

# QUICK REFERENCE

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## SKILLS OVERVIEW

SKILL	ATTRIBUTE
Athletics	STR
Barter	CHA
Big Guns	END
Energy Weapons	PER
Explosives	PER
Lockpick	PER
Medicine	INT
Melee Weapons	STR
Pilot	PER
Repair	INT
Science	INT
Small Guns	AGI
Sneak	AGI
Speech	CHA
Survival	END
Throwing	AGI
Unarmed	STR

STR      PER      END      CHA  
INT      AGI      LCK

## DIFFICULTIES

DIFFICULTY	EXAMPLES
0	Gathering rumors, searching an abandoned building.
1	Shooting a target at Close range, picking Simple lock.
2	Breaking reinforced door, treating basic Injury.
3	Identifying unknown person, deactivating robot from behind.
4	Hacking a Complex computer, disarming a landmine.
5	Talking down hostile enemy, shooting a target far away on a stormy night.

## DIFFICULTY INCREASES


SITUATION	TEST INCREASE
Character is starving	+1 to STR
Dim lighting / Darkness	+1 to PER
Character lacks proper clothing	+1 to END
NPC holds a grudge against the player	+1 to CHA
Knowledge is particularly complex or experimental	+1 to INT
Character is in the middle of a storm	+1 to AGI

## INITIATIVE

**Character Initiative:**  
PER + AGI + bonuses

**NPC/Creature Initiative:**  
BODY + MIND

### VARIABLE INITIATIVE:

Each character rolls  equal to their Initiative score and notes the total. If one side or the other has a significant advantage, such as an ambush, they may add +1 to each pool for each Effect rolled. The scores are then noted, with characters acting in order from greatest to least. If a PC and NPC roll the same, PC goes first.

## ACTION POINTS

# of successes - difficulty = AP generated.  
There is an Action Points cap of 6.

ACTION	AP COST	EFFECT
Buy d20s	1/3/6	Purchase +1d20, +2d20 or +3d20 to check.
Obtain Info	1	Ask the GM a single question about the situation based on your test, vague answer.
Reduce Time	2	Halves the time it takes for a test to be attempted and resolved.
Additional Minor Action	1	One extra Minor Action. Only 2 Minor Actions per turn.
Additional Major Action	2	One extra Major Action, increase +1 difficulty. Only 2 Major Actions per turn.
Extra Damage	1	Add additional 🎲 to Melee/Thrown attack. May add up to 🎲🎲🎲.

## IRRADIATED FOOD AND DRINK

Some items of food and drink are Irradiated, contaminated with the radiation which is all-pervasive in the Wasteland. When you consume Irradiated food or drink, roll 🎲. If you roll an Effect, you suffer 1 Radiation Damage, which ignores any Resistance from equipment or armor.

## RARITY

Rarity is determined by the location. Sometimes GM may require availability test. Roll a number of d6 equal to your LUCK. The number of effects generated is the maximum available rarity under that vendor.

## HAGGLING AND TRADING

Standard item value when selling is 25% listed value. Can Haggle using CHA + BARTER opposed test. If you succeed, gain 10% discount if buying or 10% price increase if selling. Spend 2 AP to gain a total bonus of 20%. Failure could result in the opposite. Complications could lead to problems with the NPC.

## GROUP TESTS

The group (or GM) selects a leader, who rolls as usual (can buy up to 3d20 with AP). Then, each player rolls 1d20 based on their own ATTR + SKILL. As long as the leader rolled at least 1 success, everyone adds theirs to the pool. If enough success results are generated, the group passes test. All players can gain Crits or Complications as usual.

## ASSISTING

Work with GM to decide the ATTR + SKILLS combo for your assist action. Add your number of successes to the primary roller's result count. Can only add successes if primary rolled at least 1 success of their own. You can score Crits and Complications while assisting, but your d20 does not count toward the limit of 5.

## OPPOSED TESTS

When another character opposes you in a skill test, they roll their d20 dice after buying any extras. The number of successes they generate becomes your difficulty. If you equal or exceed their successes, you win the opposed test. Any extra successes are converted to AP. If you fail, you do not succeed and your opponent gains the difference in AP (usually the GM).


Target number for each roll is based on the character's skill level (ATTRIBUTE + SKILL)

## SCAVENGING

DEGREE	DIFFICULTY	
Untouched	0	
Party Searched	1	
Mostly Searched	2	
Heavily Searched	3	
SCALE	EXAMPLE	TIME
Tiny	Safe, cabinet, trunk	1 min
Small	Single room, vehicle	10 mins
Average	Small shop, multiple rooms	30 mins
Large	Several homes, large building	2 hours

## USING AND GAINING LUCK

Luck is only regained at GMs discretion if quest milestones are reached, or if a new major quest is begun. Luck Points cannot exceed LCK attribute.

TYPE	EFFECT
Lucky Find	Find an important item, your preferred ammo, a small detail, etc. GM can suggest it, veto it, or require multiple Luck Points.
Lucky Timing	At the start of a round, or after another character's turn, spend 1 point to take your turn now. Cannot gain 2 turns per round.
Miss Fortune	Spend 1 point to reroll 1d20 or up to  . Each die can only be rerolled once. Must use new result. Can spend multiple Luck Points this way.
Stacked Deck	Spend 1 point before a test to use LUCK as the base attribute for the test if your LUCK is higher than the standard attribute for the test.











## NAVIGATION

TYPE	DIFFICULTY
Clear trail	1
Large landmarks	2
Small landmarks	3
Known direction	4
Gut feeling	5


## DIFFICULT TERRAIN AND OBSTACLES

TERRAIN OR OBSTACLE	AP COST
Thick mud, loose sands, stairs	1
Swamp, unstable rubble	2
Steep slope, fast-flowing water	3
Waist-height jump, short jump	1
Chest-height jump, running jump	2
Taller than PC jump, long jump	3

## HAZARDS AND DAMAGE


HAZARD TYPE	DAMAGE TYPE
Falling debris	 Physical
Falling	 Physical stun per zone
Open flame	 Energy
Raging fire	 Persistent Energy
Electrical discharge	 stun Energy
Toxic chemical (spill)	 Poison
Toxic chemical (immersed)	 Persistent Poison
Irradiated water	 Persistent Radiation
Irradiated air	 Piercing Radiation
Close proximity to irradiated waste	 Radiation







## ENVIRONMENTAL CONDITIONS

ENVIRONMENTAL TYPE	EFFECT
Poor Lighting or Darkness	PER tests that rely on vision and all Ranged attack increase in difficulty by +1, +2 or +3, depending on light level.
Mist or Fog	PER tests that rely on vision and all Ranged attacks increase the difficulty by +1 what target is at Medium range or further.
Rain	Ranged attacks with energy weapons, and Survival tests increase the difficulty by +1 or +2, depending on how heavy the rain is.
Radstorm	Any creature not in shelter suffers  Radiation damage at the start of each turn.


MINOR ACTIONS	
TYPE	EFFECT
Aim	Reroll 1d20 on 1st attack roll.
Chem	Use chem on yourself or willing individual within reach. Must DRAW first, if not already in hand.
Draw	Retrieve or store one 1 item on your person, or pick up or put down 1 item within reach.
Interact	Open door, push button, etc.
Move	Move up to 1 zone to any position within Medium range, or stand up from Prone position.

MAJOR ACTIONS	
TYPE	EFFECT
Attack	Make an attack.
Command NPC	Choose 1 Major Action for NPC. If it requires a test, you automatically Assist using CHA + Speech if person, CHA + Survival if creature, or CHA + Science if robot.
Defend	AGI + Athletics at Difficulty 1. If pass, gain +1 Defense, spend 2 AP to gain +1 Defense.
First Aid	INT + Medicine at Difficulty equal to number of Injuries.
Rally	END + Survival (or other) to prepare yourself/allies.
Sprint	Move up to 2 zones, to anywhere within Long range.




PRONE RULES	
If prone, you crawl. The Move Action becomes a Major Action and you cannot take the Sprint Action.	
Enemies at Medium range or farther add +1 difficulty to any attacks against you.	
Enemies at Close range reduce the difficulty of attacks against you by 1, to a minimum of 0.	
While prone, you may reroll any cover  you have.	

COVER RULES	
TYPE OF COVER	COVER VALUE
Foilage, Wood	
Rubble, Ruined Brick Wall, Metal Fencing	 
Concrete Walls, Steel Barricade	  

WEAPON RANGE DIFFICULTY				
RANGE TO TARGET	CLOSE	SHORT	LONG	EXTREME
Close	0	+1	+2	+3
Medium	+1	0	+1	+2
Long	+2	+1	0	+1
Extreme	+3	+2	+1	0

DAMAGE EFFECTS	
TYPE	EFFECT
Burst	Attack hits one additional target within Close range of primary target per Effect rolled. Each additional target spends 1 Ammo.
Breaking	Per Effect, reduce the number of  by target cover by 1, permanently. If no cover, reduce DR of location struck by 1, according to Damage type.
Persistent	Target suffers weapon damage again on next turn for # of turns equal to Effects rolled. Major Action to remove effect with a Difficulty equal to number of Effects rolled.
Piercing X	Ignores X number of target's DR for each Effect rolled, where X is Rating of the Damage effect.
Radioactive	Per Effect, target suffers 1 point of Radiation Damage. This Damage is totalled and applied separately, after normal Damage.
Spread	Per Effect, attack inflicts 1 extra hit on target. Each hit inflicts half the Damage (rounded down) and hits a random location.
Stun	Target cannot take normal Actions on next turn. Target may spend AP to take additional Actions.
Vicious	Attack inflicts +1 Damage for each Effect rolled.

## WEAPON QUALITIES

QUALITY	EFFECT
Accurate	If you take Aim Action, spend up to 3 AP to gain +  per AP spent on Damage. If you do, you cannot spend Ammo for added Damage.
Blast	Target a zone, not a single enemy. This attack has a base Difficulty of 2, adjusted for Range. If successful, deal Damage to everything, if fail deal half Damage.
Close Quarters	No Difficulty for using this weapon within reach of target.
Concealed	Unnoticeable unless wielded. Can be found by a Difficulty 2 PER + Survival test.
Debilitating	The Difficulty of treating Injuries from this weapon is increased by +1.
Gatling	Ammo spent 10 x normal rate. If you spend 1 Ammo (10) for Damage increase, gain +   per 10-shot bursts. Max bursts is equal to weapon's Fire Rate.
Inaccurate	Cannot benefit from the Aim Action.
Mine	Becomes Dangerous Object when primed. Damages anyone who comes within Reach of it (and more, if it has Blast).
Night Vision	When you take Aim Action, you ignore any Difficulty increases due to darkness.
Parry	Spend 1 AP to add +1 to your Defense against an incoming Melee attack.
Recon	When you take the Aim Action, mark the target aimed at. Next ally to attack it may reroll 1d20 on their attack test.
Reliable	During a combat encounter, ignore the first Complication you roll on a test with the weapon.
Suppressed	An enemy does not notice an attack from this weapon unless hit by it or by passing a Difficulty 2 PER + Survival test.
Thrown	Thrown (C) ideal Range: Close. Thrown (M) ideal Range: Medium. Requires AGI + Throwing test.
Two-Handed	Requires 2 hands to use. If used in one hand increase Difficulty of test by +2.
Unreliable	Increase the Complication Range when attacking with this weapon by +1.



## FATIGUE

Generate 1 fewer AP per point of Fatigue Point, down to 0. If you begin a scene with Fatigue Points, you lose 1 maximum Hit Point per 2 points of Fatigue Points.

If you sleep 1 hour, -1 on Sleep Table (below). If you sleep for 6+ hours, become **rested** and lose all Fatigue Points if you have no other sources of Fatigue (hunger or thirst).

If you eat raw or prepacked food, -1 Hunger State (see below). If you eat cooked food, -2 Hunger State.











If you drink, -1 Drink State (see below). If you drink Purified Water, -2 Thirst State.

## SLEEP STATES

STATE	EFFECT
You're <b>rested</b> if you've recently had a proper sleep. You might be <b>well rested</b> if you've had an especially good sleep.	After eight hours <b>rested</b> , you become <b>tired</b> .
You're <b>tired</b> if you're no longer fully alert, but you're still awake.	After eight hours <b>tired</b> , you gain 1 Fatigue and become <b>weary</b> .
You're <b>weary</b> when you really need some rest, if not some sleep, but are still somewhat able to function.	After eight hours <b>weary</b> , you gain 1 Fatigue and become <b>exhausted</b> .
You're <b>exhausted</b> if you're on the verge of collapsing, but you're pushing yourself to continue.	Every four hours <b>exhausted</b> , you gain 1 Fatigue.

THIRST STATES	
STATE	EFFECT
You're <b>quenched</b> if you've drunk as much as you can. Drinking more beverages while <b>quenched</b> has no effect on your thirst.	After an hour of being <b>quenched</b> , you become <b>hydrated</b> .
You're <b>hydrated</b> if you've drunk recently but still could drink more if desired.	After two hours of being <b>hydrated</b> , you become <b>thirsty</b> .
You're <b>thirsty</b> if you've not had anything to drink in a while.	After four hours of being <b>thirsty</b> , you gain 1 Fatigue and become <b>dehydrated</b> .
You're <b>dehydrated</b> you may be getting dizzy, suffering headaches.	Every eight hours you spend <b>dehydrated</b> , gain 1 Fatigue.

HUNGER STATES	
STATE	EFFECT
You're <b>full</b> if you eaten your fill. You can't eat any more food while <b>full</b> .	After an hour of being <b>full</b> , you become <b>sated</b> .
You're <b>sated</b> if you've eaten recently but you've still got room for a bit more.	After four hours of being <b>sated</b> , you become <b>peckish</b> .
You're <b>peckish</b> if you're ready for your next meal.	After eight hours of being <b>peckish</b> , you become <b>hungry</b> .
You're <b>hungry</b> if your stomach is growling and you're starting to feel a bit weak.	After sixteen hours of being <b>hungry</b> , you gain 1 Fatigue and become <b>starving</b> .
You're <b>starving</b> if everything reminds you of food and you're feeling weak and tired.	For every day you are <b>starving</b> , you gain 1 Fatigue.

RANDOM DISEASES			
D20	DISEASE	EFFECT	DURATION
1	Blood Worms	Attacks against you inflict +   Damage	1
2	Bone Worms	Attacks against your Arms or Legs inflict +     Damage	1
3	Buzz Brain	INT tests suffer +1 Difficulty	4
4	Dysentery	Halves time of each step of thirst track	1
5	Fever Claw	Your Ranged attacks inflict   less Damage (minimum of  )	1
6	Flap Limb	STR tests suffer +1 Difficulty	4
7	Glowing Pustules	Whenever you suffer an Injury, anyone within Reach suffers  Radiation Damage	1
8	Heat Flashes	END tests suffer +1 Difficulty	3
9	Jelly Fingers	Attempting a Ranged attack requires spending 1 AP	1
10	Lock Joint	Attempting a Melee attack requires spending 1 AP	1
11	Needle Spine	-10 Carrying Weight	1
12	Parasites	Halves time of each step of hunger track	1
13	Rad Worms	Whenever you suffer Radiation Damage, add +2 to the amount suffered	1
14	Shell Shock	Whenever you suffer an Injury, lose 1 AP from the Group Pool	3
15	Sludge Lung	Gain 1 Fatigue, you can only save AP into the Group Pool if there are 3 or fewer AP saved	4
16	Snot Ear	PER tests suffer +1 Difficulty	1
17	Swamp Gas	CHA tests suffer +1 Difficulty	1
18	Swamp Itch	AGI tests suffer +1 Difficulty	1
19	The Whoopsies	Must spend twice as many Luck Points to gain an Effect	1
20	Weeping Sores	Whenever you suffer Physical Damage, you suffer +1 Physical Damage at the start of your next turn, ignoring Damage Resistance	3