

## RACES & CLASSES

CLASS SPECIALS ARE NOT SET IN STONE. CONSIDERING THEY AREN'T ACCURATE NUMBERS.

Human- does not excel in any particular area, don't suffer in any either. Perk every 3 levels

- Tank -S7 P4 E10 C3 I4 A7 L1
  - High DT
  - Low Perception cannot see far
  - Low charisma
  - Strongish
  - Low ap
- Sniper S4 P9 E5 C4 I5 A9 L4
  - High perception
  - Many AP
  - Long range
- Bandit S3 P5 E3 C10 I5 A9 L4
  - Basic Build
- Assassin S5 P8 E6 C1 I6 A8 L3
- Raider S7 P3 E7 C1 I2 A4 L3
- Brute S10 P2 E7 C3 I4 A7 L1
- Merchant S3 P6 E4 C10 I9 A4 L7
- Engineer S3 P4 E4 C10 I10 A7 L5

Ghoul- no strong as humans, but tend to be luckier and more perspective. perk every 4 levels.

- Sniper S1 P10 E3 C4 I6 A10 L7
- Bandit S3 P7 E3 C10 I5 A9 L4
  - Basic Build
- Raider S7 P3 E7 C1 I2 A4 L3
- Merchant S3 P6 E4 C10 I9 A4 L7
- Engineer S3 P4 E4 C10 I10 A7 L5

Super Mutant- excel in combat but cannot wear most armors, cannot use small guns. lacks in agility and intelligence. Gets perk every 4 levels.

- Brute S10 P5 E10 C1 I4 A6 L1
- Tank -S10 P4 E10 C1 I4 A7 L1
  - High DT
  - Low Perception cannot see far
  - Low charisma

- Strongish
- Low ap

Robot- average luck, no charisma. strong and tough, resistant to most attacks, immune to poison and radiation. Never gains perks

- Eyebot S-- P4 E4 C-- I-- A8 L5
- Securitron S-- P4 E10 C-- I-- A6 L4
  - High DT
  - Low Perception cannot see far
  - Low charisma
  - Strongish
  - Low ap
- Protectron S-- P5 E6 C-- I-- A10 L4

Deathclaws- massive beasts that use their strength to rip their enemies apart, cannot use armor, cannot use items, can only use unarmed weapons such as power fists and brass knuckles. lacks in intelligence and charisma, however durable than most humans. perk every 4 levels.

- Deathclaw Class S10 P7 E9 C1 I1 A8 L1

Dogs- main strengths are strength, perception and agility. cannot wear armor, cannot use items, or weapons. Gains perk every 2 levels.

- Dog Class S7 P10 E3 C2 I2 A10 L3
- Cyber Dog Class S8 P10 E5 C1 I1 A10 Lk 3

Levels:

Max Cap Is 30.

Exp Lv Req Example. Lv1->Lv2 1000exp Lv2->Lv3 2000exp->Lv4 4000exp.

Fallout 2 Perks.

## Regular perks

Name	Level req	Other requirements	Ranks	Benefit
Action Boy	12	AG 5	2	Additional action point available in combat
Adrenaline Rush	6	ST < 10	1	+1 to Strength when your HP drops below 50%
Awareness	3	PE 5	1	Examining a target shows hitpoints, weapon and ammunition count
Better Criticals	9	PE 6, AG 4, LK 6	1	20% bonus on the critical hit table

Bonus HtH Attacks	15	AG 6	1	Hand-to-hand attacks cost 1 AP less to perform
Bonus HtH Damage	3	ST 6, AG 6	3	+2 points of damage for hand-to-hand and melee attacks
Bonus Move	6	AG 5	2	Two extra APs per turn that can only be used for movement
Bonus Ranged Damage	6	AG 6, LK 6	2	+2 points of damage for attacks with ranged weapons
Bonus Rate of Fire	15	PE 6, IN 6, AG 7	1	Ranged weapon attacks cost 1 AP less to perform
Cautious Nature	3	PE 6	1	+3 to Perception during random encounters
Comprehension	3	IN 6	1	50% more skill points when reading books
Cult of Personality	12	CH 10	1	People will always view you favorably, no matter your reputation nor their alignment
Demolition Expert	9	AG 4, Traps 75%	1	Explosives do more damage and always detonate on time
Dodger	9	AG 6	1	+5 to your Armor Class
Earlier Sequence	3	PE 6	3	+2 to attack sequence
Educated	6	IN 6	3	+2 skill points at level up
Empathy	6	PE 7, IN 5	1	Reaction levels are shown when in an in-depth conversation
Explorer	9		1	Higher chance of finding special places and people in random encounters
Faster Healing	3	EN 3	3	+2 bonus to your healing rate
Fortune Finder	6	LK 8	1	Additional money is found during random encounters
Gain	12	(Statistic) < 10	1 (x7)	+1 to the respective Statistic
Gambler	6	Gambling 50%	1	+20% to Gambling
Ghost	6	Sneak 60%	1	+20% to Sneak in dark conditions
Harmless	6	Steal 50%, Karma 50 or more	1	+20% to Steal
Healer	3	PE 7, IN 5, AG 6, First Aid 40%	2	4-10 more hit points healed when using First Aid or Doctor skills

Heave Ho!	6	ST < 9	3	+2 to Strength when determining range of a thrown weapon
Here and Now	3		1	Immediately gain an extra level
HtH Evade	12	Unarmed 75%	1	+2 for each unused Action Point, plus 1/12 your Unarmed skill to Armor Class at the end of a combat turn
Kama Sutra Master	3	EN 5, AG 5	1	Some characters more likely to have sex with you
Karma Beacon	9	CH 6	1	Karma is doubled for the purposes of dialogue and reactions
Lifegiver	12	EN 4	2	Additional 4 Hit Points on level-up
Light Step	9	AG 5, LK 5	1	50% reduction in your chance of setting off a trap
Living Anatomy	12	Doctor 60%	1	+10% to Doctor and +5 damage to living creatures
Magnetic Personality	6	CH < 10	1	+1 to the number of party members who can be recruited
Master Thief	12	Lockpick 50%, Steal 50%	1	+15% to skills: Lockpick and Steal
Master Trader	9	CH 7, Barter 75%	1	25% discount when purchasing items from stores and traders
Medic	12	First Aid 40% or Doctor 40%	1	+10% to skills: First Aid and Doctor
More Criticals	6	LK 6	3	+5% chance of critical hits
Mr. Fixit	12	Science 40% or Repair 40%	1	+10% to skills: Repair and Science
Mutate!	9		1	Change one of your traits
Mysterious Stranger	9	LK 4	1	Chance you will gain a temporary ally in random encounters
Negotiator	6	Barter 50%, Speech 50%	1	+10% to skills: Speech and Barter
Night Vision	3	PE 6	1	20% reduction in darkness level
Pack Rat	6		1	Carry an additional 50 lbs. of equipment
Pathfinder	6	EN 6, Outdoorsman 40%	2	25% reduction in travel time on the world map
Pickpocket	15	AG 8, Steal 80%	1	Size and facing modifiers are ignored when stealing from someone
Presence	3	CH 6	3	+10% to initial reaction of non-player characters
Pyromaniac	9	Big Guns 75%	1	+5 points of damage with fire-based weapons, more violent fire death animations
Quick Pockets	3	AG 5	1	Inventory access during combat only costs 2 AP

Quick Recovery	6	AG 5	1	Getting up after being knocked down in combat only costs 1 AP
Rad Resistance	6	EN 6, IN 4	2	+15% to Radiation Resistance
Ranger	6	EN 6	1	+15% to Outdoorsman
Salesman	6	Barter 50%	1	+15% to Barter
Scout	3	PE 7	1	Amount of viewable map increased
Sharpshooter	9	PE 7, IN 6	1	+2 to Perception when determining range modifiers
Silent Death	18	AG 10, Sneak 80%, Unarmed 80%	1	When sneaking HtH attacks from behind do double damage
Silent Running	6	AG 6, Sneak 50%	1	Able to sneak and run at the same time
Slayer	24	ST 8, AG 8, Unarmed 80%	1	All HtH attacks are critical hits
Smooth Talker	3	IN 4	3	+1 to Intelligence for the purposes of dialogue
Snakeater	6	EN 3	2	+25% to Poison Resistance
Sniper	24	PE 8, AG 8, Small Guns 80%	1	Increased chance to score a critical hit with ranged weapons
Speaker	9	Speech 50%	1	+20% to Speech
Stonewall	3	ST 6	1	Reduction in chance to be knocked down during combat
Strong Back	3	ST 6, EN 6	3	Carry an additional 50 lbs. of equipment
Survivalist	3	EN 6, IN 6, Outdoorsman 40%	1	+25% to Outdoorsman
Swift Learner	3	IN 4	3	+5% bonus whenever XP is earned
Tag!	12		1	Pick an addition Tag Skill
Thief	3		1	+10% to skills: Sneak, Lockpick, Steal and Traps
Toughness	3	EN 6, LK 6	3	+10% to damage resistance
Weapon Handling	12	ST < 7, AG 5	1	+3 to Strength for weapon calculations