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.

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Use Action Points to... (cont)

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.

Use Action Points to... (cont)

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.

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Use Action Points to... (cont)

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.

Use Action Points to... (cont)

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.

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Use Action Points to... (cont)

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.

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Fallout 2d20 Cheat Sheet

by Talwyn via cheatography.com/31982/cs/21844/

Complication Range Table	
Complication Range	Generates a Complication on...
1	20

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Complication Range Table (cont)	
2	19-20

Complication Range Table (cont)	
3	18-20

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Complication Range Table (cont)	
4	17-20

Complication Range Table (cont)	
5	16-20

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Hit Location Table		
d20	Human	Mister Handy

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Hit Location Table (cont)		
1-2	Head	Eyes

Hit Location Table (cont)		
3-8	Torso	Body

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Hit Location Table (cont)		
9-11	Right Arm	Arm 1

Hit Location Table (cont)		
12-14	Left Arm	Arm 2

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Hit Location Table (cont)		
15-17	Right Leg	Arm 3

Hit Location Table (cont)		
18-20	Left Leg	Thruster

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Weapon Range Difficulty Table			
Close	Medium	Long	Extreme

Weapon Range Difficulty Table (cont)			
C 0	C +1	C +2	C +3

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Weapon Range Difficulty Table (cont)			
M +1	M 0	M+1	M +2

Weapon Range Difficulty Table (cont)			
L +2	L +1	L 0	L +1

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Weapon Range Difficulty Table (cont)

E +3	E +2	E +1	E 0

Combat Dice Table

d6 Result	Combat Dice Result	Damage and Effects

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Combat Dice Table (cont)		
1	1 Explosion	1 damage

Combat Dice Table (cont)		
2	2 Explosions	2 damage

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Combat Dice Table (cont)		
3	Nothing	Nothing

Combat Dice Table (cont)		
4	Nothing	Nothing

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Combat Dice Table (cont)		
5	Vault Boy	1 damage, 1 effect

Combat Dice Table (cont)		
6	Vault Boy	1 damage, 1 effect

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Combat Sequence

Initiate Combat: The character who initiates combat takes one turn before initiative is calculated.

Combat Sequence (cont)

Initiative: Rank all the characters using their initiative statistic from highest to lowest.

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Combat Sequence (cont)

Take Turns: Each character, in order from highest to lowest, takes their turn.

Combat Sequence (cont)

Begin New Round: Once every character has taken a turn, begin a new round and repeat taking turns until the round ends, beginning a new round if the conflict has not been resolved.

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Minor Actions

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

Minor Actions (cont)

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

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Minor Actions (cont)

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

Minor Actions (cont)

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

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Minor Actions (cont)

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.

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Major Actions (cont)

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

Major Actions (cont)

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.

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Major Actions (cont)

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.

Major Actions (cont)

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.

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Major Actions (cont)

Pass: Give up your turn.

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.

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Major Actions (cont)

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).

Major Actions (cont)

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

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Damage Effects

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

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Damage Effects (cont)

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)

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.

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Damage Effects (cont)

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

Damage Effects (cont)

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

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Damage Effects (cont)

Vicious: Inflict +1 damage per effect rolled.

Injuries (Human)

Hit Location	Effects

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Injuries (Human) (cont)

Arm	**Wounded:** STR and AGI tests with the arm increase in complication range by 1.

Injuries (Human) (cont)

Crippled: The arm cannot be used to make tests, and you drop whatever is in your hand.

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Injuries (Human) (cont)

Leg	**Wounded:** AGI tests increase in complication range by 1.

Injuries (Human) (cont)

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.

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Injuries (Human) (cont)

Torso	**Wounded:** STR and END tests increase in complication range by 1.

Injuries (Human) (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.

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Injuries (Human) (cont)

Head	**Wounded:** PER and INT tests increase in complication range by 1.

Injuries (Human) (cont)

Crippled: The character cannot see, increasing the difficulty of all tests that rely on vision by 2, and other tests by 1.

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