



# Fallout

**Name**

**Level**

**Player**

**Description**

**EXP**

**Speed**

**Action Points**

**Karma**

**HP**  Current

**STRENGTH**

Base  Bonus  Total

**PERCEPTION**

Base  Bonus  Total

**ENDURANCE**

Base  Bonus  Total

**CHARISMA**

Base  Bonus  Total

**INTELLIGENCE**

Base  Bonus  Total

**AGILITY**

Base  Bonus  Total

**LUCK**

Base  Bonus  Total

**DAMAGE RESISTANCES**

Physical  Energy  Poison  Radiation

**PREVENT INJURY**

helmet  head injury

armor  body injury

left arm injury  right arm injury

left leg injury  right leg injury

**Misc Perks**

**Weapon**

**Skill**

**Damage**

**Range**

**Ammo**

**Misc**

**ARMOR AND PROTECTION**

- Minimum
- Iron Fist +106 unarmed damage
  - Big Leagues +106 melee damage
  - Armor Mod: armor
  - Blacksmith Mod: melee weapons
  - Heavy Gunner +106 heavy damage
  - Strong Back 1.5x carry weight
  - Steady Aim +106 to hit when aiming
  - Basher +106 to hit with scopes
  - Rooted ignore cover
  - Pain Train Power armor charge

**Strength Perks**

- Pickpocket +106 to pick pockets
- Rifleman +106 to hit w/rifles
- Awareness +106 notice
- Locksmith You can open locks
- Demolition +106 explosive damage
- Night Person No notice penalty in dark
- Refractor +5 energy resistance
- Sniper +106 to hit with scopes
- Penetrator ignore cover
- Concentrated Fire +106 damage / attack

**Endurance Perks**

- Toughness +3 physical resistance
- Lead Belly No rads from food/drink
- Life Giver + (level x 5) hit points
- Chem Resistant No chem addiction
- Aquaboy No rads from swimming
- Rad Resistant +5 radiation resistance
- Adamantium Bones +106 to avoid injury
- Cannibal Corpses restore hp
- Ghoulish Radiation restores hp
- Solar Powered Sunlight restores hp

**Charisma Perks**

- Cap Collector +/- 10% buy and sell
- Lady Killer +106 persuade women
- Lone Wanderer +1 to all resistances
- Attack Dog Gain a canine follower
- Animal Friend Can persuade animals
- Local Leader Build settlements
- Party Boy No alcohol addiction
- Inspirational Ally does +106 damage
- Wasteland Whisperer Able to persuade beasts
- Intimidation +106 persuade people

**Intelligence Perks**

- V.A.N.S. Direction sense
- Medic +106 stimpaks/radaway
- Gun Nut Mod: guns
- Hacker You can hack terminals
- Scrapper Remove components
- Science! Craft high tech mods
- Chemist +104 chem duration
- Robotics Expert Build/hack/mod robots
- Nuclear Physicist +106 radiation damage
- Nerd Rage +1 action when injured

**Agility Perks**

- Gunstinger +106 pistol damage
- Commando +106 automatic damage
- Sneak +106 to sneak
- Mister Sandman +106 sneak attack
- Action Boy +1 action points
- Moving Target +5 resist. when moving
- Ninja +104 sneak attack
- Quick Hands 1 free reload / turn
- Blitz Charge attack
- Gun-Fu +106 damage to 2nd foe

**Luck Perks**

- Fortune Finder Roll d8s for cap stashes
- Scrounger Roll d8s for ammo boxes
- Bloody Mess +106 to inflict injury
- Mysterious Stranger 50% chance on crit
- Idiot Savant Luck instead of Int 1/day
- Better Criticals x3 damage
- Critical Banker Save a crit for later
- Grim Reaper's Sprint +1 action from fall
- Four Leaf Clover Crit on 19-20
- Ricochet Enemy fumble damage

