Use Action Points to...

Buy d20s (1-6 AP): Buy bonus d20s for a test, before the dice pool is rolled, but after the GM sets the difficulty. The cost increases for each die purchased: the first die costs 1 AP, the second costs 2, and the third costs 3. No more than three bonus d20s may be rolled for a single test, including any d20s from perks or traits.

Obtain Information (1 AP): Ask the GM a single question about the current situation, based on your test. The answer bust be truthful but does not need to be complete.

Reduce Time (1 AP): AP from a successful test can allow the test take less time to complete, when time is important. Spending 1 AP halves the amount of time a test takes to attempt.

Narrative Detail (1 AP): Introduce a new fact about the scene, based on the success of your test. Spending 1 AP either establishes a minor detail about the scene, or changes a detail about the scene based on the actions of your character.

Take Additional Minor Action (1 AP): Take 1 additional minor action in your turn. You can only take a total of 2 minor actions in your turn in a single round.

Take Additional Major Action (2 AP): Take one additional major action on your turn. You can only take a total of two major actions on your turn in a single round.

Use Action Points to... (cont)

Add Extra Damage (AP up to Fire Rate): On a successful attack you can spend AP up to to your weapon's fire rate (if it has one) to add 1 combat die per AP spent. Each extra also expends 1 additional round or unit of ammo.

Injuries

Hit Location	Effects
Arm	Wounded: STR and AGI tests with the arm increase in complication range by 1.
	Crippled: The arm cannot be used to make tests, and you drop whatever is in your hand.
Leg	Wounded: AGI tests increase in complication range by 1.
	Crippled: The character can only move up to close range during their turn. If both legs are crippled, the character is prone and can only crawl.
Torso	Wounded: STR and END tests increase in complication range by 1.

Injuries (cont)

	Crippled: The character is bleeding, and takes 2 of damage at the end of each of their turns, ignoring any damage resistance from armor or clothing, until this injury is healed.
Head	Wounded: PER and INT tests increase in complication range by 1.
	Crippled: The character cannot see, increasing the difficulty of all tests that rely on vision by 2, and other tests by 1.

Minor Actions

Aim: Re-roll a single d20 during your next attack.

Draw Item: Pick up an object within your reach, or draw an item carried on your person.

Interact: Take a short action that doesn't need a test, like opening a window, pressing a button or shouting to another character.

Move: Move to any position within your Medium range, or stand up from being prone.

Take Chem: You take a dose of a chem that you are holding. If the chem is in your inventory then you need to draw it as a separate minor action.

Major Actions

Assist: Assist a character with their next test. When they take their turn and attempt a test, you may roll 1d20 using your own attribute + skill target number, and add any successes to theirs, so long as they generate at least 1 success themselves.

Attack: Make a melee or ranged attack, as described in Making an Attack (p.9).

Command an NPC: If you have an allied NPC under your command (such as from the Dogmeat perk) you may spend your major action to issue a command to the NPC allowing them to take a major action.

Defend: Make an AGI + Athletics test. Add the number of successes you generate to your defense. This number becomes your defence untill the beginning of your next turn.

First Aid: You may set broken bones, bind wounds, and staunch the bleeding of wounded and crippled body parts. Passing an INT + Medicine test with a difficulty of 1 allows your patient to ignore the complication range increase or effects of one of their injured body parts until they receive another injury to that body part. Each body part can only receive first aid once per day.

Pass: Give up your turn.

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Published 27th September, 2023.
Last updated 27th September, 2023.
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Major Actions (cont)

Ready: Describe an event that will trigger an action, and resolve that action when the trigger occurs. When you do, so long as the trigger occurs before the beginning of your next turn, you interrupt that character's turn to complete your action, and then the triggering character continues with their turn. If the trigger doesn't occur before the beginning of your next turn, your readied action is lost.

Stabilize: Stabilize a dying character, stopping them from dying. The difficulty of the test is equal to the number of injured hit locations the patient has. If you succeed, they no longer need to make END + Survival tests in order to stay alive.They remain unconsious with 0 HP. You may be able to spend Action Points to improve the success of the test, bringing the patient back from unconsciousness with 1 HP (1 AP), or additionally healing an injury (2 AP).

Test: Make a test, at the discretion of the GM, using the relevant attribute + skill target number and difficulty.

Damage Effects

Area: Attack hits 1 additional target within close range per Effect rolled.

Breaking: For each Effect the damage reduces 1 DR from a piece of armor, based on its damage type. The reduction is permanent until repaired.

Damage Effects (cont)

Burst: The attack may hit one additional target within Close range of the primary target for each Effect rolled. Each additional target costs 1 additional shot from the weapon.

Crippling: The attack has an especially potent effect. If one or more effects are rolled, and the attack would wound a body part, the attack cripples that body part instead.

Persistent: The attack lingers, dealing 1 damage for each effect rolled, at the beginning of your next turn.

Piercing: Ignore 1 point of damage reduction for each effect rolled.

Vicious: Inflict +1 damage per effect rolled.

Radioactive: For every Effect rolled, the target also suffers 1 point of radiation damage. This radiation damage is totalled and applied separately, after a character has suffered the normal damage from the attack

Spread: For each Effect rolled, your attack inflicts one additional hit on the target. Each additional hit inflicts half the rolled damage (rounded down) and hits a random location even if a specific location was targeted for the initial attack.

Damage Effects (cont)

Stun: If one or more Effects are rolled, the target cannot take their normal actions on their next turn. A stunned character or creature can still spend AP to take additional actions as normal.

RADIATION DAMAGE

Radiation damage is applied differently than other damage types. Each point of radiation damage, after reduction for the location's radiation DR, reduces a character's maximum health points, rather than their current health points. If the radiation would affect the whole body, like an environmental effect, then use the character or creature's lowest locational radiation DR.

Crit Hits and Injuries

Arm: You drop any object held in that hand, and the arm is broken or otherwise unable to move. You cannot perform any actions using that arm—by itself or alongside your other arm.

Leg: You immediately fall prone as your leg gives out under your weight. You can no longer take the Sprint action, and the Move action is now a major action for you.

Torso: You begin bleeding heavily. At the end of each of your subsequent turns, you suffer 2 DC physical damage, ignoring all your Damage Resistances.

Crit Hits and Injuries (cont)

Head: You are momentarily dazed and lose your normal actions in your next turn (though you may spend AP for extra actions as normal). Further, you cannot see clearly, and increase the difficulty of all tests which rely on vision by +2.

A critical hit occurs whenever a character suffers five or more damage in one hit (after reductions from Damage Resistance). A critical hit imposes an injury on the character, which confers a penalty depending on the location hit.

Qualities

Accurate: If you take the Aim minor action before attacking with an Accurate weapon, you may spend up to 3 AP to add +1CD per AP spent to the attack's damage. If you gain damage in this way, you may not spend ammunition for extra damage. A weapon cannot be both Accurate and Inaccurate.

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Published 27th September, 2023.
Last updated 27th September, 2023.
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Qualities (cont)

Blast: When you make an attack with a Blast weapon, you do not target a single opponent. Instead, select a single zone you can see, and make the appropriate skill test to attack, with a basic difficulty of 2 (adjusted for range as normal). If you succeed, every creature (and other damageable target) in that zone suffers the weapon's damage. If you fail, your misplaced attack is less effective: roll only half the weapon's CD to determine the damage inflicted to creatures in the target zone and ignore the weapon's normal damage effects.

Close Quarters: A Close Quarters weapon is easy to use up-close, and suffers no difficulty increase for being used when within Reach of an enemy.

Concealed: A Concealed weapon is small, or otherwise easy to hide on your person. Enemies do not spot a Concealed weapon unless you're wielding it, or if they make a thorough search and succeed at a PER + Survival test with a difficulty of 2.

Debilitating: The difficulty of any skill test to treat injuries inflicted by a Debilitating weapon increase by +1.

Qualities (cont)

Gatling: Ammunition is spent at ten times the normal rate by Gatling weapons: whenever you would spend one shot of ammunition, a Gatling weapon instead spends a burst of 10 shots. Whenever you spend ammunition to increase this weapon's damage, add +2CD per ten-shot burst (to a maximum number of bursts equal to the weapon's Fire Rate), rather than +1CD per shot.

Inaccurate: When making an attack with an Inaccurate weapon, you gain no benefit from the Aim minor action. A weapon may not be both Accurate and Inaccurate

Mine: When a Mine is placed onto a surface and primed, it becomes a dangerous object, inflicting its damage upon anyone who comes within Reach of it (and upon additional characters, if it has the Blast quality).

Night Vision: The sights of a weapon with Night Vision have been made to allow you to see more clearly in the dark. When you Aim with a Night Vision weapon, you ignore any increase in the difficulty of an attack due to darkness.

Parry: When an enemy attempts a melee attack against you, and you are wielding a Parry weapon, you may spend 1 AP to add +1 to your Defense against that attack.

Qualities (cont)

Recon: When you Aim with a Recon weapon, you may mark the target you aimed at. The next ally to attack that target may re-roll one d20 on their attack.

Reliable: During each combat encounter, a Reliable weapon ignores the first complication you roll on a test to use that weapon. A weapon may not be both Reliable and Unreliable.

Suppressed: If an enemy is not aware of you when you attack with a Suppressed weapon, they do not notice the attack unless they are the target or they pass a PER + Survival test with a difficulty of 2.

Thrown: A Thrown (C) weapon can be thrown, as a ranged attack with an ideal range of Close. A Thrown (M) weapon can be thrown, as a ranged attack with an ideal range of Medium. You make an AGI + Throwing test to attack with the weapon, depending on the type of weapon.

Two-Handed: A Two-Handed weapon must be held in two hands to be used effectively; attempting to attack with a Two-Handed weapon in one hand increases the difficulty by +2

Unreliable: When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable