

S.P.E.C.I.A.L.

STAT		
S	Strength	2
P	Perception	4
E	Endurance	2
C	Charisma	2
I	Intelligence	3
A	Agility	9
L	Luck	3
		25

Skills

SCORE	SKILL	C.C.	TAG!
18.0%	Melee	S	13
48.0%	Small Guns	A	48
30.5%	Big Guns	E A	30.5
35.5%	Explosives	A P	35.5
33.0%	Repair	I A	33
48.0%	Lockpick	I A	33 15
18.0%	Science	I	18
13.0%	Speech	C	13
15.5%	Medic	I C	15.5
83.0%	Sneak	A	48 15 20
38.0%	Observe	P	23 15
			20

Saving Throws

Poison	E	2
Radiation	E	2
Explosion	A	9

Hit Points

Maximum	45
Current	35

Strength Bonus

-1.5	(Strength - 5) / 2
-1	Round toward zero

Equipment

ITEM	UNIT COST	NO.	TOTAL COST
Pip Boy		1	
Combat Armor (ignore 6's)		1	
Leather Armor (ignore 4's)		1	
Brass Knuckles (1d4+1-1(Strength bonus))		1	
10mm Pistol		1	
10mm Ammo (1d8)		58	
Jet		1	
Purified Water		6	
Rad Away		1	
Stim Pack		1	
Bobby Pins & Screwdriver		2	
Spyglass (+15% to Observe)		1	
Melons from greenhouse (very not radioactive!)		5	

Bottle Caps

STARTING	142
@ The Landing	-42
@ The Grove: Raiders	+15
Abandoned Building	+10
The Landing	-103
Crown Candy	+90
Olive & Lindberg	+65
	177

Notes

a punch 1d3
 a switchblade is 1d4
 brass knuckles (with spikes) 1d4+1
 a .38 pistol is 1d6
 a shotgun should probably be 4d4
 a 10mm is 1d8
 a 5.56 combat rifle is 2d10
 a sniper rifle is 2d12
 a missile launcher is 4d8 (I think) (plus splash damage)
 a Fat Man is 6d20 (plus splash damage)

Experience

ACHIEVEMENTS	0
Steamboat to St. Louis	+10
SuperMutants (2), ZombieDog (1) at The Grove	+50
Radiers (4)	+40
Locations	+40
Exploration: Wash U. Greenhouse, Ghoultown, Crown Candy Kitchen, Fairground Park, and, at the very end, Monsanto HQ	+50
Minefield on Forsyth.	+25
Radroaches and Spider in Rebstock.	+50
Computer Terminal in the Greenhouse.	+50
Delivering the Honey to Donald at Crown Candy Kitchen.	+150
Mole Rats (this will be less next time, but the combat won't be so tedious either).	+200
Raiders/Turrets/Popping the Chest open and getting the Fat Man.	+100
CURRENT EXPERIENCE POINTS	765

Adam's Fallout Rules

<https://github.com/athornton/rpgexperiments/tree/master/Fallout>

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STAT		
S	Strength	2
P	Perception	4
E	Endurance	2
C	Charisma	2
I	Intelligence	3
A	Agility	8
L	Luck	3
		24

Skills

SCORE	SKILL	C.C.	TAG!		
18.0%	Melee	S	13		
43.0%	Small Guns	A	43		
28.0%	Big Guns	E A	28		
33.0%	Explosives	A P	33		
30.5%	Repair	I A	30.5		
45.5%	Lockpick	I A	30.5	15	
18.0%	Science	I	18		
13.0%	Speech	C	13		
15.5%	Medic	I C	15.5		
78.0%	Sneak	A	43	15	20
38.0%	Observe	P	23	15	
			20		

Saving Throws

Poison	E	2
Radiation	E	2
Explosion	A	8

Hit Points

Maximum	38
Current	28

Strength Bonus

-1.5	(Strength - 5) / 2
-1	Round toward zero

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S	Strength	2
P	Perception	4
E	Endurance	2
C	Charisma	2
I	Intelligence	3
A	Agility	7
L	Luck	3
		23

Skills

SCORE	SKILL	C.C.	TAG!
18.0%	Melee	S	13
38.0%	Small Guns	A	38
25.5%	Big Guns	E A	25.5
30.5%	Explosives	A P	30.5
28.0%	Repair	I A	28
43.0%	Lockpick	I A	28 15
18.0%	Science	I	18
13.0%	Speech	C	13
15.5%	Medic	I C	15.5
73.0%	Sneak	A	38 15 20
38.0%	Observe	P	23 15
			20

Saving Throws

Poison	E	2
Radiation	E	2
Explosion	A	7

Hit Points

Maximum	31
Current	21

Strength Bonus

-1.5	(Strength - 5) / 2
-1	Round toward zero

Stats

STATS		
S	Strength	2
P	Perception	4
E	Endurance	2
C	Charisma	2
I	Intelligence	3
A	Agility	6
L	Luck	3
		22

Skills

SCORE	SKILLS		C.C.	TAG!
13.0%	Melee	S	13	
33.0%	Small Guns	A	33	
23.0%	Big Guns	E A	23	
28.0%	Explosives	A P	28	
25.5%	Repair	I A	25.5	
40.5%	Lockpick	I A	25.5	15
18.0%	Science	I	18	
13.0%	Speech	C	13	
15.5%	Medic	I C	15.5	
68.0%	Sneak	A	33	15 20
38.0%	Observe	P	23	15
				20

Saving Throws

Poison	E	2
Radiation	E	2
Explosion	A	6

Hit Points

Maximum	24
Current	