

# Character Creation

Normally, character creation should proceed like this:

**1.)** Check with your GM as to any rules, races, etc... that they will be allowing in their campaign. Be sure to check with other players as to what kind of characters they are playing. This will help you create a balanced group of adventurers.

**2.)** Roll up your character's ability scores. The standard method is to roll 3d6 and tally the score. If your DM has any special methods they wish to use, ask them.

**3.)** Choose your class and race (and background if a normal human). Pick these at the same time. Some race and class combinations will work out better than others. Available races are: Human, Super Mutant, Ghoul, and Deathclaw. Available starting classes are: Strong, Fast, Tough, Intelligent, Dedicated, Charismatic.

**4.)** Each race (and additional backgrounds for humans) lists starting equipment. You can choose your own weapons from those allowed, or your DM will assign them to you. It is possible that other equipment may be available to you at the start (DMs discretion).

**5.)** Record features for your characters race and class. Most of these features are automatic, but some may require a little forethought. Look ahead when needed, and feel free to back track and do things over.

**6.)** Select Traits. Each character can select up to two Traits. Traits in the Fallout game are unique to PCs (and certain powerful NPCs and adversaries). While traits often have a beneficial effect, they also come with drawbacks to balance them out. You can elect not to choose any Traits if you wish.

**7.)** Select a Feats. Each starting character starts out with two Feats. See page 77 in the

D20 MODERN PLAYERS GUIDE for information on Feats. Also be sure to look over the list of Fallout specific Feats. Keep in mind that many technological Feats will not be available to starting characters.

**8.)** Select Skills. Depending on your characters class and Intelligence modifier, you will receive a number of Skill points at 1st level. See page 42 of the D20 MODERN PLAYERS GUIDE for more info on Skills. Keep in mind that many technological skills will not be available to starting characters.

**9.)** Record combat and skill numbers. Based on your race, class, ability modifiers, Feats, and equipment, figure out your Saving Throws, Defense, hit points, melee and ranged attack bonuses, and total skill bonuses. Don't forget! Starting characters begin with their full HD worth of hit points (10 for Tough, 8 for Strong and Fast, 6 for Smart, Dedicated and Charismatic), their Constitution modifier, and their Constitution score,

**EXAMPLE:** A 1st Level Strong character with a Constitution of 16 will start with  $8+3+16 = 27$  hit points, plus any extra hit points from Feats and Traits.

**10.)** Detail your character. Invent a name for your character. Determine their sex, height, weight, eye color, and other personal features. You don't need to have a fully fleshed out character from the start, you can invent new information as the game goes along.

## Fallout Races

Before the Great War, humans sat on the very top of the food chain. With the introduction of nuclear weapons to the modern world, most of the food chain was burned to a crisp, as well as most of humanity. Thanks to the myriad of combinations of radiation and FEV, new species of animals sprung up almost over night. Within a few years, the sun shone on a host of new mutated animals.

Humans, while still the most plentiful of

species on the planet, are not nearly as ubiquitous as they were before the war. People in the wastes come from many different backgrounds. Some, whose ancestors were lucky enough to make it to the safety of a vault or similar fallout shelter, are commonly known as Vault Dwellers. Throughout the wastes some vaults have recently opened, some may have been open for ages, and some are still secreted away under mountains or the remains of post-war cities waiting for an all clear signal. Vaults, and some fallout shelters, were particularly well stocked, containing fully automated farms, computerized systems, and every sort of tool the builder's thought people after a nuclear war might need to rebuild civilization.

Similar to the Vault Dwellers are those people in paramilitary organizations. Often ancestors of military units that defected or escaped into the safety of a hardened military base. These survivors, while they may not have access to the same tools and technology as Vault Dwellers, do have access to a lot of conventional and high-tech firepower.

Those humans who either moved out of and away from vaults, or survived by other means usually consist of outsiders and tribals. Outsiders usually do not have access to any sort of high technology, and limited access to firearms. Outsiders have spent their lives eking out an existence among the ruins of the pre-war world, often growing crops of mutated plants, raising brahmin, or trading among various towns. Tribals, however, are loose collections of people who have reverted to more 'primitive' societies. They often live away from post war ruins, instead choosing a lifestyle of raising crops and hunting for food. These people have no access to any technology or any sort of weaponry save for all but the most primitive spears and melee weapons. Beastlords are a special case when it comes to tribals. Subjected to living deep within caverns laced with a peculiar type of radiation, beastlords have gained the ability to mentally communicate with and control animals.

Super mutants and ghouls are off-shoots of human stock. Super mutants were created in the depths of a pre-war compound on the west coast of the former United States, by an entity referred to (lovingly by super mutants at least)

as the "Master". It was the "Master" who devised a method for submerging already radiated individuals in a modified version of FEV in order to "evolve" them. It was the Master's plan to bring about a golden age of humanity by evolving those worthy humans into super mutants, a race of super strong, long lived (though often less intelligent) beings.

Unfortunately for the Master, its plans were foiled, and the once fearsome super mutant army dissolved, with its members left to wander the continent. Ghouls, some say, were actually survivors who didn't really survive the war.

Many unfortunate souls who couldn't find shelter as the bombs dropped were exposed to lethal amounts of radiation (and some suspect FEV as well). Those that survived the ordeal were left marked for life. Though ghouls have extraordinarily long lifespans and no longer having to worry about radiation, they appear to others as shambling B-movie zombies. Both super mutants and ghouls are viewed with suspicion by pure humans, or "normies" as they are called by super mutants and ghouls. When they are allowed into human settlements, they are often treated as second class citizens.

Deathclaws are a bit of an enigma in the wastes. While they appear to be large, hulking lizards, they walk upright (although hunched). Often in living in broods the number from less than half a dozen to upwards of 20 or possibly more, deathclaws hunt in packs. They are known throughout the wastes as stealthy hunters and vicious combatants, even striking fear into the hearts of super mutants. Rumors have run amuck in bars across the wastes of "talking, furry" deathclaws, but few people are gullible enough to believe them.

## Deathclaws

Deathclaws are a race of somewhat intelligent, giant, mutated lizards. Deathclaws live in tribes of anywhere from 25 to 100 individuals, and spend most of their time protecting the egg laying females and hunting.

## Physical Description

They walk on two legs, stand more than two meters tall in adulthood, and have scaly skin ranging from an earthen brown color to light yellows. Deathclaws get their name from their vicious looking clawed hands. Their large heads sport long, sharp horns, and their bipedal stance suggests lizard DNA and human DNA might have been spliced at some point after the Great War. They can communicate quite effectively with each other, and can use simple battle plans.. These claws make it hard for Deathclaws to manipulate small objects. As a result, they find it hard to use keyboards, guns, and other technological devices. Due to the large and abnormal size and shape of the Deathclaw's body, they may or may not be able to find or make armor should they choose to wear it.

### Relations

Deathclaws are usually killed on site by most every other race in the wastelands. Only the most enlightened (or gullible) towns willingly accept deathclaws.

### Deathclaw Racial Traits

- +4 to Strength, +3 Dexterity, +2 to Constitution, -3 to Charisma and Intelligence.
- Deathclaws are considered a Large race, as such they take a -1 to Defense and Attack rolls, +4 to grapple, -4 to Hide Checks, have a 10'x10' facing, and a reach of 10'.
- Deathclaws have a base speed of 30'.
- Deathclaws cannot use ANY weapons (ranged or melee). A deathclaw's melee damage is:  
1d10 claw or bite (crit on 18-20)  
2d6 gore (crit on 18-20)  
1d8 slam (crit on 19-20)
- Deathclaws take an additional 1d6 points of damage from fire.
- Deathclaws receive new feats every third level (3rd, 6th, 9th, etc...) and only

### Talking Deathclaws?

While some of the games in the Fallout series (2 and Tactics) portray talking deathclaws, talking deathclaws, plus any other talking animals are considered to have officially died off by the end of Fallout 2.

Some people may want to stick to the way deathclaws are presented in the first two Fallout games (where only Enclave altered Deathclaws (or their offspring can speak). For those people wishing to stay within this realm, only those deathclaws who were either produced by that Enclave program (or children of deathclaws from that program) may learn to speak. While their enhanced intelligence allows them to speak, it is still a challenge for them to learn how to parrot human language. A deathclaw character must spend 2 skill points to speak a human language (2 points per language), and another 2 to learn how to read it (2 points per language).

Deathclaws presented in Fallout: Tactics have it a little easier. In this case, all deathclaws can speak broken human language, though they cannot read it. In order to speak more fluently, they must spend a skill point to improve their language skills (1 point for the most widely used popular language, 2 for others). Another 2 skill points must be spent in order to read the language they are speaking (2 points per language).

receive one extra starting feat.

- Deathclaws gain a +3 bonus to Fortitude saves when warding off radiation.
- Due to their thick hides, deathclaws gain a natural Defense bonus of +3.
- Deathclaws, regardless of class, use a 1d10 for determining hit points.
- Deathclaws are considered illiterate. (See Sidebar) They do begin play knowing the deathclaw language.
- Deathclaws begin with the Toughness feat.
- First level starting deathclaws cannot begin with the skills Computer Use, Craft (all), Demolitions, Drive, Forgery, Gamble, Investigate, Knowledge (all), Perform, Pilot, Profession, Repair, Research, and

Ride. Over time, they can learn the above except for Drive, Pilot, Profession, Research and Ride.

- First level starting deathclaws cannot begin with the feats Aircraft Operation, Archaic Weapons Proficiency, Armor Proficiency (all), Builder, Combat Martial Arts (and related Feats), Drive by Attack, Educated, Exotic Melee Weapon Proficiency, Far Shot (and related Feats), Gearhead, Medical Expert, Personal Firearms Proficiency (and related Feats), Point Blank Shot (and related Feats), Quick Reload, Studious, Surface Vehicle Operation, Surgery, Vehicle Expert (and related Feats), and Windfall. Over time they can learn Educated, and Studious.

- Deathclaws cannot take any occupations.

## Ghouls

When the bombs hit, these unfortunate people were altered forever. They now live out extremely long lived lives, and cursed to appear like the undead. Due to the prejudices they face from human settlements, ghouls tend to live in communities of their own, living only as second class citizens with humans of no other home can be found. Though they appear dead, they are quite alive. In order to sustain their condition, they usually require exposure to a low source of radiation. As such, you can usually find large ghoul settlements near sites of high radioactivity.

### Physical Description

Thanks to the massive amount of radiation absorbed by these people at the start of the Great War these people now live very long lives. The radiation also had a negative appearance, as most all ghouls look like rotted corpses. Most have skin colors ranging from greens, to dirt brown to pale white. While many may still have hair, it doesn't grow. Ghouls also cannot reproduce like normal humans, once the ghouls alive today die, there may no longer be any more ghouls. Aside from

the hideous changes to their bodies, most ghouls minds are very much intact, and they possess skills that many people had before the war, though this does not keep them from being treated poorly by normal humans. Ghouls age very slowly, and their life span is currently unknown. They weight anywhere from 80 to 160 pounds, and stand anywhere from 5'- 6' tall.

### Relations

Racism still runs rampant, and ghouls are not usually accepted into most human settlements. Those that do accept them are either highly enlightened cities, or towns that treat them as second class citizens. It is far more common to find them in settlements of their own.

### Ghoul Racial Traits

- Medium size: As Medium size creatures, ghouls have no special bonuses or penalties due to their size.
- Ghoul base speed is 30 feet.
- Ghouls receive a +10 bonus to Fortitude rolls when warding off the effects of Radiation. They are also unaffected by Mild to Moderate amounts of radiation.
- Ghouls receive a +5 bonus to Fortitude to rolls when suffering the effects of Electrical damage.
- They cannot have the skill Knowledge: Arcane Lore.
- -2 to Strength, -2 to Dexterity, +2 to Wisdom and Intelligence, due to their stiff, ghoulish state and long (after) lives.
- Ghouls start with the Toughness feat for free.
- Ghouls, due to the fact they were born before the war, can have any skill or feat.
- A starting ghoul character starts with: one complete ratty set of clothes, one



conventional firearm (revolver, pistol, longarm baring machine guns and automatic weapons) and two reloads, a canteen of water, a weeks worth of scavenged food, and a utility knife.

## Humans

Just like you and me, except alittle more radiated. Humans are the most widespread Fallout race.

## Paramilitary

Paramilitary organizations are few and far between in the wastes. Most commonly, people with military training are descendants of soldiers who served during the time of the Great War. These people usually lead very regimented lives. Paramilitary organizations usually have access to weapons, technology, and perhaps even a few vehicles that other people living in the wastes don't.

- A starting 1st level character may not take the skills Knowledge: Arcane Lore, Pilot, and Ride initially. Pilot and Ride may be taken later.
- A starting 1st level character may not take the feats Aircraft Operation, Drive-By-Attack, Surface Vehicle Operation, Vehicle Expert, and Windfall initially. All but Windfall may be taken later.
- Due to their training, all paramilitary characters gain the Personal Firearms Proficiency at creation.
- Starting characters are usually issued: a set of fatigues, a set of body armor (usually a set of tanned leather armor for 1st level characters), a utility knife, 2 weapons (usually a side arm in the form of a revolver or pistol, and a long arm, which is either a rifle or shotgun 70% of the time, but theres a 30% chance they have been issued a submachine gun or assault rifle) with 3 reloads for each weapon, one canteen of water, and enough food (preserved pre-

war stock or otherwise) for about a week.

- Paramilitary characters may not start with the occupations: Celebrity, Creative, Dilettante, Entrepreneur, Investigative, or Rural

## Outsider

The everyday citizen of the wastes. Being brought up out in the new harsh world, has made these people survivors. Some hold down jobs and live in towns, others murder and raid nearby towns. These people are most likely descendants of people who came from vaults themselves several years ago, or who survived by some other means.

- They gain 3 free ranks in Survival.
- A starting 1st level character may not take the skills Computer Use, Drive, Knowledge: Arcane Lore, Pilot, and Swim initially. All but Knowledge: Arcane Lore can be learned later.
- A starting 1st level character may not take the feats Aircraft Operation, Drive-By-Attack, Surface Vehicle Operation, Vehicle Expert, and Windfall initially. All but Windfall may be taken later.
- Due to the generally dirt poor lives of these people, they have little (or no) high tech equipment. As such, they usually begin with: one or two changes of dirty clothes, a utility knife, one weapon (from a small selection of mundane pistols, revolvers, and long arms), 2 reloads for that weapon, one flask or canteen of water, enough dried or scavenged foods for about a week.
- They may not take the Occupation Emergency Services.

## Vault Dwellers

Descendants of people who were lucky enough to get to a Vault before the bombs dropped. They have lived their entire lives

inside the Vault, and very few have ever been outside of the vault.

- They gain 3 free ranks in Computer Use.
- A starting 1st level character may not take the skills Demolitions, Drive, Handle Animal, Knowledge: Arcane Lore, Current Events, Streetwise, Pilot, Ride, and Swim initially. All but Knowledge: Arcane Lore can be learned later.
- A starting 1st level character may not take the feats Aircraft Operation, Animal Affinity, Archaic Weapons Proficiency, Drive-By-Attack, Renown, Surface Vehicle Operation, Track, Vehicle Expert and Windfall initially. They may be learned later.
- They may not take the Occupations Adventurer, Athlete, Celebrity, Criminal, Dilettante, Entrepreneur, Investigative, and Rural.
- A typical vault dweller is usually equipped with: a vault suit (usually with the vault's number printed on the back), a Pipboy, one ranged weapon (from a selection of conventional revolvers, pistols, shotguns, and rifles baring machine guns and automatic weapons) with 3 reloads, 2 flares, 2 stimpacs, a canteen of water, and enough rations to last a week.

## Reavers

A small group of people who worship technology. They have a preoccupation with high technology, and are wary of outsiders who do not share their same enthusiasm about said technology, usually referring to these people as heretics. Their speech tends to be littered with phrases referencing software and hardware from an age past. Their style of dress usually consists of robes interwoven with small bits and pieces of technology.

- They gain 3 free ranks in any Intelligence related skill.
- A starting 1st level character may not take

the skills Drive, Handle Animal, Knowledge: Arcane Lore, Pilot, Ride, and Swim initially. All but Knowledge: Arcane Lore can be learned later, the skill Handle Animal is always considered a cross-class skill.

- A starting 1st level character may not take the feats Aircraft Operation, Animal Affinity, Archaic Weapons Proficiency, Drive-By-Attack, Surface Vehicle Operation, and Vehicle Expert initially. The Feat Animal Affinity confers only half it's bonus to Reavers.
- Due to their preoccupation with high technology, the Reavers start play with: one or two changes of clothes, usually with some kind of electronics included (with similar functions to the Pip Boy), 2 stimpacs, one canteen of water, one weeks worth of food, and one weapon. This weapon has a 45% percent chance of being some type of energy weapon (75% pistol, 25% rifle) with enough energy cells / micro fusion cells for two reloads. Other wise they can choose from any pistols, revolvers, rifles (barring assault weapons) and shotguns, with enough ammo for three reloads.
- Reaver characters may not take the Occupations: Athlete, Celebrity, Dilettante, or Investigative.

## Beastlords

Beastlords are a small group of people who have been endowed with the amazing ability to mentally communicate with and control all manner of beasts in the wasteland. They receive this mysterious power from their communal home, a vast cavern somewhere in the Midwest, which is riddled with pockets of radiation. This group's long exposure to this source of radiation is responsible for this odd mutation. Beastlords usual mode of dress is loin cloths and war paint.

- They gain 3 free ranks in Handle Animal.
- A starting 1st level character may not take the skills Computer Use, Craft (All), Decipher

Script, Demolitions, Drive, Forgery, Knowledge (Behavioral Sciences, Business, Civics, Current Events, Physical Sciences, Popular Culture, Streetwise, Technology), and Pilot initially. They can all be learned later, though all technology related skills are always cross-class skills.

- A starting 1st level character may not take the feats Aircraft Operation, Drive-By-Attack, Gearhead, Surface Vehicle Operation, Vehicle Expert, and Windfall. Can not be taken initially. All but Windfall can be taken later. The feat Animal Affinity has twice the bonus for Beastlords.

- Beastlords begin play with the ability to summon animal companions. These companions must be treated in a friendly manner (do not eat it, or use it to set off traps). You can teach the companions up to three specific tasks or tricks for each point of Intelligence it possesses. You may only have a number of animals whose Hit Dice total no more than twice your level. You can dismiss current companions to summon new ones.

- Beastlords begin play with: one or two scraps of clothing, a skin of water or milk a weeks worth of scavenged food, and a weapon, 40% chance of being a firearm, otherwise it will be a melee weapon. The firearm will be from a selection of pistols, revolvers, rifle (barring assault weapons) and shotguns. This weapon will come with two reloads.

- Beastlord characters may only take the Occupations: Religious or Rural.

## Tribals

Tribals are people who also live in the wastes, but do so in more primitive societies, and usually with out technology.

- Tribals begin play just like Beastlords, except they do not gain the ability to summon animal companions. Instead they gain 3 free ranks in Survival, and have an

intimate knowledge of the lands surrounding their home. As such they never lose their way when travelling through these lands.

## Mutants

Super mutants are the product of experimentation with the FEV virus and human beings done by a being known as the Master. Using research from a prewar military installation, he reworked the FEV virus to change humans into mutants. Many died before he achieved the desired results. The process, known as "dipping" required that an individual be dipped into a vat containing this improved version of the FEV virus, as well as being subjected to high levels of radiation. Those people who were successfully dipped became much larger, tougher, and stronger. Frequently, the "dip" also caused a loss of intelligence, though a few fortunate souls actually became smarter. It was the ultimate goal of the Master to "dip" every human in the world to bring about a Utopian state, with rules enforced by his super mutant army. Sadly, for the Master, he was killed and his super mutant army was free to roam the wastes.

## Physical Description

Super mutants stand around 8-10 feet tall, are heavily muscled, and have a greenish skin tone, marked with odd patches of hair and unsightly boils and warts. Like ghouls, mutants age very slowly, but not as slowly as their cousins. Mutants are generally huge, easily reaching 7'-8' in height, weigh up to 350 pounds. Despite the fact that there are both male and female mutants, they can not reproduce through sex. The only known way to make more super mutants is by "dipping" regular humans.

## Relations

Unfortunately, like ghouls, mutants are largely outcast from human society. Many of them prefer it this way, looking on human society as diseased or inferior because of the prejudice and corruption that still exist. Mutants were once part of what they see as an attempt

to finally unite humanity and overcome humankind's weaknesses, and it is rumored that vats of the FEV virus still exist, and a mutant society is at work attempting to achieve this goal, even after the Master's death.

### Super Mutant Racial Traits

- +3 to Strength, +2 to Constitution, -2 to Dexterity and Charisma and a variable change to Intelligence.
- Super Mutants are considered a Large race. As such they take a -1 penalty to Attack and Defense rolls, +4 to grapple, and -4 to hide checks. They have a 10'x10' facing, and 10 foot reach.
- Super mutant characters will usually start with a heavy weapon, with enough ammo for 3 reloads, two canteens of water, enough food for one week, and whatever clothing is on their back.
- Super Mutants receive new Feats every third level.
- Super Mutants gain a +2 bonus to Fortitude save when warding off radiation and poison.
- A starting 1st level character may not take the skills Drive, and Pilot initially. Due to their large sizes, they will only be able to learn these skills if they find a vehicle large enough to practice these skills.
- A starting 1st level character may not take the feats Aircraft Operation, Drive-By-Attack, Surface Vehicle Operation, Vehicle Expert, and Windfall. All but Windfall can be taken, but only until the character finds a vehicle large enough to practice these Feats.
- Due to their large size, mutants are limited to using heavy weapons, laser, plasma, and pulse rifles. (ranged weapons sized Large or larger, melee weapons of Medium or larger)
- The dipping method used to create mutants

is often unreliable. When creating a super mutant, roll on this table using a d100:

**1-10** Completely botched! Your character must re roll their intelligence using a 1d6.

**11-20** Botched! Your character loses 1d4 points of intelligence.

**20-85** Normal. You lose only 2 points of intelligence.

**86-100** Surprise! The dip went successfully, and you gain 1d4 points of intelligence.

- Starting super mutant characters begin with: one heavy weapon or energy rifle with one reload, a canteen of water, a weeks worth of rations, and a stim pack
- Super mutant characters may not take the Occupations: Athlete, Celebrity, Creative, Dilettante, or Student.

### Robots

Before the War, several companies and research facilities were making progress in the fields of robotics and artificial intelligence. From this research came the popular line of Mr. Handy robots, and several powerful super computers. While possessing an intelligence far superior to humans, these intellects were by no means artificial intelligence. Before the start of the Great War, humans created a vast army of robots of varying shapes and sizes. These robots were meant to help rebuild the world after a nuclear exchange. Most robots can communicate with humans by way of a synthesized voice. These days, most robots found in the wastes are considered novelties. Medium size robots, such as Mr. Handy and the humanoid robot, stand around 6'-7' feet tall and weigh 400-500 pounds. They can be found wearing almost any color scheme, though the popular Mr. Handy was normally a classic black and gray. Robots cannot wear armor, but they can use weapons and tools. Robots



must be maintained to stay in working order. They require about 12 hours of inspection every month (represented by a successful Craft (Electrical or Mechanical) skill check against a DC of 15. If this maintenance is not performed, the robot begins to lose 1d4 ability points in a random ability every 24 hours until maintained. This requires a successful Craft (Electrical or Mechanical) with a DC equal to 15+ the number of ability points lost. As they are constructs, robots are immune to the effects of radiation, poison, gas attacks, chemicals, and mind-influencing attacks..

### **Physical description**

Humanoid robots stand at about 7' tall. The head contains a camera for visual identification, and an antenna for communication. Both arms sport long, sharp combat blades.

### **Relations**

Robots do not live in villages, as they do not have a society to mention of. Instead, all robots work in coordination, being controlled by command type robots, who are in turn controlled by the Computator. Robots are not a playable race.