Revised Fallout Paper and Pencil Rules
For optional use

I designed these rules because I feel that in a non-computer based game, and sometimes even in a computer based game, the SPECIAL rules are way too easy to abuse. In a computer game the designers at least have very tight controls over what a player can and can not do. That kind of control is not possible in a Pencil and Paper game, and even if it were it would severely limit the fun possible for the players.

To address these issues I have come up with the following changes to the SPECIAL Rules as presented by Jason Mical in his excellent Fallout Paper and Pencil Rules currently available at www.iamapsycho.com/fallout.

I can be contacted for comment at falloutdude@hotmail.com Constructive comments may receive a response from me. I am however very busy with real life stuff and this is only a hobby for me so do not feel unappreciated if I fail to respond to every e-mail I receive.

Section 1 Changes to Skills:

I have made many changes to skills. I have added many more divisions to the very general list of skills in the SPECIAL System.

Some new concepts to keep in mind:

Restricted Skills: These are skills a normal Character would not have any possibility of knowing at the time of Character Creation. Some Traits might modify this. In order to learn a Restricted skill you must spend 10 Skill points on the skill. This brings the restricted skill from 0% to its initial level. Restricted Skills usually relate to High Technology items such as Energy Weapons, Computers, Vehicles, etc. Final say on which exact skills are restricted and which are not is of course up to the GM. I will however be declaring the skills I feel should be restricted throughout this document.

Example:
Beglor a Human Tribal comes across a Wattz 1000 Laser Pistol he picks it up and begins carrying it with him. At the time he picks it up he does not understand anything about how to operate it. After Carrying the pistol around a while Beglor increases in level. At this point Beglor decides to learn the Small Beam Weapons skill, this is a restricted skill and Beglor currently has a 0% Rating in the skill because of this. Beglor spends 10 Skill points to aquire the restricted skill. The Base Skill Level for Small Beam Weapons is 1x Agility. Beglor's Agility is 7 so Beglor now has a 7% Rating in the Small Beam Weapons Skill.

Teachers: A Teacher must have a Minimum skill of 75% in any skill he wants to teach. A Teacher must also have at least a 25% Skill in the *Science, Teach* Skill. A Teacher is required to learn some Restricted Skills. Learning a skill from a teacher requires an investment in time from both the student and the teacher. After each week of instruction the student should roll against Intelligence. If the student's roll is successful then the teacher should roll against his *Science, Teach* Skill. If the Teachers roll is also successful then the student has learned the skill the student will then mark off 10 Skill points and the restricted skill he was learning will be at its Initial Level. If either roll fails then instruction must go on for another week. If instruction is broken off before it is successfully concluded then the Character must mark off 5 Skill points and he gets no appreciable gain of any kind. Most teachers do not teach for free, it is up to the GM to determine the cost of their services.

Example:

Roland wants to learn how to be a Doctor. He finds a capable teacher pays the amount requested by the teacher and Instruction begins. Roland has a 7 Intelligence and the Teacher has a 50% *Science, Teach* skill. After the First week Roland rolls against his Intelligence he gets an 8 indicating a failure. So another week of instruction is necessary. After the Second week of instruction Roland Rolls against his Intelligence again this time he gets a 6 this is a successful result so the Teacher rolls a teaching check. Unfortunately the Teacher rolls a 60% indicating a Failure. Instruction must go on for yet another week. After the Third week Roland Rolls a 5 which is successful and the Teacher rolls a 47% which is also successful. Roland subtracts the 10 Skill points required to learn a Restricted skill and he now has a 12% *Doctor* Skill. Perception 5 + Intelligence 7 = 12

Skill interactions: Sometimes more than one skill needs to be used to determine a result. In these cases all of the skills that are pertinent to the action being performed are Averaged together (Round Up) and the Average of the skills are used to determine success or failure.

Example:

Beglor, our human tribal from the first example is a crack shot with a 100% AIM, Direct Fire Skill, he now wants to use his newly aquired skill with Small Beam Weapons and test his Wattz Laser Pistol. Beglor's chance to hit with his Laser Pistol is 54%. (100% ADF + 7% SBW) / 2 = 53.5 Round up to 54%

Books: Books can act as teachers but they generally take longer. In order to learn a Restricted skill from a book the character must read it cover to cover three times they must also have hands on access to whatever the book is about. It takes (12 / Intelligence) Months to learn a restricted skill this way. Using a book in this way gives you no other benefits you learn the restricted skill at its Initial level and that is it.

Other than acting as a Teacher books can add Skill Points to one or more skills when they are read. The exact amount of Skill Points gained by reading books and what skill or skills benefit from the book are up to the GM.

Eliminated Skills: Skills that I feel are no longer necessary. These skills are marked with an * (Asterisk or Star Symbol).

Presented below is my revised skill list:

AIM, Direct Fire: This skill applies to any attack made with a device that fires in a straight line. It is used when you can see the target you are aiming at.
Pistols, Rifles, Crossbows, etc. use this skill. This skill is averaged with a particular weapon skill to determine chance to hit. This skill starts at a base of 2x Perception.

AIM, Indirect Fire: This skill applies to any attack made with a device that fires a projectile in an arched trajectory. It is usually used when you can not see the specific target you are aiming at or you are aiming at an area rather than a specific person or object. Mortars, Grenade launchers, Long Bows, etc. use this skill. This skill is averaged with a particular weapon skill to determine chance to hit. This skill starts at a base of 1x Perception.

*Small Guns: This skill is eliminated. It is replaced with the following individual skills, Bows, Crossbows, Pistols, Rifles, Shotguns, Assault Shotguns, Sub Machine Guns (SMGs), and Assault Rifles.

*Big Guns: This skill is eliminated. It is replaced with the following individual skills, Machine Guns, Mini-Guns, Self Propelled Projectiles (Rockets, RPGs, LAWs, etc.), Tube Launched Projectiles (Mortars, Grenade Launchers, etc.), and Reactive Fluid Weapons (Flame Throwers, Super Soaker, etc.)

*Energy Weapons: This skill is eliminated. It is replaced with the following individual skills, Small Beam Weapons, Large Beam Weapons, Small Plasma Weapons, Large Plasma Weapons, and Pulse Weapons. All of these sub skills are restricted skills.

Bows: Through careful or not so careful practice you have knowledge of Bows. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them. This skill is averaged with the *AIM, Indirect fire* skill to determine base chance to hit with Bows. This skill is averaged with *Repair, Woodworking* to determine your base chance to repair a damaged Bow. This skill is averaged with *Repair, Woodworking* and *Science, Invent* to determine your base chance to modify or improve a Bow. This skill starts at a base of 4x Agility.

Cross Bows: Through careful or not so careful practice you have knowledge of Cross Bows. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them. This skill is averaged with the *AIM, Direct fire* skill to determine base chance to hit with Cross Bows. This skill is averaged with *Repair, Woodworking* to determine your base chance to repair a damaged Cross Bow. This skill is averaged with *Repair, Woodworking* and *Science, Invent* to determine your base chance to modify or improve a Cross Bow. This skill starts at a base of 4x Agility.

Pistols: Through careful or not so careful practice you have knowledge of Pistols. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them. This skill is averaged with the *AIM, Direct fire* skill to determine base chance to hit with pistols. This skill is averaged with *Repair, Firearms* to determine your base chance to repair a damaged pistol. This skill is averaged with *Repair, Firearms* and *Science, Invent* to determine your base chance to modify or improve a pistol. This skill starts at a base of 4x Agility.

Rifles: Through careful or not so careful practice you have knowledge of Rifles. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them. This skill is averaged with the *AIM, Direct fire* skill to determine base chance to hit with Rifles. This skill is averaged with *Repair, Firearms* to determine your base chance to repair a damaged Rifle. This skill is averaged with *Repair, Firearms* and *Science, Invent* to determine your base chance to modify or improve a Rifle. This skill starts at a base of 4x Agility.

Shotguns: Through careful or not so careful practice you have knowledge of Shotguns. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them. This skill is averaged with the *AIM, Direct fire* skill to determine base chance to hit with Shotguns. This skill is averaged with *Repair, Firearms* to determine your base chance to repair a damaged Shotgun. This skill is averaged with *Repair, Firearms* and *Science, Invent* to determine your base chance to modify or improve a Shotgun. This skill starts at a base of 4x Agility.

Assault Shotguns: Through careful or not so careful practice you have knowledge of Assault Shotguns. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them. This skill is averaged with the *AIM, Direct fire* skill to determine base chance to hit with Assault Shotguns. This skill is averaged with *Repair, Firearms* to determine your base chance to repair a damaged Assault Shotgun. This skill is averaged with *Repair, Firearms* and *Science, Invent* to determine your base chance to modify or improve a Assault Shotgun. This skill starts at a base of 3x Agility.

Sub Machine Guns: Through careful or not so careful practice you have knowledge of Sub Machine Guns. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them. This skill is averaged with the *AIM, Direct fire* skill to determine base chance to hit with Sub Machine Guns. This skill is averaged with *Repair, Firearms* to determine your base chance to repair a damaged Sub Machine Gun. This skill is averaged with *Repair, Firearms* and *Science, Invent* to determine your base chance to modify or improve a Sub Machine Gun. This skill starts at a base of 3x Agility.

Assault Rifles: Through careful or not so careful practice you have knowledge of Assault Rifles. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them. This skill is averaged with the *AIM, Direct fire* skill to determine base chance to hit with Assault Rifles. This skill is averaged with *Repair, Firearms* to determine your base chance to repair a damaged Assault Rifle. This skill is averaged with *Repair, Firearms* and *Science, Invent* to determine your base chance to modify or improve a Assault Rifle. This skill starts at a base of 3x Agility.

Machine Guns: Through careful or not so careful practice you have knowledge of Machine Guns. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them. This skill is averaged with the *AIM, Direct fire* skill to determine base chance to hit with Machine Guns. This skill is averaged with *Repair, Firearms* to determine your base chance to repair a damaged Machine Gun. This skill is averaged with *Repair, Firearms* and *Science, Invent* to determine your base chance to modify or improve a Machine Gun. This skill starts at a base of 2x Agility.

Mini-Guns: Through careful or not so careful practice you have knowledge of Mini-Guns. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them. This skill is averaged with the *AIM, Direct fire* skill to determine base chance to hit with Mini-Guns. This skill is averaged with *Repair, Firearms* to determine your base chance to repair a damaged Mini-Gun. This skill is averaged with *Repair, Firearms* and *Science, Invent* to determine your base chance to modify or improve a Mini-Gun. This skill starts at a base of 2x Agility.

SPP Launchers: SPP Stands for Self Propelled Projectile. This is a Restricted Skill. Through careful or not so careful practice you have knowledge of SPP Launchers. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them. This skill is averaged with the *AIM, Direct fire* skill to determine base chance to hit with SPP Launchers. This skill is averaged with *Repair, Firearms* to determine your base chance to repair a damaged SPP Launcher. This skill is averaged with *Repair, Firearms* and *Science, Invent* to determine your base chance to modify or improve a SPP Launcher. This skill starts at a base of 2x Agility.

TLP Launchers: TLP Stands for Tube Launched Projectile. This is a Restricted Skill. Through careful or not so careful practice you have knowledge of TLP Launchers. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them. This skill is averaged with the *AIM, Indirect fire* skill to determine base chance to hit with TLP Launchers. This skill is averaged with *Repair, Firearms* to determine your base chance to repair a damaged TLP Launcher. This skill is averaged with *Repair, Firearms* and *Science, Invent* to determine your base chance to modify or improve a TLP Launcher. This skill starts at a base of 2x Agility.

Reactive Fluid Weapons: This is a Restricted Skill. This includes any weapon that squirts a Chemically reactive Fluid. This Encompasses all Flame Weapons, the super soaker, Acid sprayers, etc. Through careful or not so careful practice you have knowledge of Reactive Fluid Weapons. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them. This skill is averaged with the *AIM, Direct fire* skill to determine base chance to hit with Reactive Fluid Weapons. This skill is averaged with *Repair, Plumbing* to determine your base chance to repair a damaged Reactive Fluid Weapon. This skill is averaged with *Repair, Plumbing* and *Science, Chemistry* to determine your base chance to modify or improve a Reactive Fluid Weapon. This skill starts at a base of 1x Agility.

Small Beam Weapons: This is a Restricted Skill. This includes any Beam Weapon powered by Small Energy Cells. Through careful or not so careful practice you have knowledge of Small Beam Weapons. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them. This skill is averaged with the *AIM, Direct fire* skill to determine base chance to hit with Small Beam Weapons. This skill is averaged with *Repair, Electronics* to determine your base chance to repair a damaged Small Beam Weapon. This skill is averaged with *Repair, Electronics and Science, Invent* to determine your base chance to modify or improve a Small Beam Weapon. This skill starts at a base of 1x Agility.

Large Beam Weapons: This is a Restricted Skill. This includes any Beam Weapon powered by Micro Fusion Cells. Through careful or not so careful practice you have knowledge of Large Beam Weapons. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them. This skill is averaged with the *AIM, Direct fire* skill to determine base chance to hit with Large Beam Weapons. This skill is averaged with *Repair, Electronics* to determine your base chance to repair a damaged Large Beam Weapon. This skill is averaged with *Repair, Electronics and Science, Invent* to determine your base chance to modify or improve a Large Beam Weapon. This skill starts at a base of 1x Agility.

Small Plasma Weapons: This is a Restricted Skill. This includes any Plasma Weapon powered by Small Energy Cells. Through careful or not so careful practice you have knowledge of Small Plasma Weapons. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them. This skill is averaged with the *AIM, Direct fire* skill to determine base chance to hit with Small Plasma Weapons. This skill is averaged with *Repair, Electronics* to determine your base chance to repair a damaged Small Plasma Weapon. This skill is averaged with *Repair, Electronics and Science, Invent* to determine your base chance to modify or improve a Small Plasma Weapon. This skill starts at a base of 1x Agility.

Large Plasma Weapons: This includes any Plasma Weapon powered by Micro Fusion Cells. Through careful or not so careful practice you have knowledge of Large Plasma Weapons. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them. This skill is averaged with the *AIM, Direct fire* skill to determine base chance to hit with Large Plasma Weapons. This skill is averaged with *Repair, Electronics* to determine your base chance to repair a damaged Large Plasma Weapon. This skill is averaged with *Repair, Electronics and Science, Invent* to determine your base chance to modify or improve a Large Plasma Weapon. This skill starts at a base of 1x Agility.

Pulse Weapons: This covers all Pulse Weapons regardless of power source. Through careful or not so careful practice you have knowledge of Pulse Weapons. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them. This skill is averaged with the *AIM, Direct fire* skill to determine base chance to hit with Pulse Weapons. This skill is averaged with *Repair, Electronics* to determine your base chance to repair a damaged Pulse Weapon. This skill is averaged with *Repair, Electronics and Science, Invent* to determine your base chance to modify or improve a Pulse Weapon. This skill starts at a base of 1x Agility.

Unarmed: This skill remains mostly unchanged There is only Two Notable Exceptions. Initial level is now 3x(Agility + Strength). This skill is for Fists and Feet only. It no longer includes weapon skill of any kind. It does not even include the Former Unarmed Skill Weapons. See the Chart on Page 19 and 20 of Jason Mical's Paper and Pencil Rules for AP Costs of various punch and kick attacks.

*Melee: This Skill is eliminated. It is replaced with the following individual skills: Boxing, Brawling, Powered Boxing, Blunt Weapons, Axes and Cleavers, Swords, Spears, Knives, and Powered Weapons.

Boxing: This Skill covers fighting with weighted or padded gloves, this includes, Boxing Gloves, Sappers, Brass Knuckles, Mace Gloves and all other Pure Blunt force Unarmed attack weapons. This also includes upkeep of the weapons, stances and movements to get the most out of the weapons etc. This skill is used in conjunction with *Repair, Melee* to repair damage to these kinds of weapons. This skill starts at a base of 3x(Agility + Strength)

Brawling: This Skill Covers fighting with Spiked Knuckles, Punch Daggers, Tigers Claws, Shredders, and all other Unarmed attack weapons designed to cut or stab your opponent. This Also Includes the upkeep of these weapons, stances and movements to get the most out of the weapons etc. This skill is used in conjunction with *Repair, Melee* to repair damage to these kinds of weapons. This Skill Starts at a base of 3x(Agility + Strength)

Powered Boxing: This is a Restricted Skill. This Skill Covers all Powered Unarmed attack weapons, the Power Fist, Mega Power Fist, Impact Gloves, etc. This Also Includes the upkeep of these weapons, stances and movements to get the most out of the weapons etc. This skill is used in conjunction with *Repair, Electronics* to repair damage to these kinds of weapons. This Skill Starts at a base of 2x(Agility + Strength)

Blunt Weapons: This Skill Covers bats, clubs, hammers, etc. it covers all Blunt force weapons that were formerly covered by Melee weapons. This Also Includes the upkeep of these weapons, stances and movements to get the most out of the weapons etc. This skill is used in conjunction with *Repair, Melee* to repair damage to these kinds of weapons. This Skill Starts at a base of 2x(Agility + Strength)

Axes and Cleavers: This skill covers, Axes, Cleavers, Machetes, and all other bladed weapons that are swung in a chopping manner. This Also Includes the upkeep of these weapons, stances and movements to get the most out of the weapons etc. This skill is used in conjunction with *Repair, Melee* to repair damage to these kinds of weapons. This Skill Starts at a base of 2x(Agility + Strength)

Swords: This covers all long bladed weapons used for stabbing or slashing an opponent. This Also Includes the upkeep of these weapons, stances and movements to get the most out of the weapons etc. This skill is used in conjunction with *Repair, Melee* to repair damage to these kinds of weapons. This Skill Starts at a base of 2x(Agility + Strength)

Spears: This covers all long handled pointed weapons used to stab an opponent. This Also Includes the upkeep of these weapons, stances and movements to get the most out of the weapons etc. This skill is used in conjunction with *Throwing* to determine the accuracy of a thrown spear. This skill is used in conjunction with *Repair, Melee* to repair damage to these kinds of weapons. This Skill Starts at a base of 2x(Agility + Strength)

Knives: This covers all short bladed weapons used to stab or slash an opponent. This Also Includes the upkeep of these weapons, stances and movements to get the most out of the weapons etc. This skill is used in conjunction with *Throwing* to determine the accuracy of a thrown knife if the knife is not designed to be thrown then there is –25% Penalty to the chance to hit. This skill is used in conjunction with *Repair, Melee* to repair damage to these kinds of weapons. This Skill Starts at a base of 2x(Agility + Strength)

Powered Weapons: This is a restricted skill. All powered weapons require a unique skill to wield. The Proton Axe requires a Different skill to use and maintain than the Super Sledgehammer or the Ripper. So Each Powered Melee Weapon will need its very own skill category. As usual it will cover upkeep and be used in conjunction with a repair skill to determine success in repair. I Recommend *Repair, Electronics* but GMs can decide for themselves for their unique powered Melee weapons. All will have a common base skill rate of 1x(Agility + Strength)

Throwing: This skill is now used to determine the characters accuracy with thrown weapons. This is the sole purpose of this skill it should rarely if ever be used alone instead it should be averaged with another skill for a specific weapon type to determine the base chance to hit. The base skill level is 2x(Perception + Agility)

Primitive Thrown Weapons: This covers all weapons designed for throwing, throwing stars, throwing knives, throwing daggers, etc. This also includes, Bolas and Slings. This Also Includes the upkeep of these weapons, stances and movements to get the most out of the weapons etc. This skill is used in conjunction with *Throwing* to determine the base chance to hit. This skill is used in conjunction with *Repair, Melee* to repair damage to these kinds of weapons. This Skill Starts at a base of 2x(Intelligence + Strength)

Grenades: This is a Restricted Skill. This Covers all explosive projectiles that are thrown at a target, this covers Grenades as well as Molotov Cocktails, etc. This skill covers how to prime the weapons and how to avoid being blown to bits by mishandling them. Weapons of this type can usually not be repaired, check against the average if this skill and *Science, Invent* to determine if the weapon is damaged either a dud or bomb waiting to go off when you least expect it. This skill starts at a base of 2x(Intelligence + Strength)

First Aid: This Skill remains exactly the same as in the rules by Jason Mical. See Page 20 of his Rules document for Information. In his rules for this skill there is an error, the Initial Level for this skill should be 2x(Perception + Intelligence)

Doctor: This is now a Restricted Skill. To learn this skill you must have access to a Teacher. This skill now starts at a initial level of 1x(Perception + Intelligence). Other than that it is the same as in the rules by Jason Mical. See Page 20 of his Rules document for Information.

Sneak: This skill is the same as in the rules by Jason Mical. See Page 20 of his Rules document for Information.

Lockpicking: This skill is nearly the same as the rules by Jason Mical Pages 20 and 21 of his document. The difference is that this skill only covers normal key based locks and the Initial Level is only 1x(Perception + Agility) with no bonus.

Safe Cracking: This is a Restricted Skill. To learn this skill Requires a Teacher and a Combination Lock. This skill represents the art of opening a combination lock. It takes 15 Minutes of effort for each skill check. This skill is enhanced by Safe Cracking tools such as a Stethoscope or other listening device. Drills and miniature cameras are also helpful. The initial level for this skill is 1x(Perception + Intelligence)

Electronic Lockpicking: This is a Restricted Skill. To learn this skill Requires a Teacher, an Electronic Lock, and an Electronic Lockpick. This skill takes 5 Minutes of effort for each skill check The initial level for this skill is 1x(Perception + Intelligence)

Steal: This skill is the same as in the rules by Jason Mical. See Page 21 of his Rules document for Information.

Traps: This skill covers the construction of simple traps and snares. These traps can consist of ropes and pits. Spikes etc. These traps may not consist of any mechanical or explosive components. Initial Level is 10% + (Perception + Agility).

Complex Traps: This is a Restricted skill. To learn this skill requires a Teacher. These are traps with one or more mechanical elements, from simple mechanics such as a spring loaded poison dart to complex water pressure powered spear throwing traps. These traps all have modern science as an element of their construction. This skill used in conjunction with *Repair, Mechanical* and or *Repair, Plumbing* and or *Repair, Electronics* can be used to manufacturer the parts to make these kinds of traps. These traps do not use explosives. Initial Level is 5% + (Perception + Agility).

Demolitions: This is a Restricted skill. To learn this skill requires a Teacher and at least 3 Explosive Devices. This skill is the art of Building, Setting, and Disarming Explosive charges. This involves attaching timing devices or tripwires, even laser tripwires if you have the equipment, to explosives. It also details removing the same. It also involves properly estimating when to light the fuse or how long to set the timer for etc. This skill used in conjunction with *Science, Chemistry* can be used to manufacture Explosive Substances. Otherwise you must find already manufactured explosive substances. This Skill used in conjunction with *Repair, Electronics* can be used to manufacture your own electronic timers or other electronic trigger devices. This skill can be used with the *Traps* and or *Complex Traps* to integrate explosives into a larger trap. The initial level for this skill is 1x(Perception + Agility)

*Science: This skill is eliminated. It is replaced with the following individual skills; All the following skills are prefaced by Science, Biology, Chemistry, Computers, Geology, Invent, and Teach.

Science, Biology: This is the science of living things. Check this skill when you want to know more about how a plant or an animal ticks. Some seeds, water, time weeks or months, and a Successful Check with this skill will allow you to grow a garden or get a tree off to a good start. If you roll against this skill, before making a *First Aid* or a *Doctor Roll*, and you Roll a 75% or higher and that roll is a success (i.e. your *Science, Biology* skill is higher than 75%) then you add +5 Hit Points Healed to your *First Aid* roll if it is also successful or +10 Hit Points healed if it is followed by a successful *Doctor* roll. Other possibilities may suggest themselves if you use your imagination. Initial Level is 4xIntelligence.

Science, Chemistry: This is a Restricted Skill. This skill requires a Teacher to learn. Whether you want to whip up a batch of Jet or Mix up some gunpowder or maybe manufacture some thermite or some afterburner gum, etc. Mixing the elements has always been fun and profitable. This skill can be used to make many things, by itself to make drugs or thermite or when used with skills such as Demolitions to make homemade C4 or TNT. The Combinations are almost endless. Initial Level is 2x(Perception + Intelligence)

Science, Computers: This is a Restricted Skill. This skill requires either uninterrupted and unfettered access to a fully functional computer for (12 / Intelligence) Months or a Properly Qualified Teacher to learn. The *Computer* skill allows you to understand and manipulate computers. You know how to write simple computer programs. You know how to bypass security measures you know how to implement your own security measures. You can manipulate all aspects of the computers software given enough time. This skill used in conjunction with *Repair, Electronics* allows you to physically repair or modify computers. This skill by itself can be used to perform *First Aid* on Robots. Initial Level is 2x(Intelligence + Agility)

Science, Geology: This is knowledge of rocks and metals, where to find them and how to extract them. How to refine them and how to recycle them. This is the skill you would use to notice a vein of silver or iron in otherwise normal rock. This is the skill you would use if you want to melt down a piece of Iron and reforge it. This is the skill you would use if you wanted to make bricks or concrete. This skill has many possible uses. The initial level is 2x(Perception + Intelligence)

Science, Invent: This is the ability to use the scientific method and a little imagination to come up with a new idea. The idea might be of how to build a new item or how to use an item in different ways. This skill is used a lot in the process of modifying items. This can also be used by a character to apply his sheer force of logic to a situation to try to make sense of it. The initial level is 2xIntelligence.

Science, Teach: This is the ability to show someone else how to do something and have them understand not only what they are doing but why they are doing it. It is used by anyone wanting to impart specific knowledge to someone else. Initial Level is 1xIntelligence.

*Repair: This skill is eliminated. It is replaced with the following individual skills; All the following skills are prefaced by Repair; Electronics, Firearms, Mechanical, Melee, Plumbing, and Woodworking.

Repair, Electronics: This is a Restricted Skill. This skill requires a Teacher to learn. This is the skill of taking apart an Electronic device and putting it back together and having it still work. This Skill is the same as *Doctor* for Robots. This skill is also used for repairing Energy Weapons. If it uses electricity this is the skill to use to repair it. This includes electric engines in vehicles. If it uses electricity this skill combined with *Science, Invent* may be able to modify it. Initial Level is Intelligence + Agility.

Repair, Firearms: This skill is used to Repair, Modify, and Maintain Firearms. This skill is used in conjunction with a specific Firearm Skill it is never used alone. Initial Level is 2x(Intelligence + Agility)

Repair, Mechanical: This is used to build or repair mechanical devices. If it has gears or springs or hinges or belts it is probably mechanical. This is used to repair engines, Gas Driven and Electrical. It can be used to build or repair windmills, treadmills, water wheels, etc. When used to repair vehicles this skill is checked in conjunction with the appropriate vehicle skill. Also used when welding or working with metal. Initial Level is Intelligence + Agility.

Repair, Melee: This is used to Repair, Modify, and Maintain Melee Weapons. This skill is used in conjunction with a specific Melee Skill it is never used alone. Initial Level is 2x(Perception + Intelligence)

Repair, Plumbing: This skill is used to maintain Pipes, Canals, Irrigation Projects, Wells, etc. It can also be used in the process of building the same. Initial level is Perception + Intelligence

Repair, Woodworking: This skill includes any cutting or shaping of wood from Whittling to Carpentry and everything in between. This skill is also used to make and repair Bows and along with *Repair, Mechanical* to make crossbows. This skill is used to build houses of wood, to chop wood, to carve wooden spears, etc. Initial Level is 2x(Intelligence + Agility)

*Pilot: This skill is eliminated. It is replaced with the following individual skills; Aircraft, Watercraft, Landcraft, and Warcraft.

Aircraft: This is a Restricted Skill. You must have a teacher to learn this skill. This skill not only allows you to fly Aircraft it also gives you knowledge of their systems and how to Repair, Refuel and Maintain them. Most Repairs can be accomplished in conjunction with *Repair, Mechanical* but *Repair, Electronics* will be needed sometimes as well. Initial Level is 1x(Perception + Agility).

Watercraft: This is a Restricted Skill. It helps to have a teacher but this skill can be learned by trial and error as well, err as long as the error is not fatal that is. This skill not only allows you to Pilot Watercraft it also gives you knowledge of their systems and how to Repair, Refuel and Maintain them. Most Repairs can be accomplished in conjunction with *Repair, Mechanical* but *Repair, Electronics* will be needed sometimes as well. Initial Level is 2x(Perception + Agility).

Landcraft: This is a Restricted Skill. It helps to have a teacher but this skill can be learned by trial and error as well, err as long as the error is not fatal that is. This skill not only allows you to drive Landcraft it also gives you knowledge of their systems and how to Repair, Refuel and Maintain them. Most Repairs can be accomplished in conjunction with *Repair, Mechanical* but *Repair, Electronics* will be needed sometimes as well. Initial Level is 3x(Perception + Agility).

Warcraft: This is a Restricted Skill. Trial and Error is needed to learn this skill or a teacher. This is not a Pilot Skill per se. This is the skill of operating Weapons systems that are built into a Craft. This is anything from Loading and or Firing the Main gun on a tank to arming and launching a missile off of an aircraft. This skill is used in conjunction with one of the other vehicle types and *Aim, Indirect Fire* to determine accuracy with any type of vehicle integrated weapon. Note, Vehicle integrated in this case refers to a weapon that is built into the vehicle during its construction, not a weapon attached at a later time. Weapons attached at a later time use whatever weapon skill is appropriate. Initial Level is 1x(Perception + Intelligence).

Speech: This skill is the same as in the rules by Jason Mical. See Page 21 of his Rules document for Information.

Barter: This skill is the same as in the rules by Jason Mical. See Page 22 of his Rules document for Information.

*Gambling: This skill is eliminated. It is replaced with the following individual skills; Cheating, Dice, Cards, Sports, and Machines.

Cheating: This skill determines how good a character is at manipulating a normally random game of chance to give himself or someone else an unfair advantage. If a character wants to cheat this skill should be rolled before the character rolls against his normal gambling sub skill. A successful cheat adds 20% to the characters next roll against any of the other gambling sub skills. A failed cheat roll provides a -20% penalty to the characters next roll against any of the other gambling sub skills. Any time the character fails his cheat roll and then fails his gambling sub skill roll the character is caught cheating. The consequences of being caught are up to the GM. Initial Level is Perception + Agility.

Dice: This is skill at various games involving dice. Character knows how to use and Recognize Loaded Dice and other Tricks and Cheats. Initial level is 5xLuck.

Cards: This is skill at various games involving cards. Character knows how to stack the deck and is skilled at counting cards as well as various other Tricks and Cheats. Initial level is 5xLuck.

Sports: This is skill at betting on various sporting events. Character knows how to pick a winner and knows how to recognize a fixed event and knows how to fix an event in his favor if given a chance. Initial level is 5xLuck.

Machines: This is skill at winning various machine based games Roulette, Slots, video poker etc. Character has a feel for when a machine is going to pay off. Initial level is 5xLuck.

*Outdoorsman: This skill is eliminated. It is replaced with the following individual skills; Wilderness Lore, Tracking, Navigation, Swimming, and Climbing.

Wilderness Lore: Knowledge of the plants, animals, terrain, and weather in his home wilderness. This skill reflects basic lore applicable to any Wilderness Environment but a lot of it is very specifically tailored to reflect the environment the character grew up in. Thus, the further the character gets from his home territory and the more dramatic the difference in the environment from what is familiar to the character the more heavily penalized this skill should be. Initial Level is 2x(Endurance + Intelligence).

Tracking: The skill of recognizing and following a trail. The trail being followed can be anything from a general wilderness trail (Basic Pathfinding) to the trail of a specific individual creature. GM should apply penalties to this skill as appropriate depending on the difficulty involved. Initial Level is Perception + Intelligence.

Navigation: This is the ability to tell direction in the wilderness. It covers all methods of keeping ones direction constant from tracking the celestial bodies (Sun, Moon, and Stars) to picking out good landmarks. Successful use of this skill means the character is going in the right direction. Failure can easily lead to getting lost in the wasteland. Initial Level is Perception + Intelligence.

Swimming: The ability to keep ones head above a liquid surface while at the same time moving in a desired direction. Initial Level is Strength + Endurance

Climbing: The ability to scale steep or even vertical surfaces. This includes climbing those surfaces with and without climbing equipment. Initial Level is Strength + Endurance.

Sexual Prowess: Possibly a very useful skill in the very Adult Game World of Fallout. This skill reflects the characters ability to please their sexual partner. Exact game effects of a Hurt (Critical Failure), Unsatisfied (Failure), Satisfied (Success), and Delighted (Critical Success), Sexual Partner are of course up to the GM. Initial Level is Endurance + Charisma.

Section 1 Conclusion.

Adding this many new skills without increasing the amount of skill points given to characters should definitely serve the purpose of slowing down the advancement of characters and make super characters much harder to create.

Section 2, Traits

The following traits all deal with restricted skills in one way or another.

Tribal: Struggling to survive in the harsh wasteland these guys have reverted to an ancient way of life.

　　Bonus: This trait doubles the initial level of *Traps, Wilderness Lore, Tracking, Navigation, Swimming, and Climbing.* Tribals gets an Additional Tag Skill usable on any Primitive Weapon Skill, Bow, Spear, Knife, Sword, Unarmed Combat, Etc.

　　Penalty: Tribals can not Tag any Restricted Skills. This trait doubles the cost to learn a restricted skill, characters with the Tribal trait can not learn Restricted skills through Trial & Error, and they can not learn them from books either. They can only learn Restricted Skills from Teachers and only when they have 20 Skill Points available to spend.

Raider: Selfish Opportunists, these guys prey on anyone the can, and the easy ones twice.

　　Bonus: Raiders love anything that will allow them to strike fast, take what they want and get away just as quick. As a Result Raiders get a free tag skill useable for Landcraft, Warcraft, or Repair, Mechanical. Raiders are fighters, as a result they also get a free tag skill usable for any Non-Restricted combat skill.

　　Penalty: Raiders don't spend much time wondering about why things do what they do. As a Result all Science Skills are Restricted skills for Raiders. It Takes Raiders 15 Skill Points to learn a Restricted Skill.

Civilian Vault Dweller: Tucked away in the civilian vaults these guys have studied up on ways to keep their vaults running smoothly.

　　Bonus: Due to their access to high tech equipment and training programs, Civilian Vault Dwellers can Tag any Non-Weapon and Non-Vehicle Restricted Skill. These Tagged Restricted Skills operate the same as any other normal tagged skill. In addition Civilian Vault Dwellers Can learn any Non-Weapon, Non-Vehicle and Non-Outdoorsman Restricted Skills for Half the normal Skill Point Cost. Because they grew up with computers the *Science, Computers* skill starts at Double its initial level and is an unrestricted skill. Finally they get a Free Tag skill that can be used to tag any Science or Repair Skill.

　　Penalty: Due to their seclusion from the outside world for so many years, the following skills are restricted to them, *Traps, Wilderness Lore, Tracking, Navigation, Swimming, and Climbing.* In addition due to their peaceful nature Civilian Vault Dwellers may not tag any combat skills.

Military Vault Dweller: These guys weathered the bombs in highly advanced military bunkers, chock full of advanced military technology.

Bonus: Access to high tech weaponry and military training facilities provide a free tag to any modern or advanced weapon skill regardless of restriction. These guys grew up with computers but had better things to do than stare at them all day. *Science, Computers* is an unrestricted Skill. These Characters can tag any Non-Outdoorsman Restricted Skill at time of character creation only. Untagged restricted skills remain restricted.

Penalty: Due to their seclusion from the outside world for so many years, the following skills are restricted to them, *Wilderness Lore, Tracking, Navigation, Swimming, and Climbing.* In addition due to their military nature and traditions of Requisition forms for everything they are unprepared for a *Barter* based economy. As a result they tend to get the short end of the stick in *Barter* transactions. Their products sell for 25% less and the goods they buy cost 25% more.