

FALLOUT

FUDGED

THE POST-ATOMIC ROLEPLAYING GAME



APPROVED FOR
WASTELAND
USE ONLY

WRITTEN BY MICHAEL WOLF

A FAN-MADE, NON-COMMERCIAL TABLETOP GAME · POWERED BY FUDGE

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LEGAL INFORMATION

Fallout Fudged is a fan-made roleplaying game and is in no way affiliated with, endorsed by, or sponsored by Bethesda Softworks LLC. Fallout® is a registered trademark of Bethesda Softworks LLC, a ZeniMax Media company. This game is a non-commercial love letter to the early Fallout series.

About Fudge: Fudge is a roleplaying game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design. This project is a derivative work based on the 1995 edition of Fudge.

All illustrations in this edition are original artwork created for Fallout Fudged. Hard hat, jumpsuit and all.



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SECTION ONE · THE BASICS

ATTRIBUTES



Each character in Fallout Fudged uses the following attributes: Strength (ST), Perception (PE), Endurance (EN), Charisma (CH), Intelligence (IN), Agility (AG), Luck (LK).



STRENGTH (ST)

Muscle, grit and hitting power.



PERCEPTION (PE)

Awareness of the world around you.



ENDURANCE (EN)

Stamina and resilience.



CHARISMA (CH)

Force of personality.



INTELLIGENCE (IN)

Book smarts and wits.



AGILITY (AG)

Speed, aim and balance.



LUCK (LK)

Fortune's favourite.

The player characters start with Fair (+0) in each of the Attributes and may distribute 3 points during character creation. You may reduce attributes to raise others on a 1:1 basis.

THE FUDGE LADDER

LEGENDARY	+4
SUPERB	+3
GREAT	+2
GOOD	+1
FAIR	0
MEDIOCRE	-1
POOR	-2
TERRIBLE	-3
ABYSMAL	-4

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SECTION TWO · KNOW-HOW

SKILLS



Each player character has access to every skill. Some skills are harder to master than other skills, so they start at a lower rank. Each character can distribute 12 points among his or her skills. No skill may start higher than Great.

**BIG GUNS** (STARTS AT TERRIBLE)

This skill is needed to use large weapons like machine guns, rocket launchers or miniature nukes. KABOOM!

**ENERGY WEAPONS** (STARTS AT TERRIBLE)

You want to zap your enemies with a laser pistol or a plasma rifle? Then this is the skill for you.

**MELEE WEAPONS** (STARTS AT POOR)

Shooting enemies is great, but what do you do when you run out of ammo? Sometimes a nice melee weapon does the trick.

**SMALL GUNS** (STARTS AT POOR)

This skill is needed if you want to damage your enemies with bullets. Pew! Pew!

**THROWING** (STARTS AT POOR)

Throwing rocks at your opponents never goes out of style. If you want to throw knives, rocks, grenades, or pies you need this skill.

**UNARMED** (STARTS AT POOR)

You know, brawling, fisticuffs, martial arts, all this stuff. The skill also allows you to employ fist weapons like knuckledusters or the power fist.

**MEDICINE** (STARTS AT TERRIBLE)

When the fighting is done, it's time to patch up your allies (or what is left of them). Medicine allows you to use to stimpacks, doctor's bag, perform surgeries etc.

**LOCKPICK** (STARTS AT TERRIBLE)

In times when you don't have a stick of dynamite at your disposal to open pesky doors or uncooperating chests, this skill comes in handy.

**REPAIR** (STARTS AT POOR)

Someone has to fix things after someone has trashed the place. In those cases this skill comes in really handy.

**SCIENCE** (STARTS AT TERRIBLE)

This skill allows you to work with computers, think about the big questions of the universe, and helps you to impress the unwashed masses of the wasteland.

**SNEAK** (STARTS AT POOR)

You want to get from A to B without being noticed? Then you need this skill.

**STEAL** (STARTS AT POOR)

You like to obtain things that don't belong to you? Steal is the skill for you! Please note that it doesn't help you avoiding the law after you've been caught. You've been warned!

**TRAPS** (STARTS AT TERRIBLE)

This skill allows you to create, find, arm, and disarm all kinds of traps. It's also used when explosives come into play.

**BARTER** (STARTS AT POOR)

You are the last family member in a long line of used car salesmen? Then you definitely need this skill. It helps you to get more stuff for your bottlecaps.

**GAMBLING** (STARTS AT POOR)

This skill comes in handy if you want to play card games, dice games, roulette, etc. and even making a buck out of it. Please note that not every gambler plays fair.

**SURVIVAL** STARTS AT POOR

You want to know which animals and plants are safe to eat? You are interested in reading the tracks of animals (and the occasional human)? Then look no further. Survival is your skill of choice.

**SPEECH** STARTS AT POOR

The others shoot before they ask questions, but more often than not a little politeness goes a long way – even in the harsh post-apocalyptic wastelands.

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SECTION THREE · THE NUMBERS

DERIVED STATISTICS

Fallout Fudged uses a couple of statistics derived from a character's attributes.

**PASSIVE DODGE**

This statistic is used to determine how difficult it is to hit the character in combat if the character is not actively defending. Passive Dodge is equal to AG but can be modified by perks. If a character decides to actively dodge an attack, the Passive Dodge +1 is used.

**DAMAGE RESISTANCE**

The DR determines how much damage a character can resist. This statistic starts at zero, but is usually raised by wearing armor.

**MELEE DAMAGE**

This value is the base damage (without the weapon's bonus) caused by melee and unarmed attacks. It is equal to ST but can be raised by perks.

**SEQUENCE**

This derived statistic is used to determine in which sequence characters may act during combat. Characters with a high Sequence act first. This statistic starts at PE, but can be modified by perks.

**POISON RESISTANCE**

The higher your poison resistance is, the better you can withstand the effects of poison and diseases. This statistic starts at EN, but can be modified by perks.

**RADIATION RESISTANCE**

This statistic determines how well you can resist the dangerous effects of radiation. Radiation resistance starts at Terrible, but can be raised by various means.

**KARMA**

Karma is a measure of how good or evil your character is. At the start of the game each character has a Karma of Fair (0). Doing good deeds may improve Karma, evil deeds lower your Karma. The GM is the final arbiter on whether an action raises or lowers Karma. Your Karma is used as a modifier on Speech and Barter checks if the people know you or have heard of your exploits. Evil people might favor bad karma, so the modifier might be reversed in some cases.

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SECTION FOUR · A NOTE

GIFTS AND FAULTS

Fallout Fudged doesn't use Fudge's Gifts and Faults but relies on Fallout-style Traits and Perks instead.

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SECTION FIVE · SPECIAL TALENTS

PERKS

A player can further individualize his character by picking perks. Perks grant access to certain abilities, provide a character with more options, or improve existing abilities. Each character can pick up to two perks during character creation

where they meet the requirements. Additional perks can be acquired with the GM's permission. These rules don't make any assumptions on how the GM handles character advancement, but they should keep in mind that in the old Fallout games a

character could acquire about seven perks at maximum. Some perks can be taken several times. This is noted in the perk's description.

★ **BLACK WIDOW/LADY KILLER**

REQ • female or male character respectively

In combat you get +2 to attack foes of the opposite sex.

★ **CHERCHEZ LA FEMME/CONFIRMED BACHELOR**

REQ • female or male character respectively

In combat you get +2 to attack foes of the same sex.

★ **FRIEND OF THE NIGHT**

REQ • PE and Sneak ≥ Good

You can see better at night than other humans. You don't get any negative modifiers for bad lighting aside from total darkness.

★ **HEAVE, HO!**

REQ • ST ≥ Good

You can throw objects 50% farther than normal.

★ **HUNTER**

REQ • Survival ≥ Fair

You do +1 damage against all animals and mutated animals.

★ **INTENSE TRAINING**

You can raise one of your Attributes by one. This perk can be taken more than once.

★ **RAPID RELOAD**

REQ • AG ≥ Good

You can reload without spending an action in combat.

★ **SWIFT LEARNER**

REQ • IN ≥ Good

You get one additional Experience Point that you can use to improve skills after each session.

★ **CANNIBAL**

You can devour the flesh of humans to heal wounds faster than normal. Eating from a dead human lets you regain one wound instantly. This only works once per corpse fed on. Please note that most humans are likely to become hostile on seeing someone perform cannibalism. You've been warned!

★ **EDUCATED**

REQ • IN ≥ Good

Your knowledge of the old world, science and academics is almost complete. If the GM decides that you have to roll at all, the check is at half the difficulty.

★ **ENTOMOLOGIST**

REQ • IN and Survival ≥ Good

You do +3 damage against any kind of insect.

★ **RUN 'N GUN**

REQ • Small Guns or Energy Weapons ≥ Good

You can use one-handed guns while running without any penalty.

★ **DEMOLITIONS EXPERT**

REQ • Traps ≥ Great

Any explosives used by you cause +5 damage.

★ **FEROCIOUS LOYALTY**

REQ • CH ≥ Great

If you're Very Hurt your party members (including NPCs) get temporarily +2 DR for the rest of the scene.

★ **FORTUNE FINDER**

REQ • LK ≥ Good

You find five times as many bottlecaps as normal while scavenging the wastelands.

★ **GUNSLINGER**

REQ • Small Guns ≥ Good

You get +1 to hit and damage with pistols and similar weapons.

★ **LEAD BELLY**

REQ • EN or Survival ≥ Superb

You can ignore the effects of irradiated food and water.

★ **SHOTGUN SURGEON**

REQ • Small Guns ≥ Good

You get +1 to hit and damage with shotguns.

★ **THE PROFESSIONAL**

REQ • Sneak ≥ Great

Attacks with pistols or submachine guns against an unaware foe (for example from behind) cause +4 damage.

★ **TOUGHNESS**

REQ • EN and Luck ≥ Good

Your DR is raised by 1. This perk can be taken up to three times.

★ **COMMANDO**

REQ • Small Guns ≥ Good

You get +1 to hit and damage with rifles.

★ **COWBOY**

REQ • Small Guns and Melee ≥ Good

You get +1 to damage with the following weapons: dynamite, lever-action firearms, hatchets, knives, and revolvers.

★ **LIVING ANATOMY**

REQ • Medicine ≥ Superb

You cause +3 damage with any attack against organic foes.

★ **PACK RAT**

REQ • IN and Barter ≥ Good

You can find a useful piece of equipment in your extremely deep pockets. This cannot be used to produce weapons or armor. Please note that the GM has the last word.

★ **QUICK DRAW**

REQ • AG ≥ Good

You can draw weapons without spending an action for it.

★ **SNAKE EATER**

REQ • EN ≥ Good

Your Poison Resistance is raised by 1. This perk can be taken up to three times.

★ **RAD RESISTANCE**

REQ • EN ≥ Good

Your Radiation Resistance is raised by 1. This perk can be taken up to three times.

★ **SCROUNGER**

REQ • LK ≥ Good

You find five times as much ammunition as normal while scavenging the wastelands.

★ **STONEWALL**

REQ • ST ≥ Good

Your DR against unarmed and melee attacks is raised by 2.

★ **TERRIFYING PRESENCE**

REQ • CH ≥ Great

When intimidating other characters you get a +2 on Speech.

★ **ANIMAL FRIEND**

REQ • CH ≥ Great and Survival ≥ Good

With this Perk, animals will not attack the player character, unless the animal is threatened or attacked first. Deathclaws are not classified as animals for the purposes of this perk. Neither is any variety of arthropod, such as radscorpions.

★ **MISTER SANDMAN**

REQ • Sneak ≥ Good

You can silently kill any sleeping foe with a knife or similar weapon without the need for a roll.

★ **MYSTERIOUS STRANGER**

REQ • LK ≥ Great

You can make a mysterious stranger appear and help you in combat. The stranger will usually only appear in open places above ground.

★ **NERD RAGE!**

REQ • IN and Science ≥ Good

Whenever you get Very Hurt your character's ST becomes Legendary (5) and your DR is increased by +2. This effect lasts until the end of the scene.

★ **NIGHT PERSON**

Your IN and PE are increased by 1 during the night.

★ **FAST METABOLISM**

Stimpacks and Super Stimpacks heal one more wound when used by you.

★ **GHASTLY SCAVENGER**

REQ • Cannibal perk

Works basically like Cannibal but you can now feed on Super Mutant and Ghouls corpses which heal two wounds per corpse.

★ **HIT THE DECK**

REQ • Traps ≥ Great

Your DR against explosives is increased by 4.

★ **PIERCING STRIKE**

REQ • Unarmed or Melee ≥ Great

Your unarmed or melee attacks ignore three ranks of your enemy's DR.

★ **PYROMANIAC**

REQ • Big Guns ≥ Good

Your fire-based weapons cause +2 damage.

★ **ROBOTICS EXPERT**

REQ • Science ≥ Good

You can automatically disable robots and turrets if you manage to sneak close to them. In addition to that your attacks against robotic foes cause +2 damage.

★ **SILENT RUNNING**

REQ • AG and Sneak ≥ Good

You can Sneak, and run at the same time. Without this Perk, you would automatically stop sneaking if you ran.

★ **SNIPER**

REQ • AG, PE ≥ Good and Small Guns ≥ Great

After successfully hitting a target, check Luck against Fair. If you're successful you can ignore the enemy's armor.

★ **SPLASH DAMAGE**

REQ • Traps ≥ Great

The area of effect of all your explosives is increased by 50%.

★ **UNSTOPPABLE FORCE**

REQ • ST and Melee ≥ Great

Your melee attacks can not be blocked, dodged or parried.

★ **CHEMIST**

REQ • Medicine ≥ Good

Chems you take last twice as long.

★ **JURY RIGGING**

REQ • Repair ≥ Great

You can repair items and equipment by unconventional means and even if lacking proper spare parts even if your family name is not MacGyver.

★ **LIGHT STEP**

REQ • AG and LK ≥ Good

Floor traps or mines will not be set off by you walking over them.

★ **PURIFIER**

You do +3 damage unarmed or with your melee weapons against abominations (against centaurs, night stalkers, spore plants, spore carriers, deathclaws and super mutants etc.)

★ **ACTION BOY/ACTION GIRL**

REQ • AG ≥ Good

You can do one additional action without any penalty.

★ **CHEM RESISTANT**

REQ • Medicine ≥ Good

You get +2 for all Addiction checks.

★ **MELTDOWN**

REQ • Energy Weapons ≥ Superb

Whenever you hit a target with your energy weapon there's a small chance that it causes damage to a second enemy in the vicinity. On a LK check vs. Good, apply the damage caused to a character within 2 meters of your target. Rinse and repeat. Please note that you and your allies are not immune to this effect!

★ **COMPUTER WHIZ**

REQ • IN and Science ≥ Great

You can retry to hack locked down computer terminals and do other computer wizardry at the GM's discretion.

★ **INFILTRATOR**

REQ • Lockpick ≥ Great

You can retry picking a lock even if an attempt to force it failed. You can also retry any attempt to pick a lock and none of your failures causes any noise.

★ **PARALYZING PALM**

REQ • Unarmed ≥ Great

Instead of causing damage you can paralyze your foe for as many rounds as your damage would have been. This only works when using Unarmed attacks.

★ **GRIM REAPER'S SPRINT**

REQ • Any combat skill ≥ Legendary

Whenever you kill an enemy, you may make another attack for free.

★ **SOLAR POWERED**

REQ • EN ≥ Great

When you're outside during the day, you regenerate one wound per hour and have a ST bonus of 2.

★ **EXPLORER**

REQ • Survival ≥ Superb

You always know which direction is north, and you only rarely get lost, even in unknown areas. You can also find water, sustenance, and shelter without any need for a Survival roll.

★ **LASER COMMANDER**

REQ • Energy Weapons ≥ Good

You get +1 to attack and damage using energy weapons.

★ **RAD ABSORPTION**

REQ • EN ≥ Superb

You get rid of one dot of radiation for each hour not in an irradiated zone.

★ **POWER ARMOR TRAINING**

REQ • Special

This perk allows you to operate power armor. Power Armor Training can not just be picked up freely but needs to be acquired during a quest.

★ **JUNK ROUNDS**

REQ • Repair and LK ≥ Great

You can use scrap metal and tin cans to create ammunition for your weapons if you have access to a workbench and enough time.

★ **CULT OF PERSONALITY**

REQ • CH ≥ Superb

The initial reaction against you is always favorable. Even normally hostile characters will not automatically attack you on sight. You get at least a chance to explain yourself before the bullets start flying. This perk doesn't affect nonhuman characters. You can also attract one personal follower (created by the GM).

★ **CAUTIOUS NATURE**

REQ • PE ≥ Great

You're very hard to surprise in combat. Even if your party was surprised by enemies you are allowed to act in the surprise round.

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SECTION SIX · TRIGGER DISCIPLINE

COMBAT



Fallout Fudge uses the character's Sequence + 4dF to determine who acts first. Characters may also decide to act later if they wish to react on their opponents' (or allies') actions.

Close combat is always handled using opposed rolls, but only the attacker may cause damage.

In ranged combat the attacker has to at least reach the target's Passive Dodge to hit. If the target decides to actively dodge, this value is increased by 1.

Ranged attack rolls are also modified by the distance to the target. There are six range bands in Fallout Fudge: point blank (1/4 weapon base range), short (1/2 weapon base range), normal (1x weapon base range), long (2x weapon base range), far (4x weapon base range), and extreme (6x weapon base range).

👁️ **RANGE BANDS AT A GLANCE**

BAND	DISTANCE	ATTACK
Point blank	1/4 weapon base range	+2
Short	1/2 weapon base range	+1
Normal	1x weapon base range	+0
Long	2x weapon base range	-1
Far	4x weapon base range	-2
Extreme	6x weapon base range	-3

The attack modifiers are as follows: point blank +2, short +1, normal +0, long -1, far -2, extreme -3

The ODF is calculated by adding the margin of success of the attack roll, the weapon damage bonus, the character's Melee Damage statistic, and any modifiers from perks or traits. The DDF is calculated by adding the character's DR and any modifiers from perks or traits. The damage caused is ODF-DDF.

Usually you can only attack once during your turn, but some weapons, perks and traits may allow you to attack more than once. Fully automatic weapons may be used to fire bursts of three rounds. You can make three attack rolls against one target

or spray an area of maximal 60°. The first roll is unmodified, but the second and third get a -1 and -2 modifier respectively. Semi-auto weapons may be fired more than once per round if

a perk or trait allows it. Weapons with the Slow descriptor may only be used once per combat round even if the character has a special perk or trait that says otherwise.

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SECTION SEVEN · THE ARMOURY

WEAPONS AND ARMOR



The wastelands are a dangerous place, so it's wise to always carry a few weapons and armor around.

7.1 SMALL GUNS

NAME	WB	BR	AMMO	NOTES
10mm Pistol	+2	20m	12	semi-auto
.44 Magnum Revolver	+3	15m	6	revolver
5.56mm Pistol	+4	20m	5	semi-auto
10mm SMG	+5	35m	30	full-auto
Nail gun	+2	5m	90	full-auto
Caravan shotgun	+5	10m	2	slow
Sawed-off shotgun	+6	5m	2	slow
Lever-action shotgun	+5	15m	5	lever-action
Assault Carbine	+4	60m	24	full-auto
Cowboy Repeater	+5	60m	7	lever-action
Hunting Rifle	+4	85m	5	slow
Service Rifle	+4	85m	20	semi-auto
Sniper Rifle	+6	85m	5	semi-auto, +1 to hit on Long/Far/Extreme
Bozar	+7	85m	30	full-auto, +1 to hit on Long/Far/Extreme

WB weapon bonus · BR base range

7.2 BIG GUNS

NAME	WB	BR	AMMO	NOTES
Minigun	+8	35m	240	full-auto, ST ≥ Good needed to use weapon.
Flamer	+6	15m	60	A flamer always attacks a 60° cone in front of it. Flammable targets will be set ablaze.
Gatling Laser	+6	60m	240	full-auto, uses Big Guns or Energy Weapons whichever is higher, ST ≥ Good needed to use weapon.
Missile Launcher	+10	85m	1	slow

7.3 ENERGY WEAPONS

NAME	WB	BR	AMMO	NOTES
Laser Pistol	+4	35m	30	semi-auto
Plasma Pistol	+6	15m	32	semi-auto
Laser Rifle	+5	60m	24	semi-auto
Plasma Rifle	+7	35m	24	semi-auto
Gauss Rifle	+8	85m	5	semi-auto, +1 to hit on Long/Far/Extreme

7.4 THROWN WEAPONS

NAME	WB	BR	NOTES
Dynamite	+10	5 + ST	blast radius: 5m
Frag Grenade	+12	10 + ST	blast-radius: 10m
Plasma Grenade	+14	10 + ST	blast radius: 5m
Pulse Grenade	+10	10 + ST	blast-radius: 10m, only affects robots
Throwing Hatchet	+3	5 + ST	
Throwing Knife	+2	5 + ST	
Throwing Spear	+4	5 + ST	

7.5 UNARMED WEAPONS

NAME	WB	NOTES
Powered Fist	+4	
Brass Knuckles	+1	
Spiked Knuckles	+2	
Industrial Fist	+5	
Bladed Gauntlet	+3	
Mantis Gauntlet	+3	

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MELEE WEAPONS

NAME	WB	NOTES
Knife	+2	
Fire Axe	+4	slow
Hatchet	+3	
Katana	+4	Can be wielded two-handed for +1 damage
Ripper	+4	ignores DR of target
Machete	+3	
Shishkebab	+4	Flammable targets are set on fire.
Nail board	+2	
Spear	+4	
Sledge Hammer	+5	slow
Super Sledge	+7	slow

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ARMOR

NAME	DR	NOTES
Normal clothing	+0	
Vaultsuit	+0	
Armored Vaultsuit	+1	
Radiation Suit	+1	Rad Resistance +4
Science Suit	+1	+1 to Science
Hazmat Suit	+1	+4 Poison Resistance
Leather Armor	+2	
Combat Armor	+3	
Ranger Armor	+4	Includes nightvision goggles and radio
Stealth Suit	+2	+2 to Sneak
Metal Armor	+5	
T-45d Power Armor	+6	ST +2, AG -2, Rad Resistance +1, needs Power Armor Training
T-51b Power Armor	+5	ST +1, Rad Resistance +2, needs Power Armor Training
Enclave Power Armor	+6	ST +1, Rad Resistance +2, needs Power Armor Training
Tesla Armor	+6	ST +1, Rad Resistance +2, needs Power Armor Training, has DR of +8 against Energy Weapons
Recon Armor	+3	+1 to Sneak
Brotherhood Scribe/Elder Robes	+1	
Salvaged Power Armor	+5	AG -2, Rad Resistance +1

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SECTION EIGHT · THE MEDICINE CABINET

EQUIPMENT AND CHEMS



WHISKY

CAUTION

BENEFIT	+1 ST and Speech
COMEDOWN	-1 AG, IN, Speech
DURATION	1 hour
ADDICTION DIFFICULTY	Fair (0)



BUFFOUT

CAUTION

BENEFIT	+1 ST and EN
COMEDOWN	-1 ST, AG, EN
DURATION	1 hour
ADDICTION DIFFICULTY	Good (1)

**DOCTOR'S BAG**

A doctor's bag contains everything a skilled user needs to make diagnoses, and treat a patient's wounds.

**HEALING POWDER**

Heals one wound but reduces PE by 1 for a scene.

**JET****CAUTION**

BENEFIT	+1 AG and PE
COMEDOWN	-1 ST, AG, PE
DURATION	1 scene
ADDICTION DIFFICULTY	Great (2)

**MED-X****CAUTION**

BENEFIT	+1 DDF
COMEDOWN	-1 AG, IN
DURATION	1 scene
ADDICTION DIFFICULTY	Good (1)

**MENTATS****CAUTION**

BENEFIT	+1 IN, PE, Speech, Science
COMEDOWN	-1 IN, PE
DURATION	1 scene
ADDICTION DIFFICULTY	Good (1)

**PSYCHO****CAUTION**

BENEFIT	+1 ODF
COMEDOWN	-1 EN, PE
DURATION	1 scene
ADDICTION DIFFICULTY	Great (2)

**RAD AWAY**

Heals 2 dots of Radiation.

**RAD-X**

Raises radiation resistance by 4 for an hour.

**STIMPACK**

Heals 2 wounds instantly.

**SUPER STIMPACK**

Heals 4 wounds instantly but has a comedown of ST -1 for an hour.

**STEALTH BOY**

The user becomes almost invisible. The effect lasts one scene. Sneak +2.

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SECTION NINE · READ THE LABEL

CHEMS, COMEDOWN AND ADDICTION

Most chems have a risk of addiction and a nasty comedown after the effects wear off. Every time the effect wears off, the character has to roll EN vs. the Addiction difficulty. If it fails the character becomes addicted and suffers the comedown permanently until the addiction can be healed.

Healing needs a successful Medicine check vs. the Addiction difficulty +1. Consuming the chem removes the effects of the comedown temporarily.

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SECTION TEN · CLICK, CLICK, CLICK

RADIATION

Radiation is a constant danger in the wastelands. Depending on the level of the radiation in an area, all characters have to make EN checks modified by their Radiation Resistance regularly to

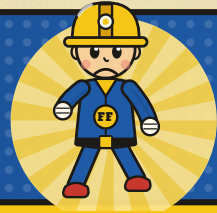
avoid getting irradiated. The radiation track basically works like the wound track.

RADIATION LEVEL	FREQUENCY	DIFFICULTY
Low	1/day	Fair (0)
Moderate	1/hour	Good (1)
High	1/scene	Great (2)
Lethal	1/round	Superb (3)

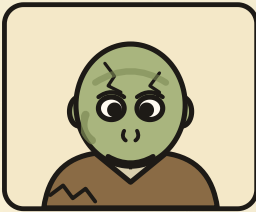
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SECTION ELEVEN · WHO'S THAT?

ENEMIES AND ALLIES



GHOUL

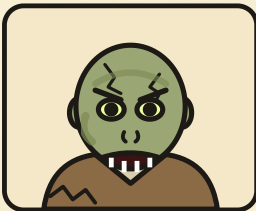


ST	PE	CH
FAIR	FAIR	POOR
IN	AG	LK
FAIR	FAIR	FAIR

SKILLS: Small Guns: Fair, Melee: Fair
COMBAT: DR: depends on armor worn | Sequence: Fair, Passive Dodge: Fair

Ghouls are decrepit, rotting, zombie-like mutants. They are victims of heavy radiation poisoning which results in their skin decaying and, paradoxically, greatly extends their individual lifetime.

FERAL GHOUL

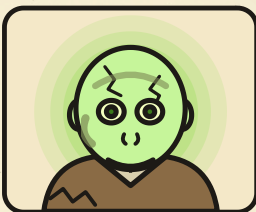


ST	PE	CH
GOOD	FAIR	TERRIBLE
IN	AG	LK
FAIR	FAIR	FAIR

SKILLS: Unarmed: Good
COMBAT: DR: +2 | Sequence: Good, Passive Dodge: Fair

Feral ghouls are among the more unfortunate mutants whose minds have deteriorated from prolonged radiation poisoning, becoming instinct-driven savages, attacking anyone and anything relentlessly, save for other ghouls.

GLOWING ONES

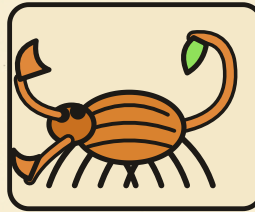


ST	PE	CH
FAIR	FAIR	TERRIBLE
IN	AG	LK
FAIR	FAIR	FAIR

SKILLS: Small Guns: Fair, Melee: Fair
COMBAT: DR: depends on armor worn | Sequence: Fair, Passive Dodge: Fair

Glowing ones are ghouls who have absorbed so much radiation that they glow in the dark. They have become living conduits of radiation to the point that radiation actually heals their combat injuries. Being in close vicinity to a Glowing One counts as being in an area of High radiation. Glowing Ones can heal one wound in the Frequency listed on the Radiation chart above.

RADSCORPION

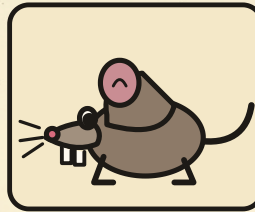


ST	PE	CH
GOOD	FAIR	ABYSMAL
IN	AG	LK
ABYSMAL	FAIR	FAIR

ATTACKS: Claws: Fair, ODF +2; Poisonous Stinger: Fair, ODF +2; Poison: Good, 1 wound per round.
COMBAT: DR: +2 | Sequence: Poor, Passive Dodge: Poor

Radscorpions are large, mutated scorpions commonly found in and around abandoned structures. They originated from the North American Emperor scorpion, which were prolific in many pet stores at the time of the Great War.

GIANT RAT

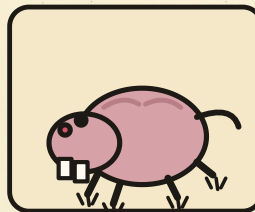


ST	PE	CH
MEDIOCRE	FAIR	ABYSMAL
IN	AG	LK
ABYSMAL	GOOD	FAIR

ATTACKS: Bite: Fair, ODF +1
COMBAT: DR: +0 | Sequence: Fair, Passive Dodge: Fair

Giant rats are an oversized version of the Old World's common rodents.

MOLE RAT

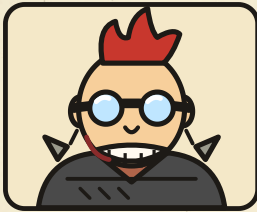


ST	PE	CH
FAIR	FAIR	ABYSMAL
IN	AG	LK
ABYSMAL	GOOD	FAIR

ATTACKS: Bite: Fair, ODF +2
COMBAT: DR: +1 | Sequence: Fair, Passive Dodge: Fair

Mole rats are giant rodents that are probably a result of mutation due to radiation.

WASTELAND RAIDER



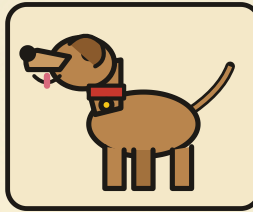
ST	PE	CH
FAIR	FAIR	FAIR
IN	AG	LK
FAIR	FAIR	FAIR

SKILLS: Small Guns: Fair, Melee: Fair, Unarmed: Fair

COMBAT: DR: depends on armor worn | Sequence: Fair, Passive Dodge: Fair

Numerous raider groups can be found across the wasteland. Most are composed of only a few people scraping out a living by preying on other inhabitants of the wastes.

DOG



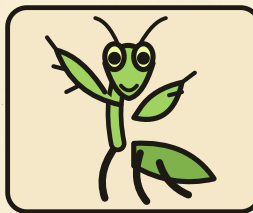
ST	PE	CH
FAIR	FAIR	TERRIBLE
IN	AG	LK
TERRIBLE	GOOD	FAIR

ATTACKS: Bite: Good, ODF +2

COMBAT: DR: +1 | Sequence: Good, Passive Dodge: Fair

Some dogs have remained domesticated pets, but many more have turned feral and hunt the dusty wasteland in packs.

GIANT MANTIS



ST	PE	CH
GOOD	FAIR	ABYSMAL
IN	AG	LK
ABYSMAL	GOOD	FAIR

ATTACKS: Claws: Good, ODF +3;

Poisonous Bite: Fair, ODF +3, Poison: Good, 1 wound per round.

COMBAT: DR: +3 | Sequence: Poor, Passive Dodge: Poor

A giant version of the pre-War praying mantis.



END OF TRANSMISSION

THANKS FOR PLAYING!

Fallout Fudged was written by Michael Wolf and runs on the Fudge rules by Steffan O'Sullivan. The artwork in this edition is original.

Keep your Fudge dice handy, watch your radiation and never turn down a free stimpack.

stargazergames.eu

SURVIVOR
APPROVED

SURVIVOR DOSSIER

Fallout Fudged · Character Sheet



SURVIVOR NAME

PLACE OF ORIGIN

GENDER

FUDGE POINTS

EXPERIENCE

★ ATTRIBUTES



STRENGTH

ST



PERCEPTION

PE



ENDURANCE

EN



CHARISMA

CH



INTELLIGENCE

IN



AGILITY

AG



LUCK

LK



DERIVED STATISTICS



PASSIVE DODGE



DAMAGE RESISTANCE



MELEE DAMAGE



SEQUENCE



POISON RESISTANCE



RADIATION RESISTANCE



KARMA

THE FUDGE LADDER

LEGENDARY	+4	MEDIOCRE	-1
SUPERB	+3	POOR	-2
GREAT	+2	TERRIBLE	-3
GOOD	+1	ABYSMAL	-4
FAIR	0		



SKILLS (12 points · max. Great at the start)



BIG GUNS

TERRIBLE



ENERGY WEAPONS

TERRIBLE



MELEE WEAPONS

POOR



SMALL GUNS

POOR



THROWING

POOR



UNARMED

POOR



MEDICINE

TERRIBLE



LOCKPICK

TERRIBLE



REPAIR

POOR



SCIENCE

TERRIBLE



SNEAK

POOR



STEAL

POOR



TRAPS

TERRIBLE



BARTER

POOR



GAMBLING

POOR



SURVIVAL

POOR



SPEECH

POOR



TRAITS & PERKS (two perks at the start)



WOUNDS



SCRATCHED

0



HURT

-1



VERY HURT

-2



INCAPACITATED

KO



DEAD



RADIATION



L. RAD

0



M. RAD

-1



H. RAD

-2



C. RAD

KO



DEAD

ARMOURY & PACK

Weapons · armor · chems · gear



WEAPONS

WEAPON _____ WB _____ BASE RANGE _____ AMMO _____

○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

NOTES _____

WEAPON _____ WB _____ BASE RANGE _____ AMMO _____

○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

NOTES _____

WEAPON _____ WB _____ BASE RANGE _____ AMMO _____

○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

NOTES _____

WEAPON _____ WB _____ BASE RANGE _____ AMMO _____

○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

NOTES _____

ARMOR

ARMOR _____ DR _____

NOTES _____

ARMOR _____ DR _____

NOTES _____

CHEMS

CHEM _____ DOSES _____ NOTES _____

BOTTLECAPS



EQUIPMENT

NOTES
