. Your concept should give us an idea of who your character is, and how they'll interact with the world. "*Shy Scientist*" or "*Mercenary with a Heart of Gold*" are good examples of basic concepts.
- Step 4** Next, pick one of the **Traits** from your Background Sheet. Don't worry too much about your choice. Have fun with it. Let it expand your character's identity a bit. Traits and Perks come in three types. You can tell which type by their icons, as shown below. Also, pick any one **Perk** from the Perks list.



Constant Traits

These Traits are either always on, or can be used at any time.



Environment Traits

Once *successfully* used in a combat, these Traits cannot be used again until you move to a new Environment.

However, spending a point of Karma allows you to use an Environment Trait *again* in the same Environment.



Rested Traits

Once *successfully* used, these Traits can only be used once per day, or at least between a meal and significant rest.

With *two* points of Karma, you may use a Rested Trait a second time in a day. This requires a solid reason to work.

SPECIAL

Attribute Chart
(Roll 2d10)

5 or lower	-2
6 to 8	-1
9 to 11	0
12 or 13	+1
14 or 15	+2
16 or 17	+3
18 or 19	+4
20	+5

Motivations

Choose, roll, or make your own

1	Your people need a lost piece of technology to survive.
2	You're out for revenge. Someone slighted you.
3	You've heard of a device that can rebuild culture, a "GECK"
4	You need money to cover massive gambling debts.
5	You're the chosen one. Fulfill the prophecy and save your village.
6	If your enemy is left alone, he'll destroy the world as we know it.
7	Your loved ones have been taken, you're the only one who can save them.
8	You've always been a failure. Prove them all wrong!
9	You woke with a missing organ. Find a new one.
10	You must prove yourself worthy to join your faction.
11	You know the ending. Nobody believes you. Stop it.
12	You've made some powerful enemies. Make more powerful friends, and quickly.

Focused Traits

Some Traits are marked as Focused Traits. These require a moment of attention. During combat, this means a moment of vulnerability.



- Step 5** Next, choose a **Weapon Category** on the Weapons page. Determine a weapon you believe fits in that category. We've provided suggestions, but don't limit yourself. Note the Environment the weapon has a bonus in. If you choose a *Heavy Weapon*, note the **Encumbrance Rules**.
- Step 6** Take note of the Encumbrance Rules, and select a category of **Armor**, either no armor, or light armor at creation. Note your Armor Class. Note that characters without Armor gain Karma in exchange for their lack of protection.
- Step 7** Note the starting equipment for your Background. As well, roll for the appropriate number of starting Caps. If you think your character should have other equipment to start, talk it over with the GM at this time.
- Step 8** Lastly, determine a **Motivation** for your character. If you can't come up with one, use the chart above to determine one at random. Your Motivation should be something that can be accomplished within the scope of a reasonable game.



Vault Dweller

When the bombs fell, your family was safely cocooned in one of the massive subterranean Vaults. Here, they were free to live their lives away from radiation and the horrors of the wasteland that emerged in its wake. Why, then, did you decide to leave the security and stability of your Vault for the unknown? It could be by choice, many vaults were designed as bizarre and often cruel social experiments and you might be the first to have escaped. Or was it necessity? Even the most robust marvels of American ingenuity break down eventually and the Overseer sure as hell isn't going to hunt the parts to fix it. Whatever the case, you've been cast out of your home and into a world far different from the one you've always known.

Motivation

Inherent: Pip Boy

On their tenth birthdays, everyone in the Vault experiment received a Pip Boy 3000 personal information processor. With it, a Vault Dweller is never without an accurate map of their surroundings. Take +2 to any rolls to navigate.

Limitation: Under a Rock

You've never seen the outside world. This causes frequent conflicts with those that live on the surface. Everyone thinks they can get one over on you. If you're good-natured, there will always be villains ready to part you from your caps.

Equipment

CRAM processed meat food, stimpak, jumpsuit.

Starting Caps: 0

SPECIAL

Attribute Chart
(Roll 2d10)

5 or lower	-2
6 to 8	-1
9 to 11	0
12 or 13	+1
14 or 15	+2
16 or 17	+3
18 or 19	+4
20	+5

Available Traits

(Pick One at Level One)

Education - *Constant Ability*



You received the best education Vault-Tec holotapes could provide. When rolling for information regarding pre-war knowledge, you gain +2 to your result.

Nutrition - *Rested Ability*



You grew up with far better food than your average wastelander. Once per day, you can spend a point of Karma to ignore a point of damage caused by Environmental Hazards.

Vault-Tec Assisted Targeting System - *Environment Ability*



Your Pip Boy was modified for security duty with onboard targeting. You can choose between a +2 to an attack roll, or +1 damage on one attack per Environment.

Duck and Cover - *Constant Ability*



Vault-Tec, in partnership with the US Department of Civil Defense, guarantees the best working knowledge in Catastrophe Management. Whenever you take a Defend or Protect action, ignore the first point of damage dealt to you in the turn.

Well-Groomed - *Constant Ability*



The Vaults taught citizens to be barbers and stylists, in order to prepare the new world to be dignified. You picked up some training in cosmetology. As long as your grooming is a factor, you receive a +2 bonus to any Charisma rolls. As well, you always have a spare change of clothes.

Experience

Karma Spent

(Party levels when everyone has spent 12)

<input type="checkbox"/>					
<input type="checkbox"/>					

Level

--

Notes

Icons



Constant (use whenever)



Environment (Once per Environment, or spend 1 Karma)



Rested (Per rest, or spend 2 Karma)



Focused (Vulnerable while using)



Tribal

When Einstein said World War IV would be fought with sticks and stones, it's you he was probably talking about. The stories passed down about the Great War and all the wondrous technology of your ancestors sounds to you like fairy tales and magic. You struggle enough just to survive and avoid starvation, not to mention the Geckos and Radscorpions. Your tribe might have survived by being remote, or by staying on the move, and treating outsiders with a healthy dose of fear or hostility. Now, something's changed. Maybe the slavers finally caught up with your people and you escaped? Or maybe you've been purposefully exiled to fulfill some ancient, arcane prophecy? Either way, you've left the tribe behind and ventured out to find your place in what passes for civilization these days.

Motivation

Inherent: Home on the Range

Of course you've eaten bugs. Who hasn't? You can survive off practically nothing. With a Perception roll, you can scrounge enough to feed the party for a day. When they complain about the food (and they will), ask them if they'd prefer to starve.

Limitation: Minor Mutation

You don't have cloven hooves or anything that drastic, but there's *something* off about you. You might have a nervous tick, or oddly colored eyes. Either way, polite society is bound to point and whisper when they see you.

Equipment

Can of StuMeat™, rain stick, spork, backpack.

Starting Caps: 1d10

SPECIAL

Attribute Chart
(Roll 2d10)

5 or lower	-2
6 to 8	-1
9 to 11	0
12 or 13	+1
14 or 15	+2
16 or 17	+3
18 or 19	+4
20	+5

Available Traits

(Pick One at Level One)

Charge! - Environment Ability

 Your people were not known for their subtlety. You can charge to attack once per Environment. Take both a Move and Attack action, with a +2 bonus to hit.

Won't You Die Already? - Rested Ability

 Once per rest, you can spend a Karma point to heal your Unconscious health level and wake up for a near-fatal wound.

Underestimation - Rested Ability

 Nobody thinks the tribals are clever. You play up to that stereotype well. Once per day, you may impose a -2 penalty to any one roll against you. You cannot use this ability twice on one character, though.

Iron Stomach - Constant Ability

 Can you eat it? Yes, and you probably have. Eating or drinking toxic or rotten materials means nothing to you. Your immune system is stronger than a pack brahmin. Any rolls to resist disease or poisons get a +2 bonus.

Wasteland Folklore - Constant Ability

 Myths and legends were drilled into you at a young age. You've heard creation stories for every Wasteland monster. When you tell a story, it reveals one important secret about the subject in question. Either ask the GM, or make it up with the GM's discretion.

Experience

Karma Spent

(Party levels when everyone has spent 12)

<input type="checkbox"/>					
<input type="checkbox"/>					

Level

--

Notes

Icons



Constant (use whenever)



Environment (Once per Environment, or spend 1 Karma)



Rested (Per rest, or spend 2 Karma)



Focused (Vulnerable while using)



Raider

Jackal. Parasite. Murderer. The wastelanders have called you those names before, if not something more vulgar. It doesn't bother you much, they stop making so much noise when you put another SMG burst into their skulls. In your mind, you are a survivor, pure and simple. No matter your approach, the formula's the same; find victims, kill them, and take their stuff. You've carved out a decent existence for yourself that way so far, so what happened? Did you get tired of the life? Are you being pursued by the authorities in your neck of the wastes or a posse of your victim's loved ones seeking revenge? It doesn't matter, all that matters is that now you've got to break out of your old routine and try and see where you fit in the new life ahead of you.

Motivation

Inherent: Mean as Fuck

You've seen it. You've done it. You've been stabbed by it. Nothing scares you. Add +2 to any rolls to maintain your composure. If you fail, spend a Karma point to ignore the roll and succeed anyway.

Limitation: Mean as Fuck

Even when your intentions are pure, you come off as a guilty party. Suspicion follows you wherever you go. Finding trust is far more difficult than finding a night's meal.

Equipment

A spare weapon, a toolbox, piecemeal tools, propane tank.

Starting Caps: 1d10

SPECIAL

Attribute Chart
(Roll 2d10)

5 or lower	-2
6 to 8	-1
9 to 11	0
12 or 13	+1
14 or 15	+2
16 or 17	+3
18 or 19	+4
20	+5

Available Traits

(Pick One at Level One)

Fade to Black - *Constant Ability*

 You're familiar with questionable methods. At any time when there are no witnesses, you can commit dispicable acts for fun and profit. Spend a Good Karma, gain a Bad Karma. Gain a minor benefit, like a needed item, or a piece of information. Do not explain your actions unless asked later.

Know a Guy - *Constant Ability*

 You've been around the block, and have made friends and enemies all over. When spending Karma to create an NPC you have a relationship with, you only need to spend one point of Karma, not two.

Traps - *Environment Ability*

 You're an expert with traps. Once per Environment, you can make an Intelligence roll to rig a trap. You determine when it goes off, and who it affects. It can cause 1 damage point, or it can cause a -2 penalty on any one roll. Spend a point of Bad Karma to affect multiple opponents.

Pain Don't Hurt - *Rested Ability*

 You're hard to take down. The first time you hit your Unconscious health level in a given day, you first make one free attack against your aggressor. You still go unconscious, but you might take your opponent down with you.

Rugged - *Constant Ability*

 You're used to long stretches of road, with heavy bags of loot. You can carry one more Heavy item than your Strength would allow. Also, if you're not wearing armor, you get +2 to Charisma rolls due to your rugged good looks.

Experience

Karma Spent

(Party levels when everyone has spent 12)

<input type="checkbox"/>					
<input type="checkbox"/>					

Level

Notes

Icons



Constant (use whenever)



Environment (Once per Environment, or spend 1 Karma)



Rested (Per rest, or spend 2 Karma)



Focused (Vulnerable while using)



NCR Citizen

Whether from Shady Sands, or Boneyard, the Hub, or Dayglow, you're a citizen of the New California Republic. You're a rugged individualist with that frontier spirit that makes the NCR what it is! Or just the second son of some brahmin baron looking to make his fortunes exploiting the next tract of land just over the horizon. You're the type who thinks the wasteland is better off with people like you in it, and now's the time to prove it. Whether a prospector, rancher, or just a modern day cowboy, you've stepped away from the settled lands of your birth and come in search of fame and fortune in the wastes. Or maybe you're leaving a troubled past behind you in search of a fresh start.

Motivation

Inherent: My Fellow Citizens

While not all NCR citizens are friends, they share an experience. By spending a Good Karma point, you can call in a minor favor from an NCR member. Take 2d10 caps, a minor item, or another small favor.

Limitation: Fuck the Police

The NCR stands for stability in the Wasteland. To outsiders, this looks strikingly similar to fascism. NCR members might trust you, but outsiders see you as a tool of imperialism at best, a hostile force at the worst.

Equipment

Backpack, trade maps, ID card.

Starting Caps: 1d12

SPECIAL

Attribute Chart
(Roll 2d10)

5 or lower	-2
6 to 8	-1
9 to 11	0
12 or 13	+1
14 or 15	+2
16 or 17	+3
18 or 19	+4
20	+5

Available Traits

(Pick One at Level One)

NCR Junior Ranger - *Constant Ability*

 You were taught to handle a gun from a young age. Any delayed attack you attempt to make with a gun gets a+2 added to the attack roll if it's not interrupted. Outside of combat, as long as you aim for at least a minute at something that you can see, you will always hit it. You can initiate combat this way.

Trader - *Constant Ability*

 You've dealt with traders, tribals, and raiders all your life. You get a +2 bonus to any Charisma rolls against outsider factions. As well, when trading, you sell for 15% more caps, and you buy at 15% off everything.

Imperialist - *Environment Ability*

 Don't mess with the bear! If an outsider faction knows your allegiance to the NCR, you can strike a bit of fear into them. Spend a point of Bad Karma, and their next action automatically fails as their resolve is shaken.

Methodology - *Rested Ability*

 The real strength of the NCR comes from finding success, and emulating it. Whenever you witness an ability being used from another Background, spend three Karma to emulate that Ability for the rest of the day, instead of just once.

Uniform - *Constant Ability*

 Members of the NCR live and die with heavy equipment. You've gotten used to wearing a great deal of weight. Heavy armor does not encumber you. Very Heavy armor only counts as one Heavy Slot for you.

Experience

Karma Spent

Level

(Party levels when everyone has spent 12)

<input type="checkbox"/>					
<input type="checkbox"/>					

--

Notes

Icons



Constant (use whenever)



Environment (Once per Environment, or spend 1 Karma)



Rested (Per rest, or spend 2 Karma)



Focused (Vulnerable while using)



Brotherhood of Steel Initiate

You were raised or inducted into the ranks of the Brotherhood of Steel, a military order whose goal is to secure the technology of the past until mankind is worthy of possessing it once again. As an initiate, you've spent your adult life trying to prove yourself to your superiors. Now, that time has come, be it as a true rite of passage or a chance occurrence, you've been sent away on some mission. Will you follow the strict code the Brotherhood demands or bend it to suit your needs? Do you even remain steadfast to your task or decide to strike out on your own with the knowledge the Brotherhood has given you? The choice, for once, is yours to make.

Motivation

Inherent: Tech Affinity

You were raised around technology. You get +1 to any rolls, attack rolls or not, when using or repairing energy weapons, computers, or other high-tech devices.

Limitation: Not a People Person

You were raised around technology. Your parents weren't exactly empathic. This means you often fumble badly in social situations, and tend to think with logic before sensitivity.

Equipment

Radio communicator, broken computer parts, toolkit, magnifying glass, bunsen burner.

Starting Caps: 2d10

Available Traits

(Pick One at Level One)

Indoctrination - *Rested Ability*



For some, the Brotherhood is less an organization, more a religion. Their indoctrination leaves you with very gray moral fiber. When you receive Karma, you can choose whether it is Good Karma or Bad Karma. You can only ignore moral implications once per rest.

Shoot the Hostage - *Environment Ability*



To the Brotherhood, people are only as good as their uses. Conscripts are taught at a young age that shock is a valuable weapon. Spend a Bad Karma. Your action must shock conventional sensibilities. Any attacks against you are made at -2 for the next turn as your opponents reel in fright.

Book Learning - *Constant Ability*



Research skills are rare in the wasteland. The Brotherhood cherishes them. With access to books, a computer, or a Pip Boy, an Initiate can glean one important fact about an event upcoming. This gives a +1 on all relevant SPECIAL rolls.

Better Genetics - *Constant Ability*



The scientists of the Brotherhood are always looking for ways to make better members. One such way is through eugenics. You were the result of these experiments. Add one to any of your SPECIAL scores. This Ability can be taken multiple times.

Power Armor Training - *Constant Ability*



Power Armor isn't as easy to use as it might look. You've been trained in its use. You suffer no additional penalties for wearing Power Armor, and enjoy all its benefits. Having this Trait does not mean you have procured a suit of armor.

SPECIAL

Attribute Chart
(Roll 2d10)

5 or lower	-2
6 to 8	-1
9 to 11	0
12 or 13	+1
14 or 15	+2
16 or 17	+3
18 or 19	+4
20	+5

Experience

Karma Spent

Level

(Party levels when everyone has spent 12)

<input type="checkbox"/>					
<input type="checkbox"/>					

--

Notes

Icons



Constant (use whenever)



Environment (Once per Environment, or spend 1 Karma)



Rested (Per rest, or spend 2 Karma)



Focused (Vulnerable while using)



Follower of the Apocalypse

The Followers believe in freeing the flow of information, technology, and medicine throughout the wasteland. They provide their services, supplies, and education free to people in need. They promote pacifism, collectivism, and cooperation above all. You were raised in this environment. Do you stand for these ideals? Do you buck tradition? Did you leave to sell your services, or are you looking to salvage important items to promote humankind? Your skills are valuable. What will the wasteland do to steal that value away from you? If you don't watch yourself, you could end up in Caesar's slave pits, or worse. Why aren't you at home, treating the sick? What puts you in the line of fire, instead of helping the needy?

Motivation

Inherent: Valuable Skills

Your education was very practical. You practice a trade that's considered immensely valuable to the wasteland. Choose a skill. Succeed automatically on any roll with that skill. Or choose to roll, and gain Good Karma if you succeed.

Limitation: Pacifism

You're one of the rare wastelanders with a true sense of compassion for your fellow humans. While this is often a good thing, it sometimes makes you a liability. As well, it breeds distrust, since nobody in the wasteland can be altruistic, can they?

Equipment

Medical kit, stimpacks, chems, labcoat.

Starting Caps: 1d10

SPECIAL

Attribute Chart
(Roll 2d10)

5 or lower	-2
6 to 8	-1
9 to 11	0
12 or 13	+1
14 or 15	+2
16 or 17	+3
18 or 19	+4
20	+5

Available Traits

(Pick One at Level One)

Wasteland Doctor - *Rested Ability*



Once per day, a Follower can tend to another's wounds. With basic medical supplies, the Follower can remove all injuries from a patient with an Intelligence roll. In combat, the roll will recover three health levels.

Rad X - *Constant Ability*



A Follower is always equipped for inevitable radiation threats. When a party member suffers injury from radiation, a Follower can spend a Good Karma to let them ignore the injury. If the subject has any Bad Karma, they must spend one as well.

Ghoul's Best Friend - *Environment Ability*



When faced with a feral ghoul, a properly trained Follower can reverse the brain mutations that cause violence. Spend two Karma as if you were creating an NPC, but instead turn a feral ghoul into a friendly NPC. You can do this once per Environment.

Coup de Grace - *Constant Ability*



Sometimes, a monster deserves a mercy kill. With your knowledge of anatomy, you're able to offer that very thing. Any time you score a Critical, you do an additional point of damage.

Don't Shoot the Medic - *Environment Ability*



Even the hardest criminals know that shooting a doctor is wrong. Once per environment, you can spend a point of Good Karma to ignore a successful attack against you. You must be using the Defend or Protect to use this ability.

Experience

Karma Spent

Level

(Party levels when everyone has spent 12)

<input type="checkbox"/>					
<input type="checkbox"/>					

--

Notes

Icons



Constant (use whenever)



Environment (Once per Environment, or spend 1 Karma)



Rested (Per rest, or spend 2 Karma)



Focused (Vulnerable while using)



Super Mutant

At some point you were exposed to the Forced Evolutionary Virus (F.E.V.) and transformed into one of the grotesque, muscle bound behemoths known as Super Mutants. You might have served at one time in the Master's army of unity, or you may have been an unwitting test subject trapped in some long-forgotten military facility, but no matter the case you're now free from the bonds that held you and have a chance to forge your own path. Do you embrace the chance or fear and reject it, maybe seeking to fill the void left by the loss of your original purpose with some new cause or cult of personality?

Motivation

Inherent: Unstoppable Hulk

You're nearly ten feet tall, and built of pure muscle. You can take a rocket to the chest and live to tell the tale. You have two extra health levels above what all characters get.

Limitation: Anti-Mutant Racism

You're nearly ten feet tall, and built of pure muscle. Everyone is afraid of you, and rightfully so. The Brotherhood of Steel maintains a policy to attack mutants on sight, and very few groups openly accept Super Mutants.

Equipment

Bags of dead animals, bone tools.

Starting Caps: 0

SPECIAL

Attribute Chart
(Roll 2d10)

5 or lower	-2
6 to 8	-1
9 to 11	0
12 or 13	+1
14 or 15	+2
16 or 17	+3
18 or 19	+4
20	+5

Available Traits

(Pick One at Level One)

Nightkin - *Constant Ability*

 Not only are you a killing machine, but you've been bred for an affinity with Stealth Boy technology. You're a rare Nightkin. You can disappear at will. Anybody attempting to attack you must succeed at an Awareness check vs. your Cunning first. Once invisible, you receive a +2 on your next attack, after which you are once again clearly visible.

Unexpected Intelligence - *Constant Ability*

 It's not well-known, but Super Mutants don't automatically lose intelligence during their transformations. In fact, many are very intelligent. If you haven't spoken to someone, they will assume you are unable to speak until proven otherwise. Gain a +2 to any roll to fool the unexpected, and gain +1 to your Intelligence SPECIAL score.

Born to Kill - *Constant Ability*

 Everything about your body was crafted for the maximum demolition. Because of this, you enjoy a +1 on all rolls to hit things or shoot things.

Super Mutant Master - *Constant Ability*

 You're bigger, tougher, and meaner than your brethren. Gain +1 to your Strength and Endurance scores. As well, if you're wearing no armor, you have AC 10.

Super Mutant Behemoth - *Constant Ability*

 You're bigger, tougher, and meaner than even your Super Mutant Master brethren. Gain an additional +1 to your Strength and Endurance scores. As well, if you're wearing no armor, you have AC 12. You can only take this Trait if you also have Super Mutant Master.



Experience

Karma Spent

Level

(Party levels when everyone has spent 12)

<input type="checkbox"/>					
<input type="checkbox"/>					

--

Notes

Non-Super Mutant characters should not be allowed to take Super Mutant Traits without special circumstances.

Icons



Constant (use whenever)



Environment (Once per Environment, or spend 1 Karma)



Rested (Per rest, or spend 2 Karma)



Focused (Vulnerable while using)

Ghoul

Countless lives have been lost to the radiation that coats nearly everything in the wasteland, but some people seem to adapt to it instead. Their skin hardens and cracks, their bodies become emaciated and corpse-like, yet they retain their full consciousness. You may be old enough to remember life before the bombs dropped or you could just be a victim of misfortune in the recent past, either way you're not a human anymore, you're a ghoul and you can either accept that and go on with your new existence or treat every moment like an ongoing nightmare. It's a hard road ahead of you if you choose to stick it out, but a ghoul has advantages that others don't. Why not use them and make the best of it?

Motivation

Inherent: Ultimate Survivor

You've survived what would kill ten lesser people. The reaper would have to use a lot more than atomic weapons to take you. You can always spend a point of Karma to recover your final health level. You don't wake up instantly, but you won't die.

Limitation: Black Humor

"You know the best way to prepare for nuclear war? Stretch. Because if you can touch your mouth to your feet, you're prepared to kiss your ass goodbye!" When you've survived nuclear holocaust, your attitude reflects. This often upsets those with weaker stomachs.

Equipment

Bolthole with food and survival supplies, portable stove, Fancy Lads Snack Cakes™

Starting Caps: 1d10

SPECIAL

Attribute Chart
(Roll 2d10)

5 or lower	-2
6 to 8	-1
9 to 11	0
12 or 13	+1
14 or 15	+2
16 or 17	+3
18 or 19	+4
20	+5

Available Traits

(Pick One at Level One)

Glowing One - *Rested Ability*



The radiation you experienced was so strong, you now glow a pale green at all times. While you can keep the radiation under wraps for your party members, once per day you can burst with radiation, causing 1 point of damage to every non-ghoul in your Environment.

Old World Blues - *Constant Ability*



Not only did you survive the war, but you have a few choice memories from the pre-war era. You can call up factoids from history with a few minutes of contemplation. You can use this information for a +2 to any roll relating to pre-war buildings or tech.

Skin Like Leather - *Constant Ability*



So, you have pits and chunks out of your skin, and it feels like sandpaper. There's a bright side! You're very tough to hurt. You're always considered to be wearing Light Armor (AC 10). Once per Environment, you can spend a point of Karma to have Uber Armor against one attack (AC 16). It's not that you're invincible, it's just that some parts are extraneous and will grow back if need be.

King (Or Queen) of the Ghouls - *Constant Ability*



Unless you attack them, feral ghouls will never attack you. They smell their own in you. As well, you can spend a point of Karma to both extend this Trait to your party and designate a target of your choice for one specific feral ghoul. If the ghoul survives, it'll follow you around and obey basic commands.

Radiation Baby - *Constant Ability*



Your affinity for radiation is so strong that not only are you immune to its effects, but it heals you! Whenever you're in an irradiated Environment, you heal one health level per turn. If you have this Trait and Glowing One, you can use your Glowing One burst every turn if you wish.



Experience

Karma Spent

Level

(Party levels when everyone has spent 12)

<input type="checkbox"/>					
<input type="checkbox"/>					

--

Notes

Icons



Constant (use whenever)



Environment (Once per Environment, or spend 1 Karma)



Rested (Per rest, or spend 2 Karma)



Focused (Vulnerable while using)

Name:

Played By:

Traits, Talents, Perks

SPECIAL Attributes

STRENGTH

PERCEPTION

ENDURANCE

CHARISMA

INTELLIGENCE

AGILITY

LUCK

Heavy Slots (Equal to Strength)

Armor

Heavy (-2 Sneaking)

Very Heavy (-5 Sneaking)

Armor Class

Health

Healthy

Healthy

Injured

Injured

Injured

Unconscious

Bonus Health

Healthy

Healthy

Healthy

Healthy

Weapon

Favored Environment (+2):

Weapon

(Counts as a Heavy slot)

Favored Environment (+2):

Weapon

(Counts as a Heavy slot)

Favored Environment (+2):

Caps

Name	Effect	Type
		   
		   
		   
		   
		   
		   
		   
		   
		   
		   
		   
		   
		   
		   
		   
		   
		   

Perks

Perks like Traits, but not tied to any specific Backgrounds. Each time you level up, you can choose to take either a Trait from your Background Sheet, or you can take a Perk. Unless otherwise noted, all Perks are available.

Action Boy/Action Girl

You've always described yourself as a (wo) man of action. Now you can act like it! By spending a Karma point, you can take two actions in a turn. They cannot be two of the same type, so you cannot take two attacks, but you could move and attack, or defend and attack.

Alien Blaster

You've found a strange gun that doesn't look like anything the Brotherhood or Enclave have been using. You have to mess with it to get it to work, but when it does, whoa! It's considered a ranged weapon. Once per day, you can spend a Karma point to cause four damage on a successful attack.

Armor Piercing

You know just the right spots to make a person bleed and scream. Spend a point of Bad Karma to ignore an opponent's armor for the turn.

Better Criticals

What can I say? When you've got it, you've got it! Whenever you make a Critical hit, cause two additional damage instead of one.

Black Widow/Confirmed Bachelor

You are the consummate femme fatale. The men who get drawn into your web often meet a bad end. You only need to spend one Karma to do an additional point of damage to a male NPC, and you get +2 to all Charisma rolls against men.

Bloody Mess

When you fight, things get messy, or put another way; you leave messes where people used to be. Spend one Bad Karma

instead of two in order to cause one additional point of damage.

Cannibal

You've had a taste of the forbidden, and you liked it. By eating from a corpse, you gain one Bad Karma and heal one health level. Any neutral NPCs will attack you on sight if you're found out.

Caps Rule Everything Around Me

You've got a head for business that lets you walk away with the better end of a deal. Spend a Good Karma once per day to buy or barter for an item at 75% of its value.

Center of Mass

Sometimes, you've just got to hit. You don't care where, so long as you hit. Give up your ability to cause Criticals, in order to take a +1 bonus to hit.

Cherchez La Femme/Lady Killer

The ladies can't resist your charms, and sometimes they can't even survive them. You only need to spend one point of Karma to do an additional point of damage to a female NPC, and you get +2 to all Charisma rolls against women.

Chosen Enemy

"Did a Cazador kill your parents? Oh. That actually happened. Sorry man." You hunt one type of wasteland creature over all. You cause one additional point of damage each time you attack that type of creature.

Combat Medic

While everyone else is busy shooting, you're busy running around patching them up. Whenever you take a Defend or Protect action, you can heal one point of damage to a character in the same Environment as you.

Computer Whiz

Hello, IT department, have you tried turning it off and back on again? When using a computer, reroll the first failed roll

you make.

Dances With Deathclaws

You're considered a friend by the creatures of the wastes. Mutated animals will not attack you unless provoked. By spending a point of Good Karma, you can choose to have a mutated animal attack a target of your choosing.

Day Tripper

You've been exposed long enough to know what kind of drugs you can handle and in what doses. You can never become addicted to chems.

Dogmeat

A little bit of brahmin jerky and you made a friend for life. You have an animal companion. The animal has two health levels, and attacks with only one die. If it fights alongside you, roll its die with yours, and take the highest two. If it falls unconscious, it'll awaken at the end of the fight.

Educated

You can actually read! More surprising, you've probably come across a book or two in your travels that wasn't entirely destroyed or used for TP. Add one to your SPECIAL Intelligence score, and you do not need to roll in order to decipher written language.

Entomologist

To kill the bug, you must first understand the bug. You've stomped, squished or vaporized enough that now you feel you've developed an understanding. You cause 1 additional point of damage to all mutated insects. You automatically hit on any rolls against minion level insects.

Escaped Synth

Whether you know it or not, you're really an android facsimile of a human being. When without armor, you have AC 10. As well, you can spend a Karma to ignore any mind-affecting power or chem.

Explorer

See the world! If there's a part of the map no one's ever been to, then that's your des-

tinuation! Spend a Good Karma point to declare a side destination (with GM approval). That side destination may have a minor thing you need.

Explosives Expert

You know how to make and detonate explosives, and it only cost you some singed eyebrows and a forefinger! What a deal! You get a +2 to any rolls to set or disarm explosives. As well, using grenades and other explosives in combat, you get a +1 to hit.

Fast Metabolism

Your body is working on overdrive. Whenever you eat or drink and take a short rest, regain all health.

Ferocious Loyalty

You inspire loyalty in your friends. When you're injured, they take notice. When you fall unconscious in a fight, all your party members gain one Good Karma.

Favored Weapon

You have one weapon that you cherish above all. With that weapon, you get +1 to attack and Critical on a 9 or 10. However, you are at -1 to attack with other weapons.

Finesse

You handle situations with a certain style others lack! Add one to your SPECIAL Agility score. As well, you can spend a Good Karma point to reroll one failed roll to attack per Environment.

Four Eyes

Archimedes used a pair of glasses to make a death ray. It's true; look it up. You need to wear glasses to see. When wearing glasses, you gain +2 to Perception. However, any time an enemy rolls a Critical against you, you do not take an additional point of damage, but your glasses are broken and you are at -2 Perception until you can find a new pair.

Full Metal Jacket

They'll have to pry that firearm from your cold dead hands. You turn every fight into a gunfight, probably because you're so damn

good with them. When using ballistic firearms, you get +1 to hit.

Gift of Gab

You can talk your way through just about anything. Reroll your first failed Charisma roll in an encounter. Gain +1 Charisma.

Grim Reaper's Sprint

Killing one opponent just isn't enough for you. Spree killing is the life. When you fell an opponent, you can spend 2 Bad Karma points to make another attack. If you kill again, you can repeat the process.

Harold's Legacy

Thanks to a problem with radiation and a little exposure to FEV, you have a plant growing out of your body. Once per day, you can choose to have one point of damage go to the plant, instead of you. It regenerates while you rest.

Headshots

You don't mess around; you aim for the head. You can choose to take a -2 to any hit roll, and in exchange, all your dice become Critical Dice.

Heavy Handed

When you hit someone their grandkids feel it! When fighting unarmed, count both dice on your roll, and you do 2 points of damage on a successful strike.

Infiltrator

No door stands in your way. Well, they do. But you can open them anyway! Reroll your first failed roll to pick any lock.

Jury-Rigging

With as little as some rubber bands and a paperclip, there's nothing you can't do. Your equipment never falls into disrepair. If you have a possession break, one hour and you can scrounge parts and fix it.

Laser Commander

You have a thing for lasers. But really, who doesn't? When using an Energy Weapon, you Critical on a 9 or 10, not just a 10.

Lead Belly

A little radioactive contamination never hurt anyone, or rather, it hurt everyone but you. Irradiated water does not hurt you. In fact, once per day, you can replenish all your health by drinking it.

Life Giver

You've been blessed with the gift of life! Gain one additional Healthy health level.

Light Step

Some might say you have petite feet, or a feminine step, but when a mine leaves them with stumps starting at their ankles you'll be the one laughing. You never set off traps.

Miss Fortune

You don't know who she is. You don't know why she helps. But when she comes, your enemies take notice. Once per day, spend a Good Karma and a mysterious woman comes to your aid for one turn and plagues and distracts your enemies. All opponents take a -2 to their next attacks.

Mysterious Stranger

You've got a friend out there with a knack for showing up just when you need him most. Once per day, spend a Good Karma and a man in a fedora and trenchcoat comes to your aid for one turn. He attacks at +5, and does 4 damage on a successful hit.

Nerd Rage!

Strike them down with all your hatred and your journey will be complete! You must have an Intelligence score of 4 or higher to take this Perk. When you're at half your health or less, gain +4 Strength and do one additional point of damage with unarmed and hand-to-hand weapon strikes.

Ninja

You walk the shadows, and kill all that stand in your way. And you look cool doing it! When using a hand-to-hand or unarmed attack, all your dice are considered Critical Dice.

Pack Rat

You've turned stashing junk into an art form. You always have a minor food item or light weapon on hand. Even if you've been completely disarmed and stripped, you have managed to hide something, *somewhere*.

Pyromaniac

If it makes things burn, you know how to use it without killing yourself in the process. When using any form of fire, you cause one additional point of damage to your opponent. Alternatively, you may cause that point to any opponent nearby.

Quick Draw

Compared to you, if they were any slower they'd have birds nesting in their holsters. You're never caught unarmed. And on the first attack of a combat, you get +1 to hit.

Rad Resistance

Whether by mutation or a quirk of genetics, you've developed a natural resistance to radiation. In any Environment, ignore the first point of damage caused to you by any radiation. Against monsters that attack with radiation, your AC is considered to be 2 points higher.

Ranger Takedown!

You've learned the specialized fighting techniques of the NCR Rangers. Sweep the leg! Once per Environment, you can knock your opponent down with a successful attack. They lose their next turn.

Scrounger

You leave no stone unturned and where most people find worms and dirt, you find ammo and caps! Once per day, you can find one important item, or 2d10 caps.

Set Phasers to Kill!

You prefer cutting edge technology to do your killing with, and you've become an expert in its use. When using an Energy Weapon, you get +1 to hit.

Silent Running

You're silent and deadly. But not the way you're thinking! Heavy Armor does not prohibit your ability to sneak, and Very Heavy armor only levies a -3 penalty.

Sneak Attack

When unseen, you become like Santa Claus. If instead of delivering presents, Santa Claus delivered murder! Once per environment, when unseen, make a roll of Agility against your opponent's Perception. If successful, you get +2 to attack, and all your dice are considered Critical Dice. Use of this perk reveals your presence, and can be used to start a combat.

Sniper

With a rifle in hand you can finish a fight from over a mile away. When using a ranged weapon from another Environment, you get +1 to hit.

Strong Back

Growing up, your nickname was "mule". Okay, no it wasn't. But you're still good at carrying things! You have one additional Heavy slot.

Toughness

You're used to being pushed around, shot, stabbed, and other undesirable things. Add 1 to your AC, after factoring your armor.

Wasteland Guru

Most people are happy just to survive the wasteland, but you thrive in it. Ignore the first point of damage caused by Hazardous Environments. Spend a Good Karma to find a stimpack or chem once per day.

Wild Wasteland

"We are the keepers of the sacred words..." You're a magnet for the strange, the absurd and the zany. Things happen around you that only happen on TV. Spend a point of Karma, and make a pop culture reference that might relate to the current situation. The reference comes true. It might be a temporary and beneficial NPC, a found item, or an odd location.

Weapons

Energy Weapons

Roll 3d10, count the two highest dice. You can hit adjacent Environments. You go early in the turn. Cause 1 point of damage.

Examples: Laser Pistol, Plasma Pistol, Sonic Emitter, Laser Rifle

Explosives

Roll 2d10. You can hit adjacent Environments. Affect everyone in the Environment whose AC you hit. Cause 1 point of damage.

Examples: Frag Grenades, Dynamite, Molotov Cocktail

Guns

Roll 2d10. Both dice are considered Critical Dice. You can hit adjacent Environments. You go early in the turn. Cause 1 point of damage.

Examples: 10mm Pistol, Service Rifle, 9mm SMG

Melee Weapons

Roll 2d10 to hit. Attack anyone using Move before their action. Cause 1 point of damage.

Examples: Machete, Switch Blade, Baseball Bat, Spear

Unarmed Weapons

Roll 2d10. Cause 1 point of damage. On Critical, your opponent gets -2 to next attack.

Examples: Knuckle Duster, Spiked Knuckles, Boxing Tape

Heavy Energy Weapons

Roll 2d10. You can hit adjacent Environments. You go early in the turn. Cause 2 points of damage.

Examples: Plasma Rifle, Gatling Laser

Heavy Explosives

Roll 2d10. You can hit adjacent Environments. Affect everyone in the Environment whose AC you hit. Cause 2 point of damage, 4 on Critical.

Examples: Missile Launcher, Grenade Launcher, Plasma Grenade

Heavy Guns

Roll 2d10. Both dice are considered Critical Dice. You can hit adjacent Environments. You go early in the turn. Cause 2 points of damage.

Examples: Gauss Rifle, Sniper Rifle, Anti-Material Rifle, Minigun, Shotgun

Heavy Melee Weapons

Roll 2d10 to hit. Attack anyone using Move before their action. Cause 2 points of damage. 4 on Critical.

Examples: Super Sledge, Bumper Sword, Chainsaw, Fire Axe

Heavy Unarmed Weapons

Roll 2d10 to hit. Cause 2 points of damage. On Critical, your opponent gets -2 to next attack.

Examples: Ballistic Fist, Power Fist, Deathclaw Gauntlet

Environments

(+2 in Favored Environment)

Open Environments

Open Environments

Hazardous Environments

Closed Quarters

Closed Quarters

Open Environments

Open Environments

Hazardous Environments

Closed Quarters

Closed Quarters

Encumbrance

Some items, particularly weapons and armor, are Heavy. You can only carry so many Heavy items before it affects your ability to move and act. If you carry more Heavy items than you have Heavy Slots, you can only stumble about. You fail every roll you attempt until you put things down.

Heavy Slots

On your character sheet, you have a number of Heavy Slots equal to your Strength SPECIAL score. Some Traits and Perks can add to this number. If your Strength is zero, you can only carry one Heavy Item, and it will make you stagger and stumble. If you have a negative Strength score, you cannot lift Heavy Items.

Heavy Items

Heavy Items count as one Heavy Slot.

Very Heavy Items

Very Heavy Items count as two Heavy Slots.

Starting Weapon

Your starting weapon can be a Gun, Energy Weapon, Melee Weapon, Explosive, or Unarmed Weapon. You can't start with Heavy weapons. For every other weapon type you carry, you're considered to be carrying an extra Heavy Item. So if you're carrying two Heavy Weapons, you're effectively carrying three Heavy Items.

Extra Armor

Carrying additional armor is tough. Every suit of armor you carry beyond the one you wear is considered one level higher on the weight table. So light armor becomes heavy, heavy becomes very heavy, very heavy becomes uber.



Environments

Adventures in Retrocalypse are framed around a series of encounters. Each of these encounters consists of a series of Environments. Environments are units of space that fit a basic description. For example, “A shelled-out town of raiders” might be one Environment, while the individual houses might be other Environments. Instead of tracking detailed movements in space, we instead focus on movement between Environments. If there’s a major barrier amidst an Environment, we encourage you to break the Environment into multiple, smaller Environments. This means you don’t need a grid map to track movement. A simple piece of paper to sketch relative distances should work fine. You could use a napkin and restaurant crayon if push came to shove.

Because the wasteland is dangerous, different Environments have different effects. For most, if you enter, you suffer the effects. For some terrible places, the effect occurs every turn. The GM decides which route to take with a given environment, but it should be made very clear to the players beforehand in description. When an encounter begins, determine what your Environments are, where they connect, and where the players, monsters, and NPCs are located. The easiest way we’ve found is with tokens.

Sample Environments	Common Hazards
<p>Closed Quarters Examples: Inside a house, a corridor, an alley, a doorway, a tunnel, a closet</p> <p>Open Environments Examples: Open wasteland, beachfront, cavern clearing, city square</p> <p>Hazardous Environments Examples: Swamps, irradiated spaces, broken floorboards, smoky room, hot springs, trap-filled room</p>	<p>Hazardous spaces are common in the wasteland. As a rule of thumb, hazards should impose a small penalty (-1 or -2) or cause a point of damage to vulnerable inhabitants. Keep in mind the types of inhabitants that would be considered vulnerable. For instance, radiation will not hurt ghouls. Also, note whether the effect is only for the turn after entering, or if it’s persistent and recurs each turn. Those sorts of hazards are very rare, and should be noticeably deadly.</p>

Healing and Injury

After an encounter, characters can heal their injuries with a certain amount of rest.

Healthy: If they only have wounds in their “Healthy” boxes, they can heal with just a short rest to catch their breath.

Injured: If they have wounds in their “Injured” boxes, they need to eat, sleep, or at least take a few hours.

Unconscious: If they have hit Unconsciousness, they must sleep to recover.

When the Unconscious box is first checked, roll 1d10. On a roll of 4 or higher, you’re just unconscious until the end of the

fight, or until healed. If you roll a 1, 2, or 3, you’re bleeding out. Without medical attention (a successful Intelligence roll), you must make an Endurance roll requiring a result of 10 or higher or die after the encounter.

First Aid

When you’re bleeding out, if a character spends an action patching you up in the next turn, you will survive the encounter as if you were just rendered unconscious.

Armor

Armor comes in five classes. You can choose None or Light Armor at character creation.

No Armor	Armor Class 8	Examples: Pre-War Clothing, Raider Threads, Loincloth, Snazzy Dress, Lab Coat
Light Armor	Armor Class 10	Examples: Leather Armor, Security Armor, Reinforced Clothing, Merc Gear

Heavy Armor	Armor Class 12	Examples: Combat Armor, Recon Armor, NCR Ranger Armor, Legion Armor
Very Heavy Armor	Armor Class 14	Examples: Metal Armor, Reinforced Combat Armor, Salvaged Power Armor

Uber Armor	Armor Class 16	Examples: Brotherhood T-51 Power Armor, Tesla Power Armor, Enclave Hellfire Armor
-------------------	--------------------------	--

Power Armor

Power Armor is hard to come by, difficult to use, but an iconic part of wasteland life. One doesn’t think of the Brotherhood of Steel without thinking of its Paladins, clad in shining steel. Power Armor Training is required to use the armor successfully. Wearing the armor without the Trait means the character is fully encumbered, and cannot act, and can barely move.

A successfully worn suit of Power Armor grants +2 to Strength, which nearly eliminates its massive weight. As well, it renders the wearer immune to one point of radiation damage per turn. Lastly, it gives a +2 to any rolls to intimidate or charm, depending on the witness at hand.



Combat Rules

Or: How To Waste Fools in the Wasteland



Roll dice. The default is 2d10. Add the results.

- One should look different. This is the “Critical Die”
- Using a weapon in its preferred Environment gives +2.
- Some weapons let you roll 3d10, and drop the lowest result.



- Some Perks and Traits give a bonus.
- You hit if your result meets or exceeds your opponent’s Armor Class value.

Damage

A successful hit always causes at least **one point of damage**. Use Karma, Heavy Weapons, Traits, Perks, and other things to increase this amount. As well, if you score a Critical Hit, you cause more damage.

Armor Class to Hit

None	8
Light	10
Heavy	12
Very Heavy	14
Uber	16

Critical Hits

One of the d10s you roll should look different. This is the Critical Die. When you hit, and your Critical Die is a 10, you’ve scored a Critical Hit! This means you’ve hit a vital, or just scored a particularly crushing blow. A Critical Hit causes an additional point of damage. If you roll a 10 on your Critical Die and shouldn’t have otherwise hit (for example, if you roll a 10 and a 1, and are trying to hit someone in Power Armor with AC 16), you do not Critical Hit, but you still hit.

Initiative and Actions

Once you’re in a combat encounter, initiative determines who goes first in an action. Each character, or a group of villains, rolls 1d10 and adds their Agility scores to the results. The highest goes first, and then down the line. In the case of a tie, compare Agility scores. Higher Agility goes first.

An action is any of the things listed in the order to the right. If it doesn’t fit into one of those, ask yourself if it’s worth costing an action. Most non-combat actions in a fight should be considered a focus action, since it takes more than a split second to occur.

A Round of combat is played in this order.

Defend
-or-
Protect

Action
1

Shoot

Action
2

Focus
-or-
Impede

Action
3

Move

Action
4

Melee
Attack

Action
5

Push
-or-
Throw

Action
6

Focused
Events

Action
7

Each combatant gets to choose one of these Actions to perform each Round.
Note: Action 7 cannot be chosen, as it’s a part of Action 3.

Choosing either of these options means forgoing direct action in favor of taking a reactive stance which allows you to make a **Counter-attack** against everyone that successfully hits you in the attack turn of this round.

If you have a Ranged Weapon (a Gun, Explosive, or Energy Weapon), you may make an attack against anyone in your arena or in an adjacent arena (this being the only non-talent way to attack someone not in your arena).

If you decide to use a **Focus** Ability (like some Perks and Traits), it’s at this point you announce what you’re starting to do and enter a period of vulnerability before the effects of the talent go off on Turn Seven.

Not just “moving around” (which anyone can usually within the Environment they’re in), this action allows you to **Move** your character into an adjacent Environment, possibly even one you suggest to the GM on the spot.

This action allows you to **attack** anybody you Be sure to use vivid description, particularly share the Environment with. This counts for on a Critical Hit (or more importantly, if you hand-to-hand weapons, or unarmed attacks. have the Bloody Mess Perk).

You can attempt to move yourself and any number of opponents into an adjacent (and easily-accessible) arena by **Pushing** them, which requires testing a single Intelligence roll against each of their Agility rolls. If any of them win the test, none of you move.

At this point any **Focused** actions go off (initiative rolled if needed to determine order) but only if the focuser remained undamaged until now.

Choosing to **Defend** means that your Armor Class goes up by one category (+2).

Choosing to **Protect** means any attacks this round that target a chosen friend in your arena will attack you instead.

You can also choose to “hold and aim” and attack at any point later in the combat in order to interrupt someone’s focus or decide who to attack once you see what they’re doing.

Alternately you can attempt to **Impede** someone, spending your round preventing them from leaving the arena you’re both in. To do so successfully requires testing your Strength against their Endurance. If you succeed, you may have also managed to Corner them (see Turn Seven).

Moving Environments might require a successful Attribute test if the place is difficult to get to (climbing onto a roof or jumping over a pit, for example). If someone managed to Impede you, at this point you can attempt to counterattack them.

Alternately you can attempt to **Throw** a single opponent into another arena by testing your Strength versus either their Perception or their Endurance (their choice).

If you successfully **Impeded** someone, and also didn’t take any damage since then, the Impede turns into a **Cornering** and they cannot choose the **Move** action the following round, either.



Karma

The GM should have a stack of Good Karma and Bad Karma tokens. These are called The Stack. In the middle of the table should be a bowl or pile of Karma. We call it The Bowl. The GM puts one Karma of each color in the bowl for every player, and a small handful of random tokens as well (about 3-5 more).

Any time someone does something in-character or out-of-character that makes the game cooler, they should get a Karma. Anyone can reach into the bowl, grab one, and hand it to another player. The type of Karma depends on the action (see below). It's important that the Karma keeps flowing. Also, some Perks and Traits will give Karma.

As well, the GM can do things like pumping monster damage or bringing in inopportune villains to an encounter. Any time this happens, the GM should add Karma to the bowl (whichever color there's currently less of).



Good Karma

Good Karma comes from doing "the right thing". Helping the elderly, petting puppies, rebuilding civilization after nuclear holocaust, these are all Good Karma actions. Out-of-Character, you get Good Karma for making your the players laugh, stand in excitement, or otherwise have an awesome time. Also, anyone that pitches in for food gets Good Karma. On behalf of all Retrocalypse players, we thank you.

Bad Karma

Bad Karma comes when you're naughty. Killing innocent people, planting grenades in the pockets of security officers, and cheating the casino for extra caps are all Bad Karma actions. Out-of-Character, any time your actions net a "dick move!" response, that gets Bad Karma. Not saying you should be a jerk to your fellow players, but if you let them in on how your character is a conniving jerk, you should get rewarded.



Spending Karma

Karma can be spent for a few general things, and both Good and Bad Karma have very specific uses. As well, many Perks and Traits require Karma expenditures of certain types.

Good Karma

- Add an additional effect to a SPECIAL noncombat roll.
- +2 to hit someone that hurt you or a friend.

Two Karma

- Instantly heal one point of damage you've sustained.
- Create a friendly NPC you have a relationship with.

Three Karma

- Use a Perk you don't possess for the current encounter.

Any Karma

- Add +2 to a SPECIAL roll.
- Have a handy item in reach.
- Use an Environment Perk a second time.

- Raise effective Level for purpose of gaining caps.

Two Karma

- Recharge a Rested Perk outside of combat.

Three Karma

- Use a Trait from a Background not your own (with GM and permission).

Bad Karma

- Add an additional effect to a successful attack roll.
- +2 to hit someone for personal gain.

Two Karma

- Do 1 more point of damage on a successful hit.
- Create an NPC possessing something valuable.

Three Karma

- Prevent someone from using a Perk they possess for the current encounter.

Leveling Up

Characters level up when each member of the party member has spent twelve Karma Points (of either type). Sometimes, a character will lag behind in this. It's everyone at the table's job to encourage more awesome actions from that player. Bring them out of their shell! Get them a drink! Also, it might be your faults for not rewarding them when they were being cool.

Once everyone has spent twelve Karma, the table should acknowledge that it's time to level up after the current encounter. As a rule of thumb, a short rest is a fine time for a level up, particularly when coupled with out-of-character rests, such as ordering pizza. Below are the things that happen when the party levels up.

Here and Now!

(These two things happen at level up)

Become More SPECIAL!

Pick any one SPECIAL attribute, and increase it by one point. In some cases, this can affect other things, such as your Heavy Slots. Be mindful of those changes.

Other Changes!

Also, consider your Motivation and Concept. They might have changed a bit since you've last checked them.

Here's the Perks!

Also, you get a Perk. Choose any Perk, or one Trait from your Background Sheet.

With GM permission and permission of all players using that Background, you can take a Trait from a different Background.

You can never have more Traits from different Backgrounds than your own, though. The choice must make sense.

Caps

In addition to Karma and Level awards, the GM should reward the players with Caps after successful encounters. The number of caps should depend on the foes in question, and the levels of the characters. They must choose to divide them amongst themselves.

The rule of thumb is as such:

- For most inhuman monsters, 1d10 per party level is fine. This means a level four party should get 4d10 caps when fighting radscorpions.
- Most human opponents have 1d12 per party level. This means a level three party should get 3d12 caps when fighting raiders.
- Advanced human opponents have 1d10 per combined level in the party. This means a level three party of four should get 12d10 caps when fighting Brotherhood Outcasts.
- Double all listed amounts with named NPCs, particularly with recurring villains.

Cap values vary throughout the wasteland. Be fickle with prices. But here are some very basic guidelines.

- 1 Cap** **Basic Supplies:** Cheap food, rusty knife, cup, burned book.
- 5 Caps** **Useful Supplies:** Tools, magazine, a night at a hotel, light melee weapon.
- 25 Caps** **Valuable Supplies:** Handgun, laser pistol, energy cell, night of debauchery.
- 100 Caps** **Rare Supplies:** Laser rifle, sniper rifle, trip with a caravan, metal armor.
- 500 Caps** **Unique Supplies:** Power Armor, a working car, an intact house.

Adventuring!

The wasteland is an unforgiving place. For whatever reason, your characters have decided to wander it. While many conflicts come to blows or bullets, most of the action in Retrocalypse is outside of fights. Because when you fight, you run the risk of dying. And dying is bad.

SPECIAL Rolls

Whenever you want your character to accomplish something, and it's unclear whether or not it will work, the GM might call for a SPECIAL roll.

First, determine which SPECIAL Attribute relates to the action at hand. Then, roll 1d12. Add your SPECIAL score to that number, along with any other modifiers you might have come into.

Next, the GM rolls 1d12. If you're rolling against an NPC or difficult circumstances, the GM can add the NPC's SPECIAL to their roll, or a modifier of up to + or - 5.

If your roll meets or exceeds the GM's roll, you succeed in your action. If you beat the GM's number by 5, something additional happens of your choice (the GM reserves the right to veto).

If you roll a 12, and the GM did not roll a 12, you win regardless of the resulting numbers. If the GM also rolled a 12, compare results normally. If you roll a 1, you fail. The players and GM should keep failures in mind for potential Karma, if you're a good sport about losing.

If used in a combat, most SPECIAL rolls should be Focus or Attack options, depending on their stated goals. If you can't fit the action into one of those, ask yourself if it's worth wasting the player's turn; consider allowing it as a free action.

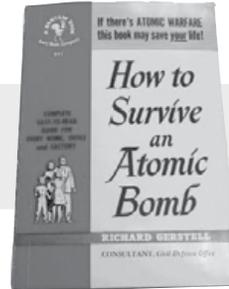
STRENGTH

Actions involving raw, brute strength. Bashing in doors, hefting heavy objects, threatening people by virtue of your size, breaking things.



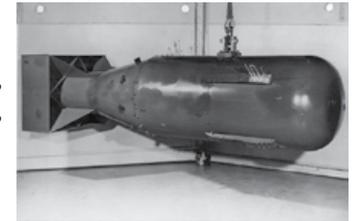
Perception

Actions involving awareness and senses. Noticing traps, identifying people, seeing in the distance, detecting lies, appraisal.



ENDURANCE

Actions involving fortitude and health. Walking long distances, withstanding poisons and toxins, standing through punishment, resisting torture.



CHARISMA

Actions involving charm, wit, and personality. Lying, seduction, diplomacy, convincing someone to spare your life, bartering, calming someone that's freaking out.



INTELLIGENCE

Actions involving knowledge and reasoning. Disarming traps, reading codes, researching, repairing things, sabotaging things, hacking computers, disguises.



AGILITY

Actions involving speed, reflexes, and precision. Sneaking around, throwing things, acrobatics, landing from a fall, running away, avoiding a trap.



LUCK

Actions involving how much the universe likes you. Playing the slots, getting to the train on time, choosing the right path in the dark, flipping a coin.



Encounters

Once you have a basic map of two or more Environments set up, you're ready to design your combat encounter. Determine where your opponents are located. Then determine the situational factors that play into the fight.

For example, is one side surprised? Surprised characters should get Perception SPECIAL checks in order to act in the first turn of the fight. Be creative with these factors, but don't be overbearing. Surprise the players, but don't make them feel hopeless.

Adding Bad Guys

Monsters and villains come in five different levels, described on the right side of this page. You can mix and match the levels in order to make for more interesting fights, and to build the challenge level of a confrontation.

Minions: If you're using minions, use many of them. Minions can't even harm heavily armored characters when alone. Use two or three minions per PC.

Skirmishers: These creatures are only slightly more powerful than Minions, and are still likely to die in one hit. Use one per PC at least, possibly more.

Villains: Most of the challenge in a fight should come from these guys. Use one for every two PCs on average. Don't hesitate to add one or two during a fight that's going too easy.

Monsters: These are much harder to handle. Think hard before adding more than one to a fight, unless you intend on killing the PCs.

Legends: These shouldn't come up often. I use them mostly to seed Karma and shock players. They also work well as guardians for unique equipment.

Fighting Unarmed

Usually, characters will have some kind of weapon, if only an Unarmed Weapon. But in rare cases, they'll have nothing. In these cases, they only get to roll one die to attack, and cause only one point of damage on a successful hit. However, they can spend a point of Karma (either) to add a SPECIAL attribute to their attack, provided they can explain how the attribute helped.

Also, any character that wins a fight while Unarmed gets a point of Good Karma at the end of the fight, or Bad Karma if they chose to kill their unconscious opponents.

GM Karma

The GM uses Karma differently than the players. When the GM uses Karma, they feed Karma points into the bowl (always default to the less abundant Karma type). Because if the bowl is empty, players can't get Karma. If they can't get Karma, they can't advance. That means unhappy players.

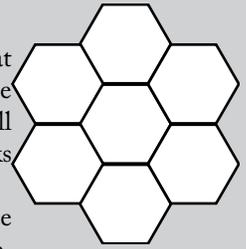
At any time, a GM can seed 2 Karma to:

- Add a point of damage to an attack.
- Add +2 to a roll.
- Impose a situational condition with any successful attack (on fire, blinded, diseased, et cetera). These conditions should each have a SPECIAL roll to mitigate.
- Bring in reinforcements, adding enemies to the fight. This costs one Karma per level of monster. Two minions cost one Karma.
- Adding any other dramatically appropriate and interesting event to the scene.
- Recovering a defeated foe, giving it one health level and allowing it an immediate attack.

The Combat Tracker

The default assumption of play is that you'll be using our combat tracker to keep track of the details in a combat encounter. To use it, print and assemble it from the back of this book. Then, you'll need a token for every character and monster. Loose change works well for monster tokens.

At the beginning of each combat round, have everyone place their tokens on the tracker so you know when they're ready to go.



Bad Guys

Note: This list is to help you make your own combat encounters. We've provided a number of sample monsters in the Bestiary chapter of the book. Feel free to use or modify those. The Bestiary also includes monster powers, which you can use freely in your own creations.

Level 1

Minions

Minions are rank and file mooks and baddies. They never get an Environment bonus to attack, and they only roll one die to hit. However, when they gang up, roll all their dice together, and count the highest two. They always do one damage, unless you seed Karma. They only have one Health Level. Usually AC 8 or 10.

Examples: Mole Rats, Bloat Flies, Tribals, Geckos

Level 2

Skirmishers

These are tougher mooks, usually nameless. While they're weak, they do get the benefits of a Weapon type. This means they might do more damage, use more dice, or get an Environment bonus. They can also wear armor (rarely more than Light Armor, almost never more than Heavy Armor). They have 2-3 Health each.

Examples: Raiders, Radscorpions, Minor Robots, Feral Ghouls, Fire Geckos

Level 3

Villains

These are usually named problems. They have between 5 and 10 Health Levels on average. Not only do they get Weapons and Armor, but they can have Powers (see the Bestiary). They can also use Traits or Perks, at your discretion.

Examples: Raider Bosses, Feral Ghoul Reavers, Super Mutants, Cazadors, Protectrons

Level 4

Monsters

As above, with 15 or more Health Levels. Usually have Heavy Weapons, and Heavy, Very Heavy, or even Uber Armor. They can also use Traits or Perks, and have Powers. They can use Mega Weapons as well. Particularly if you're using them to introduce the Mega Weapon to the campaign.

Examples: Deathclaws, Sentry Bots, Super Mutant Masters, Enclave Hellfire Troopers

Level 5

Legends

These are the creatures of legend, always unique, and usually huge. Upwards of 25 Health Levels. They have Traits, Perks, and Powers. They often use Mega Weapons.

Examples: Super Mutant Behemoths, Legendary Deathclaws

Rewards and Equipment

In addition to the normal items and equipment characters can purchase with Caps, you may use Unique Equipment as reward for adventuring. If you choose to let characters buy Unique Equipment, the terms for finding the vendor should be hard enough to constitute its own adventure.

Every Unique Equipment should be tied to your game world somehow. Name it. Think about who it's named after, or why it's now out in the wild wasteland. Characters should be able to dredge up information about such items if they put in the research. Here are some examples.

Baby's First Zip Gun

A concealable homemade pistol that can be easily taken apart and reassembled. It's one-shot though, so make it count! This weapon can never be detected. Meaning, you can never be disarmed!

Big MT Cyberdog

Man's best friend in the atomic age! This part-mechanical, part-organic canine is entirely customizable to fit your needs. Just pop in one of our vast selection of canine brain-pods and turn your dog from steadfast protector to cuddly companion without any training required! Warning; use of non-licensed pods may lead to undesirable behavior and immediately voids your warranty. This acts as the Dogmeat Perk, except if you roll all 1s on any roll with the dog, it goes haywire and turns against you.

Black Ghost Stealth Armor

A chinese design that is supposed to make the wearer virtually invisible. If only you could read the damn instructions! While wearing this Heavy Armor, ignore Armor penalties to sneak, and take +4 to all Agility rolls to remain unseen.

Chryslus Highwayman

Why wreck your feet walking when you can travel in style? The Highwayman was the pre-war king of the road, and with a little bit of love she can still get you where you want to go. Every day you use this car,

you must make a SPECIAL repair roll to make it work. If your dice ever come up both as ones, the car dies beyond repair. If it matters, the car has 20 Health Levels, and is considered Uber Armor for passengers. If you use it as a weapon (and why wouldn't you?) it counts as a Very Heavy Weapon.

Dave's Boxer Briefs

These underpants were said to be worn by the first great emperor after the war. While they're not fashionable or even that functional, they do greatly improve the chance of reproduction. Any coupling that could result in conception does, if a person has worn the boxer briefs in the past day.

Desert Viper 10mm SMG

An SMG handcrafted by legendary Hub trader Vic. He even named it after a pet name for his ex-wife. It's considered a Light Gun. But you have two choices when firing it: You can do three damage to one target, or cause one point of damage to every enemy in one Environment of your choice.

'Dr. Kang's: How to Serve Man!' 3rd Edition

An extremely dusty pre-war tome that has proven difficult for modern scholars to translate. It's either a treatise on applied humanism or a cookbook with some decidedly unorthodox recipes. Either way, foods you prepare with this book, while using human flesh, recover all lost Health

Levels. And you gain Bad Karma. Shame!

Festus' Decoder Ring

A slightly sticky plastic band with a blue star logo on it. This item has passed through the hands of countless collectors, but always ends up being discarded when a wearer deciphers the code to read "DRINK MORE SARSAPARILLA." Using this ring, you can make a code that cannot be cracked by anyone without a similar ring.

Flower Child Helmet

This metal helmet sports numerous dents and dings from countless battles, but also has a peace sign crudely carved into the side. Perhaps it says something about the duality of man? Once per encounter, you can ignore a single monster Power use.

Garden of Eden Creation Kit

Vault-Tec's premier kit for creating civilization after the war. Unfortunately, this unit was a dud. On the bright side, there's a pen light included, so you'll never suffer penalties for exploring or fighting in the dark!

Gary's Jumpsuit

A Vault 108 jumpsuit that's riddled with bloodstains. Strangely, wearing it seems to attract others. Are they all related somehow? At any time, you may spend a point of Good Karma to bring a Gary into an encounter to help you. On the other hand, the GM can seed one Karma to bring a Gary into play against you.

Golden Gecko Fleece

A cloak made from the cured skin of a rare and dangerous Golden Gecko. It's the height of wasteland chic! These cloaks are not only fashionable, but functional! You get +2 to Charisma rolls while wearing the cloak. When not wearing other armor, your Armor Class becomes 8 + your Agility score. However, if an opponent rolls two

tens against you, the cloak is ruined.

Handy Camper Portable Microwave Emitter

Originally designed to microwave foodstuffs on the go, after a few face-melting incidents the units were quietly recalled and the prototypes sold to the military. As a Mega Weapon, it can only be used once per day. But it also gives +2 to all cooking rolls!

Heavy Duty Purple Robes

A set of dirt-encrusted animal hair robes that positively stink, yet something in the plasma burns and scorch marks leads you to believe they're atleast durable. You still have NO idea why they're purple. This counts as Light Armor, but gives AC 12. As well, you can ignore one point of damage per Encounter.

Humungous Hockey Mask

It's a little big on you, but something about this dirty plastic mask gives people the creeps. You get +2 to any rolls to intimidate others. As well, when using a light Melee Weapon, you do an additional point of damage with each successful strike.

Jerky Vendor's Akubra

A Junktown original, this wide-brimmed felt cap is all the rage among caravaners. It's the perfect thing for keeping the sun out of your eyes while you close that sale! The hat affords a +2 to all bartering rolls, and rolls to resist environmental dangers.

Mega Weapons

Mega Weapons are a special Weapon category. Every one is considered unique, so they're not listed with the normal weapons. A Mega Weapon does 3 points of damage on any successful hit, and 6 if you manage to beat the opponent's AC by 5 or more.

Mega Weapons are difficult to use, they take two Heavy Slots, and every time you use them, you must spend a point of Karma.

KC's Misguided Rocket Launcher

An amateur's attempt at weapon modification has made this rocket launcher extremely powerful but severely inaccurate. You might be better off just throwing a rock at them. Any roll made to hit with this Mega Weapon suffer a -2. If both your dice turn up as ones, you hit a random ally!

Killjoy's Pickelhaube

A combat helmet with a railroad spike welded to the top, it once belonged to the infamous raider Killjoy. Not only does this count as Heavy Armor, it also counts as a Heavy Melee Weapon, but only takes one Heavy Slot!

The King's Motto

This pair of brass knuckles features a heavy metal plate on the front with with letters T.C.B etched onto them. You don't know what it means, but if The King said it, it's probably something profound. When using this Unarmed Weapon, you do 2 points of damage. As well, you may spend Good Karma to add dice to your roll. You count the highest two.

Liberty Prime's Freedom Ray

This enormous Mega Energy Weapon could not have been designed for human use. It takes a third Heavy Slot to carry. As well, the user may use a point of Good Karma to ignore an enemy's armor. But in doing so, they take 2 damage from the ray's overheating. If its user dies in combat, their party members gain +1 to hit rolls, and do an additional point of damage on each successful strike. They died, so democracy may live.

Mandrake's Flask

A stainless steel flask containing a mixture of rainwater and grain alcohol. It's not the easiest thing to choke down, but it seems to have a cleansing effect on the palate.

Once per encounter, you may take a turn in Defense and gain a Health Level. As well, any Powers that would drain your Health or control your mind automatically fail.

NCR Trooper's Vest

The chest piece of an NCR infantryman, it's a little better than normal combat armor, but it still has the trooper's name etched on it. This Light Armor affords an AC 14, but you'll often be mistaken for the armor's former owner.

"Pacifier" Tranq Rifle

This .223 Colt Rangemaster has been modified to accept special non-lethal ammunition. Each dart is filled with a powerful sedative designed to bring down dangerous animals or people. This Light Gun does no damage, but when it hits a living target, they must roll Endurance or fall unconscious.

Patriot's Teapot Brand Power Fist

This power fist has a red, white and blue explosive kick to it, perfect for any Independence Day brawl. Eagle and American flag sold separately. This Heavy Unarmed Weapon can be used as a Mega Weapon once per day, or freely against known communists.

Protectron Armor

Looks like someone went to the trouble of hollowing out a RobCo Protectron and turning its metal chassis into a suit of armor. It's a little stiff to move in, but its more than able to stop a bullet or two. This Uber Armor also makes robots remain neutral until you've attacked them.

Quadshotgun

Two double-barrel shotguns are converted into one that causes four times the carnage! You can use this item as a Heavy Gun all you'd like, or a Mega Weapon once per

Encounter. If you use it as a Mega Weapon, you have to spend a turn reloading before you can use it again.

Rocketeer Reach for the Stars Rocket Belt

This one-of-a-kind piece of equipment was part of a REPCONN marketing ploy to dispose of excess experimental rocket fuels. It never quite took off (no pun intended). So it can't fly. That doesn't mean you can't jump pretty darned well! You get +2 to all acrobatics-related rolls, and you jump twice as high as anyone else.

Sadie's Sexy Sleepwear

While the ravages of time have done a number on many pieces of clothing, Sadie's Sexy Sleepwear was kept in an air-tight bag for the centuries. It's still silky-smooth, even if the leopard print is a little tacky. You get +2 to any seduction attempts wearing this Light Armor, and once per encounter, you may spend a point of Good Karma to make an opponent attack another opponent.

Shikomi-Zue of the Blind Masseur

Wasteland samurai beware, this legendary concealed cane blade tears through armored opponents like rice paper. Not only is this a Heavy Melee Weapon, it's concealable. Unless unsheathed, it cannot be detected as a weapon.

Sly Slugger's MagnetoBat

A simple metal baseball bat complicated by the addition of an atomic battery and an array of powerful electromagnets that supposedly helped your swing. Clearly, the makers thought there was something miraculous in how magnets work. While the magnets don't really help you swing the weapon, they are really heavy! It's considered a Heavy Melee Weapon, until you activate it. Once activated, it's considered a Mega Weapon.

Snap-Off Super Tool Kit

You always have the right tool for the job with this handy toolkit! When making a SPECIAL roll to repair, make, or salvage things, you get +2 to your attempt. As well, you can spend a point of Good Karma in order to reroll one of your dice.

A Strange Trenchcoat

Whether a gift from a mysterious friend or found somewhere in the wastes, this pre-war coat is in remarkably good shape. You're considered not armored when wearing this (you get Karma for being unarmed) but you're AC 10. As well, once per day, you can spend a Karma point to completely avoid one attack. A strange tune plays...

Tragic Deck

While Tragic: The Garnering has lost some of its appeal since the early 23rd century, there are still a few diehard players out there who'd kill for a deck like this. Literally. Once per day, you can barter with a merchant and sell one of your countless Tragic cards for 5d10 Caps. However, every day, the GM is allowed bringing a villain level collector after you without seeding Karma in the collective bowl. Also, you could play Tragic, but you run the risk of addiction.

Veronica's Favorite Dress

This lovely number isn't just beautiful; it's remarkably functional as battle armor. The story goes, a group of Commonwealth scientists were developing a powerful nanofiber to protect politicians from bullets. The lead scientist said she'd only craft dresses out of the miracle material. Call it a sick sense of humor, or excellent social commentary. Regardless, this dress gives +2 to any roll where style and fashion might matter, and provides an AC 14.

Bestiary

Here are a number of examples of wasteland baddies for your players to face. These use the rules from the previous chapter, but offer a bit of flavor, both for convenience, and to help inspire your games.

Centaur - Skirmisher

What do you get when you toss various animals and people into a vat of F.E.V and mix it up? We're not really sure what you get, but most refer to the abomination that results as a centaur. Originally designed as cannon fodder for the Master's army, these creatures now roam wild in search of prey. They move awkwardly on their jumble of arms, legs and tentacles but they are deadly up close and even at range can blind you with the gobs of toxic spew they eject.

Health Levels - 3 AC - 10 Damage - 1

Attacks - +2 Closed Quarters

Powers - Can also use ranged attacks, for +2 in Open Environments

Cazadores - Villain

Cazadores are giant, predatory bugs that have killed numerous wasteland travelers. Their deadly poisons will snuff the life out of anyone but the hardiest victims.

Health Levels - 5 AC - 12 Damage - 1

Attacks - +2 Open Environments

Powers - Poison: Anyone hit by a Cazadore takes one point of Damage per turn until they've made a successful Endurance roll.

Deathclaws - Monster

The apex predator of the wastes, a deathclaw is a massive bipedal creature encased in hide as tough as metal and with claws and teeth that can rip through you like wet paper. Viciously aggressive and fiercely territorial, an encounter with a deathclaw means almost certain death for one of the parties involved.

Health Levels - 12 AC - 14 Damage - 3

Attacks - +3 Closed Quarters, or +1

Powers - Sharp!: Seed 2 Karma, ignore an opponent's Armor Class, attack AC 8.

Enclave Soldier - Villain

An army of fanatics obsessed with genetic purity and a warped perception of American ideals, armed to the teeth with the most advanced technology ever developed, the Enclave make for dangerous enemies to encounter. Thankfully, the major setbacks their causes has suffered has forced them to become more covert in how they operate.

Health Levels - 5 AC - 16 Damage - 2

Attacks - Heavy Energy Weapon, +1

Powers - Can also use ranged attacks, for +2 in Open Environments

Feral Ghouls - Minion

A process of prolonged mental degeneration has been known to turn average ghouls into mindless, ravenous zombies. These creatures cluster in dark, forgotten places waiting for foolish scavengers to wander into and provide a tasty morsel of flesh for their endless hunger.

Health Levels - 1 AC - 8 Damage - 1

Attacks - One die, Light Unarmed

Powers - Immune to Radiation

Mercenary Force - Skirmisher and Villain

You've been a Little Goodie Two-Shoes, and someone doesn't like you. They've hired a crew to stop your do-gooding.

These mercs are trained and ready to collect a bounty on your head.

Mercenaries

Health Levels - 2 AC - 12 Damage - 1

Attacks - Any Light Weapon

Powers - Tactics: Each Mercenary that attacks a PC in a turn adds a cumulative +1 to each additional merc that attacks the same character.

Mercenary Leader

Health Levels - 5 AC - 14 Damage - 2

Attacks - Any Heavy Weapon

Powers - Leadership: If a character takes the Protect action on the Merc Leader, the Merc Leader gets +2 to hit and +1 Damage on their next attack if they Focus.

Mutated Animals - Minion

The radiation that blankets the wasteland has caused some interesting mutations in the local wildlife, enhancing certain features, combining them across species, etc. Just take whatever animals used to roam the area and exaggerate some feature about them to a dangerous degree.

Health Levels - 2 AC - 10 Damage - 1

Attacks - +2 Closed Quarters

Powers - None

Raider - Skirmisher

Raiders are agents of the freest market possible: Anarchy. They rob, cheat, and otherwise separate fools from their caps. If your characters have caps, they would be glad to take them with a mix of fast-talking and fast-shooting.

Health Levels - 2 AC - 12 Damage - 1

Attacks - Any Light Weapon

Powers - Chems: Raiders are notoriously drug addicted. They get +2 to any rolls to frighten them away from a potential fix.

Robobrain - Skirmisher

A brain preserved for centuries and encased in a hulking metallic body. These wandering relics of a bygone era are often tied to whatever place or task they were last performing when the bombs dropped. Others have malfunctioned or otherwise gone insane and attack blindly at any creature they encounter. With their metal chassis and armament of lasers, they make for formidable foes.

Health Levels - 3 AC - 14 Damage - 2

Attacks - Heavy Energy Weapon

Powers - Psychic Blast: Roll +4 vs Intelli-

gence. Success causes 1 Damage, and -2 to all actions until healed.

Specimen X - Legend

Deathclaws were bad enough when they were brainless reptiles of death and destruction. A demented Commonwealth scientist gave one a human brain, and things got so much worse. Specimen X went insane, and pledged to destroy anything made by humanity. She might just do that.

Health Levels - 25 AC - 16 Damage - 4

Attacks - Sharp!: Seed 2 Karma, ignore an opponent's Armor Class, attack AC 8.

Ordinance: She stole a howitzer from the Commonwealth storehouse. Seed 4 Karma to make an attack against everything in an adjacent Environment at -2. 4 Damage.

Supermutants - Villain

These gigantic, heavily armed killing machines wander the wasteland searching for an excuse to do violence for its own sake. Without the Master leading them, they attack settlements and other factions randomly, just to find the peace they only know on the battlefield.

Health Levels - 8 AC - 12 Damage - 2

Attacks - Any Heavy Weapon

Powers - Rage: When hit, their next attack is made at =1, but does one additional Damage.

Wasteland Critters - Minion

Radiation has turned otherwise insignificant vermin into ferocious predators in the new wasteland ecology. From gigantic radscorpions to swarms of pus-launching bloatflies, these rad-soaked insects are muscling their way to the top of the food chain at our expense.

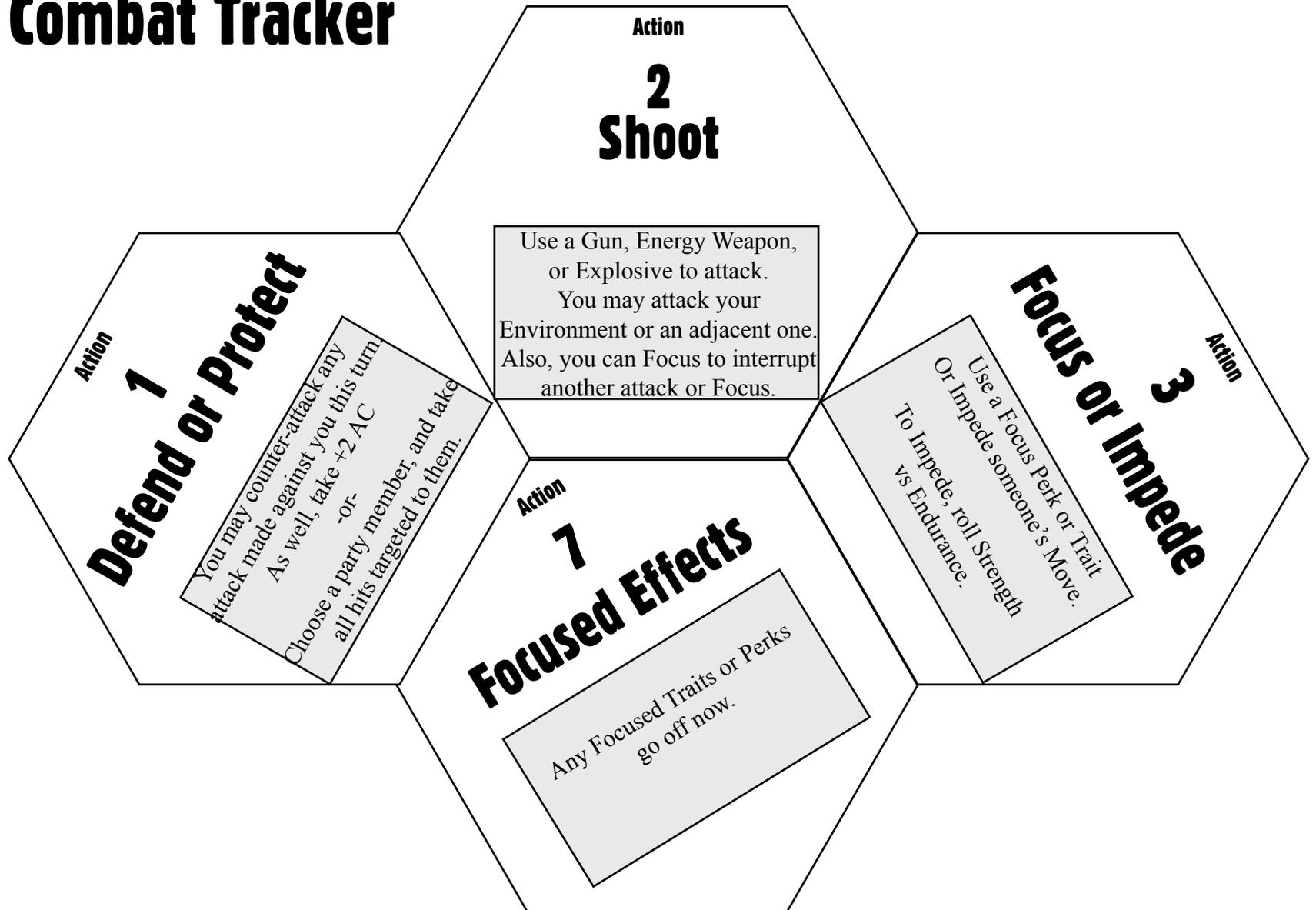
Health Levels - 1 AC - 8 Damage - 1

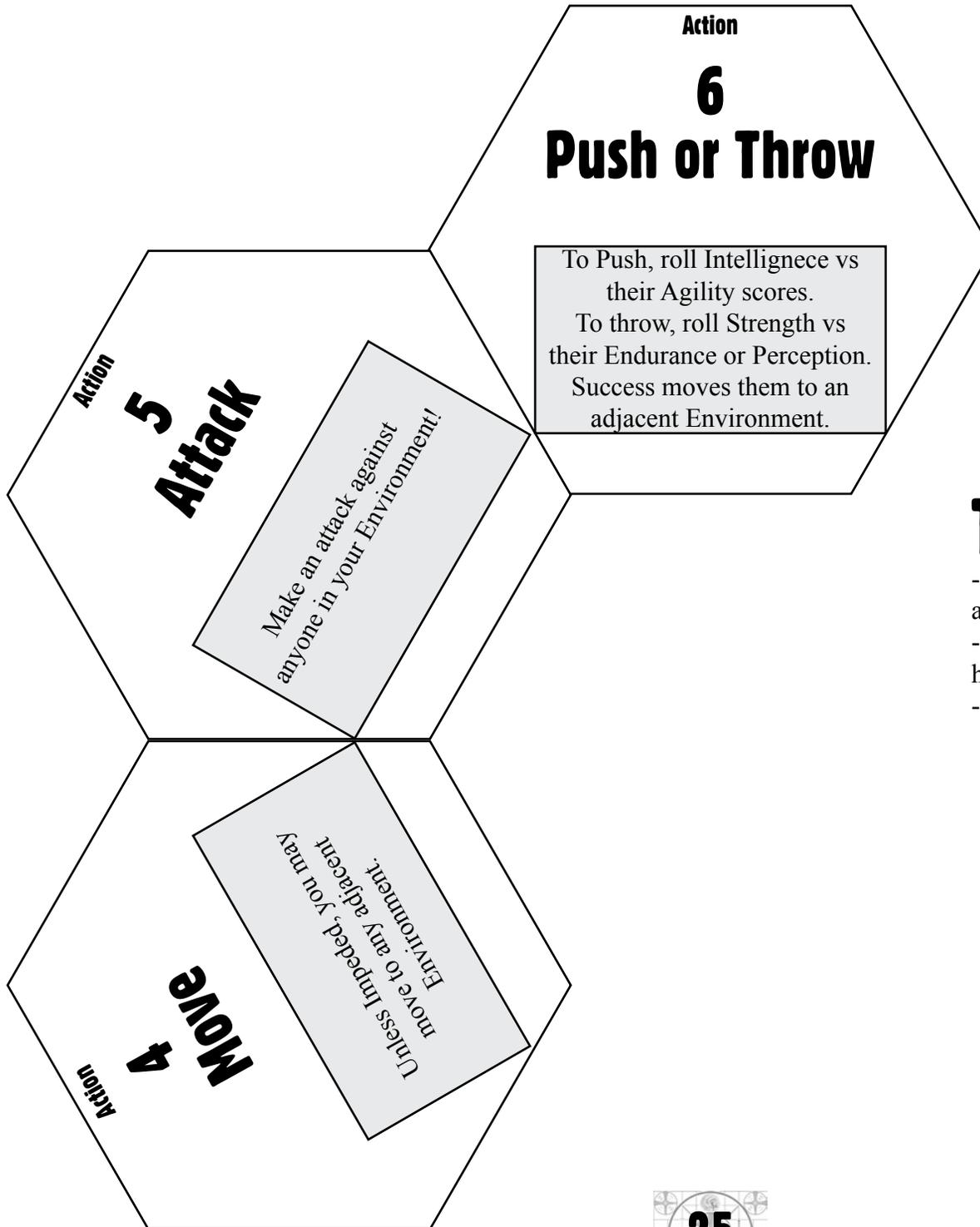
Attacks - +1 Closed Quarters

Powers - Swarm: Anyone successfully hit by a swarm is at -2 to all actions for the next turn.

Play Aids

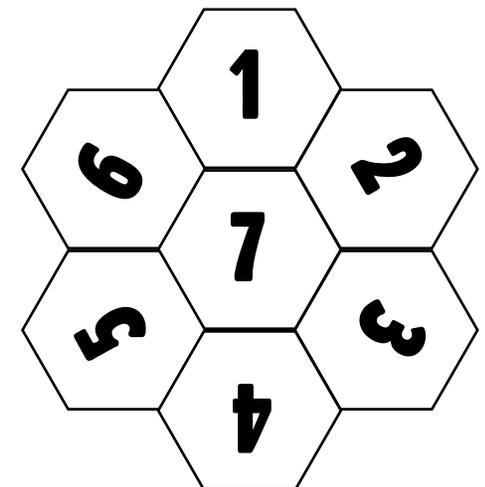
Combat Tracker

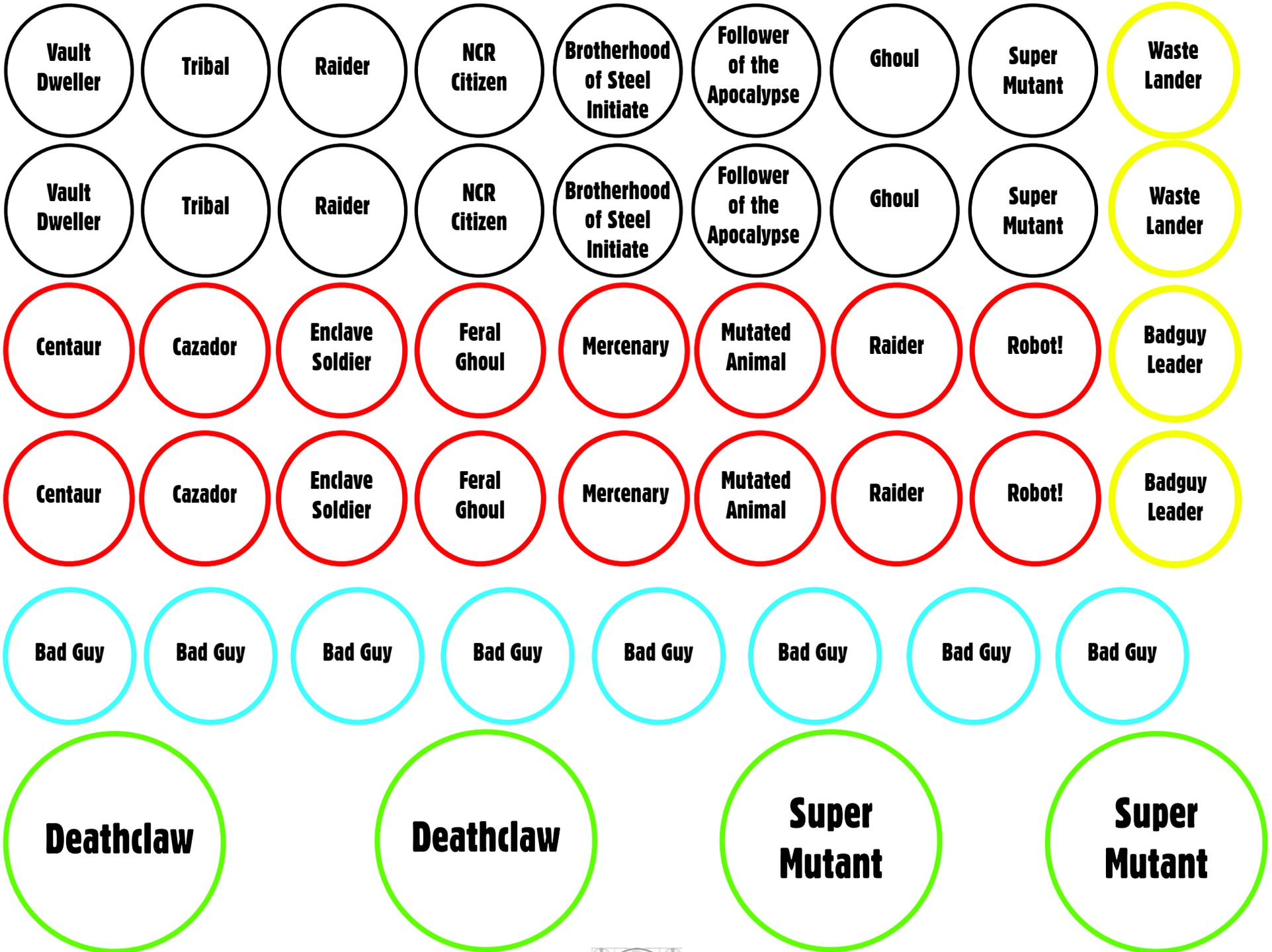




To Assemble

- Cut the two hex sections. Do not cut the pieces apart.
- Combine the two, ideally on foam or another hard surface. Use the below image as a guide.
- Cut that out. You're done!





Thematic Films

Here are a number of the films that inspired us, and can hopefully inspire you. Most are linked to a good source for viewing.

The Obvious

Mad Max Trilogy (Mad Max, The Road Warrior, Mad Max Beyond Thunderdome)

Dr. Strangelove or: How I Learned to Stop Worrying and Love the Bomb

A Boy and His Dog

The Time Machine

Six-String Samurai

Book of Eli

The Obscure

Duck and Cover! - This iconic piece of American propaganda is a cornerstone in the underpinning of the Fallout universe. It comes across as both laughably absurd and eerily haunting in its juxtaposition of the catastrophic nature of nuclear war with token gestures of safety. The animated sections featuring Bert the Turtle are a direct inspiration for the Vault Boy.

Santa Claus Conquers the Martians - A cult film that is often listed among the worst ever made, its blend of the campy with the downright bizarre perfectly captures what Fallout is at its weirdest.

In the Suburbs - An advertising promo for suburbanites in the 1950s. This film not so subtly conveys the superiority of the middle class suburban way of life and paints the people as the ideal citizens and consumers. It's a good source for anyone trying to understand what life was like prior to the Great War in Fallout's America.

The Atomic Cafe - This documentary focuses on the absurd side of nuclear war. It meshes together footage from news reports and military propaganda to poke fun at Cold War paranoia. Its blend of the morbid and the hilarious hits all the right notes for capturing the spirit of a Fallout game.

Sample Adventure: The Night Lovers

By Will Rotenberry

Here's a sample adventure seed, to get you started in crafting your own stories. It's bare-bones, with ideas ready for you to flesh out and populate with threats.

The Pitch

John Kepler is a Follower of the Apocalypse with a passion for pre-war literature. During his travels helping the needy he's bartered and scavenged himself quite the collection, everything from classical masterpieces to harlequin romance, if its got atleast half its pages intact he wants it. Publicly, he does because it's his duty to preserve these artifacts and someday reintroduce culture to a world that's still struggling just to survive. Really though, he's just a fiend for the written word. Ever since growing up in Vault City and learning to read from holotapes of pre-war children's books, he's had an addiction to finding that next story to experience. Pure escapism or ravenous curiosity? No telling. Most people don't even care, they just see the caps or med-tech he's offering and jump at the chance of offloading what otherwise would have been toilet paper.

John's currently fixated on author Serena Lansky's Night Lover Saga, a modern horror romance series that was taking America by storm right up to when the bombs fell. Whether meeting him on the road or at a settlement, the party is bound to hear him raving about its complex characters and the love triangle between the series protagonist, a three hundred year old undead 11th grader and a kickboxing man-tiger. He's collected every volume out there, or so he thought. Recently, while salvaging a computer inside a old bookstore he discovered

that the dramatic conclusion piece to the series HAD been written and was slated for a special release at what Lansky's agent promoted as her final book signing before retiring from writing forever.

He is desperate to get ahold of this book, but the scant information he has points to it being far away and in an area that's essentially uncharted. So, he's really not keen on going himself. What he can do though is offer incentives for others to go and retrieve the book for him. He'll offer caps, to start, some medical supplies, and the promise of a special reward if they return with an intact copy of the book; a biomedical upgrade he'll surgically implant at no cost whatsoever.

The Catch

There was a lot of hate for the Night Lover books out there, but no one hated them more than Serena Lansky herself. What started as a drunken night of throwing darts at a wall of bad ideas turned into a cash grab novella to pay back student loans for her Masters in English and then became an overnight blockbuster with the 18-44 year old female demographic. The pressure was on to write another book, and then another, and another. Soon a decade had gone by and Serena felt trapped by her own success, deathly afraid of her own fanatical fan-base's expectations. She wanted out and she saw only one way to do it; kill her protagonist. But, knowing the backlash that'd suffer for it and the torment of her 'fans' thereafter, she decided to kill herself along with it, and pray that her other lesser work would take on new life and receive the artistic praise she always craved after her

death, like the greats.

She booked a massive release party at The Great American Mall and arrived to do a signing as well, but not before downing enough pills that she expected to drop dead with a pen in her hand just as the first group of overexcited fans skipped to the final paragraph of the new book and realized what'd happened. Everything was going according to plan, when just as she felt the drowsiness about to hit her there was a massive flash outside the reinforced pane-glass windows and everything went black. The Great War had begun, and ended. In the aftermath, the massive dose of radiation caused the throng of fans to lose skin and hair, their flesh peeling and cracking until they became ghouls wandering the remains of the massive structure. Lansky, remarkably, survived in a comatose state due to the drug she'd overdosed on being made mostly of the same ingredients as Rad-X.

Her devoted followers, spurned though they were by her, worked diligently keeping her body preserved in an atomic powered meat locker. Their only regret was that she could not wake to write again and fix the error in her writing that was surely forced upon her by some evil unknown force. Then, a solution presented itself. One of the hunting parties formed of this new tribe of ghouls came upon a Robobrain wandering the wasteland, and managed to capture it mostly intact. After years of debate, the decision was made and Lansky's brain was transplanted into the machine. It took time for her to 'adjust' but now she works round the clock penning new entries in the Night Lover series, atleast one per week. She's little more than a metal cylinder with a brainpan and a robotic arm with a pen stuck between its pincers, but that's all that's required for her fans, who due to centuries old addled minds are now more

like worshippers of her literary divinity.

Though hundreds were brought for the release party, most of them were destroyed either by the bombs, age, or ritualistic destruction by members of the Night Lover tribe who consider it blasphemous. There are still a few copies scattered around the Great American Mall, but you'll have to navigate a maze of debris, fight off malfunctioning Mall Securitrans, and of course escape with it past an army of fanatical tribal ghouls.