

Rules regarding races:

Humans have the following minimal and maximal stats:

	ST	PE	EN	CH	IN	AG	LU	CO
Minimal	1	1	1	1	1	1	1	1
Maximal	10	10	10	10	10	10	10	10

Humans don't get extra resistances.

Humans receive a perk every three experience levels.

Ghouls have the following minimal and maximal stats:

	ST	PE	EN	CH	IN	AG	LU	CO
Minimal	1	4	1	1	2	1	5	1
Maximal	8	13	10	8	11	7	12	10

Ghouls receive a further 45 % resistance to radiation.

Ghouls also receive a further 25 % resistance against poisons.

Ghouls receive a perk every 4 experience levels.

Super Mutants have the following minimal and maximal stats:

	ST	PE	EN	CH	IN	AG	LU	CO
Minimal	5	1	4	1	1	1	1	1
Maximal	13	11	12	9	8	8	10	10

Super Mutants receive a further 3 point resistance to any kind of damage, added to their armor.

Furthermore they are immune to radiation and all diseases and take only half the poison damage.

Super Mutants receive a perk every 4 experience levels.