Fallout®
THE ROLEPLAYING GAME

RULES SUMMARY

ROLLING THE DICE

1. **CHOOSE ATTRIBUTE + SKILL:** The gamemaster chooses which attribute and skill from your character sheet are appropriate for your test. Add together the attribute and the skill chosen: this is your **target number** for each d20. You can suggest which **attribute + skill** might apply, but the GM has the final say.

   - Your target number is the number each d20 must roll equal or under to generate one success.

2. **SET THE DIFFICULTY:** The gamemaster sets the **difficulty** for the test, normally between 1 and 5. The difficulty is the number of successes you must generate with your d20s to pass.

3. **ROLL THE DICE POOL:** Assemble your dice pool. You start with two d20s, but you can buy up to 3 more d20s by spending **Action Points** (see p.18). After you've added any extra dice from spending Action Points, roll the entire dice pool.

4. **CHECK FOR SUCCESSES:** Each d20 that rolls equal to or less than your target number scores one success. Any d20 that rolls a 1 is a **critical success**, which is worth two successes.

   - If the skill you're using is a **Tag Skill** (see p.14), then you score a critical success for each die which rolls equal to or less than your skill rating.

   - Each d20 that rolls a 20 generates a **complication** (see p.15).

5. **CHECK SUCCESSES AGAINST THE DIFFICULTY:** If the number of successes you scored equals or beats the difficulty of the test, then you have passed. If the number of successes scored is less than the difficulty, you have failed.

   - Each success above the difficulty becomes an Action Point, (see p.14).

6. **GET THE RESULT:** The gamemaster describes the outcome, and if the test was successful you can spend Action Points to improve the result further. After that, the GM introduces any complications.

CRITICAL SUCCESSES

Each d20 that rolls a 1 generates two successes instead of one. If you are using a tag skill, each d20 that rolls equal to or less than your rating in that skill it generates two successes instead of one.

COMPLICATIONS

Each d20 that rolls a 20 causes a complication, introducing a new problem to a scene or making subsequent tests more difficult. If the GM increases the complication range of the test, a complication is generated on the listed d20 results in the complications range table.

Complication Range Table

COMPLICATION RANGE	COMPLICATIONS GENERATED ON A….	DESCRIPTION
1	20	Normal
2	19–20	Risky
3	18–20	Perilous
4	17–20	Precarious
5	16–20	Treacherous

ASSISTANCE

When someone else is attempting a test, you can assist them if your GM allows it. Using your own attribute + skill combination, roll 1d20 and add any successes you generate to your ally, providing they score at least 1 success themselves.

You can't buy additional d20s if you are assisting and you score critical successes or complications as normal.

ACTION POINTS

Each success generated above the difficulty becomes an Action Point (AP). You can spend Action Points to do the following:

- **Buy d20s (1–6 AP):** Buy bonus d20s for a test. The cost increases for each die purchased. No more than three bonus d20s may be rolled for a single test, including any d20s from perks or traits.

Bonus d20 Costs

DICE POOL	BONUS D20S	AP COST
2d20	–	0
3d20	+1d20	1
4d20	+2d20	3
5d20	+3d20	6

- **Obtain Information (1 AP):** Ask the gamemaster a question based on your test. The GM will answer truthfully, but the answer might not be complete.

- **Reduce Time (2 AP):** Halve the amount of time the test takes to attempt.

- **Take Additional Minor Action (1 AP):** Take one additional minor action in your turn. You can only take a total of 2 minor actions in a single round.

- **Take Additional Major Action (2 AP):** Take one additional major action on your turn. Any skill test you must attempt is increased in difficulty by +1. You can only take a total of two major actions in a single round.

- **Add Extra Damage (1-3 AP):** On a successful melee attack or thrown weapon attack you can spend AP to add 1 🎲 per AP spent, up to a maximum of +3 🎲 for 3 AP.

SAVING ACTION POINTS

You can save up to a total of 6 AP as a group, and anyone can use the Action Points in the group pool.

Buying Dice Without Action Points

If you don't have any Action Points to buy d20s, you may instead generate AP for the gamemaster. For each AP you want to spend in this way, the GM adds 1 AP to their pool, which they can use later on their NPC's actions and tests. You may only give the GM action points to buy d20s; you can't do this for other uses of AP.

LUCK

You start each quest with a number of Luck points equal to your Luck attribute. You can spend Luck points to do one of the following options:

Luck Options Summary

LUCK SPEND	DESCRIPTION
Luck of the Draw	Add a detail to a scene
Stacked Deck	Use your LCK attribute for a skill test
Lucky Timing	Interrupt the normal turn order to take your turn now
Miss Fortune	Re-roll 1d20 or 3 🎲 per Luck point spent

LUCK OF THE DRAW

Introduce a helpful fact or detail about the situation you are in. The gamemaster may prompt you with an opportunity to do this, or you may suggest when it could happen, may veto your suggestion, or ask you to spend multiple Luck points to make it happen.

STACKED DECK

Spend 1 point of Luck to use LCK instead of the default Attribute used for that test to determine your target number.

LUCKY TIMING

At the start of a round, or immediately after another character has acted, you may spend 1 Luck to interrupt the normal initiative order and take your turn for this round immediately. You cannot do it if you have already taken a turn this round.

MISS FORTUNE

Re-roll one d20, or up to three 🎲s per Luck point spent. Each die may only be re-rolled once. You must accept the re-rolled result, even if it is worse than the original roll.