

CINEMATIC UNISYSTEM FALLOUT

2nd Draft - 9/9/2006

What is Fallout? What made Fallout 1 and Fallout 2 such great games? Everyone has their own opinion and occasionally two people will manage to agree. To me, Fallout is about exploration, traveling the wastes, becoming a power to be reckoned with through both skill and equipment, interacting with communities, and making great changes to what's left of the world. So this conversion is my attempt to keep what makes Fallout great for me while fashioning it to a system more appropriate for tabletop use.

This document contains the rules for the adaptation of the Fallout game to Eden's Cinematic Unisystem. Each rule block in this conversion specifies how it changes the standard Cinematic Unisystem rule set:

Addendum – The information listed should be included along with the pre-existing text in the rulebook for the section specified.

Addition – This indicates an entirely new rule subsection and specifies where it should be included in the flow of the existing rules.

Modification – The existing rules or information are to be altered in the manner specified. Ignore the standard rules wherever they conflict with the new information.

This conversion has been written to conform with the Cinematic Unisystem rules as they appear in the *Angel Roleplaying Game* and the *Army of Darkness Roleplaying Game*.

Quintin Stone
stone@rps.net

Chapter 2 – Characters

Character Type (Modification)

The character types available in Cinematic Unisystem Fallout are:

Rugged Survivor

Rugged Survivors make their way through the wastes relying on their inherent abilities. They may not be particularly well-trained, but they make up for it with natural physical and mental talents.

Attribute points: 20

Quality points: 0

Drawback points: up to 10

Skill points: 25

Drama points: 10

Talented Survivor

Talented Survivors have focused on skills and training in order to "get the job done". While they are probably not as well-rounded as a Rugged Survivor, they can be more specialized and useful in specific areas.

Attribute points: 15

Quality points: 0

Drawback points: up to 10

Skill points: 35

Drama points: 10

Favored Survivor

Favored Survivors don't rely so much on impressive training or inherent talent in order to survive. Instead, they seem to have a knack for being in the right place at the right time. Either that or someone up there really likes them. Their increased number of Drama Points means that they may even pull through scrapes that put a Rugged or Talented Survivor out of commission.

Attribute points: 15

Quality points: 0

Drawback points: up to 10

Skill points: 25

Drama points: 20

Character Species (Addition, after Character Type)

After the bombs fell, the world changed: human beings weren't at the top of the food chain anymore. Because of scientific breakthroughs (or perversions, depending on your point of view), new intelligent species arose from the radioactive ashes of civilization. Whether or not non-human species are available as player characters is a choice left up to the Director (GM). Some species may not fit in well with certain types of campaign or may unbalance the team.

Human

This is your standard member of homo sapiens. A little hardier than before the war, probably a little less civilized.

Bonuses:

None

Penalties:

None

Ghoul

A ghoul is a transformed human who has been exposed to heavy levels of radiation followed by a gene-altering supervirus developed by the U.S. government (the FEV or Forced Evolutionary Virus). They get their name from their gruesome appearance: a ghoul's flesh is discolored and often falling off, many have no hair or only clumps of it, and those who have been exposed to radiation after their transformation give off an eerie glow. Ghouls also have considerably longer lives than normal humans... as long as they stay hydrated. It is believed a ghoul will live three times as long as the average human.

Bonuses:

+1 to Perception and +1 to Intelligence.

+20 on rolls to resist radiation and +8 on rolls to resist disease.

Penalties:

- 1 to Dexterity and ghouls can only move at half movement speed.
- 1 to Influence rolls when dealing with normal humans.

Super-Mutant

Pure-strain human beings dipped directly into the FEV are drastically transformed. They grow much larger, their muscles are augmented, and their skin thickens, taking on a distinctly yellowish or greenish tinge. However, their mental faculties usually degenerate at the same time. Their larger hands do not handle small weapons as well. Super-Mutants are expected to have twice the lifespan of a normal human.

Bonuses:

- +2 to Strength and +2 to Constitution.
- +12 on rolls to resist radiation and +5 on rolls to resist poisons.
- Base armor values of 15 physical and 15 energy.
- Starting Life Points pool is 4 times Strength plus Constitution, plus 20.

Penalties:

- 1 to Dexterity and Intelligence.
- Cannot wear human armor (only armor specially made for Super-Mutants).
- Only gain a Perk every 4 advancements (with the Skilled trait, every 5 advancements).
- 1 to all rolls with the Small Guns skill.
- 2 to Influence rolls when dealing with normal humans.

Deathclaw

Exposure to the FEV virus transformed a group of lizards into the hulking bipedal creatures known as the Deathclaws. Some of these underwent experimentations to increase their intelligence, resulting in sentient beasts who were capable of understanding and mimicking human speech. These intelligent Deathclaws tend to stay to themselves, as most normal humans react to them with fear and hostility. All Deathclaws have a lifespan in the range of 15 to 20 years.

Bonuses:

- Starting Life Points pool is 4 times Strength plus Constitution, plus 20.
- Base armor values of 25 physical and 15 energy.
- +2 to Strength, +1 to Dexterity, +1 to Constitution, and +1 to Perception.
- +12 on rolls to resist radiation.
- Claw attack with damage $5 \times (\text{Str} + 1)$.
- Bite attack with damage $3 \times \text{Str}$.

Penalties:

- Cannot wear any armor and cannot use any weapons.
- 1 to Intelligence, -1 to Willpower.
- 4 to Influence rolls when dealing with normal humans.
- 1 to all skill rolls involving fine manipulation with the hands (such as Science, Doctor, Mr. Fix-It, etc.).

Robot

Though rare, there exist in the ruins of old civilization ambulatory machines with true artificial intelligence. These robots are often built in humanoid form, with hands designed to manipulate human tools (and weapons). With a functioning power supply, the normal lifespan of a robot is indefinite.

Bonuses:

- Immune to poisons, chems, and biological diseases.
- Base armor values of 20 physical and 20 energy.
- No extra damage effects from slashing/stabbing or bullet damage types.
- Repaired using Mr. Fix-It skill rolls, not Doctor.
- +15 on rolls to resist radiation.

Penalties:

- Cannot wear any armor.
- Do not regain Life Points automatically.
- Suffer double damage from EMP and acid damage types.
- 5 to Influence rolls when dealing with normal humans.
- 3 to Art rolls.

Attributes

Strength (Addendum)

Carrying Capacity (long term) is ½ the character's Lifting Capacity. Being overloaded (carrying more than your carrying capacity) reduces all of your movement rates by half. For more information, see the Travel section further down in this document (Chapter 3).

Life Points (Addendum)

A character's Life Points can be increased by directly spending XP or by choosing certain Perks when they become available. See below for new Experience Points rules.

Qualities and Drawbacks (Modification)

In Cinematic Unisystem Fallout, Qualities have been merged into Perks and are not available in the normal fashion. See the following section for rules on gaining Perks. Drawbacks function as normal.

The following Cinematic Unisystem Drawbacks are available: Impaired Senses, Addiction, Adversary, Attractiveness, Clown, Covetous, Dependent, Emotional Problems (Depression, Easily Flustered, Emotional Dependency, Fear of Commitment, Fear of Rejection), Bad Luck, Honorable, Humorless, Love, Mental Problems (Cowardice, Cruelty, Delusions, Obsession, Paranoia, Phobia, Recklessness, Zealot), Minority, Obligation, Outcast, Physical Disability (Blind, Missing/Crippled Arm/Hand, Missing/Crippled Leg/Foot, Missing/Crippled Arms, Missing/Crippled Legs), Recurring Nightmares, Resources, Secret, Talentless, Teenager.

Traits (Addition, after Qualities and Drawbacks)

At the time of creation, a character may choose up to 2 traits. Each is a trade-off – the character gains some bonus or benefit but only at the expense of gaining a flaw to balance it out. Traits are purely optional and can help tailor a character to a specific desired style of play. A character that has Traits is more specialized than one without. Therefore he or she will perform more deftly in certain circumstances and worse in others.

Any bonus to a skill or attribute granted by a Trait is not considered when paying attribute points, skill points, or experience points to raise that stat. Instead they should be thought of as permanent die roll modifiers.

Fast Metabolism

Your metabolic rate is twice as normal. That means that you are much less resistant to radiation and poison, but your body will heal faster. (-4 on Con checks again radiation/poison, +4 to natural healing. Not available to robots.)

Bruiser

A little slower but a little bigger. You may not hit as often but enemies will feel it when you do! Your ability to hit is lowered but you do more melee damage. (-2 to melee attack rolls, Strength is increased by 2 for the purposes of calculating melee damage.)

Small Frame

You are not quite as big as the other members of your community, but that never slowed you down. You can't carry as much but you are more agile. (+1 Dexterity, -50 lb carry weight.)

One Hander

One of your hands is very dominant. You excel with single handed weapons but two handed cause a problem. (+2 to attacks with one-handed weapons, -2 with two-handed weapons. Not available to Deathclaws.)

Finesse

Your attacks show a lot of finesse. You don't do as much damage but you cause more critical hits. (-3 to damage, attack die explodes on 9 or 10.)

Kamikaze

By not paying attention to any threats you can act a lot faster in a turn. This makes it harder to dodge incoming attacks, but you sequence much faster in combat turn. (-2 to defense maneuvers, +5 to initiative.)

Heavy Handed

You swing harder, not better. Your attacks are very brutal but lack finesse. You rarely cause a good critical hit but you always do more melee damage. (+2 melee damage, -3 on exploding attack die re-rolls.)

Fast Shot

You don't have time to aim for a targeted attack, because you attack faster than normal people. It costs you one less action point to use a weapon. (+4 to initiative, no targeted attacks.)

Jinxed

The good thing is that everyone around you has more critical failures in combat. The bad thing is so do you. (Everyone nearby, friend and foe, gets -1 to re-rolls when the Rule of 1 is in effect.)

Good Natured

You studied less combative skills as you were growing up. Your combat skills start at a lower level but First aid, Doctor, Speech and Barter are substantially improved. (-1 to rolls for Getting Medieval, Small Guns, Big Guns, Energy Weapons, Kung Fu, +1 to rolls for Doctor, Influence, Science, Mr. Fix-It.)

Drug Reliant

You are more easily addicted by drugs. Your chance to be addicted by drug is twice normal, but you recover faster from their ill effects. (-3 to resist addition, side effect time halved. Not available to Robots.)

Drug Resistant

Drugs only affect you half as long as normal, but your chance to be addicted is also only at 50% of normal. (Chem's effect time is halved, +3 to resist addiction. Not available to Robots.)

Sex Appeal

You've got the "right stuff". Members of the opposite sex are attracted to you, but those of the same sex tend to become quite jealous. (+2 to Influence rolls vs. opposite sex, -2 vs. same sex. Not available to Robots.)

Skilled

Since you spent more time improving your skills than a normal person, you gain more skill points. The tradeoff is that you do not gain as many extra abilities. You will gain a perk every 4 advancements. (+10 skill points, 1 perk only every 4 advancements.)

Gifted

You have more innate abilities than most, so you have not spent as much time honing your skills. Your attributes are better than the average person, but your skills are lacking. (+5 Attribute points, -10 skill points.)

Tribal

You were raised in a low-tech community. Even though your education lacks a scientific foundation, you have improved survival skills. (+1 to Notice and Acrobatics, -1 to Science and Mr. Fix-It. Not available to Robots and cannot be combined with Vault Dweller.)

Vault Dweller

Until recently, you spent your entire life in a Vault getting the benefits of a quality education. However, you've lived a somewhat secluded existence and are not used to the rigors of the world outside. (+1 to Science and Knowledge, -1 to Constitution. Only available to humans and cannot be combined with Tribal.)

Hard Chassis

Your frame was constructed out of a particularly hard alloy. The problem is that this makes you much more difficult to repair. (+10 armor value to physical and energy, receive only half Life Points from repair attempts. Only available to Robots.)

Skills (Modification)

The following skills are available in Cinematic Unisystem Fallout. Those skills that are used as specified in the standard Cinematic Unisystem rules are marked with an asterisk (*), followed by any changes that should be observed.

Acrobatics *

Art *

Crime *

Doctor *

(Can be used up to 3 times per patient per day. A successful roll will also heal crippled limbs.)

Driving *

Getting Medieval *

Small Guns

This skill covers the use of pistols, sub-machine guns, rifles and shotguns. The higher your Small Guns skill the easier it will be to hit your target, and the longer effective range you will have in combat.

Using the Skill: Dexterity and Small Guns for pointing and shooting. Aiming slows your character's attack to the end of the Turn, but you add the Success Levels of a Small Guns and Perception roll to the shooting roll. Intelligence and Small Guns helps clear a jammed gun. Perception and Small Guns can be used to determine the effectiveness of an unfamiliar weapon.

Big Guns

This is the skill of flamers, miniguns, rocket launchers, and other large support weapons. If it's a larger weapon, you can count on Big Guns being the skill rolled against. Like Small Guns, the better your skill, the easier it will be to hit your target, and the longer range you can really hit people at.

Using the Skill: Dexterity and Big Guns for pointing and shooting. Aiming slows your character's attack to the end of the Turn, but you add the Success Levels of a Big Guns and Perception roll to the shooting roll. Intelligence and Big Guns helps clear a jammed gun. Perception and Small Guns can be used to determine the effectiveness of an unfamiliar weapon.

Energy Weapons

The use of energy weapons is not a very common skill in the wastes. Energy weapons had just started to come into actual use in warfare, when the world blew up. Lasers and Plasma weapons are covered by the Energy Weapons skill. Basically, if it uses an energy cell or power pack, and not cartridge ammunition, it falls under this skill.

Using the Skill: Dexterity and Energy Weapons for pointing and shooting. Aiming slows your character's attack to the end of the Turn, but you add the Success Levels of a Energy Weapons and Perception roll to the shooting roll. Intelligence and Energy Weapons helps clear a jammed gun. Perception and Small Guns can be used to determine the effectiveness of an unfamiliar weapon.

Influence *

Using the Skill: Willpower and Influence to haggle prices with a merchant. (See the separate document "Cinematic Unisystem Fallout Gear")

Knowledge *

Using the Skill: Perception and Knowledge for gambling.

Kung Fu *

Languages *

Mr. Fix-It *

Notice *

Science *

(This skill also includes the Cinematic Unisystem skill Computers.)

Chapter 3 – The System

Basics

Exploding Dice – the Rule of 10 (Addition, after Roll Modifiers)

A roll of 10 explodes, according to Classic Unisystem rules: the die roll is considered to be a 10 and the player rolls again. Subtract 5 from the new roll and if that result is higher than 0, add it to the original. If the re-roll comes up 10, repeat the process.

Examples: Bob rolls a 10 on a driving test, so he re-rolls and gets a 4. Subtracting 5 from the re-roll is less than 0, so the end result is 10. Bob adds the 10 to his Dexterity and Driving. Jane rolls a 10 on a shotgun attack, so she re-rolls and gets a 7. Subtracting 5 from the re-roll is 2, so Jane adds 2 to her original 10 and gets a total roll of 12. She adds that 12 to her Dexterity and Small Guns. Harold rolls a 10 on a repair attempt, so he re-rolls and gets another 10. His total now is 15 and he rolls once more. Harold gets another 10! He adds another 5 to his total (now 20) and rolls once more. This roll is an 8, so he ends up with a roll of 23. This will be added to his Intelligence and Mr. Fix-It.

Exploding Dice – The Rule of 1 (Addition, after Exploding Dice – the Rule of 10)

A roll of 1 explodes in the opposite fashion of a 10, according to Classic Unisystem rules: the die roll is considered to be a 1 and the player rolls again. Subtract 5 from the new roll and if that result is *less than* 0, it replaces the original. If the re-roll comes up 1, the total is -5 and repeat the process. (Instead of replacing the value, any further re-rolls will instead lower it.)

Examples: Bob rolls a 1 on a stealth test, so he re-rolls and gets a 7. Subtracting 5 from the re-roll is greater than 0, so the end result is 1. Bob adds that 1 to his Dexterity and Crime. Jane rolls a 1 on her general knowledge attempt, so she re-rolls and gets a 3. Subtracting 5 from the re-roll is -2, so Jane replaces her original result with -2 and adds that to her sum of Intelligence and Knowledge. Harold rolls a 1 on an attempt at persuasion, so he re-rolls and gets another 1. His total now is -5 and he rolls again. Harold gets another 1! He subtracts 5 from his total (giving him -10) and rolls once more. This roll is a 4, so he ends up with a roll of -11. This will be added to his Willpower and Influence.

Optional Fumble Rule: Totals Less Than 0

If the Rule of 1 results in a negative total even after adding in the character's attribute and skill values (or an NPC's Muscle, Combat, or Brains), then the GM can rule that a **Fumble** took place. This indicates that the attempted action resulted in a disastrous failure and the character is even worse off than before. For instance, trying to wheedle some information out of the bartender didn't just fail; it enraged him to the point of violence! Or attempting to fix the rusted computer console actually damaged it beyond repair. In combat, a fumble can indicate that the character dropped his weapon, ejected his ammunition, managed to hit himself, or even hit a companion. In essence, the GM shouldn't use a fumble as an opportunity to screw over a player, but as a chance to make the situation more interesting. Also fumbles (if used at all) should be dispensed fairly and evenly, for both players and their opponents.

Combat

Combat Maneuvers

Bite (Addition, after Aiming)

The ferocious jaws of a Deathclaw can bite down on any successfully grappled (or immobile) opponent using a roll of Dexterity and Kung Fu + 2 (or Combat Score + 2). This inflicts 3 x Strength base damage (Success Levels and armor modify; damage type does not) that turn and every following turn until the victim breaks the grapple or the Deathclaw releases (either willingly or after it is killed, stunned, or knocked unconscious).

Two-weapon attack (Addition, after Toss)

Is there anything as stylish as attacking with two weapons simultaneously? Still, it's not easy. Each attack is at -3, both attacks must be of the same type (melee or ranged or thrown), each weapon must be held in a different hand, and both must be one-handed weapons.

Guns, Crossbows, and Other Missiles

Range Penalties (Addendum)

Scoped weapons use 30 yards for Short Range, 150 yards for medium range, and 500 yards for long.

How Much Does It Hurt (Addition, after Damage – The Basics)

Hit Locations

Called shots are a type of combat maneuver and rules for making them can be found in the basic rules. The table below lists the penalty for making that type of called shot combat maneuver. For an uncalled shot, roll on the hit location table:

Roll	Location	Damage threshold to cripple
01-25	Torso (-0)	
26-40	Right leg (-2)	Total Life Points/2
41-55	Left leg (-2)	Total Life Points/2
56-65	Groin (-3)	
66-78	Right arm (-2)	Total Life Points/2
79-91	Left arm (-2)	Total Life Points/2
92-97	Brain (-4)	Total Life Points/2
98-00	Eyes (-6)	Total Life Points/3

One Leg crippled: Movement reduced to half, character cannot run. Make Dexterity + Acrobatics roll at -4 or immediately fall prone.

Both legs crippled: Character is immobile, immediately prone, cannot stand.

One Arm crippled: Anything in hand is dropped, cannot use 2-handed weapons and some combat maneuvers.

Both arms crippled: All items dropped, cannot use combat maneuvers involving arms/hands.

Brain: Player is knocked out for 2d10 combat turns, but

the head is not actually “crippled”. Also see the Brain Shot combat maneuver for damage multipliers.

Eyes crippled: Character is Blinded until medically treated (see Blind Drawback for effects).

Weapon Descriptions (Modification)

A list of weapons, chems, and other equipment can be found in the separate document “Cinematic Unisystem Fallout Gear”.

Armor (Modification)

Armor in Cinematic Unisystem Fallout has two ratings: "Physical" refers to its protection value against slashing, stabbing, blunt, and bullet damage types. "Energy" is the armor's value against fire, lasers, super-heated plasma, EMP, and explosions. For a full listing of armor available, consult the separate document “Cinematic Unisystem Fallout Gear”.

Bad Stuff

Getting Better (Addendum)

Thanks to modern (futuristic!) medicine, there are a number of fast-action remedies to injuries sustained in the wastes. Some chems heal a character quickly. A character should beware, however, because some healing chems carry the risk of addiction with them. In addition, professional medics can patch up lost hit points, but be prepared to pay. The Doctor skill offer alternatives to the slow rate of healing and high prices charged at clinics.

The Doctor skill can only be used three times on a patient in a 24 hour period, successfully or not. On a successful use of Doctor, each Success Level restores one Life Point of damage. Each use also takes 1d10 minutes to perform. In addition, if the attempt

was successful, the doctor can choose to heal any crippled limbs or blindness. However, each body part treated will take an additional 30 minutes.

Radioactive Contamination (Addition, after Disease)

The dangers of radiation are a constant concern in the wastes. Many locations are still "hot" even after the decades since the war. Its effects are resisted in a similar fashion to poison: a location has a Radiation Strength (as low as 1 for a faintly radioactive location to 25 for a strongly irradiated locale) that is doubled and added to a roll, resisted by the affected character's Constitution (doubled). Additionally, the character will apply any modifiers granted by Perks, Traits, or chems still in effect. If the radiation "wins", the character has gained additional Radiation Levels equal to the Success Level of the roll, but the newly acquired levels are capped by the location's Radiation Strength. The frequency of the Radiation roll is once every 10 minutes spent in a location of elevated radiation levels. In addition, a character faces another roll whenever moving from a location of lower radioactivity to one of higher radioactivity.

The insidious effects of exposure to radioactive contaminations are cumulative and initially hard to detect. A little radiation isn't such a bad thing. The inhabitants of the Fallout world have developed a tolerance to the elevated levels of background radiation. However, as the rads build up in the body, cells begin to break down and organs can start to fail. In game terms, the effects experienced are detailed in the table below and are applied 1 hour after exposure:

Rad Level	Effect	Penalties
0-5	No noticeable effect	None
6-10	Character feels slightly fatigued and experiences headaches.	-1 to Constitution
11-20	Character is tired and experiences nausea with occasional vomiting.	-1 to Strength, -1 to Constitution
21-30	Fatigue and strong nausea are constant. Hair begins to fall out.	-1 to Strength, -2 to Constitution
31-40	In addition to fatigue and nausea, the character experiences uncontrolled bleeding in the mouth, under the skin, and in the kidneys.	-2 to Strength, -2 to Constitution, lose 2 Life Point every hour
41-60	More of the same, with increased internal bleeding.	-2 to Strength, -2 to Constitution, lose 5 Life Points every hour
61-100	Bone marrow is often completely destroyed, gastric and intestinal tissue severely damaged.	-3 to Strength, -3 to Constitution, lose 10 Life Points every hour
101-500	Powerful fatigue and immediate nausea fade quickly as the radiation damages chemical pain receptors. After several days, massive diarrhea, intestinal bleeding, and loss of water normally lead to delirium and death.	-4 to Strength, -4 to Constitution, lose 20 Life Points every hour
501+	Immediate disorientation and coma in seconds. Death usually occurs after a few hours by the total collapse of the nervous system.	-4 to Strength, -4 to Constitution, lose 30 Life Points every hour and make a Willpower (doubled) roll every minute to stay conscious or slip into a coma

A character's Radiation Level drops naturally by 5 every 24 hours. In addition, there are certain chems and treatments that can diminish radioactive contamination in the body very rapidly (see the separate document "Cinematic Unisystem Fallout Gear"). If any of these are applied and reduce a character's Radiation Level enough to drop the victim to a lower category, then the previous radiation penalties are removed and the penalties of the new category (if any) are applied.

Chems and Addiction (Addition, after Radioactive Contamination)

Much like today, many beneficial pharmaceuticals in the world of Fallout have a hidden danger. Anyone who overuses an addictive drug risks dependence and all of the hazards that go with it. Physical dependence results in withdrawal symptoms that can have negative affects on any actions performed, while the psychological addiction creates such a strong craving that a character might find it difficult to concentrate on anything else.

Any time that a possibly addictive chem is taken, the character using it must make a Willpower (doubled) roll, factoring in the chem's Addiction Rating as a bonus or penalty. In addition, if the character has previously taken the same drug within the past 3 days, there will be an additional penalty of -4, but the penalty is lessened by 1 for each day since the drug was taken. (For example, if the character took the same drug 3 days ago, there is a -1 penalty on the current addiction roll.)

A failure on this roll indicates that the character is now addicted to the drug. An Addiction drawback is now added to that character at a value of -1. If the character was already addicted and failed the roll, the drawback's value is strengthened by -1 (up to the max Addiction penalty rated for the chem in use). An addicted character who succeeds in the roll has not broken the dependence; he or she has merely fed the craving for now. For rules on withdrawal and breaking dependence, see the Addiction drawback in Chapter 2.

Vehicles

Fuel (Addition, before Vehicle Attributes)

Rumor has it that the final war was fought over oil, as nearly all of the world's fields had dried up. Gasoline was rare before the war and has now become even more so. Even if someone can find a working vehicle, the challenge then becomes finding enough fuel to keep it running. Fortunately, a few cars, trucks, and military vehicles were converted to run on Micro Fusion Cells instead, and some of these conversion kits can still be found. A conversion kit replaces the fuel tank at an exchange of 5 Micro Fusion Cell charges per gallon of gas, keeping the same travel range. A converted car can be then be recharged with loose Micro Fusion Cells as long as it is stopped. It can also be charged with Small Energy Cells, but at a rate of 2 Small Energy Cell charges per Micro Fusion Cell charge. If on the rare chance a Fuel Cell Regulator can be found and installed, this will double a converted car's efficiency and double its range.

Cargo (Addition, after Toughness)

A vehicle only has the capacity for a certain amount of cargo. Anything beyond that amount (expressed in pounds) and it risks severe damage to its structure and systems. If a vehicle travels while overloaded, it must make a Toughness check (doubled) every 10 or so miles or suffer a breakdown. At high speeds, this can force a Driving roll in order to prevent the vehicle from losing control and turning into a fiery wreck. A broken-down vehicle must rely on a successful Mr. Fix-It roll (and 1d10 hours) in order to function again. While the driver is not counted as part of the cargo weight, passengers (and their gear) are.

Range (Addition, after Cargo)

This indicates how far a vehicle can be expected to travel on a full tank of gas or battery charge (depending on the vehicle type). This is primarily used for long-distance travel, as pattering around town is generally not worth tracking. A vehicle's range can be increased by carrying additional fuel or recharges inside the vehicle in proper storage containers.

A Few Vehicles (Addendum)

Motorcycle

Cargo capacity: 200

Range: 250 miles (5 gallon tank)

Sedan

Cargo capacity: 500

Range: 450 miles (15 gallon tank)

Pick-Up

Cargo capacity: 1,500

Range: 375 miles (25 gallon tank)

Bus

Cargo capacity: 8,000

Range: 900 miles (75 gallon tank)

18-Wheeler

Cargo capacity: 55,000

Range: 1440 miles (2x120 gallon tanks)

Hum-Vee

Cargo capacity: 2,500

Range: 600 miles (50 gallon tank)

Solar Car

Weight: 1,000
Speed: 50/35
Damage Capacity: 20
Armor Value: 1

Toughness: 2
Handling: 5
Cargo capacity: 400
Range: Unlimited (if the sun is shining)

Minivan

Weight: 3,500
Speed: 100/65
Damage Capacity: 45
Armor Value: 4

Toughness: 2
Handling: 3
Cargo capacity: 1,500
Range: 500 miles (20 gallon tank)

Muscle Car

Weight: 4,000
Speed: 180/80
Damage Capacity: 60
Armor Value: 4

Toughness: 3
Handling: 4
Cargo capacity: 1,000
Range: 300 miles (20 gallon tank)

Cargo Van

Weight: 5,000
Speed: 100/65
Damage Capacity: 50
Armor Value: 5

Toughness: 3
Handling: 3
Cargo capacity: 4,000
Range: 630 miles (35 gallon tank)

SUV

Weight: 6,000
Speed: 100/65
Damage Capacity: 70
Armor Value: 6

Toughness: 4
Handling: 3
Cargo capacity: 2,000
Range: 450 miles (30 gallon tank)

Recreational Vehicle (RV)

Weight: 15,000
Speed: 100/65
Damage Capacity: 100
Armor Value: 5

Toughness: 4
Handling: 2
Cargo capacity: 7,000
Range: 900 miles (75 gallon tank)

One-Horse Wagon

Weight: 500
Speed: 15/6
Damage Capacity: 25
Armor Value: 1

Toughness: 1
Handling: 1
Cargo capacity: 1,000
Range: N/A

One-Brahmin Wagon

Weight: 500
Speed: 10/4
Damage Capacity: 25
Armor Value: 1

Toughness: 1
Handling: 1
Cargo capacity: 1,500
Range: N/A

Vertibird

Weight: 30,000
Speed: 350/300
Damage Capacity: 100
Armor Value: 15

Toughness: 5
Handling: 4
Cargo capacity: 20,000
Range: 500 miles (5,000 Micro Fusion Cell charges)

Travel (Addition, after Vehicles)

Long-distance travel is a fact of life in the post-apocalyptic world of Fallout. Few communities are able to provide everything their inhabitants need to survive, so trading is usually necessary. However, in order to trade, merchants need to travel. In addition, many who seek their fortune in the great wastelands will face the unavoidable hardships of long-distance travel.

This being Cinematic Unisystem, travel is somewhat simplified. Characters can move on foot at a speed depending on the terrain, and for a number of hours per day equal to their Constitution score times 4. Animals travel in a similar fashion, with their walking speed modified by the terrain. Though vehicles can of course move at a higher velocity, they are more restrained by the terrain and their travel duration depends on an adequate supply of fuel.

Terrain	On foot	Vehicle	Animal or Mount
Road	4 mph	Cruising speed	Full walking speed
Plains	3 mph	¾ speed	¾ walking speed
Hills	2 mph	½ speed	½ walking speed
Mountains	1 mph	Impassable	¼ walking speed
Marsh	1 mph	Impassable	¼ walking speed
Ruins	2 mph	½ speed	½ walking speed
At night	¼ speed	½ speed off road	¼ speed
Overloaded	½ speed	No change	½ speed

Experience and Improvement

Using Experience Points

Qualities and Drawbacks (Modification)

In Unisystem Fallout, characters cannot buy Qualities with XP. In fact, Qualities have been replaced with Perks (see the below section on Advancements).

Life Points (Addition, after Drama Points)

A character can increase his or her Life Points pool by buying them at the rate of 3 per XP spent.

Advancements (Addition, after Using Experience Points)

As characters gain experience points through gaming sessions, they will begin to accumulate Advancements. For every 5 experience points a character gains, an advancement is awarded. For this reason, players need to keep track of both total experience points gained and those left unspent. (A character who has received 15 experience points across a whole campaign has 3 advancements, even if the experience has not yet been spent.)

Advancements are a way to measure a character's overall skill and ability. Those with more advancements are generally more talented and accomplished, capable of taking on tougher challenges and succeeding. Gaining advancements also grants the advantage of Perks.

As an option, the Director can decide that newly create characters start with advancements in order to fit in with an existing veteran group

Perks (Addition, after Advancements)

At the third advancement, and every third advancement after that (6th, 9th, 12th, etc.) a character receives the choice of a new Perk. A Perk is an advantage or positive trait that grants a benefit, usually restricted to only certain situations. Some improve skills or attributes. A few perks allow a character to perform actions that not many others can accomplish. The new Perk can be chosen immediately upon gaining the advancement, or it can be kept in reserve if the player needs time to think about it. However, the Perk's rank must be equal to or less than the advancement at which it was gained: a Perk granted at the 6th advancement cannot be kept in reserve until the character reaches the 9th advancement and then used for a rank 9 Perk. Some Perks can be taken multiple times; the description will indicate the maximum number of levels of the Perk that can be taken.

Characters with the Skilled trait gain perks once every 4 advancements, as do Super-Mutants. Super-Mutants with the Skilled trait gain a perk every 5 advancements.

Any bonus to a skill or attribute granted by a Perk is not considered when paying attribute points, skill points, or experience points to raise that stat. They should be thought of as permanent die roll modifiers.

Rank 3 Perks

Acute Sight

Your excellent eyesight gives you +2 on all visual Notice rolls.

Acute Hearing

Your excellent hearing gives you +2 on auditory Notice rolls.

Acute Smell

Your excellent sense of smell gives you +2 on olfactory Notice rolls.

Attractiveness

Thanks to your stunning good looks, you receive +1 on Influence rolls against the opposite sex. And also those of the same sex who have that particular orientation. This Perk can be taken up to 5 times. Not available to Robots.

Bonus HtH Damage

You are skilled at hidden vital points. For each level of this perk, you inflict +2 damage on hand-to-hand attacks. You can take this Perk up to 3 times.

Dramirony

With this Perk, you instantly gain 5 Drama Points to use however you want. You can take this Perk up to 5 times.

Improved Initiative

For each level of this Perk, you receive +2 on your initiative checks in combat. You can take this Perk up to 5 times.

Faster Healing

You naturally heal faster than most people. For each level of this Perk, you gain 1 extra Life Point per point of Constitution every day while under medical care. You can take this Perk up to 3 times.

Healer

Each successful use of the Doctor skill heals an extra 3 Life Points. You can take this Perk up to 2 times.

Kama Sutra Master

You have great stamina and skill at sex. Your partners will all be suitably impressed.

Resources

Thanks to inheritance or well-considered investments, you have come into a good deal of wealth. You immediately gain \$100 times your current number of Advancements each time you take this Perk. You can take this Perk up to 3 times.

Situational Awareness

An uncanny sixth sense gives you +1 per level of Perk on checks to sense danger or spot random encounters. You can take this Perk up to 5 times.

Smooth Talker

You're good at convincing others you know what you're talking about. You get +2 on Influence rolls when bluffing about an unknown subject

Snakeater

This Perk gives you +2 on rolls to resist poisons.

Stonewall

With this Perk, you are resistant to being tripped or knocked over. You gain +3 on rolls to resist knockdown attempts (slam-tackle, toss, sweep kick, etc.).

Strong Back

Your carrying capacity is increased by 50 lbs per level of Perk. You can take this Perk up to 3 times.

Survivalist

Thanks to your outdoorsman training, you receive +2 on rolls related to survival in the wilderness.

Animal Companion

This Perk grants a (semi-)trained and loyal pet. The choice of animal is up to the character:

Dog - Will fight and can learn up to 20 simple commands. Double jumping distances. (S2, D4, C2, P4, I1, W2, Damage 7, LP 26, walking speed 4mph)

Wolf - Will fight and can learn up to 10 simple commands. Double jumping distances. (S3, D3, C3, P4, I1, W2, Damage 8, LP 34, walking speed 5mph)

Horse - Will defend itself and can learn up to 10 simple commands. Can carry up to 350 lbs total, including rider. (S5, D2, C3, P2, I1, W1, Damage 5, LP 42, walking speed 8mph)

Pack mule - Will flee attacks, can learn up to 5 simple commands. Can carry up to 500 lbs total, including rider. (S3, D2, C2, P2, I1, W1, Damage 4, LP 30, walking speed 5mph)

Ferret - Will defend itself and can learn up to 20 simple commands. Small enough to fit through openings as small as 2". (S1, D3, C1, P3, I2, W1, Damage 2, LP 18, walking speed 1mph)

Hawk - Will fight and can learn up to 5 simple commands. (S1, D4, C2, P4, I1, W1, Damage 5, LP 22, cruising speed 20mph)

Rank 6 Perks

Bonus Move

Each time this Perk is taken, your character can move an additional 5 yards in a combat turn. This Perk can be taken up to 3 times.

Bonus Ranged Damage

You are skilled at hitting vital areas and inflict an extra +2 points of damage with ranged weapons.

Child of the Atom

Radiation interacts with your body differently from everyone else. Instead of damaging your cells, it regenerates them. You will heal 2 Life Points per hour while exposed to a Radiation Strength of 5 or more. Only available to Ghouls.

Empathy

When speaking with an NPC, you will know beforehand whether a line of dialog will anger or upset that person.

Fortune Finder

You will find an additional 10% of money in random encounters.

Gambler

With this Perk, you gain a +3 bonus on rolls related to gambling.

Ghost

A ghost gets an additional +3 on stealth rolls in darkness and shadows.

Heave Ho!

The range of your thrown weapons is increased by 2 yards per level of this Perk. You can take this Perk up to 3 times.

Iron Immune System

Your overactive immune system grants you a +2 bonus on rolls to resist or recover from disease. (Not available to Robots.)

Negotiator

All of your Influence rolls gain a +1 bonus.

Night Vision

With this Perk, any darkness penalties you suffer are reduced by half.

Pathfinder

Your ability to pick out the fastest route means that your group gains +25% travel speed on extended journeys.

Quick Recovery

When standing up from being knocked down or tripped, no roll is required and you do not use an action.

Rad Resistance

You have built up a resistance to radiation, granted a +2 bonus on rolls to resist its effects.

Ranger

With this perk, any hostile random encounters are re-rolled once.

Rank

You have achieved a position within an admired (or feared) organization. As such, this Perk grants +2 to Influence rolls made against any citizen who knows and respects your association.

Salesman

Your haggling abilities give you +3 on rolls to barter.

Silent Running

With this Perk, you can still sneak while moving at full speed.

Thick Skin

Your hide or armor is extra-resistant to damage. You gain an additional 5 to your physical and energy base armor values. You can take this Perk up to 3 times. Only available to Super-Mutants, Deathclaws, and Robots.

Thief

You are a natural thief and receive +1 on all Crime rolls.

Toughness

All blunt damage received is reduced by 1 for each level of this Perk. You can take this Perk up to 3 times.

Two-Fister

When attacking with two weapons, you will suffer only a -2 penalty on each.

Venomous Claws

Your claws produce a paralyzing toxin. Any successful melee hit that inflicts damage will also inject a poison that affects Dexterity with a strength of 2, forcing a roll once every 5 turns, for a total of 4 rolls. Lost attributes are regained at a rate of 1 point every hour.

Rank 9 Perks**Animal Friend**

You are friend to all animals. They will not attack unless threatened or attacked first by you or your companions. Not available to Robots.

Contacts

You are part of a network of influential individuals. You can turn to this network once a week to obtain information or grease the wheels of society and gain access to normally unavailable people, locations, or equipment. To use this Perk, make a Personality + Influence roll adding in the level of this Perk and the size rating of the current town. This Perk can be taken up to 4 times. The success level indicates the effect:

Success Level	Effect
1-4	No additional effect
5-6	Very minor assistance offered; sketchy information given
7-8	Minor assistance given; some information available
9-10	Moderate aid granted; helpful data provided
11	Considerable support volunteered; entire dossier produced

Deadly Fangs

You have developed a pair of vicious set of canine teeth. Your bite attacks do base 5 x Strength damage. Only available to Deathclaws.

Demolition Expert

Your expertise means that any explosives you plant do +50% damage and always will always detonate on time, no matter how badly you fail your roll.

Dodger

This perk grants you a +2 bonus to all defensive maneuver rolls.

Eidetic Memory

Your photographic memory gives you +2 on Knowledge rolls.

Flower Child

Your body's metabolism makes you naturally resistant to chemical dependence. With this perk, you receive +4 on rolls to resist chem addiction, and if you do ever acquire an addiction, the withdrawal time halved.

Good Luck

Someone up there likes you. Whenever you are re-rolling an exploding die roll for the Rule of 10, add to the follow-up roll(s) +1 for each level of this Perk. In addition, you can choose to add +1 to any die roll once per session for each level of this Perk. You can take this Perk up to 3 times.

High Pain Threshold

With this Perk, you are able to shrug off agony that would cripple most people. Penalties of severe wounds are reduced by 1 for each level of this Perk you take, and your level in this Perk is added to any Will and Constitution rolls to stay conscious or fend off death when severely injured. You can take this Perk up to 5 times.

Hit the Deck

You react very quickly to the threat of explosives. You take only half damage from area attacks and splash damage.

Light Step

You receive +4 on rolls to avoid unseen traps with this Perk.

Master Trader

Your incredible bartering skills give you a base 25% discount with shops and merchants.

Mutate!

Replace any 1 trait with another.

Pyromaniac

You inflict +10 damage with fire-based weapons, such as flamers and Molotov cocktails.

Scrounger

This Perk means that you double the amount of ammo found in random encounters.

Sharpshooter

You are a master at judging exact distances by eye. The range lengths for your attacks are increased by 50%.

Speaker

The Speaker Perk gives you +3 on rolls to persuade or haggle.

Stunt Driver

Your road skills give you +2 to all Driving rolls.

Rank 12 Perks**Acid Spitter**

A small sac of biological acid has grown in your throat, allowing you to spit a stream of acid at your enemies. This attack can be made once per hour, uses Dexterity and Kung Fu, has a range of 10 yards and a base damage of 30. Only available for Deathclaws.

Bonus Rate of Fire

You gain 1 extra Action per combat that can be used for any ranged attack.

Athlete

You are a natural athlete and gain +3 on all Acrobatics skill rolls.

Brainiac

Your giant brain gives you +2 on Science and Knowledge rolls, thanks to this Perk.

Critical Protection

Enemies do not get the advantage of the Rule of 10 in combat when rolling against you.

Cult of Personality

With this Perk, your character's reputation is always viewed as positive. Criminals view your good deeds and accomplishments with fear and respect, while law-abiding citizens compare your infamous accomplishments to those of Robin Hood.

Fast HTH Attack

You gain 1 extra Action per combat turn that can be used for any hand-to-hand attack.

Gain Constitution

You gain +1 Constitution.

Gain Dexterity

You gain +1 Dexterity.

Gain Intelligence

You gain +1 Intelligence.

Gain Perception

You gain +1 Perception.

Gain Strength

You gain +1 Strength.

Gain Willpower

You gain +1 Willpower.

Hard to Kill

For each level of this Perk you take, you increase your maximum Life Points by 15. You can take this Perk as many times as you like.

Living Anatomy

You are so well-versed in anatomical visualization that you gain +2 on Doctor rolls and you also inflict an extra +5 damage to living creatures on your attacks.

Master Repairman

This Perk grants you a +3 bonus on all Mr. Fix-it rolls.

Master Thief

Your mastery of all things illegal gives you +3 on all Crime rolls.

Medic

Years of training and practice now grant you a +3 bonus on all Doctor rolls.

More Criticals

In combat, your attack roll die explodes on a 9 as well as a 10.

Weapon Handling

Your Strength is increased by +2 for the purposes of meeting a weapon's minimum strength rating.

Rank 15 Perks**Action Boy**

With each level of this Perk you have, you gain 1 additional Action per turn. You can take this Perk up to 3 times.

More Effective Drama Points

This Perk halves the amount of Drama Point you must pay for a particular effect costs. For effects costing only 1 point, the effect is instead applied twice.

Natural Armor

You have a terribly tough skin that allows you to ignore 2 points per level of Perk for any damage suffered. You can take this Perk up to 5 times. Not available to Super-Mutants, Deathclaws, or Robots.

Pickpocket

You have become so skilled at sleight of hand that you can pick a man's pocket even as he's looking at you. You gain a +3 bonus to pickpocket rolls and receive no penalties for your target's size or direction when stealing.

Rank 18 Perks**Here and Now**

You immediately gain 2 advancements' worth of experience, to spend as you see fit.

Regeneration

Every hour, you will recover 1 Life Point for each level you've taken of this Perk (up to a maximum of 5).

Silent Death

If you make a successful attack on an unaware opponent while you are sneaking, you will inflict double the normal amount of damage.

Rank 21 Perks**Slayer**

On a successful hand-to-hand attack, you inflict an additional 1d10 damage and the hit location (excluding the chest) is automatically crippled.

Sniper

On a successful ranged attack, you inflict an additional 1d10 damage and the hit location (excluding the chest) is automatically crippled.