

### Perks:

A standard character receives a perk every three experience levels, that can be more or less chosen freely from the list below, as long as the prerequisites are met.

| Description and effect:   | Prerequisites:<br>(or better)                                |
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| <b>DIE HARD:</b> You don't give up easily. Once your hit points drop below 20%, you receive a 50% bonus on your armor.  | experience level: 3<br>Body control: 45<br>Endurance: 6      |
| <b>BLACK WIDOW/LADY KILLER:</b> In combat with enemies of the other sex, you make 2 points more damage. Furthermore you receive a 7 point bonus on beguile/seduce with the other(!) sex.              | experience level: 3<br>beguile/seduce: 40<br>Charisma: 5     |
| <b>CHERCHEZ LA FEMME / CONFIRMED BACHELOR:</b> In combat with enemies of the same sex, you make 2 points more damage. Furthermore you receive a 7 point bonus on beguile/seduce with the same(!) sex. | experience level: 3<br>beguile/seduce: 40<br>Charisma: 5     |
| <b>FRIEND OF THE NIGHT:</b> Your eyes adjust to the dark way faster than usual. All reductions due to darkness are halved.  | experience level: 3<br>Perception: 6<br>Sneaking: 30         |
| <b>HEAVE HO!:</b> All your thrown items, be they horse shoes, stones or hand grenades, fly 50% farther.   | experience level: 3<br>Strength 5<br>Throwing 35             |
| <b>INTENSIVE TRAINING:</b> You can add one more point to any of your character stats. This perk can be chosen 8 times.  | experience level: 3  |
| <b>FAST RELOAD:</b> You reload twice as fast as most others. The AP costs for reloading your guns are reduces by 50%.   | experience level:: 3<br>Agility: 5<br>Handguns OR Rifles: 60 |
| <b>EDUCATED:</b> With every experience level you gain, you receive 3 more skill points. This perk is especially useful the sooner it is chosen.   | experience level:: 3<br>Intelligence: 5                      |
| <b>ENTOMOLOGIST:</b> You do double damage against any mutated insect.   | experience level:: 3<br>Survival: 40                         |
| <b>AWARENESS:</b> In combat a single glance suffices, to give you a detailed overview on any character: his weaponry and his condition (hit points, remaining ammunition, etc.)                       | experience level:: 3<br>Perception: 5                        |
| <b>HERE AND NOW:</b> You immediately gain another experience level, complete with more skill points to distribute and raised derived statistics.  | experience level:: 3   |

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| <b>BONUS HAND TO HAND DAMAGE:</b> You do another 2 points of further hand to hand base damage.  | experience level:: 3<br>Strength: 6<br>Agility: 6                        |
| <b>HEALER:</b> Every application of the skills doctor or first aid heals 4+1D6 more hit points. | experience level: 3<br>Perception: 6<br>Intelligence: 5<br>First Aid: 45 |
| <b>STRONG BACK:</b> You can carry 50 pounds more equipment with you.                            | experience level: 3<br>Strength: 6<br>Endurance: 6                       |
| <b>TOUGH:</b> You really are a survivor. You receive, even naked, plus 2 on every armor stat.   | experience level: 3<br>Endurance: 6<br>Luck: 6                           |

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| <b>DEMOLITION-EXPERT:</b> All your explosives (including hand grenades) do 20% more damage.   | experience level: 6<br>explosives: 50                         |
| <b>GUNSLINGER:</b> You are an expert with handguns. Every shot costs one AP less and carries a hit chance raised by 5.  | experience level: 6<br>Handguns: 65                           |
| <b>SHOTGUN-SURGEON:</b> With any weapon that uses Shot, you ignore three points of armor – if the used ammunition already ignores armor, that will be added.  | experience level: 6<br>Rifles: 60                             |
| <b>THE PROFESSIONAL:</b> Any hit made while successfully sneaking does 20% more damage. This however, applies only to hits with knives and handguns.  | experience level: 6<br>Sneaking: 70                           |
| <b>COMMANDO:</b> You are an expert with rifle grip guns. Every shot costs one AP less and carries a hit chance raised by 5.   | experience level: 6<br>Rifles: 65                             |
| <b>STONEWALL:</b> You receive +5 on your armor stats against unarmed and melee attacks. Furthermore, if a close combat attack should knock you down, you may, pending a test on luck, just stagger back a step. | experience level: 6<br>Strength: 6<br>Endurance: 6<br>Luck: 5 |
| <b>GHOST:</b> In the dark you receive a 20 point bonus on sneaking. This is based exclusively upon the lighting.  | experience level: 6<br>Sneaking: 55                           |
| <b>BONUS RANGED DAMAGE:</b> You do another 2 points of further base damage with all ranged weapons.   | experience level: 6<br>Agility: 6<br>Luck: 6                  |
| <b>BONUS MOVEMENT:</b> You receive 2 more action points that may only be used for all kinds of movement. Including jumping into or out of cover or changing position.   | experience level: 6<br>Agility: 5                             |
| <b>RADIATION RESISTANCE:</b> Your resistance against radiation raises by another 20 points.   | experience level: 6<br>Endurance: 6                           |

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| <b>FAST CHANGE OF POSITION:</b> You are able to change your position (i.e. standing, kneeling or prone) twice as fast as most others. Instead of 2 AP per change, the change now costs only one AP.   | experience level: 6<br>Agility: 6                                   |
| <b>MORE CRITICAL HITS:</b> You do more critical hits. This does not change the damage a critical hit wreaks, only the chance to make one at all. All critical hit chances are raised by 5.  | experience level: 6<br>Luck: 6                                      |
| <b>SNAKE EATER:</b> Your resistance to poison is raised by 25 points.   | experience level: 6<br>Endurance: 6                                 |
| <b>SILENT RUNNING:</b> You're fast and silent. You receive no detracton for running while sneaking.   | experience level: 6<br>Agility: 6<br>Sneaking: 50<br>Acrobatics: 40 |
| <b>LIGHT STEP:</b> It's very improbable that someone with your knowledge and elf like gait steps into a trap. Even if you do, you only need to pass a test on luck to check if the trap will work properly against you. If you succeed, you can tap dance on that landmine if you want to. It will not explode against YOU. | experience level: 6<br>Hunting traps OR<br>Explosives: 50<br>Luck 6 |

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| <b>ANIMAL FRIEND:</b> No animal, be it ever so aggressive, will attack an animal friend. This perk applies to all mammals. Wanamingos and Deathclaws are NOT mammals. | experience level: 9<br>Charisma: 6                             |
| <b>NIGHT PERSON:</b> This is based upon the clock(!). Between 6 in the evening and six in the morning you gain plus 2 to Perception and Intelligence for all tests.   | experience level: 9  |
| <b>FAST METABOLISM:</b> Due to your high metabolic rate every stimpak will heal 1D6 more damage.  | experience level: 9  |
| <b>DODGER:</b> All your parades in close combat are better by ten points. This does not apply in any way to bullets!  | experience level: 9<br>Unarmed OR Melee: 60                    |
| <b>PYROMANIAC:</b> You love playing with fire. All weapons that use fire (from molotov cocktails to flame throwers) do 20% more damage.                               | experience level: 9<br>Heavy weapons: 40                       |
| <b>MUTATION!:</b> Radiation has mutated one of your traits. You may exchange one against any other one. If you haven't chosen a trait, you may now do so.             | experience level: 9  |
| <b>Sharp shooter:</b> Not to be confused with the sharp shooter trait. For range detection, your perception is raised by two.   | experience level: 9<br>Handguns OR Rifles: 70<br>Perception: 5 |

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| <b>DUCK AND COVER!:</b> You react fast when someone shouts “Duck and cover!”. All damage that comes your way from explosions and bursts is reduced by 1D6. This is applied once for explosions and for every single shot of a burst. | experience level: 12<br>Perception: 6<br>Agility: 5 |
| <b>LIFE GIVER:</b> You receive 25 more hit points, added to those you get from gaining an experience level.  | experience level: 12                                |
| <b>BEE STING:</b> Like they say: „Float like a butterfly, sting like a bee!“. All your unarmed and melee attacks ignore five points of armor. If the used weapon already ignores armor, this will be added.                          | experience level: 12<br>unarmed OR melee: 75        |

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| <b>ROBOTICS EXPERT:</b> You do double damage against all robots and ignore 6 points of armor on any hit on a power armor wearing foe.  | Erfahrungs-Stufe: 12<br>Intelligenz: 6<br>experience level: 12<br>Repairing (electronics): 65 |
| <b>SNIPER:</b> Always aim for the head. With an aimed shot on the head the difficulty is reduced by half, meaning 25 points. This applies to any attack with any firearm.                                  | experience level: 12<br>Rifles: 75  |
| <b>LIVING ANATOMY:</b> You do +1 damage against any human (or formerly human) living being and receive a one time bonus of 10 points to the first aid skill and 5 points to doctor.                        | experience level: 12  |
| <b>ACTION BOY (OR GIRL):</b> You gain two action points. Unlike as with the perk “bonus movement” these can be used for any action.  | experience level: 12<br>Agility: 6  |
| <b>TAG:</b> You gain another tag skill. This skill now receives a one time bonus of 15 points and from now on(!) it gains double the points. That is, for each invested skill point, you gain two.         | experience level: 12<br>Intelligence: 6   |
| <b>WEAPON HANDLING:</b> To check on your ability to handle weapons (regarding the minimal strength) your strength is raised by three points. This applies to all weapons and all forms of weapon handling. | experience level: 12<br>Strength <= 7.  |

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| <b>ADAMANTIUM SKELETON:</b> However it came to pass, your extremities are extremely hardened. Damage done to your Arms, Legs and head are reduced by a third.                      | experience level: 15<br>Luck: 6<br>Endurance: 6 |
| <b>BETTER CRITICAL HITS:</b> All your critical hits do another 50% more damage.  | experience level: 15<br>Luck: 7                 |
| <b>CHEM RESISTANT:</b> The probability to get addicted to a drug is only half as big for you. And the cold turkey if you get addicted, takes only half as long and is half as bad. | experience level: 15<br>Carousing: 60           |

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| <b>BONUS CLOSE COMBAT ATTACKS:</b> All your close combat attacks, melee or unarmed, cost one action point less.   | experience level: 15<br>Agility: 6     |
| <b>BONUS RATE OF FIRE:</b> All your attacks with guns and similar weapons cost one AP less. This applies to guns as much as to bows and energy weapons.   | experience level: 15<br>Agility: 6     |
| <b>MASTER PICKPOCKET:</b> All your pickpocket tests are reduced to normal tests of the skill, without modifiers of any kind, due to line of sight, size or anything like that. You can't steal the clothes from their backs, but that's about the only limit. | experience level: 15<br>Pickpocket: 80 |