



# FALLOUT PERKS BY LEVEL:

## Level Two Perks:

Name	Ranks	ST	PE	EN	CH	IN	AG	LK	Skill / Race Requirements	Summary
Brown Noser	2				5	6			(No Deathclaws / Dogs)	+1 CH for reactions
Die Hard	1			6					First Aid 40%	10% DR when hp < 20%

## Level Three Perks:

Name	Ranks	ST	PE	EN	CH	IN	AG	LK	Skill / Race Requirements	Summary
Awareness	1		5							See HP's and weapons of enemies
Bonus HtH Damage	3	6					6			+2 Melee Damage per level
Cautious Nature	1		6							+3 PE in random encounter placement
Comprehension	1					6			(No Dogs)	+50% skill points from reading
Drunken Master	1								Unarmed 60%	+20% Unarmed when under the influence
Earlier Sequence	3		6							+2 Sequence per level
Faster Healing	3			6						+2 Healing Rate per level
Gunner	1						6		Small Guns 40%	No 10% penalty when firing from vehicle
Healer	2		7			5	6		First Aid 40%	Increase HP healed by 4-10 per rank
Kama Sutra Master	1			5			5			Stamina and skill in bed
Leadfoot	1		6				6		Pilot 60%	Increase vehicle max speed by 25%
Night Vision	1		6							Negative mods for darkness reduced 50%
Quick Pockets	1						5			2 AP to swap equipment
Rad Child	1			6					(Only Ghouls)	+5 to Healing Rate in 10+ rad source
Scout	1		7							Maps easier to read
Smooth Talker	3					4			(No Dogs)	+1 IN per level when dealing with NPCs
Stat!	1						6		First Aid 75%, Doctor 50%	5 AP for healing
Stonewall	1	6								50% to avoid knockdown

Strong Back	2	6		6						+50lbs Carry Weight per level
Survivalist	3			6			6		Outdoorsman 40%	+25% to Outdoorsman skill
Swift Learner	3					4				+5% to earned XP
Theif	1								<i>(No Deathclaws/Dogs)</i>	+10% to Sneak, Lockpick, Steal, and Traps
Toughness	1			6				6		+10% to all DR types

## Level Four Perks

Name	Ranks	ST	PE	EN	CH	IN	AG	LK	Skill / Race Requirements	Summary
Bracing	1	7							Big Guns 80%, <i>(No Deathclaws / Dogs)</i>	Bonus for tripod while holding
Death Sense	?					5			<i>(Only Deathclaws)</i>	+2 PE, -50% light penalty, +25% detect
Flexible	1						6		Sneak 60%	1 AP to change stance
Hit the Deck!	1						6			+50% to Explosive DR
Leader	1				6					Close party gains +1 AG and +5 AC
Loner	1				< 5				Outdoorsman 50%	+10% to all skills when alone
Steady Aim	1	6							<i>(Only Mutants)</i>	Burst attacks cost -1 AP
Tunnel Rat	1						6		Sneak 60%	1 AP move while crouch or prone

## Level Six Perks

Name	Ranks	ST	PE	EN	CH	IN	AG	LK	Skill / Race Requirements	Summary
Adrenaline Rush	1	1-9								+1 ST when HP < 50% max
Bonus Move	2						5			2 free hex moves in combat per level
Bonus Ranged Damage	2						6	6	<i>(No Deathclaws / Dogs)</i>	+2 ranged damage per level
Cancerous Growth	1	< 7							<i>(Only Ghouls)</i>	+2 to Healing Rate, Regen in 48 Hrs
Educated	3					6				+2 Skill Points each level gain
Empathy	1		7			5				Know when others interpreted wrongly
Fortune Finder	1							8		More money in random encounters
Gambler	1								Gambling 50%	+20% to Gambling skill
Ghost	1								Sneak 60%	+20% to sneak in darkness
Harmless	1								Steal 50%, Karma > 49, <i>(No Deathclaws)</i>	+20% to steal
Heave Ho!	3									+2 ST for thrown weapons only
More Criticals	3							6	<i>(No Mutants)</i>	+5% Critical Chance per level
Negotiator	1								Barter 50%, Speech 50%, <i>(No Deathclaws / Dogs)</i>	+10% to Speech and Barter

Pack Rat	2										+10lbs to Carry Weight
Pathfinder	1			6						Outdoorsman 60%	Reduce travel time by 25%
Presence	3				6						+1 CH for reaction rolls per level
Quick Recovery	1						5				1 AP to stand up after being knocked down
Rad Resistance	2			6		4					+15% Radiation Resistance per level
Ranger	1		6								+15% to Outdoorsman
Salesman	1									Barter 50%, <i>(No Deathclaws / Dogs)</i>	+20% to Barter
Silent Running	1						6			Sneak 50%	Run and sneak simultaneously
Snakeater	1			3							+25% Poison Resistance
Stunt Devil	2	6		6			6			<i>(No Dogs)</i>	25% less damage from fall/crash, +10% Pilot
Way of the Fruit	1				6					<i>(No Deathclaws/Dogs)</i>	+1 PE and AG after eating fruit

## Level Seven Perks

Name	Ranks	ST	PE	EN	CH	IN	AG	LK	Skill / Race Requirements	Summary
Bone Head	2	7								%50 (75%) to avoid being unconsciousness

## Level Eight Perks

Name	Ranks	ST	PE	EN	CH	IN	AG	LK	Skill / Race Requirements	Summary
Bluff Master	1				3					When caught stealing, talk your way out
Brutish Hulk	1	7		5					<i>(Only Deathclaws)</i>	Double normal HP when leveling
Psychotic	1			5					<i>(Only Mutants and Half Mutants)</i>	Effects of Psycho are doubled, addiction 1/2

## Level Nine Perks

Name	Ranks	ST	PE	EN	CH	IN	AG	LK	Skill / Race Requirements	Summary
Animal Friend	1					5			Outdoorsman 25%	Animals will not attack
Better Criticals	1		6				4	6	<i>(No Mutants)</i>	+150% damage, +50% damage to limbs
Crazy Bomber	1					6			Traps 60%, <i>(No Deathclaws / Dogs)</i>	Know when explosive improperly set
Demolition Expert	1						4		Traps 90%, <i>(No Deathclaws / Dogs)</i>	50% more damage to explosives
Dodger	2						6			+5 AC per rank
Driving City Style	1		6				5		<i>(No Deathclaws / Dogs)</i>	30% Pilot, +2 bonus when driving
Explorer	1									Better chance to find interesting things

Flower Child	1			5							50% against addiction, 50% withdrawal
Here and Now											Gain a level
Karma Beacon	1				6						Karma doubled for reactions
Light Step	1						5	5			+4 AG against triggering traps
Master Trader	1				7					Barter 60%, <i>(No Deathclaws / Dogs)</i>	30% Barter
Mutate	1										Switch Traits
Mysterious Stranger	1							4			Chance to gain temporary ally
Pyromaniac	1									Big Guns 75%	+5 damage with fire-based weapons
Scrounger	1							8			Double ammunition found
Sharpshooter	1		7			6					+2 PE to determine range modifiers
Speaker	1									Speech 50%, <i>(No Deathclaws / Dogs)</i>	20% Speech

## Level Ten Perks

Name	Ranks	ST	PE	EN	CH	IN	AG	LK	Skill / Race Requirements	Summary
Hide of Scars	2			6					<i>(Only Deathclaws)</i>	+15% to all Resistances except fire

## Level Twelve Perks

Name	Ranks	ST	PE	EN	CH	IN	AG	LK	Skill / Race Requirements	Summary
Action Boy (or Girl)	2						5			+1 AP per combat per level
Bonsai	1								Outdoorsman 50%, Science 40%, <i>(Only Ghouls)</i>	Steady supply of fruit
Cult of Personality	1				10					Positive modifier for negative karma
Gain Agility	1						*			+1 AP permanently
Gain Charisma	1				*					+1 CH permanently
Gain Endurance	1			*						+1 EN permanently
Gain Intelligence	1					*				+1 IN permanently
Gain Luck	1							*		+1 LK permanently
Gain Perception	1		*							+1 PE permanently
Gain Strength	1	*								+1 ST permanently
HtH Evade	1								Unarmed 75%	+3 to AC per AP at end of combat turn
Livegiver	2			4						+4 HP each level gain per level
Living Anatomy	1								Doctor 60%	+10% Doctor, +5 damage to living creatures
Master Thief	1								Lockpick 50%, Steal 50%, <i>(No Deathclaws / Dogs)</i>	+15% Lockpick and Steal

Medic	1									First Aid OR Doctor 40%	+10% First Aid and Doctor
Mr. (or Ms.) Fixit	1									Repair OR Science 40%, <i>(No Deathclaws / Dogs)</i>	+10% Science and Repair
Road Warrior	1					6				Pilot 60%, <i>(No Deathclaws / Dogs)</i>	No penalties while driving and attacking
Tag!	1										Pick an additional Tag skill
Talon of Fear	1	6								Unarmed 60%, <i>(Only Deathclaws)</i>	Unarmed attacks carry Type B poison
Team Player	1				4						+10% all skills when entire party is near
Tough Hide	2			< 8						<i>(Only Mutants)</i>	+15 to AC, +10% to all Resistances
Weapon Handling	1						5				+3 ST for handling and firing weapons

## Level Fourteen Perks

Name	Ranks	ST	PE	EN	CH	IN	AG	LK	Skill / Race Requirements	Summary
Divine Favor	1				8					Re-roll any roll once a day

## Level Fifteen Perks

Name	Ranks	ST	PE	EN	CH	IN	AG	LK	Skill / Race Requirements	Summary
Bonus HtH Attacks	1						6			-1 AP cost of HtH or Melee attack
Bonus Rate of Fire	1		6			6	7		<i>(No Deathclaws / Dogs)</i>	-1 AP cost of Ranged attack
Mental Block	1									+1 PE to determine range and find traps
Pickpocket	1						8		Steal 80%, <i>(No Deathclaws / Dogs)</i>	+25% Steal

## Level Sixteen Perks

Name	Ranks	ST	PE	EN	CH	IN	AG	LK	Skill / Race Requirements	Summary
Bend the Rules	1							6		Ignore restrictions but race for next perk

## Level Eighteen Perks

Name	Ranks	ST	PE	EN	CH	IN	AG	LK	Skill / Race Requirements	Summary
Silent Death	1						10		Sneak 80%, Unarmed 80%	Double damage from behind while sneaking

## Level Twenty Perks

Name	Ranks	ST	PE	EN	CH	IN	AG	LK	Skill / Race Requirements	Summary
Break the Rules	1							6		Ignore restrictions and race for next perk

## Level Twenty Four Perks

Name	Ranks	ST	PE	EN	CH	IN	AG	LK	Skill / Race Requirements	Summary
Slayer	1	8					8		Unarmed 80%	Critical Hit with HtH or Melee against LK
Sniper	1		8				8		Small Guns 80%, <i>(No Deathclaws / Dogs)</i>	Critical Hit with Ranged against LK