

Perk rules and experience levels:

Every few experience levels, a character has developed themselves a bit further. In addition to the skill points, they receive a “perk”. Normally, humans receive a perk every three experience levels, Ghouls and Super Mutants every four. This might have changed with certain traits. Each perk has certain prerequisites that have to be fulfilled. To be exact, the character must at least be of a certain experience level. The player chooses the perk their character gets, but the master must confirm the choice and may refuse to do so, if he has a reason (if every single experience level was gained during adventures in big cities, it would be appropriate to refuse a perk that boosts the wilderness survival skill).

Within that caveat, any perk may be chosen for which the character fulfills the requirements.

Below is the table that shows the needed amount of experience points for every experience level.

experience points:	experience level:	experience points:	experience level:
0	1	120.000	16
1.000	2	136.000	17
3.000	3	153.000	18
6.000	4	171.000	19
10.000	5	190.000	20
15.000	6	210.000	21
21.000	7	231.000	22
28.000	8	253.000	23
36.000	9	276.000	24
45.000	10	300.000	25
55.000	11	325.000	26
66.000	12	351.000	27
78.000	13	378.000	28
91.000	14	406.000	29
105.000	15	435.000	30