

## Character Creation

The following is a quick walk-through of creating a D 3x5 character. Advancements will be covered in subsequent sections. Basic starting character card is located on next page.

1) *Distribute Attributes* – All stats begin at 0 (average) and players have 5 points to distribute among seven different stats. During character creation, points can be shifted from one stat to another (i.e. reduce Intelligence -2 to increase Luck +1 & Endurance +1, etc.). Initial starting stats are limited to +/-2.

2) *Select a Race* – Human Survivor, Ghoul, Vault Dweller, Lost Dweller, Cyborg... FEV Mutant and Synth require prior approval.

3) *Select Skills* – Tag two primary skills and four secondary skills. Characters start with 15 points to purchase skills: primary skills are 1:1 and secondary skills are 2:1... Max rank 3. For each skill rank, player can designate a specialization; typically limited to RP bonuses but potentially could improve relevant checks.

4) *Select Traits* – Starting player selects two Traits from list.

5) *Select Perks* – Starting character may select one Perk.

6) *Starting Equipment* - With approval during first event, whatever phys-reps a player checks in with, they may recording on their character sheet. Players start with NO money; to be earned IG.

(Optional) *Select Flaws* – Not a required step, however, taking Flaws during character creation allows additional Perks to be 'purchased'. Flaws picked up during game play do NOT provide any type of points.

FALLOUT - Player Races

Name	Comments	Costume	Notes
Cyborg	As a survivor of the wastelands, you've intentionally adapted to your environment by implanting and augmenting your body with technology. While some consider this a mutilation of the human spirit, most accept Cyborgs with a shrug and judge them on their actions. Only those with the slightest augmentations might pass as a human, all other Cyborgs are easily recognized by RP'ing some visible marking.	Classic cyborg face makeup, aluminum wrap on parts of mask, other very apparent indicators	Only starting trait is "Cyborg"; player selects two cyborg upgrades Player <i>must submit</i> backstory as to how they became a Cyborg.
FEV Mutant <sup>(1)</sup>	You were once human but somewhere, somehow during your travels, you were exposed to the Forced Evolutional Virus (FEV). It's obvious to everyone that you are a mutant. In addition to RP'ing that you're a mutant, you automatically start with either Mutations or Psionics. While some fear and will attack FEV mutants on sight, most will just keep an eye on you and wait to judge you by your actions.	Woodland green camouflage BDUs (at least jacket), green makeup	Only starting trait is "FEV Mutant"; player selects a primary and second mutation. Player <i>should submit</i> have a backstory as to how they were exposed to FEV.
Ghoul	Ghouls are human who survived the Great War without the benefit of any fallout protection. Those that survived the early radiation storms adapted into the Ghouls we know now: outwardly deformed (& some say mentally) but virtually immune to all forms and levels of radiation. As far ranging survivors of the wasteland, most Ghouls freely travel between settlements and are well tolerated; Ghouls are just too useful to make enemies of.	Skeletal face makeup, skeleton mask, other undead facial makeup to clearly indicate ghoul disfigurement	Ghouls are <i>always</i> a member of a tribe or clan; detailed character history and plot approval is required to be a "free agent" ghoul. Ghouls only get <i>one starting</i> trait but automatically get Rad Resistance and Sneaker Eater
Human, Survivor	These humans have survived in the wastelands without being too badly affected. While some may have picked up certain abilities overtime, most are just humans trying to survive and make things a little better for their offspring. Unless they're wearing certain gang colors or clan markings, human survivors are mostly ignored unless proven otherwise.	No specific costume requirements. If member of clan or gang, need to wear distinctive markings. Wasteland survivors are the only race that can conduct 'false flag' activities.	Humans are only race able to pass themselves off as a member of a clan or gang (with appropriate costume and knowledge). Humans start with 6 <i>points</i> worth of Perks
Human, Vault Dweller	Vault Dwellers are looked upon with equal parts wonder and detest. Dwellers are highly trained and educated but their bodies take time to toughen to the wasteland demands. Being almost completely free of radiation contamination, their genetic material is highly desirable. On the other hand, they have made it though the war with complete ease and comfort. They haven't known the horrors of surviving the wastelands and know nothing of the outside world at large.	For first three events, Vault Dwellers must wear blue overalls. Between behavior and physical appearance, it's clear to everyone that you recently came out of a Vault.	Vault Dwellers start with an fourth primary skill, 15 extra skill points and can have a max rank of 5 However, they have the flaws Radiation Intolerance and Curiosity (no addition points)
Lost Vault Dweller aka Dwarves	Biologically, these individuals are still human but it turns out that if you leave humans in a vault long enough, certain physical attributes become prominent while other's disappear. Generations of "Dwarves" have been living in crud, first generation Vaults since long before the Great War (researching technology for Vaults as we know them).	Beards, hunch backs, constantly grumpy.	Dwarves start with 10 extra skill points to be spent on technology based skills and +1 END (in addition to starting 5) Start with flaw Poor Daytime Eye sight
Synth <sup>(1)</sup>	While Synths appear completely human, they are silicon processors in a cloned body. Whether they are truly self-aware is a matter of considerable debt, which usually ends with violence. Universally, Synths are not trusted: no one is sure where Synth came from or what they've been programed to do in the wasteland. Worse still, there is no way to detect one without advanced technology... or cutting them open. Synths can access certain Cyborg specials without having to RP visible effects.	No specific costume requirements: outwardly appear to be human	Synth's start with Mental Focus and Thick Blood (can never acquire new traits); one Tech Upgrade Successful Medicine Check will reveal nature of Synth to examiner. <i>At any time or place, at the discretion of Campaign Overseer, Character's behavior &amp; decisions may be overridden.</i>

(1) Playing this race requires approval of Overseer

Trait	IG Effect
Strength	<p>An indicator of how much stuff a character can carry and bonus damage when attaching with melee weapons or hand-to-hand.</p> <p><i>Feeble</i> characters (STE-1) can not use any melee weapons and can only use Custom and/or non-physical Armor</p>
Perception	<p>Applicable to any observation type checks, helps resist certain mental affects and attacks, prerequisite for many combat based Perks.</p> <p><i>Oblivious</i> characters (PEC-1) automatically fail any surprised based checks, will never be prompted to make an observation check and are -1 some mental effects/attacks.</p>
Endurance	<p>For each +, character can take an additional point of damage before dropping from Wounded to Knocked Down. Bonus also applies for resistance to environmental hazards.</p> <p><i>Emaciated</i> characters (END-1) only have three health levels (skip Wounded) and environmental checks are +3 Diff</p>
Charisma	<p>Automatic success when applying bonus to similar "Race". Character is free to attempt to apply this bonus to any human NPC. Bonus can be applied to applicable social checks.</p> <p><i>Reclusive</i> characters (CHA-1) are at a disadvantage when interacting with any new NPC and always disadvantaged when interacting with dissimilar races.</p>
Intelligence	<p>Modifier can be applied to any Intelligence based checks, including most mental base affects &amp; attacks. Also, positive bonus increases rate of character advancement.</p> <p><i>Witless</i> characters (INT-1) can never have an INT based skill above one, are at -1 one for all mental based effects and can not use any high tech items.</p>
Agility	<p>Bonus can be applied to Ammo Checks and applicable physical checks. Additionally, for each +, character can "burn" a + for the event to avoid the effects of a non-surprised based attack.</p> <p><i>Clumsy</i> characters (AGL-1), unless assisted, are always at a +3 Diff for any type of Agility or physical based challenge.</p>
Luck	<p>For each +, once per event, character can burn a + and attempt to leverage their luck (with some roleplaying) to succeed at something In-Game.</p> <p><i>Coolers</i> (LUK-1) prevent other players from using their luck when near by. Event Runner may opt to burn the Cooler's -1 to throw a major obstacle in the party's way or seriously screw over the Cooler.</p>

Unless otherwise noted, starting characters can select two Traits.

Trait	July	IG Effect
Acute Sense	Y	Reduced Diff of perception check involving selected sense; must declare when using in game
Ambidextrous	Y	You can use a weapon in both hands, at the same time
Bruiser	Y	+1 Melee/Hand-To-Hand Damage, extra hit per health level
Cyborg <sup>(1)</sup>	Y	Allows player to purchase Specials from Cyborg profile; counts as TWO traits. Costume requirements include highly distinctive facial markings; player cannot hide the fact they are a Cyborg
Eidetic Memory	Y	You might not remember OOG but your character always remembers
Empathic	Y	+3 to applicable charisma and social checks
FEV Mutant <sup>(1)</sup>	Y	Allows player to purchase Specials from Mutant profile; counts as TWO traits. Costume requirements include highly distinctive facial markings; player cannot hide the fact they are a Mutant
Iron Will	Y	+3 to Mental Stability/Fortitude checks
Jack of Trades	Y	Unskilled checks don't incur a penalty; initial & subsequent ranks purchased as normal
Long Fingers	Y	+3 to applicable dexterity checks involving hands
Mental Focus	Y	You can stay focused despite injuries or other distractions; no penalties when injured
Night Owl	Y	7PM – 7AM, all checks are +1; during the day, all checks are -1
Night Vision	Y	7PM – 7AM, Perception & Reload Check are +3
Psionic <sup>(1)</sup>	Y	Allows player to purchase Specials from Psionic profile; counts as TWO traits.
Rad Resistance	Y	All radiation exposures & effects are reduced by 50%; recovery times are 50% faster
Snakeater	Y	+3 to poison checks, all effects are reduced by 50%
Sociopath	Y	You have no problems with killing helpless and defenseless intelligent creatures: you are killing blow active. If something looks you in the eyes and sizes you up, you must reply "KBA"
Strong Back	Y	Can effectively carry an unlimited amount of equipment (or an extra ~100 lbs.)
Thick Blood	Y	Your injuries automatically clot (i.e. Stabilize) with one minute of rest

Skill	FallO	Setting	Stat <sup>(1)</sup>	Notes & Specialization Examples
Athletics	Y	Basic	S,E,A	Swimming, Mountain Climbing, Acrobatics, Dancing, Football, Fencing
Barter	Y	Basic	I, C	-
Bureaucracy	-	Modern	C	Governments <type>, Bribery, Delay, Obtain, Diplomacy
Camouflage	Y	Basic	I	Personal, Equipment, Regional <type>, Aerial, Thermal
Chemistry	Y	Modern	I	Bio, Organic, Physical, Analytical, etc.
Communications	Y	Modern	I	Cryptography, Laser, Short Wave Radio, TV, Digital
Computers	Y	Basic	I	Programming, Encryption, Hacking, Virus creation, Data Retrieval
Electrical/Electronics	Y	Modern	I	Electronic repair, robotics, Industrial, Solar, Wind, Hydro
Engineering	Y	Basic	I	Electrical, Building, General, Thermo, Combat (allows OOG barriers to be moved, relocated)
Explosives	Y	Basic	P	Manufacturing Devices, Demolition <type>, Disarming Devices
Forgery	Y	Modern	I	Money, IDs, Legal Documents
Intimidation	Y	Any	C,S	Subtle, Physical, Emotional, Femme Fatal
Investigation	Y	Any	I	Search, Detective Work, Evidence Gathering and Preservation, Soft Interrogation
Leadership	Y	Any	C	Fast talk, Commands, Orate, Noble, Military, Rabble Rouser, Instigator. Can be used to create combat bonuses (extra hits, ignore certain effects, fire full auto, reload in combat, etc.)
Lockpick	Y	Any	P	Tumbler, Electronic, Combination
Lore	Y	Basic	I	Regional, Lost Legions, Mystical, Greek, North American Indian, etc.
MED, First Aid/Field Medicine	Y	Basic	I	Used to assess and stabilize a wounded character; doesn't "heal" health
Mechanic	Y	Basic	I	Salvage larger items & systems. Vastly improves fabrication and modifications; Electronics, Engines, Automobiles, Computers, Weapons
MED, Medicine	Y	Basic	I	Recovers (i.e. heal) health levels; focuses Surgery, Forensics, General Practice, Pathology
Melee, Hand to Hand	Y	Basic	S,A	Unarmed and melee/buffer weapons
Melee, Large Melee	Y	Basic	S,A	Unarmed and melee/buffer weapons
Melee, Small Melee	Y	Basic	S,A	Unarmed and melee/buffer weapons
Melee, Unarmed	Y	Basic	S,A	-
Navigation	Y	Modern	I	Type (Land, Water, Underground, and Aerial)
Occult/Supernatural	-	Hell B	I	-
Pilot	-	Modern	I	Aircraft, Tracked Vehicles, Boats, Railed Vehicles
Ranged, Energy	Y	SciFi	A,I	General skill that allows the use of any IG airsoft equipment ( <i>detailed below</i> )
Ranged, Heavy	Y	Modern	-	-
Ranged, Military Grade	Y	Basic	A,I	General skill that allows the use of any IG airsoft equipment ( <i>detailed below</i> )
Ranged, Pistol	Y	Basic	A,I	Each rank +1 Reload Check,
Ranged, Rifle	Y	Basic	A,I	General skill that allows the use of any IG airsoft equipment ( <i>detailed below</i> )
Ranged, Shotgun	Y	Basic	A,I	General skill that allows the use of any IG airsoft equipment ( <i>detailed below</i> )
Ranged, SMG	Y	Basic	A,I	General skill that allows the use of any IG airsoft equipment ( <i>detailed below</i> )
Repair	Y	Basic	I	Salvage. Allows attempts to repair existing pieces of equipment (Electronics, Engines, Automobiles, Computers, Weapons)

Research	Y	Any	I	-
Science	Y	Basic	I	Biology, Engineering, Physics, Chemistry, Astronomy, Nuclear Technology
Security	-	Modern	P,I	Physical, Locks, Burglar Alarms, Safe
Sneak	Y	-	-	-
Speech	Y	-	-	-
Streetwise	-	Modern	C	Barter, Pick pocketing, Drugs, Weapons, Fencing, Raider "Etiquette"
Survival	Y	Basic	E,I	Environment <type>, Hunting, Foraging, Tracking, Tanning
Tactics, Small Squad	Y	Any	I, P	Can be used to create favorable attack profiles, defense positions or ambush bonuses.
Traps	Y	Any	P	Disarming, Setting, Non-lethal

Unless otherwise noted or permitted, starting characters have 4 points to spend on Perks. Additional points can be earned by taking Flaws. Below list of Perks should be considered an initial suggestion list, if player has idea or suggestions for other Perks, contact the Event Runner

Perk	AUG	Points	IG Description & Effects
Adrenaline Junkie	Y	2	While in combat, you don't suffer any injury penalties. When combat is over, all penalties apply as normal.
Awareness	Y	1	You're more likely to spot an ambush or surprise attack. If declared before combat starts, Event Runner will determine effect. Burn an WP to escape/avoid initial ambush effects.
Called Shot	Y	4	Shooter burns 2WP, yells "Called Shot <location>"; if target is hit anywhere, they suffer the following RP effects until a successful Medicine check is made: ARM can't be used for any action & must be bound LEG can't walk unless helped by another (no running at all) HEAD mental & perception checks are all +4 Diff
Cool Under Fire	Y	4	While in combat, you can restock weapon magazines and injury penalties don't apply for duration of combat scene
Dodger	Y	2	Burn an WP, declare "Dodge", ignore an attack (and damage) they see coming
Fast Draw	Y	2	A live-action form of quick draw. Outside of combat, with a holstered pistol, player can burn 1 WP, declare "Fast Draw"; this pauses action long enough for player to take one "free" action, such as shooting or taking a Called Shot. For multiple Fast Draws, highest rank goes first; ties are broken by whoever spends more AP. Real-time combat immediately resumes.
Fast Talker*	Y	1	Burn a WP to automatically succeed a social check; outcome & duration depend on Difficulty. +3 to Barter checks
Lover, not fighter	Y	2	If you haven't taken any offensive actions, at any time during a fight, you can spend two WP to temporarily ignore all damage taken so far to run away from combat without taking additional damage. You must scream loudly "I'm a lover not a fighter" and can take no other actions but to avoid combat. You can help others out of combat.
Rock N Roll	Y	1	Shooter burns 3WP to fire their weapon on full auto for a combat scene; cannot fire from shoulder, must be supported or fired from hip. Must clearly & loudly announce at begining of combact.
Scout*	Y	2	Character can 'virtual' scout location or area & attempt (Quantitative check) to gather information while avoiding trouble.
Scrounge*	Y	1	After a combat scene or in an given area, character can make a Quantitative check to take a second look for IG valuables.
Sharpshooter	Y	2	Reload difficulty checks are reduce by half
Strong Will	Y	1	Each time this Perk is taken, character gets +1 to their base WP
Tough as Nails	Y	2	Can take two additional points of lethal before dropping to Knocked Down. Can take twice as much stun damage. Any effect that would cause you to lose consciousness, can be prevented by burning 1WP

During character creation, player may *opt* to take up to 6 points of flaws, which can be used for either Perks or to raise Base WP. Below list of flaws should be considered an initial suggestion list, if player has idea or suggestions for other Flaws, contact the Event Runner

Flaw	Points	Description & IG Effect
Addiction	2...4	All Diff increased by X if not currently on substance or not consumed in the past hour. Doesn't have to be an illegal substance; addiction to mundane is encouraged <i>AKA Obsession</i>
Allergic	2	END checks when around substance. Failure inflicts cumulative shock damage
Amnesia	2	Short term or long term memory is affected; Event Runner's option when & how this impacts player
Asthma	x	Random attacks require END checks
Bad Sight	2	Ammo & visual based checks are +3 Diff.
Blackmailed	x	Somebody has something over you. The higher cost, the worse the blackmail subject or blacker mailer is
Cold Presence	2	Empathizing & Social check difficulties are increased
Color Blind	2	As applicable to RP situations
Curiosity	2...4	For each point, an Event Runner can compel a character to place themselves & others in danger to satisfy their curiosity. At the same time, if the character voluntaries investigates danger & succeeds, Event Runner may award WP
Dark Secret	2...4	Not quite the same as blackmailed, more potential for bad things to happen to player and those around them... To be worked out between PC and Event Runner
Distinctive Appearance	x	As applicable to RP situations <i>AKA Mistaken Identity</i>
Eerie Presence	x	Social difficulties are increased
Enemy	2...4	Foe from the past who is actively plotting against player and seeking to hurt/kill them and those around them
Hard of Hearing	2	Diff of applicable PER checks increased by the difficulty of the flaw; use of ear plugs is encouraged.
Intolerance	x	Dealing with said topic of intolerance involves an increased Diff
Mute	x	Whether from an accident, illness or birth, you no longer have the power of speech
Missing Limb	x	As applicable to RP situations
One Eye	x	As applicable to RP situations, player must wear some sort of patch over one eye
Overconfident	2	Critical Failure results in loss of ALL Action Points. Character does not gain benefit of another character helping them.
Radiation Intolerance	2	You absorb radiation at twice the rate as those around you. If background radiation is 10 RADs/Hour, you suffer 20 RADS/Hour
Superstitious	2	Different superstitions affect you in different ways
Weak-Willed	2...4	Straight check when resisting another character with high charisma or leadership skills. +1 Diff for each point of flaw.



# Equipment List & Average Cost

Equipment	Cost	Set.	Status	Usage	Card Text
Ammo Reload [Type]	10	Any	1, Common	-	Allows a users to fire a weapon through to the end of combat. At that time, if user fails their Reload check, this item is used up.
Antibiotics: Broad Spectrum	75	Sci-Fi	3, Rare	-	Typically a one dose that can be used to either treat an existing infection or prevent infections for a period of time (depending on the exposure)
Antidote [Type]	50	Any	2, Uncommon	One Time	Effect: To Use:
Armor, Combat L1	100	Any	3, Rare	Durable	Effect: To Use:
Armor, Combat L2	150	Any	2, Uncommon	-	Effect: To Use:
Armor, Combat L3	200	Any	3, Rare	-	Effect: To Use:
Armor, Combat L4	250	Any	3, Rare	-	Effect: To Use:
Armor, Exo Frame	1000	Sci-Fi	5, Legendary	-	While some exo-frames can absorb some damage, must are used to enhance a user's physical status (strength, endurance, etc.)
Armor, Leather	50	Any	1, Common	Durable	Absorbs first point of melee damage in combat scene.
Armor, Power	3000	Sci-Fi	5, Legendary	-	Extremely rare item. Different qualities of power armor can give the user enhanced physical stats and can absorb different amounts of damage
Armor, Raider	40	Post Apoc.	1, Common	Durable	Absorbs first 3 points of melee damage & 1 point of ranged damage
Armor, Survivor	50	Post Apoc.	1, Common	-	Absorbs first 2 points of melee damage in a combat scene.
Armor, Vault Dweller Overalls	100	Post Apoc.	4, UltraRare	-	Absorbs up to 300 RADs before wearer takes radiation damage. Suit must then be washed in special solution to remove radiation contamination.
Back Pack	10	Any	1, Common	-	Good for comfortably carrying ~50 lbs. of equipment.

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Equipment	Cost	Set.	Status	Usage	Card Text
Batteries	30	Any	1, Common	Fixed Usages	Effect: For those items that require a simple power source, these batteries will can be used. Only one item can be powered by one Battery card. To Use: Clip battery card to the item being powered. Any battery used during the event, regardless of how much, run out at the end of the event.
Batteries, Rechargeable	100	Any	2, Uncommon	Fixed Usages	Effect: For those items that require a simple power source, these batteries will can be used. Only one item can be powered by one Battery card. Unlike standard batteries, this battery can be recharged with an appropriate power source. To Use: Clip battery card to the item being powered. Any battery used during the event, regardless of how much, run out at the end of the event. If player has access to power supply (Generator, Solar Panels, Fusion
Binoculars	30	Any	2, Uncommon	-	+1 Perception checks
Bio-Mass Gel	300	Sci-Fi	3, Rare	-	Effect: To Use:
Bolt Cutters	20	Any	2, Uncommon	-	Pretty much limited to cutting locks, fences and similar...
Booze	5	Any	1, Common	One Time	Effect: For each Booze consumed (max 3), +1 to Charisma based checks and +1 Karma Point BUT -1 to any Intelligence or Agility based challenges. Effects are cumulative, last 30 minutes after last drink. No affect if you have the flaw Alcoholic. At the end of the event, for every Booze consumed, there is a cumulative 5% chance of player gaining the flaw, Alcoholic. To Use: Consume contents of container, rip tag in half AND record on character card.
Buffout	30	Post Apoc.	1, Common	One Time	Effect: Grants +3 to any Strength or Agility based check BUT -2 to all Intelligence or Charisma checks. Duration 10 minutes. More than one Buffout can be taken for cumulative effect BUT at end of 10 minutes, character passes out and is unconscious (OOG) for one hour. To Use: Consume contents of container and rip tag in half.
Camera, Digital	100	Any	4, UltraRare	-	Effect: To Use:
Cigarettes	10	Any	1, Common	-	Rumor has it these things will kill you but no one has lived long enough to know for sure
Clean Bandages	15	Any	1, Common	One Time	Effect: Application of bandage simulatously heals one point of damage AND Stabilizes. Limit five bandages; one per limb and one for torso. If bandage is removed by anyone other than Medic or Doctor, player's wounds are considered unstablized. To Use: Loosely tie to target's limb or torso, give card to target.
Compass [Type]	20	Any	3, Rare	Durable	+1 bonus to all Navigation checks
Computer, Laptop	300	Sci-Fi	4, UltraRare	Durable	Effect: To Use:
Computer, Tablet	200	Any	3, Rare	-	Effect: To Use:
Doctor's Bag	200	Any	3, Rare	Fixed Usages	Effect: (1) Allows user to stablize wounds in 60 seconds, without using any materials (2) Grants user +1 Medicine for each level of Medicine the User has. To Use: Card to be kept attached to phys-rep and player must have access to phys-rep. Requires at least one level of Medicine.

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Equipment	Cost	Set.	Status	Usage	Card Text
Duct Tape	20	Any	1, Common	-	Use your imagination on this one...
Dynamite	100	Any	2, Uncommon	-	Effect: To Use:
Electronic Pick	30	Sci-Fi	2, Uncommon	Durable	Grants +3 to applicable checks
EMT Bag	100	Any	3, Rare	-	+3 to First Aid & Stabilization Checks; +1 Medical Checks
Energy Weapon Pistol	1500	Sci-Fi	5, Legendary	Durable	Effect: To Use:
Energy Weapon Rifle	2000	Sci-Fi	5, Legendary	-	Effect: To Use:
Energy Weapon Plasma Blade	1500	Sci-Fi	5, Legendary	-	Effect: To Use:
Energy Weapon, Stun Baton	200	Any	2, Uncommon	Durable	Effect: To Use:
Fire Jelly	5	Post Apoc.	1, Common	-	A simple mixture of animal fat, cow shit and wood shaving. Easy to find in most any town; hard to forget the smell.
Firearm Magazine [Type]	80	Any	1, Common	Durable	Effect: To Use:
Firearm, Civilian Pistol	25	Any	1, Common	-	Effect: To Use:
Firearm, Civilian Rifle	35	Any	1, Common	-	Effect: To Use:
Firearm, Civilian Shotgun	55	Any	1, Common	-	Effect: To Use:
Firearm, Civilian SMG	75	Any	1, Common	-	Effect: To Use:

Equipment List & Average Cost

Equipment	Cost	Set.	Status	Usage	Card Text
Firearm, MilSpec Pistol	50	Any	1, Common	Durable	Effect: To Use:
Firearm, MilSpec Rifle	75	Any	1, Common	Durable	Effect: To Use:
Firearm, MilSpec Shotgun	110	Any	2, Uncommon	Durable	Effect: To Use:
Firearm, MilSpec SMG	150	Any	3, Rare	Durable	Effect: To Use:
Firearm, x Assault Rifle	200	Any	2, Uncommon	Durable	Effect: To Use:
Firearm, x Machine Gun	250	Any	3, Rare	Durable	Effect: To Use:
First Aid Kit	30	Any	2, Uncommon	Durable	+1 to First Aid/Stabilizing checks
Flares	15	Any	1, Common	-	Burns for ~15 minutes; start a fire or see what's going on around you in the dark
Flashlight	20	Any	2, Uncommon	-	Unless you've NVGs, you can't see in the dark without one.
Food Paste	5	Post Apoc.	1, Common	-	A simple mixture of animal fat, plants and wood shavings. Can be found in most any town. Each "serving" is good for three days.
Fusion Cells	300	Sci-Fi	4, UltraRare	Fixed Usages	Effect: For larger, more energy intensive applications, this power source is nearly limitless. With the right parts and skills, multiple smaller items can be powered and batteries recharged. Because careful thou, knocking about a fusion cells has been known to cause the occasional... insent energy discharge... destroying everything nearby To Use: Requires two levels of science and two levels of engineering to install
Geiger Counter	300	Sci-Fi	4, UltraRare	Durable	Provides an easily understood display of how much radiation is within 1' foot
Grenade, Explosive	100	Any	3, Rare	One Time	Effect: Post war, hand thrown IEDs. 10' radius of affect from point of impact, 2 points of lethal damage, knocks down all targets for ~5 seconds. To Use: Must have phys-rep and 10' measuring tool. Rip tag in half and then throw phys-rep within 5 seconds. Yell to be clearly heard "GRENADE, GRENADE, BOOM". Call a hold to determine point of impact and then measure area of affect. Once all targets have determined damage, resume action.
Grenade, Frag	200	Any	2, Uncommon	-	Pre-war treasure: 15' radius, 4 points of lethal. Hard cover or being prone reduces to 2 points

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Equipment	Cost	Set.	Status	Usage	Card Text
Grenade, Molotov	20	Any	1, Common	-	Glass bottle filled with a highly flammable mixture and a rag in the top. Take a five count to light then throw; 2 points of lethal damage (bypasses armor) 5' radius
Grenade, Plasma	200	Sci-Fi	3, Rare	-	Another pre-war item: 4 points of lethal, 10' radius. Only power armor absorbs damage.
Grenade, Stun	100	Any	2, Uncommon	One Time	Effect: Post war, hand thrown concussion device. 10' radius of affect from point of impact, all targets are knocked down and stunned for 15 seconds. To Use: Must have Phys-rep and 10' measuring tool. Rip tag in half and then throw phys-rep within 5 seconds. Yell to be clearly heard "STUN, GRENADE, BOOM". Call a hold to determine point of impact and then measure area of affect. Once all targets have determined damage, resume action.
Gun Cleaning Kit	10	Any	2, Uncommon	-	Automatically prevents the first weapon jam that occurs at an event. Typically good for up to 5 cleanings.
Iodine Tablets	30	Any	1, Common	-	Delays the symptoms of radiation sickness for ~1 hour
Lockpick	20	Any	2, Uncommon	Durable	Basic kit +1 to Lockpick checks; Custom (well made out of game prop) kits +3
Map, Road Atlas	60	Any	3, Rare	Durable	Grants +1 to Navigation checks
Map, State	60	Any	2, Uncommon	-	Grants +2 to Navigation checks... while in that state
Melee Weapon, Large	60	Any	1, Common	-	Effect: To Use:
Melee Weapon, Small	20	Any	1, Common	-	Effect: To Use:
Melee Weapon, Medium	40	Any	1, Common	-	Effect: To Use:
Mentats	50	Post Apoc.	2, Uncommon	One Time	Effect: Grants +3 to Intelligence or Perception based check BUT -2 to all Endurance and Agility checks. Duration 10 minutes. More than one Mentat can be taken for cumulative effect BUT at end of 10 minutes, character passes out and is unconscious (OOG) for one hour. To Use: Consume contents of container and rip tag in half.
Mind Disk	300	Sci-Fi	5, Legendary	-	Provided individual has hardware, these disks can be used to upload skills directly into target's brain.
Motion Sensor	500	Sci-Fi	4, UltraRare	-	Effect: To Use:

# Equipment List & Average Cost

Equipment	Cost	Set.	Status	Usage	Card Text
Multi-Tool	20	Any	2, Uncommon	Durable	A 12-in-1 MacGyver-Driver; +1 to Repair or Mechanical checks
Nuka-Cola	15	Post Apoc.	1, Common	-	Grants one Action Point
Opioids/ Painkillers	15	Any	2, Uncommon	One Time	Effect: For one hour after consuming, whenever character is Wounded, they do not suffer the affects; they can still use abilities, skills and perks as if they were healthy. For each dose taken beyond the first during an event, there is a cumulative 10% chance at the end of the event of the player gaining the flaw Addicted (Painkillers). To Use: Consume contents of container, rip tag in half AND record time on character sheet.
Pip Boy	200	Post Apoc.	3, Rare	-	aka Your Phone
Plastic Explosives	100	Any	3, Rare	Fixed Usages	Effect: For each pound of explosives, a roughly 10'x10'x10' object or area can be destroyed. Can be broken into quarter or half pound pieces to destroy correspondingly smaller objects or areas. To Use: Must have the skill Demolitions to use. Apply phys-rep to
Psycho	50	Any	2, Uncommon	-	Effect: To Use:
Quick-Clot Trauma Bandage	20	Any	2, Uncommon	One Time	Effect: When applied to the torso of a player injured by ballistic or melee damage, character is immediately stabilized and is healed one <i>wound level</i> . Can not be applied to yourself. Does not revive unconscious players or remove any other health effects. To Use: Must use a RED bandage phys-rep. It takes 30 seconds and both hands, player applies bandage to targets torso. Card is ripped in half AND time recorded on character card.
Rad Away	10	Post Apoc.	1, Common	One Time	Effect: Flushes 50% of body radiation per dose; -1 END for each additional dose taken within 1 hour time. To Use:
Rad X	20	Post Apoc.	1, Common	One Time	Effect: Can be taken to protect against radiation exposure for one hour OR afterwards to remove the affects of Radiation Poisoning. For each dose of Rad-X taken during an event, character is -1 all Endurance and Perception checks for rest of event (effects are cumulative). To Use: Consume contents of container, rip card in half AND record time on character card.
Radio, Emergency	50	Any	3, Rare	-	Solar & mechanically powered, receives a standard AM, FM and shortwave
Radio, Walkie-Talkie	50	Any	3, Rare	Durable	Effect: To Use:
Range Finder	40	Any	3, Rare	-	Effect: To Use:
Respirator [Type]	50	Any	2, Uncommon	Durable	Effect: To Use:
Rope	5	Any	1, Common	-	Made of different materials and of various lengths. None is exactly 'life safety' quality.

# Equipment List & Average Cost

Equipment	Cost	Set.	Status	Usage	Card Text
Scope, Laser	200	Any	3, Rare	-	Can be combined with other aiming devices; however, laser is highly visible to all other players in area. Player must declare before combat if they are NOT using; default is that it's on. Check Bonus: Pistol +3, SMG/Shotgun +2, Rifle +1
Scope, [Type]	100	Any	2, Uncommon	-	Reload Check +3 Scope types: Pistol, Shotgun, SMG, Rifle, Energy
Stasis Wrap	300	Sci-Fi	5, Legendary	-	Used on a Dying human, the individual is wrapped in a cocoon of bio-filament that stabilizes them from death for up to 30 days. Must be unwrapped in a med bay
Stimpak	20	Post Apoc.	1, Common	One Time	Effect: Apply Stimpak to yourself (must be conscious) or another player to remove all damage. Can NOT be used on a dead or respawning player. If more than one Stimpak is used in a Combat Scene/Encounter, at the end of the encounter, player becomes Poisoned and is incapacitate for the next hour. To Use: With card in one hand, press and hold against targets torso and quietly count "Stimpak five, Stimpak four, Stimpak three, Stimpak two, Stimpak one". When finished, rip this card in half AND record time on
Surgeon's Kit	200	Any	3, Rare	-	Grants +3 bonus to treating ballistic and melee trauma
Survival Tool	15	Any	1, Common	-	Depending on circumstances, can be used to grant +1 bonus or as a melee tool
Tent	20	Any	2, Uncommon	-	Grants +3 bonus to Survival checks
Tool Bag	15	Any	1, Common	Durable	A much larger bag or box of tools (obvious to others); +3 to mechanical checks
Tool Kit	15	Any	2, Uncommon	-	Grants +1 to mechanical checks
Transmitter, Local	30	Sci-Fi	3, Rare	-	Effect: To Use:
Water Filtration Kit	30	Any	2, Uncommon	-	In addition to granting +3 Survival checks, generates enough water for one human per day.
Water Flask	5	Any	1, Common	-	Good for carrying ~3 days worth of water for one person.
Water, Clean Refill	15	Any	1, Common	-	Refills a water flask (~3 days worth) with (relatively) clean water

### Blueprints & Recipes - Fallout

Below is a list of commonly available blueprints & recipes for items & modifications. Additional blueprints have to be obtained IG (research, training, loot, etc.). OOG players are encouraged to create and submit blueprints to game runners.

Blueprint	Complexity	Skills	Material	Space	Card Text
Ammo Reload [Type]	Low				Allows a users to fire a weapon through to the end of combat. At that time, if user fails their Reload check, this item is used up.
Armor, Leather	Low				Absorbs first point of melee damage in combat scene.
Armor, Raider	Low				Absorbs first 3 points of melee damage & 1 point of ranged damage
Armor, Survivor	Low				Absorbs first 2 points of melee damage in a combat scene.
Booze	Low				Effect: For each Booze consumed (max 3), +1 to Charisma based checks and +1 Karma Point BUT -1 to any Intelligence or Agility based challenges. Effects are cumulative, last 30 minutes after last drink. No affect if you have the flaw Alcoholic. At the end of the event, for every Booze consumed, there is a
Cigarettes	Low				Rumor has it these things will kill you but no one has lived long enough to know for sure
Clean Bandages	Low				Effect: Application of bandage simulatously heals one point of damage AND Stabilizes. Limit five bandages; one per limb and one for torso. If bandage is removed by anyone other than Medic or Doctor, player's wounds are considered unestablished.
Fire Jelly	Low				A simple mixture of animal fat, cow shit and wood shaving. Easy to find in most any town; hard to forget the smell.



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Blueprint	Complexity	Skills	Material	Space	Card Text
Flares	Low				Burns for ~15 minutes; start a fire or see what's going on around you in the dark
Food Paste	Low				A simple mixture of animal fat, plants and wood shavings. Can be found in most any town. Each "serving" is good for three days.
Grenade, Molotov	Low				Glass bottle filled with a highly flammable mixture and a rag in the top. Take a five count to light then throw; 2 points of lethal damage (bypasses armor) 5' radius
Lockpick	Low				Basic kit +1 to Lockpick checks; Custom (well made out of game prop) kits +3
Melee Weapon, Large	Low				Effect:  To Use:
Melee Weapon, Small	Low				Effect:  To Use:
Melee Weapon, Medium	Low				Effect:  To Use:
Rope	Low				Made of different materials and of various lengths. None is exactly 'life safety' quality.

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Blueprint	Complexity	Skills	Material	Space	Card Text
Tent	Low				Grants +3 bonus to Survival checks
Tool Kit	Low				Grants +1 to mechanical checks
Water Filtration Kit	Low				In addition to granting +3 Survival checks, generates enough water for one human per day.

### FALLOUT - *Example* of Synth/Cyborg Abilities

[illegible]

"Per:" = This skill maybe purchased multiple times and effects are cumulative

# FALLOUT - Examples of Mutant Abilities

"Skill"	Cost	Notes & Effects
Aroma Therapy	-	Character emits body phamons that can affect the mood of others nearby. Can be focused on single target but is limited to "simple" emtions (fear, safety, love, anger)
Harden Skin	-	Per: Acts as natural body armor; ignore first X point(s) of damage each combat scene. (X = number of ranks of ability)
Hybrid/Adaptation	-	Per: An animal (or plant) ability can be taken or improved. Can only have abilities from two different animals.
Lightwave Adaptable	-	With concentration, character is able to shift the wave lengths they are able to perceive (slightly into IR and into ...). While the player doesn't have night vision, their character suffers NO darkness related penalties.
Poison Touch	-	Per: Character can secret poison from their skin (short melee)
Regeneration	-	Per: Outside of combat, character heals X point of damage per minute (X = number of ranks of ability). Lost body parts are regenerated overnight.
Resist Elements	-	Per: Character is virtually immune to one specific type of damage (expect physical)
Rush/Leap	-	Per: Character is capable of extremely rapid bursts of speed or is able to leap into combat per monster ability
Special Increase	-	Per: A Special can be permanately increased by 1.
Vampiric Touch	-	Character heals by draining blood and life energy from the living... or soon to be dead.
Venoms Spit	-	Per: Character can spit poison (packet)
Psionic	-	See next table

"Per:" = This skill maybe purchased multiple times and effects are cumulative

## Psionic/Talent Abilities

Talents & Psionic abilities are powered by Will Power. Typically, player has one specific ability they're really good at and maybe one or two lesser/minor effects they can use. As Talents tend to be limited to scope but very powerful & personal, players are asked to send their concept to Event Runner before the event so that a customized system can be created and agreed to.

"Skill"	Mod.	Power	Notes & Effects
Effect, Self	0.1	-	
Effect: Other, Resiting	0.7	-	
Effect: Other, Unresiting	0.3	-	
Effect: Area	1.0	-	
Duration: One Time	0.1	-	-
Duration: Multiple	0.3	-	-
Duration: Per Event	1.0	-	-
Duration: Per Encounter	0.5	-	-
Range: Line of Sight	1.0	-	-
Range: Tennis Ball	0.5	-	-
Range: Touch/Buffer	0.1	-	-
Blindness	-	-	-
Combat Focused	-	-	-
Confusion	-	-	-
Destroy/Create	-	-	-
Element Damage	-	-	Elemental Based Damage: Fire, Water, Electrical, Radiation, Earth, etc...
Force of Will	-	-	-
Ghost Walk	-	-	-
Heal/Injury	-	-	-
Mediation	-	-	-
Memorization	-	-	Character can expend mental powers to learn or improve skills
Mental Cloak	-	-	-
Mental Guard	-	-	-

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