



## **DROPZONE 2015 - FALLOUT RULEBOOK**

Welcome to the game rulebook for the 'Fallout' LARP event at Dropzone 2015. It uses the main UKLTA rule-set with some add-ons. This game will use DOT (Data Over Tag) technology to allow us to add in new game effects, and as such the wearing of DOT sensors is required for all who take part.

The game itself takes place in the Post Apocalyptic world of the Fallout role-playing video game universe of 2281. The setting is the small township of Harmful Green and it's mutated forest environs, situated somewhere west of Washington D.C. Capital Wasteland. Events of the 'Fallout 3' and 'Fallout: New Vegas' main story lines are assumed to have taken place and may well be known to some characters in game.

Extra information on the game world background can be found on the [Firefight.org](http://Firefight.org) forum.

# PART 1: GENERAL GAME RULES

## BASIC RULES

Base Player Character Hits: 6 (These can increase with armour etc.)

Point Blank is OUT

Coup De Grace is OUT

Unless otherwise stated, the standard UKLTA inter-club rules are in play.

### Hits and Wounds

All participants in the game wear a sensor on their head to detect firearm damage. This is set before game-in to a specific number of Hit Points.

All human/ghoul Player Characters start off on 6 Hits. Extra hits can be added to this by wearing armour, acquiring perks and in some cases by using Combat Drugs.

Characters who take hits, but have not had their 'death siren' sound (i.e. they're on 1 or more Hits) are considered 'Walking Wounded' and can be healed as such.

A Character that drops to zero hits is considered 'Wounded'. A wounded character must fall to the ground (if practical/dry) and cannot move, talk (apart from moaning), use perks or fire a weapon until they have been healed.

When 'Wounded' (i.e. losing all their hits), a player's Sensor starts an automatic 'death count', representing how long it takes for them to bleed to death if not treated. After 20 minutes, a 'Wounded' character who has not been treated is DEAD. However, this being Fallout, this might just mean trying to find someone to extract your brain and insert it in a jar/robot/pot plant.

After medical treatment is received, a HARD RESET of the Sensor will sometimes be needed.

## OTHER GAME MECHANICS

### Caps

Crown bottle 'Caps' are the currency of the wasteland. These will be phys-repped by, er, bottle caps. They will be used as part of the in game economy. Big thanks for the many generous donations over the last year or so. We're now swimming in caps at this point but each one has been washed, sterilised and franked. "Aha! But what if I bring my own secret stash?" we hear you say. "Why not try it and see what happens." we reply.

### Radiation

The 'Great War' of Saturday October the 23<sup>rd</sup> 2077 created an awful lot of radiation. Funny that. There's a lot of it still around, over 200 years later. This will be represented by a DOT damage effect. If a character is exposed to a Radiation source, it will slowly start to knock Hits off them over a set period of time, regardless on whether they are still near the source. Radiation damage can be treated by the use of specific drugs, like RAD-AWAY and Rad-X. Find a Doctor, fast.

## **Tooth & Claw**

UKLTA LARP is primarily a non-contact game. The ONLY 2 exceptions to this are the 'Tooth & Claw' rules, which are used only by pre-briefed NPCs, and the 'KNOCK OUT' perk which can be bought by a Player Character.

Some creatures in the Wasteland attack with 'Tooth & Claw'. (You'll know them when you see them. They'll be the ones charging at you with great big claws and teeth...) If a player is touched by one of these creatures, the player must fall to the ground as if they have lost all their hits and are treated as WOUNDED. It is impossible to melee with or parry attacks from such a creature; they are too strong and vicious. Either shoot them, or run.

## **Lammies**

Although we would really love to be able to provide phys-reps of every single item that might be found on the game, but we can't. Many items will have their own phys-reps, but some won't. So, to represent some items of equipment which can be found and used on the game, a set of laminated data cards ('Lammies' as they are known in LARP) will be used at this Dropzone event.

Player Characters will start off with some of these, representing the items of equipment they are carrying, such as guns, armour and supplies. The card indicates the type of item, the RRP value (in Bottle Caps) and any other information. In order to 'have' and 'use' an actual prop item in the game, you need to have an accompanying Lammie card to represent this.

This is partly to enable the looting of bodies. Player Characters can take the cards representing a dead victims Guns and Armour, rather than taking the actual physical prop itself from the player or NPC. These cards can be bought, sold, bartered or used to repair other items.

**NB:** A player needs to have at least 1 AMMO LAMMIE in order to fire their weapon (we assume that this one card provides ammo for all their weapons). If a Player has had their cards looted, they cannot use their gun etc. until they find or buy another card.

Some 'admin' is necessary for this system to keep cards that are 'in play' away from those that have been used (i.e. Ammo expended, Food consumed, parts used in repair and so on). It's useful to have a separate pocket or pouch to dump these 'discards' until you can return them to a ref for re-circulation in to the system. Whilst this system is not perfect, and cheating can occur, we would encourage all players to play in the spirit of the system. Referees will not tolerate cheating.

## **Searching/Looting**

To avoid any invasion of personal space issues, players don't have to actually search other downed players and NPCs. To conduct a search a character just has to announce that they are 'searching' them. The target player/NPC then has to produce all active Lammies/Props they have on them, unless they have the 'Conceal' perk (See below).

## **Crates & Lockers**

Characters may come across hidden crates, boxes and lockers in the Harmful Green Wasteland, containing lootable items. Characters can take the loot, but please don't remove the boxes or crates from their location. You never know, they might get refilled at some point...

## **Guns & Ammo**

Many guns, particularly the more powerful DOT weapons, have an internal magazine reserve, which dictates how many times a character can reload their weapon before it is empty. All guns with this feature must be turned on and the start of the game session and left on. If a character runs out of ammunition, they must have access to an extra AMMO LAMMIE card in order to switch the gun off and on again to replenish their ammunition supply. If the character does not have an unused AMMO LAMMIE, the weapon is unusable until they find more ammunition.

## **IFF Cards**

These are Laminated ID cards worn in secure zones which are protected with lethal force. Many types of remote sentry guns and robots are programmed to fire on anybody not wearing the appropriate card/badge. They are often also used to unlock secure doors.

A player wearing an appropriate IFF card should be able to move through such a protected zone safely. However, it has been 200 years since the system was last maintained, so there might be occasional 'accidents'...

## **Melee Weapons**

As previously mentioned, UKLTA LARP is primarily a non-contact event. As such, LARP safe melee weapons are not to be used in combat. A character may carry one to brandish or to use as a tool (small knives and hammers are always useful for opening things and ~~torture~~ interrogation, but they are not to be used in combat.

## **Combat Rules**

Shoot them until they fall over. Next.

## **Healing & Medical Care**

There are 4 ways of healing injuries in the game:

### **1) Food (For the healing of 'Walking Wounded')**

As in the video game, Player Characters can heal light injuries by consuming food, which they can find or buy on the game. Food can ONLY be used to heal Walking Wounded (i.e. if a character has 1 or more hits remaining). Some food items will be an actual physical prop with a card attached. To 'eat' Phys-Rep food, simply unwrap it, then open and read the card which will tell you how many hits you get back. In the case of Food represented by Lammies, a character regains all their hits when 'consumed.' Feel free to make 'nonomom' sounds when doing this.

Please hang on to the 'used' food item/Lammie and hand it back to a Ref as soon as practical so it can be recycled in to the game system.

No perk is required to use food as a medical aid.

### **2) Traditional Medical Treatment (Using the MEDICINE perk)**

If a character has the MEDICINE perk, they can heal wounds using a modified version of the SAMS medical system. This uses 'Smartie' Chems as medical supplies. A character with the MEDICINE perk draws 2 Smarties at random, and references those colours on a provided Medical Chart to discover the injury and treatment. Most treatments will involve bandaging the wound in some ways. We recommend players carrying something approximating a bandage on them e.g.. an oily rag or a scarf - Hey, it's the wasteland, you use what you've got.

Some injuries and healing times can be reduced by also using Lammie resources, Nuka Cola for example.

The 'Smartie' medical Chem is an in-game resource and can be bought, sold or stolen.

### **3) Auto-Inject Stimpaks (Instantly heals 'Wounded' Characters)**

The Stimpak, or Stimulation Delivery Package, is a type of hand-held medication used for healing the body. This item consists of a syringe for containing and delivering the medication and a gauge for measuring the status of the stimpak's contents. When the medicine is injected, it provides immediate healing of the body's wounds Using the miracle of Sciiiiience!!! Using a Stimpak instantly heals a Wounded character (i.e. on zero hits) back to full hits.

Stimpaks will be represented by Lammie cards, but if players wish to make phys-rep props they are more than encouraged to. All Stimpaks have an 'auto-inject' feature, meaning a character can inject themselves even if they are down and WOUNDED. No medical perk is required to use a Stimpak.

### **4) Wasteland Doctor**

Available as a perk only to Wasteland characters, this enables the use of local flora and fauna to heal injuries. This works by combining ingredients to create a natural 'Stimpak', which can get a Wounded character back on their feet in 60 seconds. A 'recipe' book will be provided on the game for characters taking this perk, showing you what you need to find.

## **Chems**

There are many drugs, or 'Chems' as they are known, in the Post Apocalyptic world. Some were designed before the war, and others concocted after. Drug effects will be administered using the DOT system, and will affect a players sensor.

Not everyone will have access to combat drugs at the start of the game, but they might be found or bought. Possession of a dose of a drug will be represented by a Lammie card which any player can possess, although the actual drug must be administered by a medical professional with the correct equipment. (I.e. a 'med wand' or 'BDC', of which there will be a limited number on the event). To get dosed up with a Chem, a player must hand their Lammie to the Medic who will administer it to you. Think of it as a prescription for FUN...

Commonly found 'Chems' are:

#### **1) Psycho (Combat Chem)**

Boosts a players hits to 15. However, the pervasive nature of the drug means that the player loses 1 hit every 5 minutes. It pays for a character to be aggressive to get the most out of Psycho. Inevitably, either through combat or the drug effect, a player will end up losing all their hits and be WOUNDED. Upon being healed, a hard reset of the sensor is required, and they lose the 'Buff' provided by the chem.

#### **2) Buffout (Combat Chem)**

Sets the players sensor to 9 Hits, and the sensor regenerates 1 hit per minute of damage. If a player is ever WOUNDED (i.e. they lose all their hits) the Chem effect is lost after they are healed - A 'hard reset' of the sensor is required.

**NB:** If they never lose all their hits, it is possible for a player to play an entire game session on Buffout (effects do not carry over to future sessions). However, addiction problems are common with Buffout, so if a player does make it all the way through a session on this Chem, please tell a referee. We have plans...

### **3) Rad-Away (Medical Chem)**

Stops ongoing damage and heals all hits lost through radiation exposure.

### **4) Rad-X (Medical Chem)**

Helps to protect a character from the effect of radiation, effectively shielding them from taking Radiation damage for a certain time.

## **Broken Equipment**

Equipment can get broken out there in the unforgiving wasteland. Indeed most of the weapons and equipment players possess has not been manufactured for over 200 years. It is kept running by diligence, luck, and probably duct tape. People who can repair and maintain equipment are therefore extremely useful people to know.

A weapon or piece of equipment which is BROKEN is indicated by a large RED STICKER. This item will not work until repaired. The gun cannot fire, the radio will not work etc. This may effect its price in trade etc. Red stickers may also be found on Lammies which players might loot/salvage.

A player with REPAIR or WASTELAND BODGER perk can opt to 'break' an item of equipment belonging to another player or NPC, rendering it unusable until it is repaired in the normal manner. Obviously, it should go without saying, don't *really* break another players property...

A Players equipment may also break at some point, due to over-use or physical damage. If a referee sees a player overusing or abusing an item of equipment, they may stroll over, slap a red sticker on it and tell you that the item is now broken. If a ref is feeling bored they may also decided that bad luck is about to strike someone's prized weapon. Also, being physically attacked by some of the bigger and more dangerous denizens of the wasteland (i.e. an NPC creature using the 'Tooth & Claw' rules) may also result in broken weapons/armour. Don't be surprised if, after being barrelled to the ground by a clawed nasty, it comes back OOC and slaps a red sticker on that precious rifle it's just sliced up in the attack...

## **Repairing Equipment**

To repair an item of equipment you need to have the REPAIR perk, and a phys rep Tool Kit (i.e. a roll of electrical tape). You also need spares in the form of an extra Lammie of the same type. For example, if you have a broken gun, you need an extra Gun Lammie (of any type) to strip for spare parts (it can be any type of 'gun', you're just cannibalising it). It takes 5 minutes of role playing to fix a BROKEN item. Then place the Lammie you used for spares in your discard pocket and the kit is up an running again.

## **Explosives**

Only a character with the EXPLOSIVES perk can emplace and remove explosives. All 'explosives' must be phys-repped non-explosive dummies. Real pyros may only be used with the explicit consent of the games organiser.

A Detonation Device can be a simple push button or plunger, a timer (egg timer), or a radio control device. An individual explosive charge should be around the same size/bulk as a block of C4 (2 x 1.5 x 11 inches), but it is down to the individual player what they look like.

The number of charges required to destroy/breach a target is as follows:

- 1 Charge: Destroys Wood. (Interior door, stockade fence etc.)
- 2 Charges: Destroys Concrete (wall. bridge support etc.)
- 3 Charges: Destroys Steel (Armour plate, Ship hull etc.)
- 4 Charges: Destroys something Alien or exotic (at Referees discretion.)

## **- Making Things Go Bang:**

### **1) Direct Detonation**

Emplace charges. Insert Detonator. Uncoil and attach det. cord to the detonator and connect the other end to your plunger/switch. Shout "FIRE IN THE HOLE!" 3 TIMES and then shout "BANG!". The obstacle is destroyed.

### **2) Time Delay Detonation (TIMER)**

Emplace charges. Insert Detonator. Attach timer to the charge. Set timer, and retire at a saunter. When the timer buzzer sounds, the obstacle is destroyed.

### **3) Radio Detonation (Ref Needed)**

Emplace charges. Insert Detonator. Attach Radio receiver unit to charge. This must be a small box with an LED in it to alert players that the charge is radio controlled. Switch on LED unit and retire. With a radio transmitter prop you can detonate the charge from anywhere on site ( A referee is needed for this).

### **- The Boom:**

This is either a ref or player shouting "BANG!", and declaring the item destroyed or an area out of play. Any PC or NPC within 10 yards of the explosion loses all their hits and goes down.

### **- Diffusing & Removing:**

Only a character with DEMOLITIONS perk can defuse an explosive once planted. Anyone without the perk will detonate the explosive if they try.

### **- Being In The Boom Zone:**

Any character within 5 metres of a detonating explosive device is automatically Wounded, and must fall to the ground as if they have lost all their hits.

## **Skill Books**

Usually, a Character needs to have bought a certain perk upon character generation to use it on the game. However, in the spirit of the Fallout game, a character can temporarily acquire a perk by finding or buying a handbook or textbook on a given subject, such as lock picking or herbal medicine. Possession of one of these books allows a player to use that perk as if they had bought it using Character Points. However, the player can only use that perk whilst they have the book. If the book is sold, lost or stolen, the character may no longer use that perk. (This is representing the fact that the character hasn't learnt the ability over time and practice, but is just following steps in a text book).

## PART 2: CHARACTER GENERATION

**We'd prefer all players to generate and submit characters as soon as possible.** This way we can integrate you in to the story, assemble a character pack with Lammie cards, and generally ensure a balanced and fun game for everyone. If players have any ideas for characters and perks that aren't covered, please, please do get in touch with Chris Hannaford or James Dawes to discuss it with us.

### BASIC RULES

All characters start on 6 HITS.

All characters start with 1 Free Stimpak

All characters start with 1 Free AMMO card for their weapons.

All characters start with a set number of Bottle Caps (TBC)

#### **Character Generation Check List:**

- 1: Choose Background/Race.
- 2: Select Perks
- 3: Create name and background.
- 4: Submit Your Character.

#### **1: Choose your Background / Race**

Characters can come from one of two different basic 'backgrounds'. This is where you grew up and what shapes your character and what you know. You can choose to be a VAULT DWELLER or a WASTELANDER.

##### ***Vault Dweller***

'Vault Dwellers' are the descendants of those lucky enough to have a place booked in the 'Vaults' just before the start of the Great War. As the sirens sounded on October 23rd 2077, thousands rushed to massive underground Bomb Shelters such as Vault 52 near Washington, to escape the nuclear fire unleashed by the Communists.

Vaults (as constructed by the Vault-Tec Corporation) are self sufficient centres of civilisation, with their own dormitories, schools and recreational facilities. Safe from the ravages of the Nuclear apocalypse, the inhabitants of vault 52 were able to preserve the American values of Truth, Justice, Mom's apple pie and killing Commies. Generations of people lived underground quite happily for over 200 years, ably led by a wise Vault Overseer (and then their descendants) and protected by the Vault-Tec Vault Security personnel.

One unusual element of Vault 52 was that additional spaces were offered to members of the British Embassy in nearby Washington DC. As a result there is a small British ex-pat community in the vault with it's own, slightly curious culture. Basically, players may choose to be of American or British descent, whatever floats your boat.

A few months ago, a problem with the ageing Vault infrastructure led to the shelter opening for the first time in 200 years, when a search party was sent briefly on to the surface to search for spare parts.

The Vault Dwellers have only ventured topside once since then - a strange encounter on Christmas Eve -, although they have been visited by two local Wastelanders they met on the first expedition; a local Scavenger/Trader and a Farmer, both of whom are interested in striking trade deals. From these brief visits, the Vault knows that there is a larger settlement nearby, called 'Harmful Green', although the Vault Overseer has not permitted any visits to it yet...

The choice of Vault Dweller might be a good background for players who are unfamiliar with the world of Fallout, as they can learn about the Post Apocalyptic world just as their characters do.

Rather than impose Character Classes or Roles, we're leaving it to individual players to work out where their character might fit in to the Vault 52 Structure. Vault Security personnel would have mainly combat perks, whereas Vault Maintenance would have mainly technical knowledge, Vault Infirmary Staff; Medical training and so on. Or a character might have a mixed bag of talents. It's up to you.

There will be a specific area of the Firefight.org forum dedicated to Vault 52, where extra information and an in-character chat room will be set up. Players will be signed up to this when they have paid for the event and submitted their character information.

### **Wastelander**

For those left behind on the surface as the bombs fell back in 2077, the future held only death, carnage and chaos. Those who survived did so because of their toughness and resourcefulness. 200 years later, the surface world is very different from the one that ended on October 23rd 2077. We don't want to go in to too much detail here, for fear of damaging the event for people playing Vault Dwellers.

If you want to play a Wastelander but don't know much about the background, there is a section of the Firefight.org forum with stacks of reference material. Or simply play the games. Fallout 3 is a good place to start. Watching the 'Mad Max' movies is a pretty solid entry point too. Life in Fallout can feel like Mad Max in a lot of ways, only there's no cars anymore.

Again, we're not going to impose groups or roles upon players unless they specifically request it. It's up to the individual player to create a Character based on how they survive in the wasteland of 2281. You could be a traveller of the wastes, a lone wolf, a trader, mercenary, hunter, slaver, doctor or other skilled individual or part of a small group or faction. (If a number of players have an idea for a group or faction, then feel free to get in touch and discuss it).

If the sound of that doesn't appeal, you could be an inhabitant of the township of Harmful Green. Whilst the actual IC area is not that big, we assume that there are shacks and shantys 'off screen' where characters might have a home/hovel.

Other characters might live out in the wastes, or just be passing through, using Harmful Green to buy, sell or hire out their skills. It is down to the individual player to decide how they want to fit in to the environment and how they earn their living.

### **Non Feral Ghoul characters (Wastelander Background Only)**

A Player can opt to play a Non Feral Ghoul rather than a human. There will be a slightly different DOT sensor setup required for this which a Ref will be able to set-up for you.

Ghouls are necrotic post-humans. They are recipients of intensive elongated radiation sickness which decays their skin as well as their ligaments. Paradoxically, they also have greatly extended overall lifespans and are immune to and even regenerate health by the hazards of background radiation and/or nuclear fallout.

As a non-feral ghoul you might come over as a little eccentric but you are 100% sentient, as articulate, intelligent, caring or villainous as any ordinary human. A Ghoul Character purchases Perks in the same way as other Wasteland Characters. However, there is still a stigma attached to being a Ghoul. Discrimination, maybe even hostility, can be common in the Wasteland.

The player will need to wear an appropriate Phys-Rep mask/half-mask + gloves or make up to distinguish themselves as a ghoul, and talk in a raspy voice. See [fallout.wikia.com/wiki/Ghoul](http://fallout.wikia.com/wiki/Ghoul).

There will be a specific area of the Firefight.org forum dedicated to Wasteland Characters, where extra information and an in-character chat room will be set up. Players will be signed up to this when they submit their character.

## 2: Choose Your Perks

Players get 6 Character Points (CPs) to assemble their character, chosen from the following list: This list of 'Perks' (i.e. skills) combines both perk purchase and equipment purchase. (For example, if you buy the 'Big Guns' Perk, you can carry any number of 1 damage and 2 damage guns on the game). Some perks are restricted to certain Player Character backgrounds.

| <b>Perk</b>      | <b>Cost in Character Points (CPs)</b>              |
|------------------|--|
| Small Guns       | 1  |
| Big Guns         | 2  |
| Bigger Guns      | 3  |
| Biggest Guns     | (Contact the Refs)                                 |
| Explosives       | 1  |
| Knock Out        | 1  |
| Helmet           | 1  |
| Body Armour      | 1  |
| Limb Armour      | 1  |
| Power Armour     | 3 (Wastelander Characters Only + Contact the Refs) |
| Tough Guy/Gal    | 1  |
| Medicine         | 1  |
| Wasteland Doctor | 2 (Wastelander Characters Only)                    |
| Science          | 2 (Vault Dweller Characters Only)                  |
| Book Smarts      | 1 (Vault Dweller Characters Only)                  |
| Repair           | 2  |
| Wasteland Bodger | 1 (Wastelander Characters Only)                    |
| Lock Picking     | 1  |
| Bread            | 1  |
| Hip To The Jive  | 1 (Wastelander Characters Only)                    |
| Conceal          | 1  |
| Pip Boy          | 1 (Vault Dwellers Only)                            |

### Combat Perks

For the purposes of the game, we are not making any distinction between Laser, Plasma and Kinetic firearms. They're all guns. We're not distinguishing between pistols, rifles, SMGs and so on, merely on the amount of DOT damage they do:

#### - **Small Guns: 1 CP**

The ability to use a gun inflicting 1 point of damage.

#### - **Big Guns: 2 CPs**

The ability to use guns inflicting up to 2 points of damage.

### **- Bigger Guns : 3 CPs**

The ability to use guns inflicting up to 3 points of damage.

### **- Biggest Guns: Contact Refs**

If players have a weapon that does more than 3 points of Damage, please contact the Ref team before the game, as we will want to check the weapon for game balance before assigning it a relevant CP cost for a 'BIGGEST GUN'.

### **- Explosives: 1 CP**

The ability to use Demolitions charges as per the DZ rules. A character can start with up to 3 Charges, which can be kinetic or Plasma mines, plus a Demolitions kit containing Det. Cord, trigger mechanisms and tools for working with explosives.

### **- Knock Out: 1 CP**

The ability to render an unaware opponent unconscious for 5 minutes. This ability cannot be used 'in combat' against an opponent you are fighting with. It is designed to catch someone unawares.

LIGHTLY tap the target on the shoulder along with the call 'Knock Out' (or 'Kapow' or something). The victim is unconscious for 5 minutes, after which time they will recover with no ill effects.

### **- Melee Weapons**

Due to concerns about integrating 'LARP Safe' melee weapons with the distinctly non-LARP safe firearm props carried on our events, we are *not* permitting the use of Melee weapons. Players may carry them for use as tools or to brandish to look cool, but they are not to be used in combat.

## **Armour Perks**

Following are the costs to buy common forms of armour:

### **- Helmet: 1 CP**

Can be anything from a Vault-Tec Security Kevlar helmet to improvised Wasteland headgear like Welding masks and colanders. Adds +1 Hit to the Players Sensor.

### **- Body Armour: 1 CP**

Can be anything from a Vault Flak Jacket to improvised Wasteland armour like hammered metal breastplates and Football armour. Adds +1 Hit to the Players Sensor.

### **- Limb Armour: 1 CP**

Manufactured or improvised armour covering the Legs and/or arms. Adds +1 Hit to the Players Sensor.

### **- Power Armour - 3 CPs (Please contact the Refs if you wish to use Power Armour).**

T54-B Power Armour is very, very rare, but turns the wearer in to a walking tank. It consists of a full armoured suit and helmet. Power Armour is only available to certain organisations in the Wasteland.

Whilst anyone might find a Power Armour suit, possession of this perk is required in order to wear it. In addition, when wounded, the wearer of a Power Armour suit needs specific medical and technical care to be healed.

Obviously, a full phys-rep costume of this Power Armour is required before the Refs will allow its use.

### **- Tough Guy/Gal: 1CP**

The character is extra buff, having either trained hard in the Vault or as a result of their upbringing in the harsh wasteland. Adds +1 Hit to the Players Sensor.

## Other Perks

### **- Medicine: 1 CP**

The Ability to Heal Walking Wounded and Injured characters using traditional medical equipment. The system used will be a variant of SAMS.

### **- Wasteland Doctor: 2 CPs (Wastelander Characters only)**

The ability to use plants and natural ingredients to heal wounds. To use this perk a Players needs to find some appropriate moss, plants etc. and apply it to a Character for 60 seconds. This will heal up a character from 0 Hits.

### **- Science: 2 CPs (Vault Dweller Characters Only)**

Knowledge of Physics, Biology, Chemistry, Computer and how to do general Boffin-y stuff. Think 50's Pulp SF you should have a handle on the mentality towards Science in the 'Fallout' world.

The use of this perk will generally involve interaction with a Ref or NPC, who will likely give positive modifiers to success if Scientists are wearing lab coats or carrying a pipe.

### **- Repair: 2 CPs**

The ability to repair broken equipment, computers, robots etc. In order to use this perk a character should have a REPAIR TOOL KIT containing phys rep tools, and at least one roll each of the ever important GAFFER TAPE and ELECTRICAL TAPE.

### **- Book Smarts: 1 CP (Vault Dweller Characters only)**

The character is exceptionally bright and a fast learner. Any Character with this perk who gets their hands on a SKILL BOOK can learn that perk imparted permanently. They no longer need to have the book in their possession to continue to use the perk. In order to 'Learn' a book, a character with the 'Book Smarts' perk must spend 10 UNINTERRUPTED MINUTES studying the book to gain the perk.

**NB:** Some perks require the use of a list or other text as part of their mechanic. In order to 'learn' this perk a player might need a notebook to copy down the relevant info contained in the Skill Book Phys-Rep.

### **- Wasteland Bodger: 1CP**

Life in the Wasteland has taught people how to maintain gear with very limited resources. Characters with this perk can repair a COMMON ITEM carried as standard by a character i.e. guns or armour with only gaffer tape and ingenuity! (We expect to see creative use of this perk, with kit repaired with tin cans, rocks, bits of tree etc.) It takes 5 minutes Role-Playing and some Gaffer Tape to repair an item.

Unlike the REPAIR perk, this perk will not allow a character to repair unusual or rare items they might find. It is intended to be used to maintain Player Character equipment.

### **- Lock Picking: 1CP**

The ability to open locked doors and safes, given time and patience. There will be a system in place to represent this. Players should have some sort of phys-rep lock picking kit.

### **- Bread: 1 CP**

The character is extra thrifty or extra sneaky. They will start with double the starting amount of caps in their pocket at time-in. "Well hello Mr Fancy Pants!"

### **- Hip To The Jive: 1CP (Wasteland Characters Only)**

"You're cool, got your nose to the ground, bloodhound! Like, you know the word from the bird, know what I'm sayin' daddy-o!" At the start of each session, the character will get one juicy nugget of very useful information courtesy of the Ref rumour mill.

### **- Conceal: 1CP**

A player with this perk can hide one SMALL ITEM about their person (please be sensible on this...). If they are searched, the player does not have to declare or produce this item to the searcher. This applies to lammies as well as Phys Rep items.

### **- Fully Functional Pip Boy: 1CP**

The character has a rare working Pip Boy, (Personal Information Processor). This is an electronic device worn on the wrist which has the capability to store large amounts of information and link to the few pre-war satellites that still function.

Upon Time-In, a player with a Pip Boy will be given a full map of the site, with areas of interest marked. The Player must have a Phys-Rep Pip Boy to use this Perk.

### **- Other Skills & Perks**

If Players have an idea for an interesting or unusual perk or item of equipment please feel free to contact the Refs to discuss it. By the general 'Rule Of Cool', if we feel it's balanced and groovy we might let you get away with it. Refs may choose to augment characters with extra abilities or equipment depending on their character background.

## **3: Name and Create Character Background**

Give your character a name, and work out a background for them. This can be as complex or simple as you want, involving their possible goals, opinions and job.

For Vault Dweller characters, it might be worth considering how they view the opening of the Vault. After 200 years underground, does the character think it's time to find out what's out there, or do they think they should lock the door again and go back to their safe secure underground life? Only a few Vault Dwellers have been on to the surface so far - Are they heroes or might they have brought back diseases, contagions or Anti-American Commie sentiments?

## **4: Submit Character**

It's great to create a character. Now you need to tell the Referees. Send your character background and choice of perks via PM on Firefight or email.

Please send your characters to Chris Hannaford at:

avidaitch2@yahoo.co.uk or send a PM on Firefight.org

***The more info you give the Refs to work with, the more we can try to weave you in to the game world.***