

Traits, Feats, Talents, and Skills in the Wastes

Traits in d20 Fallout are a new addition to the game. Traits are advantages and drawbacks gained by some notable physical characteristic. Each character may take one, two, or no traits. Also, some important or influential NPCs and monsters may also have Traits.

New Feats in d20 Fallout are actually Perks from the PC series of games. Due to their sometimes high powered benefits, they usually have higher restrictions. Additionally, some Feats are limited only to certain Fallout races.

Bataring is a new skill added to d20 Fallout. With this skill and corresponding Feats, you have the option of haggling your way to a better deal with unscrupulous merchants around the wastes.

This game was meant to incorporate all Traits, Feats, Talents, and Skills. Ultimately, it is up to your GM to decide which, if any, of these will be available for you to use.

Traits

Fast Metabolism

You have a very high metabolic rate. You regain 1.5 times as many hit points from natural healing. However, your Con saves when warding off radiation and poison are at a -4.

Bruiser

You are a little slower, but you hit very hard. You go last in a combat round, but your Strength goes up by one point for combat purposes.

Small Frame

Due to your small stature, you are unable to carry a lot of weight. Your carry weights are 20% less for your strength than other people. You gain one point to your Dexterity.

One Hander

One of your hands is very dominant. You excel with one handed weapons, gaining a +1 bonus on to-hit rolls with them, this also means you suffer when it comes to weapons requiring two hands, with which you have a -1 penalty onto-hit rolls with them.

Finesse

You attack with style. The critical range for any weapon you use is one greater (20 becomes 19-20, 19-20 becomes 18-20). when rolling for critical damage, roll twice as many damage dice as needed, and take only the lowest die rolls.

Kamikaze

By not paying attention to threats around you, you move faster than most people in combat, gaining a +2 bonus to your initiative roll. However, you take a -2 penalty to your Defense.

Heavy Handed

You hit hard, but without finesse. You do +2 extra points of melee damage, but critical must be checked an extra time.

Fast Shot

You attack with a gun faster than most people. As a result, you gain an extra attack of opportunity when using a firearm. However, you may not attack any weapon or item held by your target while you are firing at them with a firearm.

Jinxed

For you, and everyone 30' around you, all attack and skill rolls are botched on a roll of a one or two.

Good Natured

You studied up on skills other than combat. You may trade in your Simple Weapons Feat for one of the following Feats: Builder, Creative, Deceptive, Educated, Gearhead, Medical Expert, or Trustworthy.

Chemical Reliant

Your addiction rate to chemicals is twice as great, however, you suffer from their ill effects for only half as long.

Chemical Resistance

Chemicals only work half as long on you, but your addiction rate is half of the normal rate.

Night Person

You work much better at night. During the night, you gain a +1 circumstance bonus on attack rolls and skill rolls. During the daytime, this becomes a -1 penalty.

Glowing One (Ghoul Only)

Extreme radiation exposure has made you radioactive as well. You gain a +2 bonus to ward of radiation, but everyone around you is constantly exposed to a mild amount of radiation.

Tech Wizard

You spent many years learning technical skills, granting you a +2 bonus on one of these skills: Computer Use, Craft (Chemical, Electronic, Mechanical), or Disable Device. Your eye sight is damaged, requiring an Int check against a DC of 15 to make out details of objects further than 30 feet away.

Fear the Reaper (Ghoul Only)

You have cheated death! You gain an extra starting perk, but something dangerous lies in your future (discuss with GM)

Vat Skin (Super Mutant Only)

Your skin is a ghastly sight to see, and you have a permanent, almost unbearable stench. You gain 5 points to your Def, but at everyone within 30' of you must make a Con check every round to avoid gagging from your stench. Those who fail are at a -2 penalty for all rolls until the time comes to make another check, you also lose 2 points of Charisma.

Ham Fisted

You have very big hands. You gain the Brawl Feat for free, but are at a -4 penalty on the Skills: Computer Use, Craft (any), and Disable Device.

Domesticated (Deathclaw Only)

Thanks to special training, you gain a point of Intelligence. You do 4 less points of damage of unarmed damage.

Rabid (Deathclaw Only)

If you manage to kill an foe in battle, you may take another swing at any enemy you don't have to move to hit at your highest modifier (cumulative). Unfortunately, no chemicals including healing items, have any effect on you.

Tight Nuts (Robots Only)

This robot was built to absorb damage. It gains an extra 2 points of DR, but the check to repair it is at a base of 20.

Targeting Computer (Robots Only)

This robot has a dedicated targeting computer. The robot may make an aimed shot (+2 to-hit), but may not move that turn.

EMP Shielding (Robot Only)

This robot has dedicated EMP shielding. This robot moves 5ft less when it moves, but takes 5 less points of electrical damage.

Beta Software (Robot Only)

This robot is loaded with experimental software, and can be taught skills instead of having them programmed. This robot is prone to having weird and unexpected glitches...

Feats

Armor Proficiency (powered)

You understand how to utilize the features of powered armor.

Prereq: Armor Proficiency (light), Armor Proficiency (medium)

Benefit: When you wear a type of armor with which you are proficient, the armor check applies only to Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble checks.

Normal: A character who wears armor with which they are not proficient takes a -4 armor check penalty on attacks rolls and all skill checks that involve moving, including Ride and Pilot.

Powered Melee Weapon Proficiency

You understand how to operate and maintain powered melee weapons.

Benefit: You make attack rolls with powered melee weapons normally.

Normal: A character without this feat takes the -4 nonproficient penalty when making attacks with powered melee weapons.

Adrenaline Rush

With this feat, you gain one point of Strength when you go under half your hit points.

Requirements: Strength lower than 17

Better Criticals

The critical hits you cause in combat are more destructive. When you cause a critical hit, add an additional 1d6 points of damage (not multiplied). Mutants cannot pick this feat.

Requirements: BAB +6, Dex 13

Bonsai

Through careful nurturing, you have a small fruit tree growing out of your head. This small tree bears 1d4 fruits. This feat applies to ghouls only.

Requirements: Knowledge (Earth and life sciences) 5 ranks, Craft (Chemical) 4 ranks

Bracing

You have learned to brace your self when firing large guns. You are considered one size larger for the purpose of firing guns from a standing position.

Requirements: BAB +6, Con 13

Brutish Hulk

With this feat, you gain double the normal amount hit points each time you gain a level.

Only deathclaws can take this feat.

Requirements: Str 16, Con 9,

Cancerous Growth

You have mutated so badly that you regain 2 extra hit points when healing naturally. You can also regenerate broken limbs. Only ghouls may take this feat.

Requirements: Str under 14

Crazy Bomber

With this feat, your character has become an expert with making explosives. Should their Craft (chemical) check fail by 5 points or more, the explosive do not explode, and the components used are not wasted.

Requirements: Craft (Chemical) 6 ranks, Int 13

Death Sense

You have very heightened senses. This perk gives you a +5 on a Listen and Spot check to notice some one Moving Silently or using the Hide skill.

Requirements: Int 10

Demolition Expert

You are an expert at making explosives. Any explosive made by you goes off on time, and does an extra 1d6 worth of damage.

Requirements: Craft (Chemical) 7 ranks, Dex 13

Die Hard

You don't die easily. When you get down below 20% of your hit points, your Saving Throws gain a +5 bonus until you are healed past 20%.

Requirements: Treat Injury 4 ranks, Con 13

Dodger

You are less likely to be hit with this feat. You gain an additional 2 points to your Defense with this feat.

Requirements: Dex 15

Drunken Master

You fight better drunk. You gain an additional +2 to your unarmed attack rolls while under the influence of alcohol. Robots cannot take this feat.

Requirements: Brawl, Base Attack Bonus 3, alcohol

Faster Healing

This feat can be taken up to three times. You gain an extra 2 hit points through natural healing.

Requirements: Con 15

Flexible

Years of exercise made you very supple. You can stand up and make a 10' move with a single move action.

Requirements: Dex 15

Flower Child

With this feat you are only half as likely to be addicted to a chemical, and you suffer the after effects for only half the normal time.

Requirements: Con 15

Ghost

In poorly lit areas, or after the sun goes down, you move very easily. In these conditions you gain a +2 bonus to your move Silently Check.

Requirements: Move Silently 6 ranks

Harmless

You appear to be a very innocent person, and makes it easier for you to steal from others. You gain it easier for you to steal from others. You gain +2 on your Sleight of Hand checks when trying to pick pocket someone.

Requirements: Sleight of Hand 5 ranks

Healer

You find it easier to heal injuries. When restoring hit points, you restore 1d8. During surgery, you restore 1d12 hit points for every character level of the patient.

Requirements: Treat Injury 4 ranks, Int 16, Dex 15

Heave Ho!

This feat can be taken up to three times. Each time it is taken you may throw thrown weapons an additional 5 feet further.

Hide of Scars

Your flesh has become hardened due to scarification. You have an extra 5 DR against all damage except fire.

Requirements: Con 15

Hit the Deck

You react very quickly to incoming fire. When making a Reflex save against attacks affecting an area, you only take 1/2 the damage.

Requirements: Dex 15

Lead Foot

Your ability behind the wheel and your fast reflexes make you a very fast driver. When declaring a speed when driving you can choose to go up to two categories faster than the one you are currently at.

Requirements: Drive 6 ranks

Light Step

You have a soft touch and step, and are very cautious. If you fail a Disable Device check while disarming a trap by more than 5, there is only a 50% chance the trap will actually go off.

Requirements: Dex 15, Disable Device 6 ranks

Living Anatomy

You have a better understanding of the anatomy than most people. You gain one free rank in Treat Injury, and you do +2 extra points of damage to living creatures.

Requirements: Treat Injury 4 ranks, Surgery

Loner

You work much better alone. When working away from any allies, you gain a +1 circumstance bonus on all your combat and skill rolls.

Requirements: Cha under 10

Master Thief

You have become very proficient at stealing and picking locks. You gain a +3 bonus to Disable Device and Sleight of Hand.

Requirements: Disable Device 5 ranks, Sleight of Hand 5 ranks, Dex 15

Master Trader

You have mastered one aspect of bartering—buying goods cheaper than normal. You get an additional 5% of goods payed or discounted in your favor when bartering.

Requirements: Barter 7 ranks, Cha 16

Medic!

You gain a +2 bonus to your Treat Injury skill checks.

More Criticals

This feat can be taken three times. You are more likely to score a critical hit in combat. When checking to see if a threatened hit is a critical hit, add 1 to the roll. Super Mutants cannot take this feat

Requirements: Base Attack Bonus 6

Mutate

Exposure to weird radiation has changed one of your Traits. You may replace one of your Traits with a different one. You lose the benefits and penalties of the old Trait and take on those of the new one.

Requirements: total Character Levels 9

Negotiator

You are a very skilled negotiator. You gain a +2 bonus to Barter skill checks.

Night Vision

With this feat, you can see in the dark much better. In total darkness, you can see as if you were in candle light (5' radius around you)

Pickpocket

You are very adept at stealing. When attempting to pick someones pocket, their Spot check has a -5 penalty.

Requirements: Sleight of Hand 9 ranks, Dex 16

Psychotic

Your body has adjusted to the effects for certain chemicals. The effects of the drug Psycho are doubled, while the withdrawal effects are halved. Only mutants may take this feat.

Requirements: Con 13

Pyromaniac

You do more damage with fire based weapons. When using a weapon that deals fire damage, they do an additional 1d6 of damage.

Requirements: Base Attack Bonus 7

Quick Pockets

You have learned to pack your equipment so that it is easily accessible. When retrieving a piece of equipment from your inventory, it does not draw an attack of opportunity.

Requirements: Dex 13, total Character Levels 3

Quick Recovery

If have been knocked down by an attack, you may stand up as a free action, if you are not grappling, pinned, or unconscious.

Requirements: Dex 13

Rad Child

You do not take immediate damage from radiation, instead you gain an extra 2 points of natural healing while being exposed to it. Radiation will still continue to build up in your body however, and possibly irradiate those around you. Only ghouls may take this feat.

Requirements: Con 13

Rad Resistance

This feat may be taken twice. You are able to avoid radiation and the illness it causes. Each time this feat is taken, you gain a +1 bonus to your Fort save when warding off radiation and its effects. Ghouls cannot take this feat.

Requirements: Con 15, Int 13

Ranger

You gain a +2 bonus on your Knowledge (earth and life sciences) checks.

Salesman

You can sell just about anything to anyone, and make a tidy profit. You gain an additional 5% in your favor when attempting a Barter skill check.

Sharpshooter

While using either handguns or long arms, range increments past 5 only incur a -1 penalty to hit.

Requirements: Dex 16, Int 16, Base Attack Bonus 11

Silent Death

On a successful Move Silently check, you can sneak up on an enemy and inflict double damage with an unarmed attack.

Requirements: Move Silent 8 ranks, Base Attack Bonus 7, Brawl& Improved Brawl or Combat Martial Arts & Advanced Combat Martial Arts.

Silent Running

You can Move Silently up to your full speed without incurring a penalty, however attacking, running, and charging still invoke a penalty.

Requirements: Move Silently 7 ranks, Dex 16

Slayer

In unarmed combat all threatened hits are automatically critical hits.

Requirements: Improved Knockout Punch or Advanced Combat Martial Arts, Base Attack Bonus 11, Str 16, Dex 16

Snake Eater

This feat may be taken twice. Each time it is taken, it grants a +2 bonus to Fort saves when warding off poison.

Requirements: Con 13

Sniper

You have mastered the firearm as a source of pain. With this feat, any threatened hit is automatically a critical hit.

Requirements: Base Attack Bonus 11, Dex 16, Int 16

Stat!

When using the skill Treat Injury, or when attempting to stabilize a dying character, you

do not draw an attack of opportunity.

Requirements: Treat Injury 8 ranks, Dex 13

Steady Arm

Your massive size allows you to keep your weapon steady. When using the burst fire mode, your attack roll is only penalized by -2. Only mutants may take this feat.

Requirements: Str 18

Stonewall

When someone attempts to bull rush you, you get an additional +2 stability bonus.

Requirements: Str 16

Strong Back

This feat can be taken three times. For each time this feat is taken, you are considered to have one extra strength point for determining carrying weights.

Requirements: Str 16, Con 13

Stunt Man

You have learned to roll with blows. You take 1d6 less points from falling or from explosives.

Requirements: Str 13, Con 13, Dex 13

Survivalist

You gain a +2 bonus to your Survival skill checks.

Swift Learner

This feat may be taken three times. You learn very quickly. For every time this feat is taken, you gain an additional skill point whenever you level up.

Requirements: Int 16

Talon of Fear

All unarmed attacks done by you poison your enemies. Poison types vary, check with your DM for type of poison. This feat can be taken be deathclaws only.

Requirements: Base Attack Bonus 11, Str 13

Thief

You gain a +2 bonus on your Disable Device and Move Silently skill checks.

Tough Hide

Exposure to radiation has hardened you against the elements. You gain 7 points of Defense, and an extra DR of 3

Way of the Fruit

You understand the ancient way of the fruit. You enjoy strange and wonderful benefits whenever you eat fruit. These fruits have a random effect, only discernable when eaten. The entire piece must be eaten for the effect to be activated.

1 - Charisma

The character can speak eloquently and persuasively as well as exude an aura of personality and charm, adding a +5 enhancement bonus to their Charisma score for 5 minutes.

2 - Constitution

The character becomes more resilient. It provides a +5 enhancement bonus to the their Constitution for 5 minutes.

3 - Cure Light Wounds

This heals 1d8+1 points of damage.

4 - Cure Moderate Wounds

This heals 2d8+1 points of damage.

5 - Cure Serious Wounds

This heals 3d8+1 points of damage.

6 - Cure Critical Wounds

This heals 4d8+1 points of damage.

7 - Darkvision

The character can see in the dark for 3 hours, although everything they see appears in shades of black and white.

8 - Dexterity

The character becomes more graceful, agile, and coordinated. They receive a +5 enhancement bonus to their Dexterity score for 5 minutes.

9 - Intelligence

The character gains clarity of the mind and a quicker wit, resulting in a +5 enhancement bonus to Intelligence for 5 minutes.

10 - Stealth

The character gains the ability to move quietly and stay out of sight, granting a +5 circumstance bonus on their Hide and Move Silently checks for 1 hour.

11 - Strength

The character's strength is improved, resulting in a +5 enhancement bonus to the character's Strength for the next 5 minutes.

12 - Wisdom

The character gains intuition, adding a +5 enhancement bonus to the character's Wisdom for the next 5 minutes.

Requirements: Cha 16, Knowledge (earth and life sciences) 9 ranks.

Talents

Listed here are additional talents for use by PCs and NPCs alike. Keep in mind that in order to take the second or third talents in a talent tree, you must possess the previous talent.

Strong - Big Bully

A Strong bully may not be the smartest person around, but they know enough to use their physical prowess to get what they want out of life.

- 1-** Gain Strength bonus equal to negative Intelligence modifier (minimum of one) for combat purposes.
- 2-** Add Str bonus to Intimidate rolls.
- 3-** Double Strength bonus due to negative Intelligence modifier (minimum of two)

Fast - Ghostwalker

A Fast hero may learn to blend into their environment, becoming much harder to spot. These talents only work when the hero is already concealed, thus a Fast hero with the Ghostwalker talent does not automatically gain a concealment bonus when in plain sight.

- 1-** When concealed, gain an additional 5% concealment
- 2-** When concealed, gain an additional 5% concealment (10% total)
- 3-** When concealed, gain an additional 5% concealment (15% total)

Tough - Tough SOB

A Tough hero may learn to sustain serious trauma to their bodies through sheer stamina. Each rank taken means that the Tough hero can take a few more hitpoints worth of damage before succumbing to lethal damage.

- 1-** Increase damage threshold 1: Add + 1
- 2-** Increase damage threshold 2: Add + 2 (+3 total)
- 3-** Increase damage threshold 3: Add + 3 (+6 total)

Smart - Smarty Pants

A Smart hero may spend their time studying, or otherwise spending their free time bettering their understanding of particular subjects. This makes it easier for them to focus and improve one skill.

- 1-** Make one skill permanently a class skill.
- 2-** Gain one additional skill point per level
- 3-** Gain one additional skill point per level (+2 per level total)

Dedicated - Hellfire and Brimstone

A Dedicated hero may decide to take up a particular religion or set of ideals particular to certain organizations with zeal. They have become so focused on their beliefs that they can inspire or cause fear in those in their presence. This talent tree is useable only by PCs who have joined a notable religion or organization (DM's discretion)

- 1-** Fellow followers of your religion gain +1 circumstance bonus to attack and saving rolls
- 2-** Fellow followers of your religion gain +1 circumstance bonus to attack and saving rolls (+2 total)
- 3-** Effect doubled for fellow followers. Members of opposing religion receive -2 modifier to attack and saving rolls.

Charismatic - Wheel and Deal

A Charismatic hero may learn how to use their charm to get a better deal when bartering.

- 1-** Gain an additional +1 on Barter checks
- 2-** Gain an additional +1 on Barter checks (+2 total)
- 3-** Gain an additional 10% in your favor when bartering.

Skills

Barter (Cha)

Use this skill to convince others to pay more for your goods, and to accept less money for theirs.

Check: To barter with a merchant, you must have a number of goods or amount of money roughly to trade roughly equal to the value of goods you wish to trade with the merchant. Your Barter skill check is opposed by the merchant's skill check. The difference in checks will result in a higher percentage of goods being gained or sold.

Check Difference	% increase
1 through 9	10.00%
10 through 19	15.00%
20 through 29	20.00%
30 through 39	25.00%
40 or more	30.00%

EXAMPLE: You have a number of goods that equal about 400 value points, and you wish to trade the merchant for 400 points of goods.

You roll and compare your Barter skill checks, and you come out 5 ahead. You can safely offer 360 points of goods for their 400. Had the merchant won instead, you would have had to pay 440 points of goods for his 400. However, you are under no obligation to buy the merchant's goods.

Try Again? Yes, but each check takes up 20 minutes.

Special: You cannot take 10 or 20 when making a Barter check.

Time: A Barter check requires 20 minutes.