

Tales from the Wastes RPG Rules

—Introduction—

Playing is more important than getting bogged down in rules and lore. Have fun, take what you like and make up the rest.

The Wastes are harsh, and your survivor will probably die. Take heart, others may persevere where they could not.

—Survivor Creation—

Traits

All survivors have five traits: **Muscle**, **Agility**, **Wits**, **Guts**, and **Luck**. Each starts at 1d6.

Luck is a special trait; it can be rolled along with any check, but its 1s damage, and its 6s increase the trait by 1d6.

Skills

All skills start at 1d6. Gear, armour, and weapons add static modifiers to checks when appropriate.

Skill	Examples
Fight	Brawl, kill, weapons
Fix	Craft, repair, repurpose
Heal	Medicine, biology, psych
Know	Lore, nature, general
Learn	Sense, investigate, discern
Move	Run, acrobatics, sneak
Shoot	Snipe, throw
Spot	See, hear, smell
Trick	Persuade, cheat, manipulate

Checks

Roll a 4 or higher on a six-sided dice modified by applicable bonuses; these are “hits.” When rolling pools of d6, the highest value is what’s counted, unless otherwise specified. A roll of 6 or more is a “critical” or “crit,” dealing double damage, and a 1 or less is a “mess,” leading to complications.

Jobs (choose one)

Fighter: These are the ones who fight and kill, shoot and chop.

Muscle trait, and either their Fight or Shoot skill, starts at 2d6. Affect skill at 1d6.

Finder: Scavengers and hunters, Finders are always needed to scour the wasteland for something or someone.

Agility trait, and either Spot or Move skill, starts at 2d6. Scavenge skill at 1d6.

Fixer: Where there’s scrap, there’s a Fixer eager to disassemble it and make something new.

Wits trait, and either Fix or Know skill, starts at 2d6. Scrapbuild skill at 1d6.

Face: Some do, and some talk others into it; the Face is the one who knows everyone who’s anyone.

Wits trait, and either Know or Trick skill, starts at 2d6. Deal skill at 1d6.

Fate: This one listens, records all, and if asked right or bought, advises.

Luck trait, and either Heal or Learn skill, starts at 2d6. Help skill at 1d6.

Free(wo)man: Others serve themselves, but a Freeman serves those who follow them, who help to fulfil lofty goals.

Guts trait, and either Spot or Trick skill, starts at 2d6. Lead skill at 1d6.

Job Skills

Each job has a specialized skill.

Affect: Choose one effect (see below); on a hit, the Fighter may choose inflict this effect on a target.

Deal: Whether barter or bullets, the bargain works out in your favour. Bribes and desperate promises go smooth.

Help: Advise a character on how to act. This may result in beneficial or harmful consequences. Helping may remove an affliction instead of healing damage.

Lead: Win people to your cause with grit and grace; these followers will obey your commands, but will question you if put in harms way.

Scavenge: Reveal items of interest (gear, weapons, armour, rations, water, or artifacts), if available.

Scrapbuild: Construct purpose- or skill-specific gear out of scrap or other materials. The gear’s bonus can only be as high as the Scrapbuild level (Scrapbuild 2d6 can build +1 and +2 gear).

Equipment & Gear

Survivors get one of the following gear, each with a +1 skill bonus. All starting weapons deal 1 damage.

Fighter	Axe (Fight) or Scrap Rifle (Spot)
Finder	Boots (Move) or Scrap rifle (Spot)
Fixer	Wrench (Fix) or Toolbox (Learn)
Face	Fancy Hat (Trick) or Pistol (Shoot)
Fate	Logbook (Know) or Medkit (Heal)
Freeman	Knife (Fix) or Nice Coat (Learn)

Survivors should choose several items, gear, or clothing that describes their character; this gear has no

bonuses. All survivors start play with 1 ration of food and water, along with 2d6 bullets.

Weapons and armour (Light Armour reduces damage by 1, Heavy Armour by 2) may be bought with bullets, found, or bartered for with NPCs.

Carrying more than six (6) pieces of gear (not including bullets) encumbers a survivor, afflicting them with the *Muled* effect.

Survivor Growth

Survivors get one XP after any of the following:

-Did they complete their goal?

-Did they survive getting KO’d or crazed and survive?

-Did they grow or learn something new?

For each “yes” to the questions above, PCs get one (1) XP. Upgrading a skill costs 1 XP, upgrading a trait costs 3 XP, and 1 XP can be traded in for 10 bullets.

—Effects—

Fighters may affect targets, or survivors may find themselves afflicted with various effects as they explore the Wastes.

(+1d6v means roll additional dice and take lowest; +1d6^ means roll additional dice and take highest)

Bleeding: Before action, roll Guts; on a 1, take 2 damage.

Depressed: Trait & Luck checks +1d6v.

Doubtful: Fix, Heal, & Learn checks +1d6v .

Drugged: All Trait checks +1d6^; Skill checks +1d6v.

Drunk: Luck checks +1d6^; Skill checks -2.

Enraged: Muscle checks +1d6v.

Focused: Job skill +1, all other skills -2.

Flustered: Fight & Shoot checks +1d6v.

Guarded: Luck checks +1d6v.

Muled: Slow; Fight and Shoot -2.

Parched: All Trait & Skill checks -1.

Poisoned: After action, roll Guts; on miss, take 1 damage.

Scared: Roll Guts; on miss, take 1 stress.

Sick: Agility & Guts checks +1d6v .

Starving: All Trait & Skill checks -1.

Tired: All Trait checks -1.

Wary: Wits check +1d6v.

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—Rules—

Exploration and Survival

Each day of travelling through the Wastes takes its toll: one ration of food and water, or else a survivor starts racking up effects. Draw out a map and determine distance and travel time. What are the survivors’ goals, beyond living one more day?

Combat

Combat should be treated as an extension of roleplaying. Still, for clarity and order, each Player and NPC getting one action or check every 6–10 seconds. Initiative should be determined by story, but in a pinch, the survivor with the highest Agility goes first; if tied, both act at once, but roll to determine who gets their action finished first.

Attacking is done at close or far range; close attacks employ a Fight check and must be made to an adjacent target, and ranged attacks use a Shoot check and must be within line of sight. Attackers make their check less their target’s Agility.

Successful attacks deal their weapon’s damage (usually 1 for melee or 2 for firearms) less the target’s armour (Light Armour reduces damage by 1, Heavy Armour by 2). Critical hits deal double damage. After one (1) point of damage, the survivor is wounded, and all checks are made -1. After two, the survivor is injured, and all checks are made -2. Any further damage KO’s or kills the survivor; Guts check to save against death.

Sanity damage (from Trick or Heal checks, or from effects) is tracked the same. At one point of mental damage, the survivor is stressed (all checks -1), and at two, they are broken (all checks -2); as an added penalty, whenever a survivor is broken, roll a d6; the survivor is afflicted with one of the following effects: Depressed, Doubtful, Flustered, Scared, Tired, or Wary. Any further mental damage drives the survivor into a crazed frenzy or into shambling insanity.

Healing

Resting for a full day heals one point of damage, either physical or mental. A heal check may be used to heal one point of damage, but only one attempt may be made per injury. Downtime (in between sessions) may remove one effect with a survivor or Fate’s successful Heal check.

Name _____
Player _____

Appearance

Face _____
 Body _____
 Clothing _____
 Armour _____
 (la) (ha) _____

Traits

Muscle _____ Wounded _____ Injured _____
 Agility _____ [-1] [-2]
 Wits _____ Stressed _____ Broken _____
 Guts _____ [-1] [-2]
 Luck on 1, dmg; on 6, +1d6

Job _____

XP _____

Skills

Fight _____ d6^ + _____
 Fix _____ d6^ + _____
 Heal _____ d6^ + _____
 Know _____ d6^ + _____
 Learn _____ d6^ + _____
 Move _____ d6^ + _____
 Shoot _____ d6^ + _____
 Spot _____ d6^ + _____
 Trick _____ d6^ + _____
 _____ d6^ + _____

Gear

1 _____
 2 _____
 3 _____
 4 _____
 5 _____
 6 _____
 7 _____
 8 _____
 9 _____
 Bullets _____

Effects

Bleeding ☐ Roll Guts; on 1, 2 dmg
 Depressed ☐ All Traits & Luck +1d6v
 Doubtful ☐ Fix, Heal, & Learn +1d6v
 Drunk ☐ Luck +1d6^; all skills -2
 Enraged ☐ Muscle +1d6v
 Focused ☐ Job Skill +1; other skills -2
 Flustered ☐ Fight & Shoot +1d6v
 Guarded ☐ Luck +1d6v
 Muled ☐ Slow; Fight and Shoot -2
 Parched ☐ All Traits & Skills -1
 Poisoned ☐ Roll Guts; on miss, 1 dmg
 Scared ☐ Roll Guts; on miss, 1 stress
 Sick ☐ Agility & Guts +1d6v
 Starving ☐ All Traits & Skills -1
 Tired ☐ All Traits -1
 Wary ☐ Wits +1d6v

Relations

PC1 _____
 PC2 _____
 PC3 _____
 PC4 _____
 I fight for _____
 I bleed for _____
 I dream of _____

Weapons

Weapons	Damage	Bonus	Range	Effect