

KARMA

or

How to be famous in the Wasteland

This text contains some information about giving karma, earning karma and lots of others.

WHAT?

Karma is other's attitude to you, their response to your presence. It expires your reputation. When you kill some raiders hidden in a dark cave before their first ride, scarcely anybody won't hear about it, but when you kill those raiders after a long time of their plaguing, you will be famous in certain city. This goes the same way in the bad situations.

WHEN?

You should give karma in your own way, but I will give you some hints about it.

The first thing is that you shouldn't give too much or too little karma. See the list of examples at the end.

Second: don't give/take much karma if nobody sees things players do. It concerns both good and bad things.

Third: Don't be scared of taking karma. If a player does something bad - let him feel it! Let him taste the innocent's blood falling on his conscience!

HOW MUCH?

This is the most difficult question. Instead of a straight answer, I will give you some examples and information.

KARMIC LEVELS

Wanderer.....	0
Defender.....	275
Shield of Hope.....	480
Guardian of the	
Wastes.....	750

EXAMPLES taken from Fallout 2

KLAMATH

Paying off Sulik's debt	+15
Killing Rat God in Trapper Town	+50
Rescue Smiley	+75

The DEN

Grave digging /per one grave/	-5
Free Vic from Metzger	+5
Find Anna's locket	+8
Bury Anna	+25
Slaver's gulid raid	-75
each person killed	-10
Kill Metzger	+100
Free Slaves	+100

MODOC

Kill dogs attacking Grisham's cattle	+35
--------------------------------------	-----

VAULT CITY

Solve the Gecko powerplant problem	+50
Get plow for Mr. Smith	+5

GECKO

Optimize the powerplant	+20
-------------------------	-----

BROKEN HILLS

Blow up mine's air purifier	-50
Fix the mine's air purifier	+20

NCR

Kill hubologist for Merc	-10
Free the slaves for the Rangers	+10

REDDING

Kill Frog Morton	+50
------------------	-----

SAN FRANCISCO

Get the Vertibird plans for the Brotherhood of Steel	+90
--	-----

VAULT 15

Rescue Chrissy	+20
----------------	-----

ENCLAVE OIL RIG

Kill Frank Horrigan	+250
---------------------	------